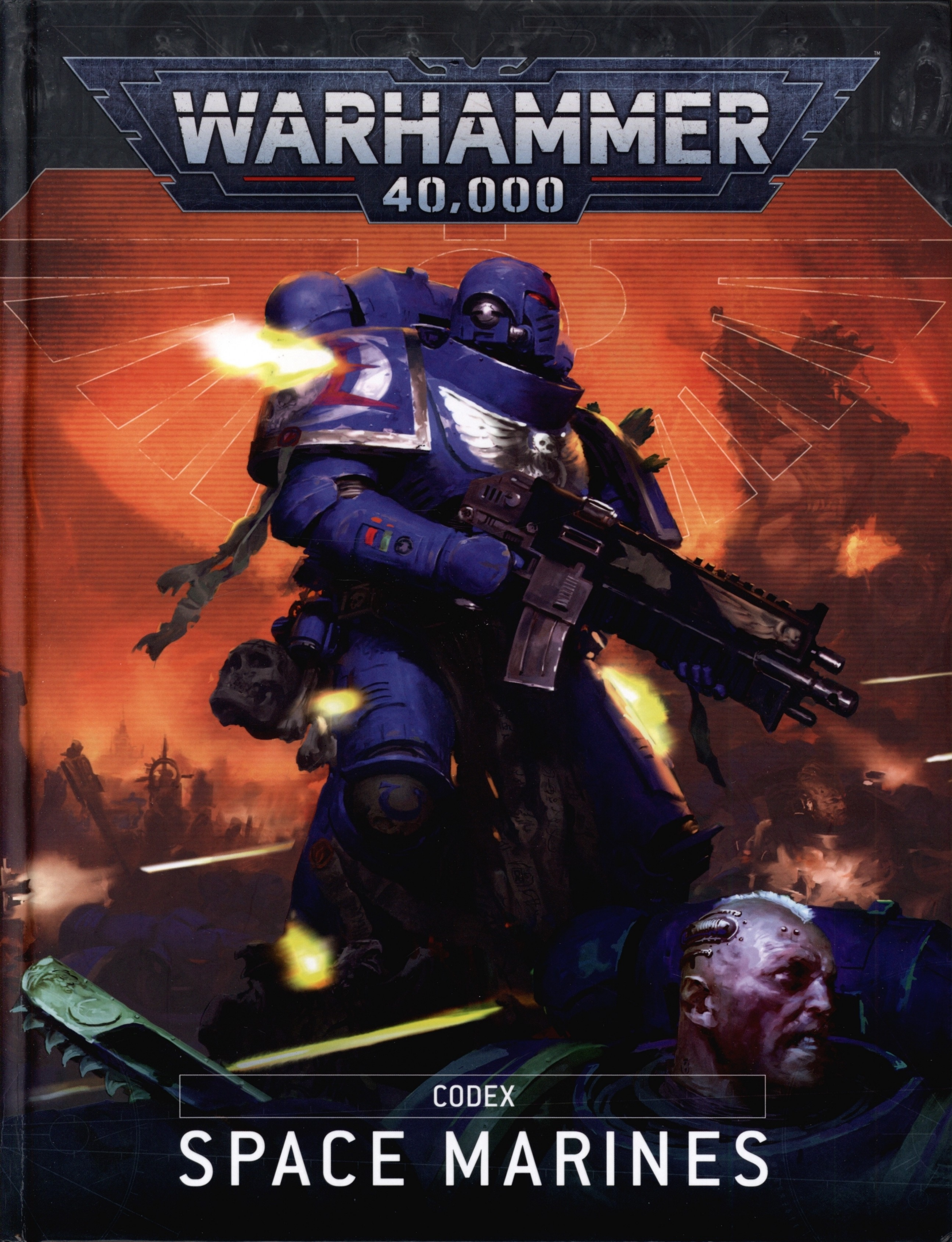
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CODEX

SPACE MARINES







ipace marines

THE ANGELS OF DEATH

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To her congregation, the priest was visible only as a towering silhouette behind her aquila-shaped pulpit. Light poured into the cathedrum from behind her, streaming through stained armaglass windows some fifty yards high. The elaborate scene depicted in them showed nine haloed Angels of Death smiting the foes of the Emperor with flaming swords as their skull-embossed shields blazed with holy light. Each was clad in heavy armour of the colour of sapphire, emerald, ruby, onyx, ivory, amber or storm.

'And by the Emperor's almighty righteous hands were His Angels of Death created, for the uplifting of Mankind to its rightful place and the downcasting of His foes into oblivion,' the priest bellowed. Her voice reverberated throughout the colossal space, each row of vox-speakers milliseconds out of sync with the one before. The effect resulted in a great magnification of the speech's echoing, giving the impression that a multitude of priests were speaking in near-synchronous harmony. Thousands upon thousands of Imperial citizens listened with rapt attention, sat upon hard pews of stone. High above them hovered biomechanical cherubim, their wings ticking and whirring with every inhuman flap. The ugly creatures swung heavy censers, pungent incense pouring from them. The brutal gothic architecture of the cathedrum was decorated with stone gargoyles and cloaked skeletons wielding long scythes.

'They came to this world, six centuries ago, to liberate us from the invasion of the-' the priest hesitated and shuddered for dramatic effect, '-alien'.

A ripple of fear and hatred moved through the crowd like a wave. Some covered their eyes with their hands at the mere thought of xenos on their world. Others formed the symbol of the aquila over their chest. Many swore their hatred for such creatures under their breath, brows furrowed with righteous anger. Most of these citizens were descendants of workers brought to this planet to replace those killed by the aliens and so lacked even ancestral connection to the horrors of those times. Regardless, they felt the terror of the xenos invasion as if they had experienced and survived it themselves. They had heard the same preaching every cycle in this compulsory service, yet it had never lost its grip over them.

'Not one of the xenos did live, once his Angels of Death came upon wings of fire, blades aflame with holy light, holy bolters booming with the roar of righteous triumph! Not once did the Space Marines falter, not one inch of ground did they yield or leave unpurged! No matter the vile, insidious tricks the alien did attempt to employ, no matter their boundless numbers, no matter their brute strength, they were to a beast undone, smote by the boundless wrath of the Emperor's greatest creations!

'And what creations they are! Depthless are their tactical minds, such that no foe may outwit them! Ten feet and more do they stand tall, clad in armour of faith and steel so impervious to harm they can withstand the very heat of suns! And their weapons! Each a manifestation of the Emperor's own perfect will, no monstrous beast's hide nor enemy's foul plate can they not pierce!

'Give thanks, I demand you all, give thanks! Praise the Emperor who so mightily shields us! Scream out your gratitude, that so safe now is our world we may never again need his Angels' aid!'

* * *

The tavern was alive with the sound of chatter and laughter. It had been two hours since the shift ended, and the spirits of exhausted, grime-coated workers were well and truly lifted by the well-flowing starch-germ. Gunmetal cups sloshed with the foamy liquid, the air filled with metallic ringing as drinkers knocked cups together and brought them down upon cold steel tables. Everything was rusting, and green-brown liquid dripped from the sagging ceiling.

I'm telling you I -hie- saw one!' said Gem, jabbing a finger at his drinking partners. They rolled their eyes, laughed exasperatedly or tried to drown him out with profanities. 'Don't scoff, you ignorant facto-rats! None of you have ever left this floor of the macrofab! I was-'

Tn the regiments,' concluded Rebb, with a mostly exaggerated yawn.

Tve been to four other worlds,' added Yek, her tone more than a little mocking.

'I saw one! An Angel of Death!' Gern shouted over the group's laughter.

'Everyone knows they don't really exist,' said Yek. 'Not like how they say. You tell sprogs about them so they don't get too scared of the scump-preds.'

'And rightly so,' said Rebb, raising a left arm, which was a crude bionic from the elbow down. The group burst into laughter again. Rebb had always seen the funny side in losing most of a limb to a scump-pred, even in losing his uncle to the same creature.

'Why don't you tell us what it looked like, Gem,' said Puy.

‘Wings the size of a hab?' offered Rebb.

‘Hands strong as a scump-pred’s bite?' added Yek.

Gern met these questions with a rude gesture that only elicited faux outrage and more riotous laughter.

'You wouldn't be like this if you saw them,' he said. ‘They wore armour the colour of blood. They soared through the sky like angels. They had wings, I tell you that! They... glistened in the daylight. Tore through the heretics like nobody's business.'

'Where were you when this happened?' asked Puy.

‘About six miles away,' Gern said, face growing red.

‘Was their armour the colour of your face?' asked Rebb.

‘1 saw them in the sky,' said Gern. 'The lass in the catering corps told me more.' Gern continued, by this point none in the group could ask a coherent question. ‘She said they were angelic, beautiful, moving as light as a spent Iho-stick in the wind despite the armour. Men and women wept just to look at them. They fell to their knees - it was a sign from the Emperor, I know it! They were huge, she said, swords as big as soldiers!'

Yek poked Gern in the belly. 'Not as big as all of them, though.'

'You sound like a priest,’ said Rebb. 'Sure you just didn't get all this drinking bad starch-germ? Funny stuff you get, off-world, I'm told. People put all sorts into it to fill out the barrels.'

'Just pray they never find out you said that,’ said Gern, taking a long draught from his cup.

* * *

'"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars in the firmament of battle. Angels of Death, whose shining wings bring swift annihilation to the enemies of Man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh.” - so wrote Roboute Guilliman himself, many years ago,' said Inquisitor Larga luhtor of the Ordo Astartes to her latest acolyte. 'Aspirational, if not hopelessly optimistic,' she added. ‘Their strengths are all but boundless, that is true. They are warriors almost beyond compare.'

The hum of the Inquisitor's ship as it coursed through the warp filled a brief period of silence. It vied with the tinny whine and tic of the long lumen strips embedded in the chamber's ceiling, whose light was harsh and cold. Dataslates were neatly arranged on desks and shelves, each carefully labelled according to the Inquisitor's own, precise methods, known only to her. Carefully drawn diagrams showing Space Marine physiology hung on the walls.

'Each has the strength of a great many mortal men combined. They can endure the hottest desert, coldest ice field, the most toxic air, the depths of the seas and even the emptiness of the void. They barely require food, water or sleep, and are capable of fighting relentlessly for weeks or longer if forced - and still far more effectively than even the most elite unaugmented troops in peak physical condition. They wield some of the strongest weapons Humanity can produce and are clad in some of the heaviest and most dynamic armour. Yet even unarmed and unarmoured they are lethal, for each is a living weapon crafted by the Emperor only for the prosecution of war and the total annihilation of their enemies.’

'Hypno-indoctrinated from youth, surrender is a concept the Adeptus Astartes cannot imagine. To them fear is a contemptible emotion felt only by mere mortals, something to be pitied at best and never related to. For some, even the thought of tactical withdrawal is anathema, akin to cowardice of the gravest sort. To our foes Space Marines are a nigh impregnable fortress wall, unyielding, unbending, unbreaking. Always remember: they cannot fear reprisal for turning against the Emperor.'

'There is no threat you can name, however ancient or obscure, that the Space Marines have not crushed. And by that I mean no hyperbole, Acolyte. They do not merely defeat the Emperor’s foes, they destroy them utterly, leaving nothing alive. Only this satisfies them. Their purpose is not to forge peace, nor speak in diplomatic capacity. They exist to purge the stars clean of the alien, the mutant, the heretic, the witch and any other threat which dare poke its ugly snout from the dirt.'

'I have seen a Space Marine rip the limbs of a Krootox from their sockets. I’ve seen one leave hyper-violent Barghesi as little more than shreds of mangled flesh after mere seconds of chainsword work. I've seen Londaxi, Ork and Tyranid fare no better.'

‘You may believe in them, Acolyte, see them as perfect, mighty manifestations of the Emperor's own righteous power. But while they may know no fear... we, to be sane, must fear them. For the Space Marines’ strength is no less lethal if it is turned against the Imperium. We must forever be watchful, lest the unthinkable happen.’

Genests of Denúgods



THE SPACE MARINES ARE THE EMPEROR'S WILL MADE MANIFEST. THEY ARE HIS ANGELS OF DEATH, DESCENDING TO THE BATTLEFIELD FROM MIGHTY WARSHIPS TO CLEANSE THE FOES OF MANKIND FROM THE FACE OF THE GALAXY. FOR TEN THOUSAND YEARS THE SPACE MARINE CHAPTERS HAVE BEEN HUMANITY'S SHIELD AND SWORD IN THE FACE OF THE HORRORS THAT BESET IT. NEVER ONCE HAVE THEY FALTERED, AND NEVER IN THE FUTURE SHALL THEY.

GENETICALLY ENHANCED SUPER-SOLDIERS FORGED USING THE ARCANE ARTIFICES CREATED BY THE EMPEROR HIMSELF, THE SPACE MARINES ARE AMONG THE GREATEST WARRIORS TO HAVE EVER EXISTED. THEY ARE STRONGER, FASTER AND MORE RESILIENT THAN THE HUMANS THEY ARE SWORN TO PROTECT. THEY ARE PSYCHO-INDOCTRINATED FROM YOUTH, RENDERING THEM IMMUNE TO FEAR AND STAUNCHLY LOYAL TO THE IMPERIUM. ON THE BATTLEFIELD THEY ARE RELENTLESS, DETERMINED WARRIORS WHO WILL STOP AT NOTHING TO ACHIEVE VICTORIES NIGH ON IMPOSSIBLE FOR UNAUGMENTED SOLDIERY TO ACHIEVE.

IN THE ERA INDOMITUS, THE IMPERIUM IS ASSAILED AS NEVER BEFORE FROM BOTH WITHIN AND WITHOUT. THE SPACE MARINES HOLD FIRM, MEETING THE ONSLAUGHT HEAD-ON WITH UNBREAKABLE FAITH IN THEIR HEARTS AND OATHS ON THEIR LIPS. THEY ARE THE CHAMPIONS OF HUMANITY, AND THEY KNOW NO FEAR. DEFEAT IS ONLY FOR THE ENEMY, AND WHILE ONE SPACE MARINE STANDS, HOPE REMAINS FOR THE IMPERIUM.



A84858A141-41

THE NACHMUND GAUNTLET

The Nachmund Gauntlet is a rare stable warp route across the madness of the Great Rift. Knowing well its strategic value, Abaddon the Despoiler orders his herald, Haarken Worldclaimer, to conquer it, and gives him an enormous army to do so. Despite the efforts of Wardens of the Gauntlet, a fraternity of Space Marine strike forces sworn to protect the region, Worldclaimer is successful. Nonetheless, thousands of Space Marines now wage a furious guerrilla war amongst the heretics' supply lines or have reinforced the growing Imperial garrisons ready to halt Worldclaimer's host at the Sanctus Wall.

The earliest days of Mankind's expansion into the stars are a time of dark legend, unremembered by all save the Emperor of Mankind. Terrible wars engulfed the galaxy at this time, and as Human civilisation fragmented, alien races and vile warp predators seized their chance to plunder unprotected worlds and enslave their populations. Planets were sacked, their peoples slaughtered, and those which survived the onslaught largely descended into barbarism. Its scattered populations alone and beset by strife, Humanity was on the verge of extinction.

From the ashes of this Age of Strife arose a mighty leader, the being who would become known only as the Emperor. His origins are unrecorded and unknown, but it was on Terra where he founded an empire that would unite Humanity. From the outset of his campaigns, the Emperor employed genetically engineered warriors, the earliest precursors of the Space Marines. Within shrouded vaults far beneath the surface of Terra, the Emperor began the creation of the next generation of super-warriors.

Using unfathomable technologies, his awe-inspiring intellect, and his own genetic material, the Emperor crafted twenty extraordinary beings, known later as the Primarchs. They were to be his generals and paragons of his ideals for Humanity's future. Each possessed an indomitable will, demigodlike physical prowess and a charisma and force of personality that engendered complete devotion in those who followed them, whether mortal or Space Marine. At the time of the Primarchs' creation, Terra was cut off from the galaxy by ferocious warp storms, and Mankind was scattered across the galaxy. The Primarchs were intended to unite the Human race under the Emperor's banner, but this great endeavour was stalled. By means utterly unknowable even at the time, the Primarchs vanished, flung across the galaxy in the early stages of their development.

All was not lost however. The Emperor still had the genetic records of his beloved Primarchs and all his incomparable knowledge of the subtle arts and infinitely complex nuances of the gene-craft and arcane alchemies he used to create them.

Armed with this technology, as well as his boundless intelligence and will, the Emperor created the Space Marines. Mustered into the twenty great Legions of the First Founding, they were warriors of immense strength and unbreakable resolve. At the head of these immense fighting forces, the Emperor was



determined to conquer the galaxy, a mission which became known as the Great Crusade. Once the warp storms that bound Terra fell away, the Emperor unleashed his Legions. World after world was reconquered, alien oppressors were annihilated, order was established and Human civilisation once again flourished. During this immense effort of Mankind, the Primarchs were rediscovered, one by one. The Emperor gave each command of their Legion, which they moulded in their own image.

This time of greatness was to be short-lived. The Primarchs and their Space Marines, for all their might and apparent devotion to the Emperor and his cause, proved fallible. Horus, greatest of the Primarchs and trusted Warmaster of the Emperor's armies, turned against the Imperium, with eight Primarchs joining him in his treachery. The sheer power of the Space Marine Legions was truly felt by the Imperium in the years of apocalyptic war that followed before Horus' eventual defeat, and proved beyond all doubt that not even the Emperor's greatest creations were perfect. These events, known as the Horus Heresy, were covered up entirely by the Imperium's labyrinthine bureaucratic powers and oppressive agencies, making it completely unknown to the bulk of Humanity. Yet despite the danger Space Marines posed, they were and are weapons, so effective that despite the potential for treachery displayed, the Imperium has never ceased creating more.

CREATION OF A SPACE MARINE

Every Space Marine is a mighty warrior, a champion almost beyond compare. These post-humans are heavily augmented, the products of years of arduous physical training, agonising surgery and psycho-indoctrination. It is a process of arcane and horrific science, one which not all inductees will survive. Such are the sacrifices Mankind must make to weather the storms that batter it so ceaselessly.

For all their phenomenal physical prowess, the incessant and intense warfare that Space Marines fearlessly endure sees even these mighty warriors suffer casualties. To avoid extinction, every Chapter must constantly recruit fresh warriors. How these individuals are selected varies enormously, each Chapter having unique and sometimes clandestine methods by which it conducts its recruitment. All aspirants are youths, for if selected at too mature an age their bodies will reject the implants, derived from a material called gene-seed, they need to become Space Marines. All have to pass immensely tough trials, whether it be crossing large distances of extremely inhospitable country with few supplies, hunting local megafauna with naught but a sharpened stick or any of a hundred other tests of physical or mental fortitude. Many fail, the lucky killed in their efforts and those less fortunate lobotomised and turned to mindless servitors.

For those who have been accepted to commence training, their journey to becoming Space Marines has only just begun. To be a Space Marine is to be subject to hardships and





horror that ordinary Humans cannot begin to comprehend, and the chosen must be prepared physically, mentally and spiritually. Over a period of years, aspirants are put through an extremely harsh process. They are trained rigorously in diverse styles of combat, how to wield the Space Marines' weapons and operate a number of their vehicles. Relentless martial training is interspersed with periods of hypnotic suggestion, prolonged meditation, psychological and spiritual testing and gradual initiations into the Chapters' rites, history and traditions. In addition to this, they receive their implants.

The gene-seed implants are specially grown organ grafts. Some serve to give the Space Marine unique abilities, such as the Betcher's gland, which allows them to spit poison. Others enhance existing abilities, such as the sinew coils, which dramatically increase strength and durability. Implantation of these organs must occur in a precise order. Why, exactly, is unknown to even the most adept Apothecaries. Gene-seed is a finite resource, impossible to manufacture without the implants known as progenoid glands that have matured within the body of another Space Marine, and the recovery of these should a battle-brother be slain is of the utmost importance.

Despite every effort to maintain the purity of gene-seed, quality levels vary between the Space Marine Chapters. The Ultramarines' is highly regarded, a source of pride to the great number of Adeptus Astartes Chapters that can trace their lineage to Roboute Guilliman. In contrast, the Imperial Fists' gene-seed is missing the genetic information to create certain specialised organs.

PRIMARIS SPACE MARINES

In addition to the nineteen specialised organs that almost all Space Marines have been implanted with since the First Founding, the Primaris Space Marines possess a further three. These organs enhance their physiology to an even greater degree, making them even stronger and tougher. It was only thanks to the Sangprimus Portum - a device that held potent genetic material harvested from the Primarchs themselves - that Archmagos Belisarius Cawl was able to create these biotechnical miracles. In the Ultima Founding, many tens of thousands of Primaris Space Marines reinforced depleted Chapters or formed new ones. Since then, many Chapters have used these technologies to develop their recruits into Primaris Space Marines.

The biggest breakthroughs of all, however, were the surgeries that allowed Space Marines not matured with the three Primaris organs to be implanted with them. Arguably first braved by Marneus Calgar, Chapter Master of the Ultramarines, this extremely dangerous set of procedures lasts for days. Many others have since risked their lives in such a way after witnessing the undeniable battlefield capabilities of the Primaris Space Marines in action.

A THOUSAND CHAPTERS

It is believed that over a thousand Space Marine Chapters - independent, autonomous armies - fight the Emperor's wars. Nine are named for the Legions that remained loyal to the Emperor during the Horus Heresy, others are successor Chapters, brotherhoods who can claim genetic descent from the nine loyal Primarchs.

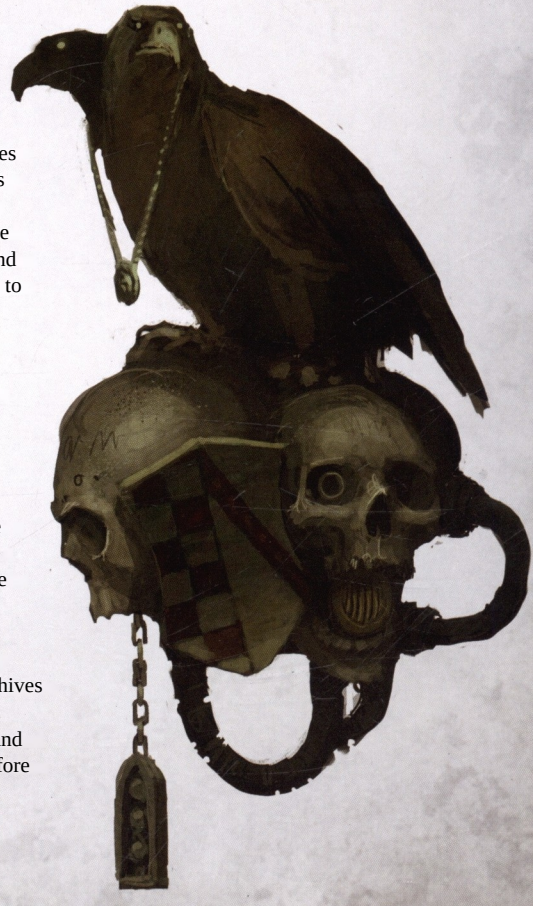
The very first Founding was the creation of the original twenty Space Marine Legions by the Emperor himself. In the aftermath of the Horus Heresy, to prevent such an apocalyptic disaster ever happening again, Roboute Guilliman decreed in his Codex Astartes that the Legions be broken down into smaller brotherhoods called Chapters, with one keeping the name of the Legion from which it came. These flexible fighting forces were to number little more than a thousand warriors across ten companies, and many dozens were formed. This was known as the Second Founding.

Over the millennia, the number of Space Marine Chapters has waxed and waned. Some have been destroyed, wiped out in cataclysmic battles with the fiercest of enemies, but their existence has been deemed so vital to Humanity's defences that there have been a number of Foundings throughout the millennia. The decision to initiate a Founding is one of such magnitude that only the High Lords can authorise it, and only twenty-seven such events are believed to have occurred.

There are no defined intervals between Foundings; they are launched as and when the High Lords - and thus, the Emperor - decree, and there are no rules in place limiting how many Chapters can be created. There may be no Foundings for millennia, and three Foundings in the space of a decade. One Founding may be of but a handful of Chapters, while another might be made up of dozens.

Records of the Foundings are frustratingly incomplete. Some lie buried in massive archives beneath stacks of documents miles high. Some have rotted to nothing, their vellum and parchment pages falling to entropy long before

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BLUE SKIN, RED SCAR
After having been hurled across the void by an empyric convulsion, a T'au colonisation fleet begins claiming planets near to the Blood Angels home world. The xenos' initial efforts are brought to a violent halt by Space Marine strike forces hailing from Sanguinius' gene-line. The conflict escalates as the T'au's silver-tongued Water caste envoys turn the populations of Imperial worlds against the forces of the Emperor and the emissaries bring alien mercenaries into their employ. The growing clash takes on a new dimension when a splinter fleet of Hive Fleet Leviathan plunges into the Sevensuns System.



A18395A388-41
THE WAR OF THE
FALSE PROPHETS

The Cult of Impurity takes root on the Macharius pilgrimage route. Its members thrive in secrecy, the only outward sign of their allegiance a blasphemous mockery of an Adeptus Astartes purity seal melted onto the flesh above their hearts. Led from afar through portents sent by Word Bearers Dark Apostles, the cult spreads across Segmentum Pacificus before rising up. Warriors from multiple Space Marine Chapters - including the Angels Arisen, Blood Vipers, Iron Butchers, Scions of Mathellax, Silent Vigil and the Twilight Magisters - are matched against billions of the lost and the damned.

scripto-savants can copy them. Others have been destroyed deliberately, most notably in the Reign of Blood, when ream after ream was burned. Prying Inquisitors scouring Adeptus Mechanicus records in secret have discovered ominous gaps in the data trail that reek of tampering and falsification.

Some Foundings are particularly noteworthy or notorious, and demonstrate the fragmentary nature of Imperial records. The Thirteenth Founding came to be known as the Dark Founding; the Adeptus Terra has no knowledge of many of the Chapters created as part of it, nor which gene-seed was used to create those it knows of. Some believe that the Exorcists were founded at this time, though a minor Inquisitorial war failed to settle the issue. The Twenty-first Founding - later known as the Cursed Founding - was intended to perfect gene-seed and resolve deficiencies, but instead had the opposite effect for many of the Chapters created for it, such as the Black Dragons. Those not affected by serious mutations have instead been beset by misfortune after misfortune, as the Lamenters can attest. The Twenty-third - or Sentinel Founding - was initiated to ensure vulnerable areas of the galaxy were secured. The Iron Lords, Star Phantoms and Marines Errant are among those that can trace their origins to this event. The Ultima Founding was the most recent. Consisting entirely of Primaris Space Marines, it was created at Roboute Guilliman's direct order shortly after his resurrection. It is arguably the largest and most significant Founding to date. Chapters known to have come into existence with this Founding include the Void Tridents, Rift Stalkers, Rift Cobras, Knights of the Chalice and Umbral Knights.

Even if every Space Marine Chapter operated at full strength - nigh on impossible due to battle attrition - the number of Space Marines in total would likely not exceed one per Imperial world. Thus the Space Marines have to decide where they will fight and where they will not. Some fight for personal honour or to uphold ancient vows, whilst others make war only where the Emperor's Tarot dictates or according to strict pragmatism. Regardless, wherever they fight, the Space Marines butcher their foes and crush them beneath their ceramite boots.

BATTLEFIELD ROLES

Most Space Marines belong to a squad with a specific battlefield role: Veteran, Battleline, Close Support or Fire Support. Within each of these battlefield roles is a number of squad types, each with its own suite of dedicated wargear and detailed fighting doctrines. A Space Marine is expected to be able to be a master of the weaponry, tactics and duties of every squad type within his own role. Provided a strike force has the requisite wargear available, a single squad can be specifically equipped to enable the Space Marines to dominate the battlefield against any kind of foe in any kind of terrain. In any one campaign, for example, a Space Marine in a Fire Support Squad can expect to fight as an Eliminator, Suppressor, Hellblaster and more, exchanging wargear as and when required and if conditions allow. His squad may even be divided into two combat squads, each equipped with different wargear and thus further improving the flexibility of the strike force. The very fact that this is even possible is a potent sign of the Space Marines' intelligence, memory, adaptability and warrior skill.



COMMAND

Captains
Lieutenants
Company Veterans
Company Champions
Company Ancients



VETERAN

Terminator Assault Squads
Bladeguard Veterans
Sternguard Veterans
Terminator Squads
Vanguard Veterans
Veteran Intercessor Squads



BATTLELINE

Tactical Squads
Intercessor Squads
Infiltrator Squads*
Heavy Intercessor Squads



CLOSE SUPPORT

Assault Intercessor Squads
Assault Squads
Attack Bike Squads
Bike Squads
Centurion Assault Squads
Inceptor Squads
Incursor Squads*
Invader ATVs
Land Speeders
Outrider Squads
Reiver Squads*
Storm Speeders
Infernus Squads

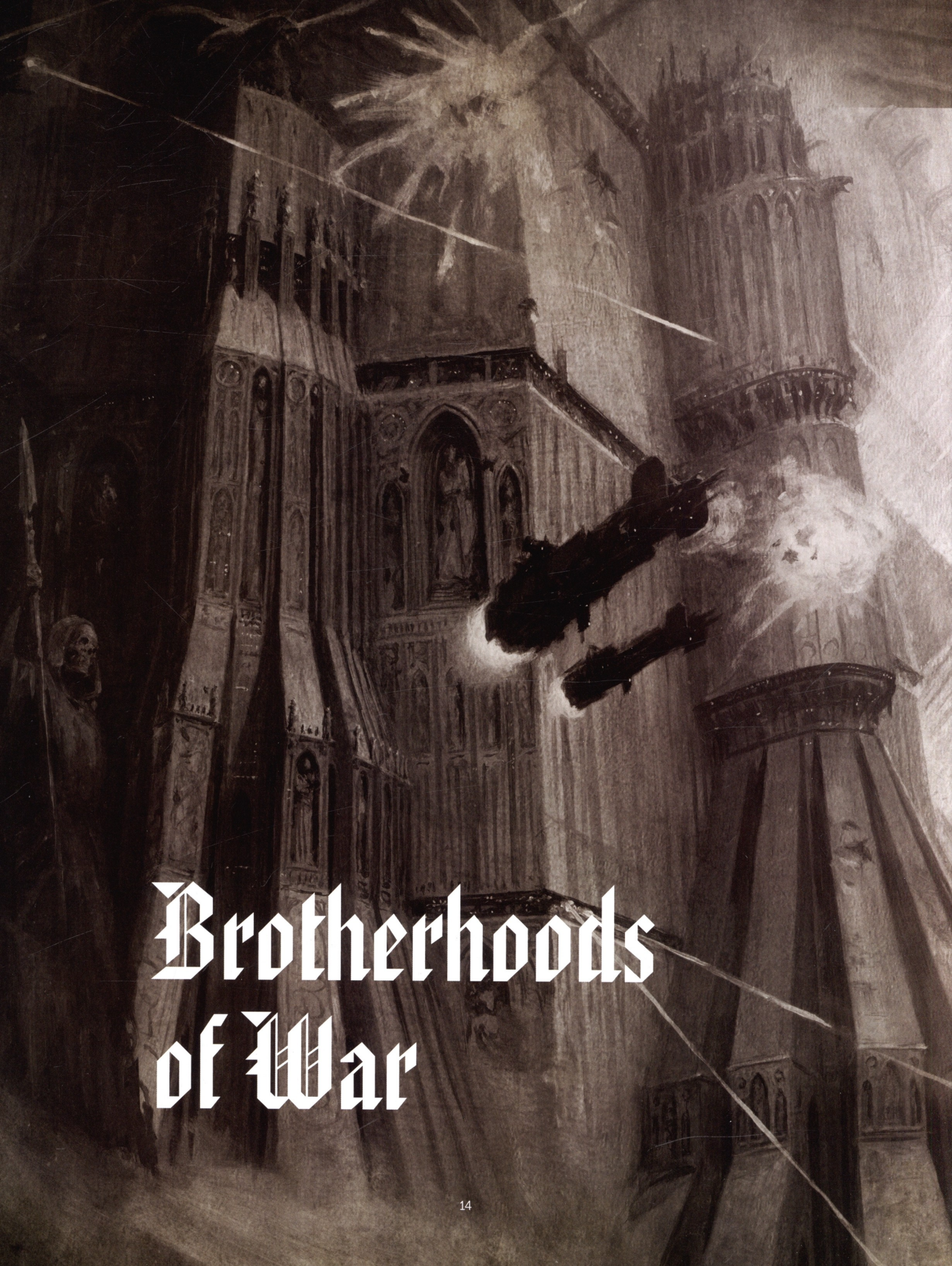


FIRE SUPPORT

Aggressor Squads
Centurion Devastator Squads
Devastator Squads
Desolation Squads
Eliminator Squads*
Eradicator Squads
Hellblaster Squads
Suppressor Squads*

* Denotes *squad types classified as 'Vanguard' units. Ten of these form the permanent strength of a Codex-compliant I Oth Company.*





Brotherhoods of War

CHAPTER PLANETS

Most Space Marine Chapters operate from a home world, where they carry out much of their training, recruitment and rearming. It is their sovereign domain over which they have total authority, the Chapter Master lord over all. Only Terra will be of greater importance to a Space Marine Chapter, and only to the Emperor do the populace owe greater loyalty.

The origin stories of a Chapter's dominion over their home world are as diverse as the Chapters themselves. For most of the First Founding Chapters, their home world is that which was their Primarch's. For those of later Foundings, some now rule worlds their Primarch seized in the Great Crusade. Others liberated their planets from tyranny, or captured them from heretics or xenos. Others still received them as gifts of gratitude or reward for heroic deeds. A great many Chapters cannot account for how their Chapter planet came to be, all records lost, forgotten, destroyed or even hidden. All they know is that their home world, and the mighty fortress monastery built there, is their realm and bastion, and they will defend it unto death.

Many Chapters maintain feral and death worlds possessed of tenacious and hardy populations, people who endure bitter struggles for survival on a daily basis. On these worlds, life itself is a near impossible test that only the toughest survive, and the Space Marines seek in their aspirants the qualities required to succeed in these conditions. Whether they are forced to by high casualties or gene-depletion on their home world, or simply choose to, many Chapters recruit from more than one world. Some demand aspirants from a world they have saved from invasion. Others have ancient ties with neighbouring worlds which provide aspirants on a regular basis. Though some might call this a dilution of their recruitment pool, many Chapters that do this heavily indoctrinate their 'outsider' recruits so that soon they are virtually indistinguishable - culturally and in outlook - from a locally recruited aspirant.

The culture of many Chapters is thoroughly intertwined with their home world. The Salamanders embrace the way of the smith and the forge, just as their people mine and work the rich metals extracted from their planet's rock. The Space Wolves' feasting and drinking halls mirror those of the tribes they are recruited from, and their warriors bear hunting trophies just as do the tribal chieftains and heroes of Fenrisian myth.

Most Chapters have a sphere of influence that reaches far beyond their home world, even if it is just to the boundaries of their home system, but a significant number have seen this increase. In these dark times, many areas of space have been given over to direct Space Marine control for increased security and stability. In the Imperium Nihilus especially, a growing number of worlds cede some or even all of their authority to Space Marine Chapters based nearby, or offer resources, aspirants and serfs to them in exchange for protection. A great many Chapter home worlds have been inundated with refugees as war drives many of the Imperium's teeming trillions to flight. In the case of some Chapters, such as the Ultramarines, their realms have the resources and means to absorb these great throngs to some degree. Others, who oversee inhospitable or unfavourable fiefs, have no means of accommodating these masses, often demanding they serve the Chapter directly in exchange for sanctuary, or leaving them to fight for themselves on their deadly worlds. For these unfortunate souls, life scarcely improves at all.

FLEET-BASED CHAPTERS

A number of Space Marine Chapters have no home world at all. These nomadic warrior-orders traverse the stars aboard an armada of battle barges, strike cruisers and blade-like escort craft with the power to lay entire sectors to waste and conquer countless worlds.

For fleet-based Chapters, their vessels serve the roles of a fortress monastery. Ships will house the Armoury, Librarius, Reclusiam and Apothecarion as well as barracks, training cages, practice ranges and strategiums. Some may keep these vital functions aboard a mighty flagship; others spread them across a number of vessels to reduce risk of catastrophic and irreplaceable loss.

There are many reasons as to why a Chapter might be fleet-based. Some are orphaned, their home world lost in cataclysmic battle, such as the mysterious Dark Angels. Others have never had a home world, such as the Black Templars, who have been on the hunt for the enemy since their very inception. Some Chapters have temporarily forfeited the right to a home world in penance, such as the Mantis Warriors, who sided with the traitorous Astral Claws Chapter in the murderous Badab War.

Every fleet-based Chapter recruits in different ways, depending on circumstance. The Imperial Fists maintain a number of recruiting worlds to which they periodically return to claim fresh aspirants. Others appear to have no regimen of any description, simply taking recruits wherever they find them; they are unheeding of all but the most vigorous of protests, and often only if these are made by fellow Space Marine Chapters.

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THE BLACKHEART WAR
Huron Blackheart, lord of the Red Corsairs, invades the White Scars home world of Chogoris. It is only at great cost that they are able to hurl back his hordes. By that time much of their world is aflame. Worse, Blackheart's piratical hordes continue to ravage huge swathes of Chogoris' sector. Terrified reports suggest that potentially dozens of traitor-controlled space hulks - perhaps including Balefleets of Abaddon - are disgorging rampaging heretics and daemons all over Imperial worlds. Alone, the White Scars cannot defeat them, and so call for aid. Strike forces from multiple Chapters, including the Rampagers, Marauders and Destroyers, respond.

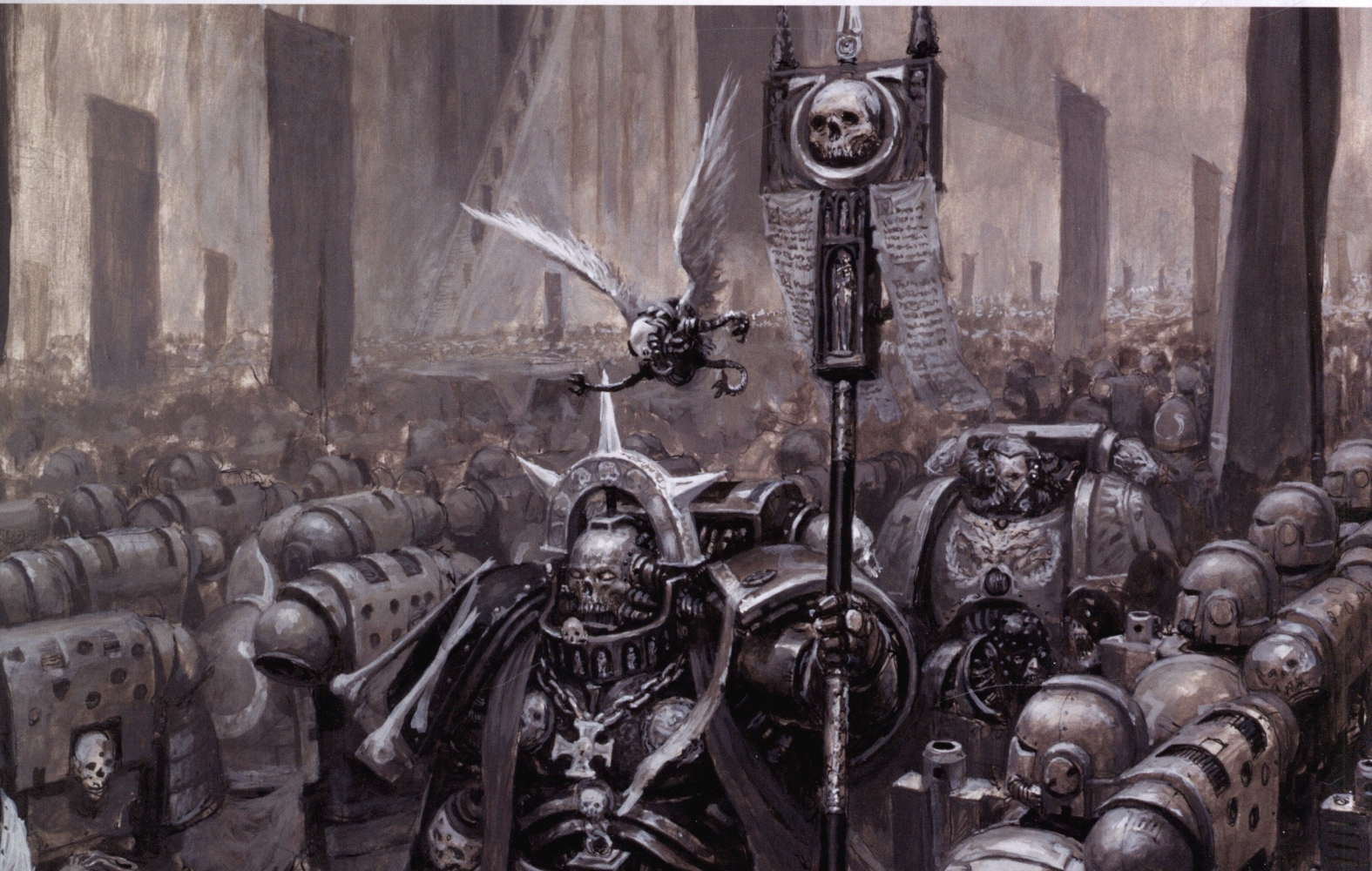
CHAPTER ORGANISATION

The organisation of many Space Marine Chapters owes itself to the Codex Astartes, a masterwork of the Ultramarines Primarch Roboute Guilliman. First composed ten thousand years ago in some of the Imperium's darkest days, it is considered a holy book and is revered by many Chapters for its age, provenance and authorship.

The events of the Horus Heresy brought devastation to the Imperium. The damage wrought by the forces of the Traitor Legions was so severe that the Emperor's realm never fully recovered. The terrifying power of the Space Marines was shown more clearly than ever before, their fallibility tragically revealed. It was clear to Roboute Guilliman that the Primarchs held too much power, that the awesome might of the Legions was simply too dangerous to place under the control of so few individuals. Thus he composed the Codex Astartes. Into it he poured every iota of his deep military and logistical knowledge. Guilliman transcribed strategies and tactics for every conceivable battlefield situation in utterly precise detail. No element of Space Marine warfare and organisation went without thorough examination and analysis, down to the exact wording of command protocols, squad size and the hue of myriad uniform markings. Finally, it included comprehensive detail of all wargear and technical equipment in the Space Marines' exhaustive and formidable armouries.

No detail in all of the Codex's many thousands of pages was more significant than the decree that the awesome fighting forces of the Legiones Astartes - which at their height included many tens, or even hundreds of thousands of warriors - be broken down into much smaller brotherhoods called Chapters. Each of these fighting forces would be independent, with complete autonomy over their actions and recruitment, and have their own heraldry and colours. With the power of the Space Marines fragmented in such a way, never could treachery spread with the fury of a raging forest fire in the way it did when Horus turned against the Emperor and corrupted fully half of the Imperium with him.

Not all welcomed these ideas. Rogal Dorn of the Imperial Fists and Vulkan of the Salamanders argued the most vigorously against them, but all of the remaining loyal Primarchs eventually acquiesced. Thus the loyal Legions that had conquered the galaxy in the Emperor's name were no more.



THE AGE OF THE IMPERIUM

Since the Codex Astartes' original composition, the great majority of Space Marine Chapters have attempted to follow it, though none but the most reverent have done so successfully. Over the millennia it has been amended and erroneous copies have circulated, meaning some Chapters may all swear to be Codex-compliant, yet have noticeably different combat doctrines and even organisational structures. Some Chapters, such as the Space Wolves, openly spurn significant parts of the Codex, adhering instead to their own traditions - though they still regard it as an important source of knowledge and wisdom.

CHAPTER COMMAND

A Space Marine Chapter is a highly sophisticated and efficient fighting machine. The impossible demands that each has to face - gruelling attrition and numberless foes - make being this way nothing less than essential. To succeed, Chapters need impeccable leaders who breathe the arts of war and logistics.

CHAPTER MASTERS

Chapter Masters command entire Chapters and are exemplary warriors. For centuries have they slain the foes of the Imperium, and countless campaign badges adorn their personal standards. They are some of Mankinds greatest heroes. They appraise entire war zones with the merest glance, understanding every threat and opportunity that presents itself. The arrival of a Chapter Master to a planet afire with battle can turn an imminent, crushing defeat into a resounding, glorious victory.

Few in the Imperium have as much personal authority as a Chapter Master. At full strength their Chapter and its fleet can lay waste to entire systems. Their home world, wittingly or otherwise, is theirs to command, and many enjoy the loyalty of planets and systems further afield.

Chapter Masters answer to almost no one. They are petitioned for aid, rather than ordered to provide it, and of the many thousands of supplications a Chapter receives, it is the Chapter Master who decides which his warriors shall respond to. In this, he holds the power of life and death over entire systems. Even in a war zone where multiple Chapters are fighting, it is only by choice that those involved follow the leadership of another Chapter.

Chapter Masters have access to some of the very finest wargear in the Imperium, with





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ZERO
Long has the Salamanders Forgefather Vulkan He'stan sought the lost relics of his Chapter's Primarch. With the opening of the Great Rift, his efforts appear doomed to failure. But the Forgefather, in perfect keeping with his character, is undeterred. He instead gathers fresh forces and strikes out towards a world known only as Zero, which is veiled in the shadows beyond the Astronomican's light.

For the first time, the Salamanders are not alone in their quest to seek out clues hinting at the location of their long-lost artefacts, which their Primarch Vulkan fashioned himself. They are joined by warriors from multiple successors, all newly forged in the Ultima Founding. The Hammers of Nocturne and Covenant of Fire each dispatch multiple companies, and others send smaller forces as a sign of respect to their parent Chapter.

many donning armour and bearing weapons millennia old. These ancient relics are sources of immense pride to the Chapter to which they belong, and such is the honour in even touching them, only Chapter Masters are ever permitted to use them in battle.

While most Chapters are led by a single individual serving as a Chapter Master - and many may refer to him by a different title - not all Chapters operate in this way. The Sons of Medusa are led by a triumvirate of Iron Thanes. Conversely, the Iron Hands' Iron Council is its ultimate authority, with Kardan Stronos serving as Chapter Master only for as long as the Iron Council deem him fit for the honoured duty of being the voice of the Chapter. The Raven Guard have a clear Chapter Master figure in Kayvaan Shrike, but the Shadow Captains of the Chapter's companies have considerably more free rein to select which campaigns they fight, and how they do so, than their equivalents in many other Chapters.

A Chapter Masters' role is supplemented by other officers whose roles exist outside of the formal company structure. These vary from Chapter to Chapter, but include such positions as the Lord of the Household, Chapter Masters' Secretarius, Securitas Primus and countless others.

HONOUR GUARD

Most Chapters have an honour guard, an elite cadre of warriors who answer to no one but the Chapter Master himself and have a multitude of functions. They are the Chapter Master's protectors, responsible for his security at all times, whether in council on their home world or in the raging inferno of war. They also serve as advisors, drawing upon their combat experience and wisdom to provide their liege with informed guidance. In this capacity they may also serve as naysayers, their task to challenge the decisions of the Chapter Master to prevent the rot of arrogance and complacency from taking the slightest toehold. An honour guard might include a Chapter Champion - a superlative warrior and living embodiment of all his Chapter's ideals. Very often the honour guard are responsible for the Chapter's standards and banners. This task is a sacred one, borne with great gravitas.

How an honour guard is formed varies from Chapter to Chapter. For some it is a standing institution, its membership only changing as its members fall in battle or volunteer to resign their duties to return to the companies. Such self-demotion is a rare occurrence, but does happen in the event that a company suffers such severe casualties that it lacks experienced members. Some of these honour guard have

felt compelled to join the Chaplaincy, or to serve as an officer in the Scout Company where they can pass their experience on to the next generation. These honour guards provide a formal link between Chapter Masters new and old, ensuring a continuity in the Chapter leadership. In other Chapters the Chapter Master will select his own honour guard. These may be warriors he has fought alongside in battle after battle, or mentors whose knowledge and wisdom he greatly values. Some Chapters may have a combination of both, to best secure the advantages of each. Others will draw their honour guard from the 1st Company.

Thanks to their esteemed position, the honour guard have rare access to their Chapter Armoury, and will often bear formidable relic weapons and wear magnificent ornate armour. Such artefacts have been borne into battle by hundreds of Chapter heroes, and with their choice of weapons each warrior is perfectly equipped to deal death to all but the most dangerous of foes.

1ST COMPANY

A Space Marine Chapter's 1st Company is its most elite fighting force. A warrior is only appointed to it after decades of war in the Scout, Reserve and Battle Companies and after having performed legendary deeds of bravery. To be one of this number is to be an exemplar of the Chapter, and a superb example of what it means to be a Space Marine in the highest sense.

There are no ways of war that the warriors of the 1st Company have failed to master, and any battlefield role is second nature to them. Whether it is holding ground against endless hordes of scuttling Tyranid horrors, storming the formidable leg bastions of an enemy Titan, meeting the towering wraith constructs of the Aeldari, or engaging in ferocious duels with lithe Drukhari blade-masters, 1st Company Veterans are equal to the task.

Most frequently 1st Company squads are attached to other Space Marine strike forces, rather than the entire formation fighting as one. Primarily they serve as devastatingly powerful warriors adept at any role required of them. When working with other forces they serve as peerless mentors, sharing with their brothers their hard-won experience and wisdom. To the rest of the Chapter they are heroes, and their mere presence strengthens their brothers' resolve and compels them to fight all the harder.

Veteran squads take their pick from the Chapter's armouries. Thus, each warrior wages

SYMBOLS OF AUTHORITY

Many Space Marines across virtually all Chapters adorn their armour with heraldic symbols, laurels, trophies and iconography denoting their names, ancestry and battles they have fought. They also honour fallen heroes or celebrate the champions and leaders they follow into war. Such practices vary enormously, not just from Chapter to Chapter, company to company and squad to squad, but also among individuals. Some Space Marines use identical symbols in different ways, and many Chapters particularly favour practices inherited from their home world.

The banners that Space Marines boast are each masterworks crafted by the hands of the most skilled artisans - or even the Space Marines themselves - and blessed in long, sombre rituals. Some are made to commemorate legendary battles, or celebrate the heroics of the Chapter's battle-brothers. Others represent the Chapter as a whole, the companies, or certain bodies such as the Apothecarion or Armoury. They are richly decorated, and each symbol, icon, word, name and embellishment represents something of deep significance to the Chapter and its warriors.





The crux is regarded as a symbol of veterancy throughout many Space Marine Chapters and is sported by their finest warriors as a badge of honour and a sign of their experience.

It is not uncommon for Space Marines to honour dead brethren or favoured serfs by adorning their wargear and insignia with the bones of those who once served.

Many Space Marines carry sanctified reliquaries. Purity seals adorn these artefacts, proclaiming a battle-brother's purity and loyalty to his Chapter.



STORM SHIELDS

Grasped by the wielder's hand, the storm shield is an advanced personal protection device carried to war most frequently by Space Marine commanders, Veterans and squad sergeants. Storm shields are commonly shaped in a similar manner to the Crux Terminatus, though other variants exist, such as the tower shields borne by the Deathwatch. Many warriors of different Chapters adorn their shields with purity seals and etch on personal or Chapter sigils. Some Blood Angels depict angelic wings or droplets of blood. The Salamanders often drape their storm shields with scales taken from great reptilian beasts they have slain on their home world. The Guardians of the Covenant affix parchments inscribed with Chapter lore to their shields. Powered by generators built in to the user's armour, storm shields crackle with lightning and are sheathed in a blue energy when activated. This defensive field is so effective it has been known to protect its bearer from even super-heavy weaponry.

war with his preferred weaponry for the task at hand. Space Marine Captains know that Veteran squads are best utilised when given a wide remit to prosecute the battle in whichever way they deem best, their experience such that they can swiftly identify where they are most needed and what tactics to apply to bring victory. As such, Veteran squads are much less rigid in their doctrine than the battle-brothers of other companies.

STERNGUARD AND VANGUARD VETERAN SQUADS

Sternguard Veterans are masters of ranged warfare with all manner of Space Marine guns, from the steadfast bolt pistol to the tank-crippling lascannon. They exemplify the power that can be brought to bear by the union of mighty Space Marine and sacred boltgun, and they bring to war a range of specialised ammunition types, all suited to different foes. Some possess unstable flux cores which make them the bane of heavily armoured foes. Others replace the core and tip of the standard bolt round with thousands of needles that tear into the target and pump in mutagenic poison which eats organic enemies from the inside out. Some bolts allow the Space Marine to engage targets at even further range thanks to additional propellant. Particularly sophisticated bolts release gouts of superheated gas that reach and slay foes embedded deeply in cover.

Vanguard Veteran Squads are ever on the move, using their jump packs to blast from foe to foe. Wielding all manner of heirloom power weapons, relic blades, thunder hammers and lightning claws, they make a mockery of the thickest enemy armour and toughest alien chitin with their strikes, made all the more devastating thanks to the incredible skill with which the Vanguard wield them. Each kill they make is a celebrated act, one that honours their weapons' machine spirits as well as the battle-brothers who bore them into battle in the past.

Rivalries often develop between the Sternguard and Vanguard Veterans, each determined to kill more foes, win more battles and secure the most dangerous duties. Nevertheless, all are battle-brothers, and when the situation calls will gladly lay down their lives for each other.



BLADEGUARD VETERAN SQUADS

The Bladeguard go to war covered in purity seals, clad in finely crafted armour and bedecked with icons of victory and heraldic devices. Their towering storm shields are the work of many generations of toiling Chapter serfs, and the powerful force field generators they contain are said to protect the bearer's soul as much as his flesh. This wargear is brought out from the Chapter's reliquaries in times of war, and when seen in battle reminds all brothers of the legacy they have sworn to uphold since their induction to the Chapter.

TERMINATOR ARMOUR

More formally known as Tactical Dreadnought armour, Terminator armour is the most impervious plate ever conceived by the Imperium. The ancient technologies required to maintain its bonded ceramite plating and fully electromotivated exoskeleton are highly mysterious and restricted; only a handful of forge worlds have access to the means to build new suits, and scant few Chapters have the knowledge to fully repair those damaged in the extremely hazardous theatres of battle they are deployed in. Terminator armour is precious for another reason. One shoulder pad on each suit bears the Crux Terminatus, a sacred cross-shaped icon sculpted in relief. It is said that within it is a fragment of the Emperor's own armour.

The most fortunate Chapters have access to Terminator armour more revered and ancient yet than the Indomitus pattern most commonly seen on the countless battlefields of the 41st Millennium. Cataphractii and Tartaros are foremost amongst these rare patterns. Each relic Terminator suit is a marvel in its own right, a working symbol of the Imperium's technological might. Only in the direst circumstances are these artefacts deployed by those Chapters they belong to, and they have turned the tide of countless battles thought lost.

Regardless of which pattern of Terminator armour a Space Marine is clad in, to be trusted with such a treasured relic is a great honour, and is the truest statement of the warrior's skill, courage, honour, discipline and fortitude.



THE SACRED BOLTER

Bolt weapons have been synonymous with the Space Marines since before even the Great Crusade. Billions of the Emperor's foes have been laid low by their explosive, mass-reactive rounds, known as bolts.

The standard bolt is a high calibre, partly self-propelling round with a dense metallic core and diamantine tip. Detonating after penetrating a target, they kill the foe in an eruption of splattered gore, shattered bone and armour shards.

Bolt weapon technology has been applied across a number of different weapon types, including the compact bolt pistol and the punishing heavy bolter. A whole suite of specialised bolt weapons are utilised by the Space Marines, each suited to a squad's dedicated role. The auto bolt rifle wielded by some Intercessors is a highly aggressive weapon that allows its user to rake his enemy with relentless fire, whereas the stalker bolt rifle has the range and accuracy to enable its wielder to pick the foe off from afar.

A Space Marine's personal weapons must be constructed by hand. Sometimes this is carried out by the Space Marine himself in the Chapter's own forges and armoury. Others are fashioned on Adeptus Mechanicus forge worlds, many of which have developed their own unique designs - though all are redolent of the same martial legacy.

BATTLE COMPANIES

Whether it is infiltrating a heretic stronghold and bringing it crashing down from within, plunging from space into the heart of a ferocious siege or scouring worlds clean of foes riding in squadrons of armoured transports, Space Marines excel in all manner of war. It is the foremost duty of the Battle Companies to be at the forefront of their Chapter's campaigns.

The Codex Astartes decrees that the 2nd through 5th Companies of a Space Marine Chapter are the Battle Companies. It is to these mighty and flexible formations that the principal combat duties of a Space Marine Chapter are assigned. At the head of each of these formations is an array of warriors, champions and veterans who are true exemplars and paragons of their Chapter. Battle Companies are led by Captains, who are supported by two Lieutenants. A Chaplain joins them, who is responsible for the company's spiritual welfare. The Company Champion is one of the formation's finest warriors, a fierce and highly skilled bladesman who guards the Captain and the company's honour with his life. To the Company Ancient falls the most honoured task: to bear the company's standard to war. Alongside these individuals stand the Company Veterans, outstanding warriors raised from the company's squads. In times of war a Battle Company might also be accompanied by one or more Librarians. These fearsome battle-psykers lend their considerable powers to the strike force, as well as provide invaluable guidance and wisdom.

In addition to his company command duties, each Captain of the Battle Companies has a number of titles and duties, traditionally tied to the company he leads. At times they can be purely ceremonial, and at the discretion of the Chapter Master can be altered according to the needs of the day. Nominally, however, the Codex states that the 2nd Company Captain is the Master of the Watch, the 3rd Company Captain is Master of the Arsenal, the 4th Company Captain is Master of the Fleet and the 5th Company Captain is Master of the Marches. To these individuals the Chapter Master entrusts many vital tasks, whether it be overseeing the deployment and disposition of the Chapter's fighting strength, the home world's defences, managing the Chapter's large inventory of munitions and wargear, commanding the Chapter's mighty fleet in battle or assessing the most desperate pleas for aid. Not all Chapters follow these doctrines precisely, over time developing their own specific titles and duties for their officers.

Each Battle Company principally has ten squads, six of the battleline role, two of close support and two of fire support, each with ten Space Marines. The Codex, however, makes provision for there to be twenty squads, for when squads from the Reserve Companies are attached. Additionally, any of a company's squads can be split in two, forming combat squads.

Such an organisational structure makes the Battle Companies highly flexible. They are frequently split into two demi-companies, each under the direct command of a Lieutenant. A Battle Company will go to war with a wide arsenal of wargear and specialist equipment, far too much for it to use at any single time. Including Phobos armour, Gravis armour, Centurion and Invictor Warsuits, Land Speeders, bikes and rack after rack of weaponry, no squad will be lacking for the equipment it needs to fight its war. An entire company can fight a campaign of stealth, every one of its number donning Phobos armour that enhances their agility and speed, and bearing sophisticated equipment that scrambles communications.

Even the squads themselves can be broken down to fight in a variety of roles should their Captain require it. Should three brothers be detached from their fire support squad to form an Eliminator Squad, the remaining seven can form a Hellblaster Squad, crew a Gladiator tank or fulfil a number of other roles for their squad designation, including operating the company's Rhino and Impulsor transports.

Should the awesome fighting power of a Battle Company be deemed insufficient for a campaign, it is supplemented by reinforcements from one of the Reserve Companies. If the Captain expects that he will need more fast-moving forces to rapidly secure ground or counter agile enemies, he will request one or more close support squads. In the event that he expects his forces to fight atop mighty fortress battlements, defending against endless hordes of xenos foes, additional fire support squads will be immensely valuable to lay down the punishing fire needed to destroy the enemy.

Each Battle Company maintains its own pool of Rhino, Razorback and Impulsor vehicles so that its entire strength can be moved rapidly across the battlefield, but there are times when even Space Marines need armoured and air support. For these resources the commander issues the Armoury with his requirements to acquire the swift gunships, thundering siege tanks and powerful anti-air assets he needs to ensure victory.







RESERVE COMPANIES

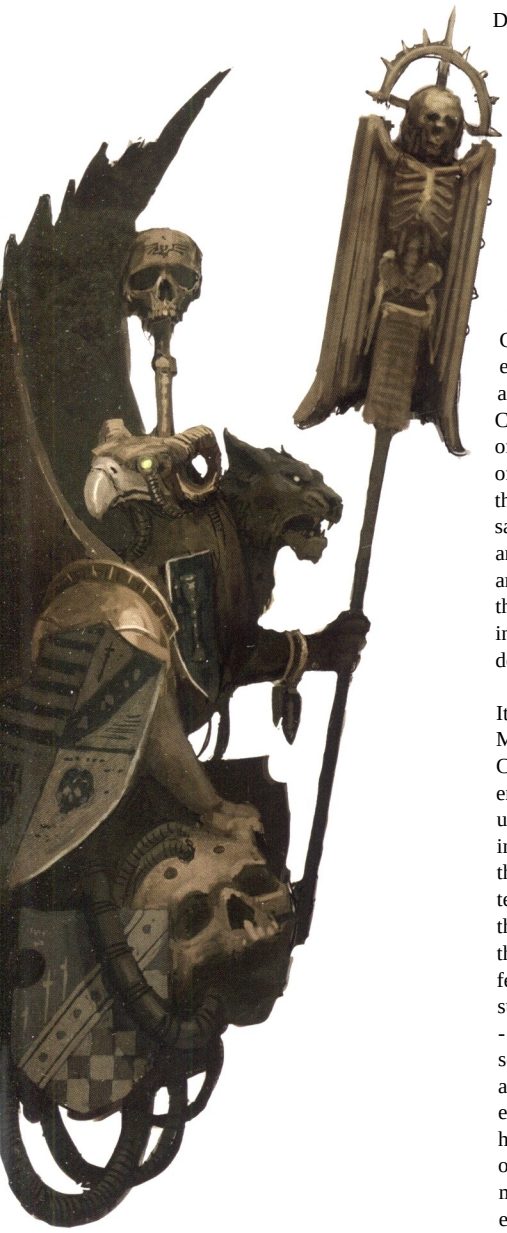
The Companies of Reserve are a vital element of a Chapter's organisation. For all their adaptability, fury and valour, the Battle Companies nevertheless sustain losses in the savage war zones in which they fight, or are not number enough for the hordes of enemies they face. The 6th through 9th Companies are therefore designated Reserve Companies, one of their primary tasks being to reinforce the Battle Companies.

The tenets of the Codex Astartes dictate that the Reserve Companies serve the Chapter by maintaining the Battle Companies' next generation of warriors. It is a task of great import, for in their time in these formations Space Marines will further develop their skills and gain vital experience. When a Battle Company suffers losses in the tumult of war, it is from the Reserve Companies that replacements will be drawn.

Rather than formations of mixed squad types, the Reserve Companies contain squads of the same strategic designation. The 6th and 7th Companies each maintain ten battleline squads, and the 8th and 9th Companies are made up purely of close support and fire support squads respectively.

The Reserve Companies have the responsibility to embed additional specialties to provide the Chapter with the resources it needs to fight its bloody campaigns. The 6th and 7th Companies undergo extensive training in all manner of transports, bikes, battle tanks and even gunships. With these swift assault vehicles Space Marines of these companies serve to provide highly mobile firepower, launch devastating flank attacks and smash apart enemy lines. The close support squads of the 8th Company storm defences, exploiting weaknesses to make a victory-winning breakthrough. Their well-timed assaults have earned the admiration of their Battle Company brothers on numerous battlefields. Armed with a plethora of heavy weapons, the squads of the 9th Company excel at providing devastating salvoes of covering fire, knocking out enemy strongpoints and blowing apart their armoured columns.

Typically, squads from the Reserve companies will serve alongside the Battle Companies, though on some occasions - particularly if much of the Chapter is fighting in one war zone - a Reserve Company might fight as a whole. Such is the genius of the Codex Astartes that, should it be necessary, ad hoc task forces in demi or even Battle Company strength are created entirely from the squads of the Reserve Companies. A Lieutenant or Captain from the



Companies of Reserve will be nominated to take command of such a force and has the power to request armoured support as necessary.

The leadership of each Reserve Company follows that of the Battle Companies, with a Captain, Chaplain, Lieutenants, Apothecary, Ancient and Veterans. Each Captain has additional roles and duties, in line with his counterparts in the Battle Companies. Depending on the Chapter or even Chapter Master, some of these will be ceremonial, though others will be essential tasks the Chapter cannot function without. Again, the Codex has stipulations as to what these should be, but allows for flexibility and individual Chapter traditions. The Captain of the 6th Company of a Chapter strictly following the Codex will be Master of the Rites, and the 7th Company Captain Chief Victualler. The Captain of the 8th Company is Lord Executioner and the 9th Company Captain is Master of Relics. Among the essential functions delegated to these officers are the maintenance and codification of the Chapter's customs and conventions, the logistics of non-martial resources, the management of the Chapter's serfs, the enforcement of the Chapter's strictest punishments and the satisfaction of its grievances, and the oversight and security of the Chapter's irreplaceable artefacts. Every Space Marine takes pride in their Captain's duties, and willingly aids him in carrying them out whenever called upon to do so.

It is through these companies that a Space Marine progresses after they have left the 10th Company. In the 9th Company - comprised entirely of fire support squads - they hone their understanding of wider battlefield strategy in the application of heavy firepower against the most vital targets. The 8th Company teaches them the value of the rapid assault, the importance of constant movement and the precision required to carry out the perfect feint when they serve in one of its close support squads. In the 6th and 7th Companies - which are comprised entirely of battleline squads - they prove to their battle-brothers and commanders that they have assimilated every teaching of the Reserve Companies and have forged them into an unbreakable weapon of experience, skill and duty. They must be masters of all manner of combat, as adept in every battlefield situation as they are familiar with every verse of the Codex Astartes and other tomes of lore that the Chapter holds in high esteem. Only once they have demonstrated their worth are they welcomed into the ranks of the Battle Companies, who can trust in their courage, determination and expertise from the off.

SCOUT COMPANY

In a galaxy home to horrors and threats unnumbered, even the mighty Space Marine Chapters suffer losses in the ceaseless grind of wars they fight. It is the vital duty of the Scout Company to take the rawest aspirants and metamorphose them into fully fledged Space Marines, so that the ranks may ever be full.

The Codex Astartes states that a Chapter's 10th Company is the Scout Company. Every Space Marine in a Chapter that follows the Codex has passed through it, including the mightiest of heroes. Marneus Calgar of the Ultramarines, Dante of the Blood Angels, and Kayvaan Shrike of the Raven Guard all remember their formative years as a part of this body, and the missions they completed which taught them so much.

There are no regulations dictated by the Codex as to the number of neophytes a Chapter may have. The recruitment rate is not fixed and methods differ between Chapters. The Ultramarines' stellar dominion is replete with academies where youths train and compete to join the Adeptus Astartes, meaning there are always plentiful neophytes aspiring to join Guilliman's gene-sons. The Salamanders, on the other hand, recruit almost exclusively from their home world of Nocturne, and their particularly meticulous methods result in a relatively low number of Scouts serving in their 7th Company.

The Scout Company is arguably the most important, such are its responsibilities. A novitiate must prove himself worthy as a Scout before being awarded the honour of donning the black carapace, the final implant that allows a Space Marine to operate their power armour effectively. Chaplains, Librarians, Apothecaries and officers all closely observe the aspirants as they progress in their training. Only those who perform admirably on the battlefield, demonstrate the Chapter's most valued characteristics and show complete learning of the Codex Astartes and their Primarch's teachings will progress to become full Space Marines.

Scouts learn the way of the sacred boltgun and the blade, the sniper rifle, the shotgun and the heavy bolter. They learn how to handle the fearsome power of Space Marine bikes and the dizzying velocities of Land Speeders. They also learn how and when to best strike against the foe, when the optimum moment to tactically withdraw arrives and how to identify, isolate and exploit enemy weak points. Their manner of war is that of stealth, reconnaissance, sabotage, raiding and disruption. They gather vital battlefield intelligence, pick off sentries

SPACE MARINE WARSUITS

The Invictor Tactical Warsuit is a stripped down version of the Redemptor Dreadnought chassis. Instead of being piloted by a fallen hero of the Chapter, it is instead crewed by a Space Marine clad in Phobos armour. The Invictor's systems are plugged into the armour inloads of the pilot, ensuring the machine spirit is joined in binharic choral harmony with the warrior's auto-senses. The Warsuit becomes an extension of the Space Marine himself, affording him significant strength, firepower and resilience vital to the far-ranging missions of Vanguard strike forces. Warsuit pilots are selected specifically with this goal in mind, and are swift and independent in thought while exhibiting a carefully protective attitude. Combined with considerable tactical autonomy, Invictors act as mobile bulwarks and line breakers.

Centurion Warsuits protect the wearer with thick ablative ceramite plates, and the powerful exoskeleton ensures that they can be fitted with the most powerful infantry-borne weapons.

that might betray a Space Marine assault, mercilessly cut down enemy patrols that disrupt their Chapter's plans and destroy ammunition and fuel dumps to leave their foes woefully under-equipped. All of these hazardous missions put the Scouts under immense pressure - all the better to test the widest array of skills, measure their strength of will and commitment and ascertain who truly has the adaptability required of a Space Marine.

Much like the venerated warriors of the 1st Company and the stalwart brothers of the Reserve Companies, Scouts are often attached to different Space Marine forces and are rarely deployed in a singular formation. They fight alongside the warriors they hope to one day call battle-brother with great vigour, each determined to prove their worth. The fully inducted battle-brothers expect nothing less, and look upon the warriors of the 10th with pride - they have all served their time in the company, and know the rigours the novitiates and newly initiated face.

Since his return, Roboute Guilliman has revised the Codex Astartes to allow for the inclusion of Primaris Space Marines, and the myriad ways in which they wage war, in Chapter structure. One of the most sweeping of these additions is the creation of a standing force often Vanguard squads in the Scout Company. Fighting as Infiltrators, Incursors, Suppressors, Eliminators and Reivers, and piloting the rugged Invictor Tactical Warsuits, these expert infiltration warriors are masters of shadow warfare tactics. Their objectives are nothing less than full-spectrum superiority over the enemy. They destroy supply convoys, assassinate leaders, break communications, sabotage transport links and shatter morale. Whether fighting in support of other task forces or operating independently, they are trusted to perform these missions.

To aid them in this, Vanguard squads are equipped with highly sophisticated specialist wargear and given advanced training. There are the grapnel launchers and shock grenades of the Reivers, the smoke grenades of the Infiltrators and the jump packs and grav-chutes of the Suppressors.

The occulus bolt carbines and Divinator-class auspexes of the Incursors feed directly into their transpectral combat visors. Combined, there is no battlefield data this highly advanced system cannot gather and analyse thanks to an enslaved machine spirit that cogitates huge quantities of variables in seconds. It presents its conclusions to the Incursor, giving him timely front line intelligence he could never have acquired otherwise.

Suppressor Squads are clad in unique Omnis-pattern armour, formed by gelling elements of both Gravis and Phobos patterns. With inbuilt shock-absorbing servo-plates, they can handle the immense recoil of their rapid-firing cannons, which launch salvoes of foot-long, armour-piercing rounds.

The Eliminators' bolt sniper rifles possess customisable scopes perfect for any battlefield situation, and can fire numerous types of deadly ammunition. Hyperfrag rounds explode in a hail of lacerating shards that shred infantry. Executioner rounds are miniature, self-guiding missiles that seek out and destroy targets embedded in cover, and are even capable of changing direction. Mortis rounds cause the complete collapse of the target's biological systems thanks to the mutagenic toxins contained within them.



'They shall be my finest warriors, these men who give themselves to me. Like clay I shall mould them and in the furnace of war I shall forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns shall they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines such that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines... and they shall know no fear.'

- The Emperor of Mankind



Street after street was lined with the excruciated. They were bolted to girders pulled from rubble, tied with communications cabling to still-flickering lux posts and nailed to ferrocrete walls. This dread fate was far from the only torture any of them had experienced. Victims had been wholly flayed, disembowelled, had eyes put out, teeth and nails removed, limbs torn off and worse. Those who still had faces bore expressions of the most pitiable terror and horrific agony. What remained of their flesh was coated in crusted, ruddy gore and at the feet of their place of execution were stinking puddles of their own excrement and life force. Severed body parts littered the bomb-cratered roads and alleyways. Many of the pits were overflowing with Human skins. Vox speakers lashed to structures or sutured to the mouths of the dead would suddenly hiss harshly to life with panicked whispers or spine-curling screams before cutting out equally as randomly.

'It is of no comfort that this is not the worst atrocity I have seen these Night Lords commit,' said Intercessor Squad Sergeant Koi of the Rift Stalkers.

Lieutenant Korvan Rhex's warriors advanced through the streets of Rigor Noctys' principal city, vermin gnawing at the rotting corpses fled before them. Rat-like creatures had bloated to enormous sizes on the flesh of so many dead. One such creature, perhaps braver or more foolish than the others, lingered long enough for Lieutenant Rhex to see it bound away with a half-chewed Human hand in its mouth. Clouds of flesh-eating insects the size of ripened berries buzzed lazily away from the Space Marines as the warriors advanced, their meat-engorged bulk almost grown too fat for their wings to bear them.

These creatures, foul as they were, were not the concern of the Rift Stalkers. It would be several long minutes more, advancing in formation amongst the remains of the Night Lords' victims, before they saw one of their prey.

It stared at them, eyes appearing to glow red in the Space Marines' helm-luxes. Two ridged horns sprouted from its black-furred head, jutting up towards the jet sky. Two more sat just below, curling round towards its long snout. All were caked in viscera, and the creature had painted the image of a fanged, bestial skull flanked by chiropteran wings over its face in white.

'Beastman. In thrall to the Heretic Astartes,' said Rhex.

The creature vanished from sight, fading away into the night.

Though the Lieutenant knew his warriors boiled with rage at the sight of the creature, they held their ground and their fire. They were disciplined. More than that - they were experienced. More than one Rift Stalker had been lost to ambush by the heretics during their long campaign to drive the Night Lords from the Rigor Noctys System.

'Beastmen identified,' reported Sergeant Kade over the vox. He and his Eliminator Squad patrolled another sector of the city a mile to the north.

'Cultists and looters bearing the marks of the lightning and winged skull observed in sector six,' voxed Infiltrator Squad Sergeant Kley, also operating close by.

'Maintain formations, movement patterns and discipline,' said Rhex. 'Plot locations of sighted mutants and heretics.'

Another hour passed. The number of excruciated citizens did not thin out. Evil symbols had been scrawled in blood over the walls. Occasionally the Space Marines passed a dead Beastman or Cultist. After checking the bodies for booby traps, they saw that not one was killed by Imperial weaponry. All appeared to have been butchered by their fellows. Whether they died for status, food, or something else, Rhex knew not and cared less. He crushed the skull of each beneath his armoured boot. Soon the white of its ceramite had become a dark crimson.

Wftere *are you, traitors?* Rhex thought. There was so far no direct sign of the Night Lords. He was a patient warrior, even by the standards of the scions of Corax. But the tension was mounting. The scale of the death, the continual punctuation of the silence with the scratched recordings of the dying's final screams, the warnings written in blood - it made him itch for combat, to see the traitors ended once and for all. Rhex and his warriors had been on edge for hours. Space Marines were crafted to handle the very worst of stresses, but such horrors still took their psychological toll. And the Night Lords were especially talented in ensuring the loyalists suffered as much as possible. As the streets around the Rift Stalkers narrowed, and the buildings grew taller, the feeling of intense pressure, of being watched, only grew.

Blood burst from Brother Vastus' neck a split-second before Lieutenant Rhex heard the distinctive boom of an enemy bolter.

The Rift Stalkers raced for cover, pulling their fallen battle-brother with them. All took careful aim at windows and doorways with their bolt rifles.

Brother Tza's helmet exploded in a shower of blood, brains and ceramite.

There was another crack.

'Building. One hundred yards to the north east. We make for cover there,' said Rhex. 'We cannot be pinned in the open.'

* * *

Rhex sawed his chainsword down through the Beastman's skull, carving it in two. Gore splattered over his rapidly reddening plate. The creature hadn't even slumped to the floor in death before the Lieutenant drove the whirring teeth of his blade into the gut of another foam-mouthed creature about to launch itself at Sergeant Koi. The weapon chewed through fur, flesh and bone. The skull painted on the beast's face distorted as the beast roared in pain.

The other Rift Stalkers forces spread out around the city were under similar attack. All had advanced unopposed until the sudden assassination of some of their warriors followed by an onslaught of murderous Beastmen.

The heinous creatures were failing. Though they greatly outnumbered the Rift Stalkers, their numerical advantage counted for little against the Space Marines in the close confines of the building's interior. The beasts' corpses mounted, shredded by chainblade, pierced by combat knife or blown apart by boltfire. The creatures that lived slipped in the blood and guts of their fellows as they tried to fight on. There was yet no sign of the Night Lords.

'The cowards seek to exhaust us,' Rhex voxed to his warriors. 'We will prove that killing filth only invigorates us.' With that he pushed his bolt pistol under the muzzle of a screeching Beastman and pulled the trigger, the burst of brains and matted fur that followed coating the ceiling. In two more motions he blew out the knee cap of another creature and hacked off the blade-arm of a third. Seconds later, the remaining Beastmen turned tail.

'Hold!' bellowed Rhex. It was just like the cowardly vermin to suddenly retreat, and thus lay a trap for pursuing Rift Stalkers. The creatures' braying and the clattering of their hooves soon echoed off into the dark. The Space Marines around Rhex stood firm. They swiftly moved the wounded into corners and checked all their weapons. Minutes passed. The Lieutenant paced around his warriors, checking on each in turn, praising their kills and endurance. Rhex ordered his warriors to secure more of the building and posted sentries on key entrances. They could and would not stay here for long, but to rush would spring a trap, he was certain.

The Lieutenant came to one of the windows, standing next to Brother Vylne who was on watch.

'No sign of the Beastmen,' said Vylne. 'Nothing on auspex or auto-senses.'

'They are treacherous hunters, and the Night Lords have no doubt given them means to conceal their presence. They will not have fled. At best they are regrouping for another attack, at worst they expect us to attack and are readying ambushes.'

Silence fell. Rhex scanned his eyes over the area. Window after window, doorway after doorway, was empty or sealed. He was ready to order his warriors to move on, when he saw the Night Lord. The crimson bat-winged helm and white skull visage was unmistakable. The traitor removed his helmet, revealing a pale, scarred, smirking face. Then he produced a device in his hand. A detonator. Rhex knew then he was already in the trap.

'GET OU-'

* * *

The Thunderhawk *Aftesis* flew low over Rigor Nocty's principal city, escorted by a pair of Stormtalon Gunships. It bore the prime helix symbol of the Apothecarion on its wings and doors. Aboard, Apothecary Ypar looked at the landscape through a viewport. Much of his view was obscured by thick smoke clouds, but he could see blazing fires, piles of rubble and mounds of corpses.

A dozen medicae serfs and servitors were with Ypar in the gunship's hold, along with stacks of medical supplies and heavy servitor-mounted gurneys designed to carry fully armoured Space Marines. A combat squad of Intercessors joined them, to secure the landing zone and ensure any wounded found could be evacuated safely.

'Apothecary, we have reached Lieutenant Rhex's last known location,' reported the pilot. 'No sign *of enemy movements. Captain Ry fir's drive to the north seems to have drawn them away, at least in significant numbers.'*

'Take us in,' said Ypar.

* * *

It had taken Ypar and his retinue an hour to find what remained of Lieutenant Rhex and his warriors in the rubble. Rhex himself was in a state of suspended animation brought about by his sus-an membrane reacting to the trauma his body had sustained. He had lost all his limbs. Much of his face was crumpled and his torso was shredded. Ypar drove several injectors from his narthecium into Rhex's body, pumping him full of healing agents.

'Your time of service is not yet over, Lieutenant.'

SPACE MARINE DREADNOUGHTS

Lieutenant Korvan Rhex was but one of countless Space Marine heroes who have suffered horrific wounds serving the Emperor and Mankind over the millennia. For some, though they were taken to within inches of death, their service is not done. They can fight still, thanks to the morbid technologies of the sarcophagi installed into the heart of Dreadnought battle-walkers.

Dreadnoughts are enormous fighting machines, clad in thick armour of adamantine and ceramite, their heavy limbs powered by electro-motivated fibre bundle muscles. The multitude of varying Dreadnought marks and designs can sport a dizzying array of heavy weapons ranging from the adaptable missile launcher to ancient plasma cannons. At range they are the bane of foes whether they are light infantry or mainline battle tanks, and those sporting close-combat weapons are no less lethal in melee. With massive, powered fists, razor-sharp piston-driven talons and adamantine-toothed drills, they can tear open ferrocrete bunkers and crush heavily armoured foes to paste.

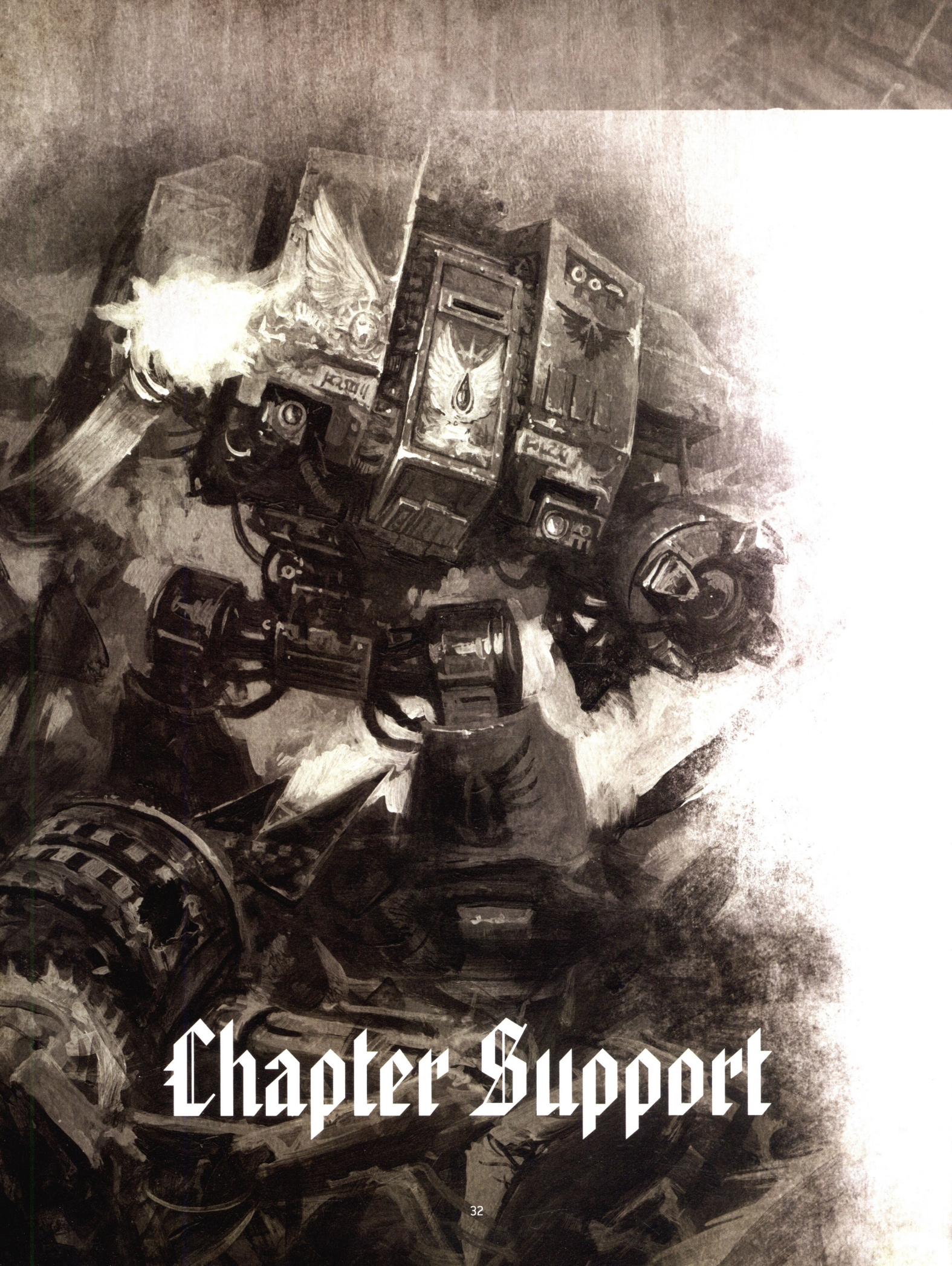
Without a pilot, a Dreadnought is an empty shell. It would of course still be a prized artefact, built using ancient technologies, and an incredibly potent weapon worthy of eternal preservation, but it is the warrior who operates a Dreadnought who truly renders the greatest value to these mechanical colossi. At the core of every operated Dreadnought is a heavily armoured sarcophagus, in which permanently resides the crippled remains of a great hero of the Chapter. Only these individuals are interred in Dreadnoughts, to preserve their wisdom, fighting spirit and battle skill for the Chapter, but also due to the rarity of Dreadnought chassis - those assets a Chapter maintains must be reserved for its best and brightest. A further qualification is that the individual must be so severely wounded that none of their Chapter's arcane and advanced medical resources can restore them, while they retain some spark of indomitable will and life force. Frequently, little remains of these warriors besides a collection of shrivelled biological components. Legendary warriors who have suffered such a grisly fate are required to continue to serve the Chapter in a state of perpetual near-death, preserved in an adamantine tomb in which their dimmed senses are bound to electro-fibre implants.

Though varying in myriad ways between Chapters, the process by which a warrior is interred in a Dreadnoughts sarcophagus is a ritual of great significance, typically attended and partaken in by Techmarines, Apothecaries, Chaplains and the Space Marines' battle-brothers. The procedure takes places deep in the Armoury. The mighty hero's great deeds are recounted - acts of enormous courage, feats of immense sacrifice and triumphs over the odds are all told of, along with the account of the action which finally laid him low. Chapter lore is also read and referred to throughout - the warrior is spoken of as a paragon of his brotherhoods most closely held values, and compared with the great, Chapter-shaping heroes of the past. All the while his remains are suspended in amniotic fluids and surgically implanted to the potent life-preserving mechanisms of the sarcophagus. Menvran nodes are implanted into what little flesh and bone remains. Asklepeion elixirs and Epionic compounds are cycled through the chamber's fluids. Finally the Kardean seal is applied, locking the warrior within for all eternity. Throughout the long ritual, Techmarines and Chapter serfs apply sacred oils and unguents while chanting litanies of preservation, tasks which they and their successors will fulfil daily for the Dreadnought for evermore. How a warrior's Dreadnought chassis is chosen is a choice driven by a number of factors, the most salient being the availability of varying Dreadnought patterns, the fighting needs of the Chapter and the character of the implantee. Those who choose do so with the utmost respect possible to the warrior at the forefront of their minds.

There is a wide range of different Dreadnought types, of which well-resourced Chapters may have access to a great many. Brotherhoods expecting or specialising in siege warfare, such as the Imperial Fists, may inter a fallen hero into an Ironclad Dreadnought. These walkers are akin to gigantic battering rams. Clad with additional ceramite plating and capable of being equipped with seismic hammers or chainfists they can tear down fortress walls with ease. A Chapter whose warriors possess a particularly aggressive temperament, such as the Flesh Tearers, may choose the Brutalis Dreadnought. These machines are vicious weapons which lope into the foe and savagely tear them apart with a pair of claws or fists. Those brotherhoods seeking a more tactically flexible Dreadnought, such as the Crimson Fists, may choose a Redemptor. With a heavy weapon and mighty power fist it can provide powerful salvoes of supporting fire as well as crush foes in melee. Such a choice is a great risk however, for the Tech-Magi behind the Redemptor cared not for potential occupants. Pilots have been known to be burned out by the machine's destructive prowess, this process hastened with more frequent battle.

Whatever chassis is selected, from the day of his interment forward, the heroic pilot's existence changes to a life measured in long periods of dreamless darkness punctuated by relatively brief moments of extreme violence, terrible peril or great crisis. A Dreadnought is often kept in a state of hibernation for decades or even centuries at a time, awoken only by the Chapter's Techmarines and Apothecaries in moments when needed most. No longer merely frontline warriors, they are keepers of ancient traditions and custodians of knowledge as well as deadly fighters. Some will even serve upon Chapter councils or lead strike forces into battle. Life as a Dreadnought takes incredible strength of character, for it can drive even the greatest willed insane. An awakening is an excruciating process, and the hero will meet fewer and fewer recognisable faces each time. A Space Marine experiences few solaces in his impossibly harsh life. In near-death, the Dreadnought loses even that of brotherhood. Such is their sacrifice for the Emperor.





Chapter Support

ARMOURY

Whether aboard a colossal, starfaring warship or deep within its mountainous fortress monastery, a Chapter's Armoury is where the great majority of its armoured vehicles, gunships, weapons and wargear are maintained and tended to when they are not being unleashed upon the Emperor's foes.

The Armoury is both a branch of the Chapter hierarchy and a physical location. Headed by uncanny and knowledgeable Masters of the Forge, the Chapter's Techmarines all belong to the Armoury and are responsible for thousands of serfs and servitors. Their task is to ensure that the Chapter's wargear and weaponry are repaired and their machine spirits placated so that they are ready to face the enemy in future conflicts.

Whilst every Chapter's Armoury is different in form, structure and size, they share many common traits. Each is a extensive complex of immense forge-furnaces, cells and alcoves, lit by crackling braziers and cold lumens. Servo-skulls, formed from the craniums of favoured Chapter serfs upon their death and affixed with precision servo-tools or bearing important messages, fly through the air. Service to the Chapter rarely ends in death.

Each of a Chapter's vehicles and warsuits has its own antechamber that is a shrine in itself, adorned with purity seals and vows of fidelity and devotion scratched by serfs onto scraps of parchment. Every Space Marine vehicle is given a name upon its induction to the Chapter to reflect its role as a warrior, and is embraced as a battle-brother itself. Its alcove is adorned with trophies and relics from the battles it has fought in, the Space Marines it has fought alongside laying down the skulls of slaughtered foes or the sanctified weapons of enemy champions.

Thousands of serfs, techno-thralls, mecha-helots and servitors labour day and night in the scorching heat of the Armoury, all caked in ash, drenched in sweat and stained with oils. Such is the thickness of the smog and sacred incense in the air, even servitors are regularly replaced, their mechanical systems clogged and biological components choked. Human serfs breathe recycled air through rebreathers, though even this equipment fails to protect them from all of the particulates that blacken the air. The reek of burning metal, lapping powders and blessed oils add to the heavy and cloying stench. The serfs' lifespans are rendered measurably shorter than their fellows working for the Chapter elsewhere, and these labourers are often prone to terrible injuries in their work - such is the wrath of the machine spirits not treated with due care.

The barrage on the senses is made complete by a cacophony of industrial workings and intoned sacred rites. The clang of piston hammers striking sheet metal rings through vaulted chambers. The curt orders of the Techmarines are barely audible over the roar of adamantine grinders and plasma cutters. All this is set against the sonic backdrop of constantly droning servitors - endlessly repeating binharic chants of reverence - and the serfs' liturgies of dedication.



TECHMARINES

The Adeptus Astartes and Adeptus Mechanicus hold ancient pacts. Chapters may send those of their number most at one with technology to Mars, to learn the ways of the machine. During their long and arduous training they are inducted into the Machine Cult. They learn the hymnals of maintenance, the liturgies of resanctification, and rites of appeasement and awakening. If no Space Marines did this, it would be impossible for Chapters to make war, for soon their weapons, wargear and battle tanks would fall into disrepair.

Those who return from the Red Planet do so as Techmarines, now aloof from their brothers. They develop dual loyalties to the Machine Cult of Mars as well as their Chapter, but nevertheless fight bravely for their brotherhood, and their skills and knowledge are regarded highly. Techmarines' proficiency as drivers, gunners and pilots is especially recognised - once they have interfaced with a vehicle's machine spirit, the bond formed is lethally effective.

TECHMARINE WARGEAR

The unique role of the Techmarines means they carry bespoke wargear. No Techmarine goes to war without heavy servo-arms and supple mechadendrites. These are powerful mechanical tools with the strength to lift entire battle tanks off the ground, or with the dexterity to deftly fix the smallest components and solder shut the most minute of wounds in a vehicle's flank. Some Techmarines wear a formidable servo-harness. With a pair of servo-arms, a flamer and a plasma cutter, the servo-harness enables the wearer to fix vehicles more efficiently and better combat the foe. It also enables them to rapidly construct or reinforce defensive positions. It is not uncommon for Techmarines to carry grav-pistols. In the 41st Millennium, grav-weapon technology is rare, known only to a select few. When fired, grav-weapons affect the local gravity field, using the victim's own mass against them to lethal effect. Heavily armoured targets are crushed as if by a mighty god, whilst vehicles are left as crumpled wrecks.

MASTER OF THE FORGE

The Master of the Forge is the most senior Techmarine in the Chapter. His grasp of arcane sciences and the mysteries of the Omnissiah are such that his skills are on par with those of Martian tech-magi. He calms the most belligerent of machine spirits with but a whisper of a tech-psalm, and can heal terrible wounds in a battle tank's hull at incredible speed. As with the Techmarine brethren they command, Masters of the Forge are regarded with a degree of mistrust by Chapter Command, with some shunned on matters unrelated to their specialisation. In Chapters such as the Iron Hands and Astral Knights, which are more embracing of the mysteries of technology, they are revered individuals. These exceptions are relatively few, however some Masters of the Forge earn admirable reputations.

SERVITORS

A Space Marine Chapter has thousands of these biomechanical slaves. Whether they are vat-grown in artificial nutrients, or created from failed aspirants or mind-wiped and lobotomised criminals, they are fitted with an array of mechanical tools to carry out the Chapters work. Many have limbs replaced with infrared sensors, bionic exoskeletons, huge claws, flux-torsion drills or even heavy weapons. Servitors are made resilient by their modifications, though their minds are utterly unfeeling and incapable of coherent, independent thought. Without the guidance of a Techmarine they become mindlocked, babbling incoherent nonsense until given instructions.

SPACE MARINE ARMOUR

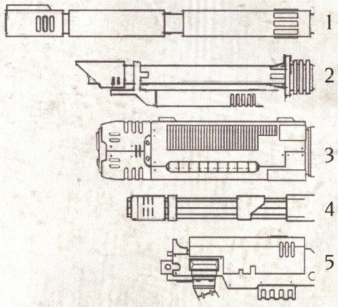
Space Marines wage war clad in some of the finest armour in the Imperium. Suits of power armour are fully enclosed, made of thick ceramite plates and have electrically motivated fibre bundles that replicate the movements of the wearer and supplement his strength. Rather than simply being worn, a Space Marine's armour integrates with him. It can take many decades to forge a single suit of power armour, and each is maintained with absolute care and devotion by skilled Chapter serfs or even the Space Marines themselves. Each suit is a unique artefact with a spirit and history deeply valued by its Chapter.

Power armour has a range of auxiliary systems that improve the Space Marine's effectiveness, including auto-senses made up of thought-activated comms-augurs, audio filters, targeting reticules and numerous other features. Life support functions include pain suppressors, combat stimulants and anti-venoms. Reinforced greaves incorporate gyroscopic stabilisers and





Techmarines and Techmarine novitiates commonly pilot Space Marine gunships and battle tanks - their natural affinity for the machine suits them well to this role.



1. Heavy laser destroyer
2. Lascannon
3. Macro plasma incinerator
4. Heavy onslaught gatling cannon
5. Heavy bolter

BATTLE TANKS

A Space Marine Chapter has a formidable array of fighting vehicles, each holding a particular battlefield role laid down in the Codex Astartes that enable the Adeptus Astartes to dominate any battlefield. Each Space Marine vehicle is given a name upon its creation, and is regarded as a battle-brother by its Chapter. Though many Space Marine vehicles are designed so they can be customised with different weapons, once they have been fitted with their armaments they are rarely modified, the machine spirit growing used to and protective of its wargear. A great many vehicles in use by the Adeptus Astartes are thousands of years old, prized veterans known for their aggression or deep hatred of a particular foe.

Many Space Marine armoured assets are built on the rugged and reliable Rhino chassis. Predators are main battle tanks. Whirlwinds fire barrages of explosive or incendiary missiles. Vindicators are devastating siege tanks, whilst Hunters and Stalkers blast squadrons of enemy air assets out of the sky. Thanks to the Rhino platform, all are manoeuvrable enough to keep pace with the relentless Space Marine advance and are simple to repair for the Techmarines.

Land Raiders are mobile fortresses with a design dating back to times of myth and legend. In addition to formidable weaponry and nigh-impenetrable ceramite and adamantine armour, their machine spirits are far more potent than those of other vehicles. Thus, fewer crew are required in comparison to similar-sized vehicles, and the machine spirit can take control of the Land Raider's engines and weapons - some have been known to operate the tank even after their crew have all been killed.

Thanks to powerful anti-grav technology and turbine engines, gravitic battle tanks can traverse trench lines, boiling lava streams and treacherous waterways with impunity. These technologies are also weapons in their own right - the crew can direct pulses of gravitic force through their vehicle's ventral plates to knock foes to the ground. Different gravitic tanks have a range of sophisticated features. The Repulsor Executioner sacrifices transport space for additional capacitors, plasma cells and ballistic cogitators. The Impulsor's vectored thrusters allow it to reach much greater speeds, and its chassis is highly adaptable, capable of being fitted with all manner of upgrades.



An honoured crew member may be paired with his vehicle even in death, his skull mounted on the interior walls alongside lists of his heroic deeds.

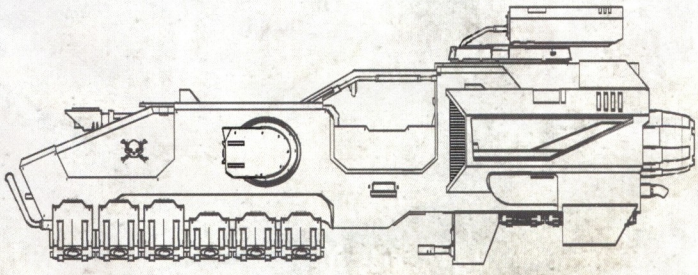


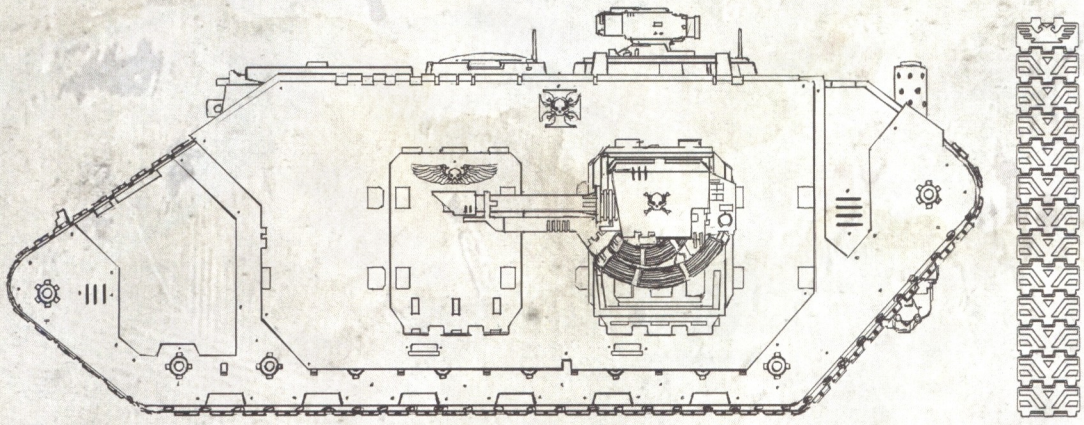
Space Marine vehicles are awarded accolades and campaign badges just as the battle-brothers are. Crews adorn their tanks with these awards.



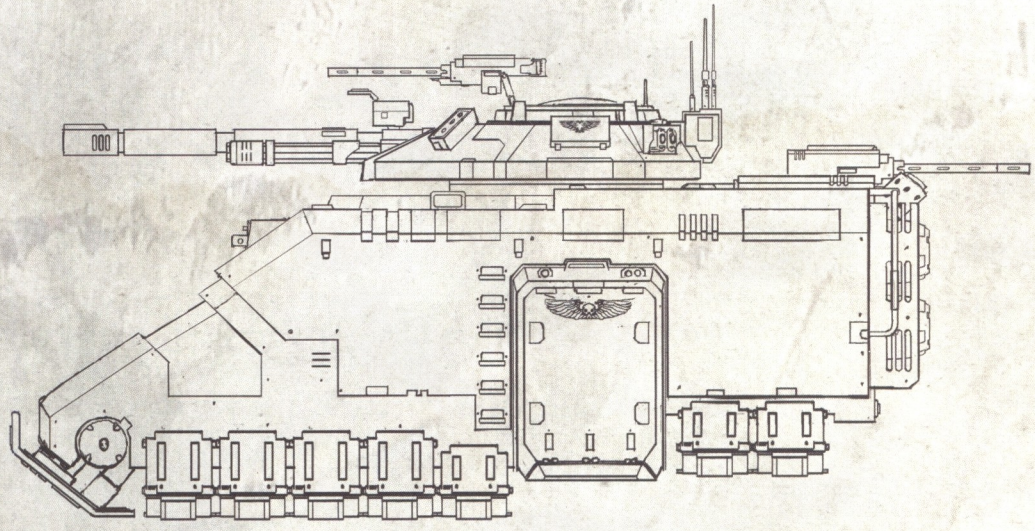
Few Space Marine transports are without relics and trinkets of great spiritual value. Such artefacts inspire battle-brothers as they race to war.

The Storm Speeder was developed as a part of Cawl's Primaris project, combining Arkhan Land's ancient discoveries with the uncompromising brute force of Repulsor technology. Though closely resembling the Land Speeder and performing a similar function, Storm Speeders are larger and more heavily armed without compromising on manoeuvrability.





It is thought that Land Raiders were once made in enormous numbers. In the 41st Millennium, however, few forge worlds can produce them. Their scarcity and power make them highly valued, and the Techmarines believe a part of the Omnissiah's essence resides within them.



Repulsor Executioners are as adept at serving as armoured escorts for dedicated troop carriers as they are at transporting Hellblasters and other specialised squads. In either capacity, the heavy weapons of the infantry and battle tank make a lethal combination.

power units that magnetise the soles of the armour's boots.

Primaris Space Marines wear Mk X armour. This highly flexible protective system can be modified and upgraded to suit the needs of the battlefield. Mk X Tacticus is the most common variant, and is worn by Intercessors, among others. Mk X Phobos armour is lighter and heavily streamlined. With greater mobility and servo-motors engineered to be silent, it is used most optimally in stealth and infiltration missions. The Mk X Gravis variant may be bulky but is enormously sturdy, allowing the wearer to stride into the most furious firestorms and emerge unscathed.

SPACE MARINE WEAPONS

The foes of the Adeptus Astartes are myriad; thus are the Space Marines equipped with a wide array of different weapons. They include mass-reactive round-firing bolt weapons, flame weapons that spew burning liquid promethium, auto weapons that fire deluges of high-velocity shot, grav-weapons that contort local gravity, and melta weapons that liquidise heavy armour in moments. In addition to these, las weapons emit a short-lasting beam of focused light that causes a rapid increase in the target's temperature when struck. Plasma weapons work by energising photonic hydrogen fuel into a plasma state and firing it through a magnetic accelerator. On impact with the target the energy released is like that of a small sun, destroying with searing heat and explosive shock.

RECLUSIAM

A Chapter's Reclusiam is a hallowed place. Reverent silence is punctuated only by Chaplains chanting liturgies and administering rites, and the gentle footfalls of robe-wearing serfs. Shrines line its alcove walls, dedicated to fallen heroes, the Chapter's Primarch and holy relics from the brotherhood's glorious history.

The Reclusiam is a place of immense cultural and spiritual significance to a Space Marine Chapter. This central shrine is the primary place where prayer and worship is conducted, though most Chapter fleet vessels have their own cathedrums and chapels for those Space Marines on campaign. In the Reclusiam the Chapter's Chaplains, led by the Master of Sanctity and Reclusiarch, preserve ancient traditions, conduct meditations and perform ceremonies of indoctrination, vindication and inauguration. To Space Marines, these are no less vital to their purpose as warriors than their skill at arms, the maintenance of their battle gear and their honour roll.

Almost all of a Chapter's most precious relics are secured in the Reclusiam. Company and Chapter battle standards hang from the cold walls in shimmering suspensor fields. Fragments of armour worn by the Chapter's legendary heroes are presented side by side with ornately crafted blades and hammers and the bleached skulls of vaunted champions. Other artefacts include the quills used by enlightened warriors who scribed majestic works of battle wisdom,





or bolter shell casings collected from battlefields where the greatest glories were won. Many hundreds of serfs work to preserve a Chapter's relics, each a master of metallurgy, gilding and other crafts. Multiple generations spend their entire lives polishing a single relic blade, have the sole task of picking broken chainsword teeth from sundered battlefields or keeping the Reclusiam's many thousands of ceremonial candles lit - with the tallow of their own bodies removed from them upon their demise to produce more. Even in death they still serve.

Keeping these wondrous artefacts safe is a great honour and solemn duty for the Chaplains and those training to join their austere ranks, and they work closely with the Chapter's Master of Relics - if such an officer exists within their Chapter's structure - to do this. The Master of Relics selects an honour guard for the Reclusiam made up of warriors from his company or the Chapter at large.

It is not unheard of for some Chapters to have scores, perhaps hundreds of investigatus analyticor helots poring over ancient lore, forgotten texts and fading after-action reports, searching for the slightest hint of knowledge as to where more relics might be discovered. They will pass on this information to teams of recovery acolytes - or even Space Marines - dispersed around the galaxy in the hunt for artefacts that tell of the Chapter's historic deeds.

In stark contrast to the deep care they take of their own Chapter's relics, Chaplains make it their task to topple xenos idols, cast down false prophets, purge heretical shrines and destroy heathen artefacts and lore. This they do with iron-hard conviction, exhorting their brothers to do the same.

The Chaplains themselves are the Chapter's spiritual authorities and wrathful warrior-priests. They are regarded with awed respect by their battle-brothers for their incredible strength of will and selfless dedication to the Chapter, as well as for their faultless knowledge of the Chapter's rites, catechisms and liturgies. They are notoriously fiery and strict, quickly roused to anger by the hated enemy and closely observant of every brother of the Chapter for lapses in devotion. For all their grim demeanour, Chaplains care deeply for the spiritual well-being of their brothers. Their booming oratory of the Chapter's tenets and dogmas is intended to armour their brothers from heresy and instil in them the humility, integrity and honour worthy of the Emperor's finest warriors and servants.

From the moment of his induction to the day of his death, a Space Marine will interact with a Chaplain on a daily basis. As an aspirant and neophyte, his spiritual and cultural training will be conducted by the Chaplaincy. As a fully fledged battle-brother, he will be led in prayer by and fight alongside his company's Chaplain, a most respected warrior, advisor and officer who accompanies his charges into the hell of battle again and again with inspiring, zealous fury.

Chaplains are as grim in appearance as they are in character. They wear skull-faced death masks and are clad in archaic, ornate armour the shade of blackest night, adorned with purity seals, devotional pendants and holy tokens of battle. Many wear thick chains, cloaks and heavy robes that billow with each purposeful step. Arguably the most distinctive of a Chaplain's badges of office is his crozius arcanum. A devastating type of power mace, it crackles with an intense disruption field. Combined with the Chaplain's great strength, it is a deadly weapon with which its wielder crushes skulls, shatters knees and caves in armour.

THE ECCLESIARCHY AND THE ROSARIUS

Many of the Space Marines' traditions evolved long before the Adeptus Ministorum and the Imperial Creed. Though there are many theological differences between the Space Marines and the Ministorum, and the number and severity of these will vary depending on the Chapter, the primary disagreement revolves around the divinity of the Emperor. Space Marines revere him as a brilliant, inspired man. To the Adeptus Ministorum, the Emperor is a god. Many Chapters therefore disdain what they see as the fanatical ravings of the Ecclesiarchy in favour of their own ancient ways. Scant few Chapters, such as the Black Templars, have ever adopted the Ecclesiarchy's teachings on this matter.

Many in the Ministorum regard the Space Marines as dangerous heathens, but none can deny the Space Marines' dedication to the Emperor, their immense tally of mighty victories and that to some extent they share parts of their genetic heritage with the Emperor himself. Thus is there an uneasy truce between the two, only occasionally fractured by conflict. As a symbolic gesture of this peace, the Ecclesiarchy gifts Chaplains with the Rosarius. This amulet, taking many forms, emits a powerful force field that is sometimes referred to as 'soul armour'.

There are multiple ways by which a Space Marine can become a Chaplain, and these vary from Chapter to Chapter. Many Space Marines who have felt the calling to join the Chaplaincy follow the path of the Judiciar. They are given a mighty executioner relic blade and mysterious tempormortis - an archeotech relic incorporating esoteric stasis technology and filled with all manner of material spiritually important to the Chapter, such as sand from their home world. The Judiciar can use the tempormortis to direct stasis energy at his foes, seriously hampering their ability to fight. This device symbolises the Judiciar's need for patience as well as representing the need for them to earn their role. Judiciars are sworn to silence. It is their duty to embody their Chapter's values, forbidden to speak until they can live them, for any can simply recite litany and verse.

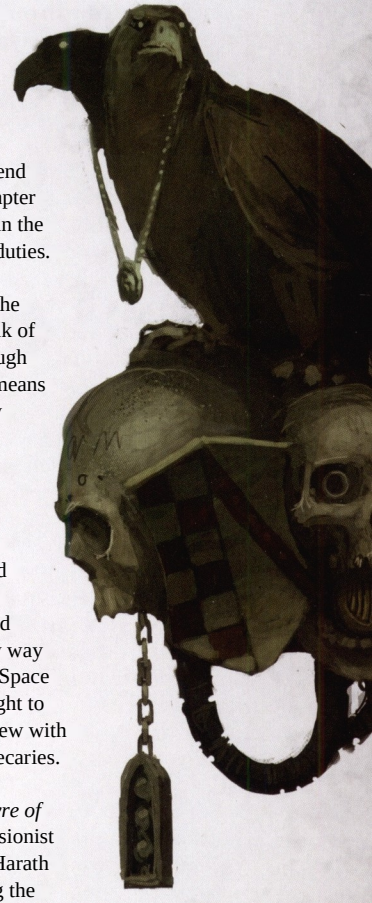
For all the deep reverence in which the Chapter's Reclusiam, mighty ship-based cathedrums and other places of sanctity are held, the battlefield is seen as no less of a place to honour Chapter and Primarch. Chaplains lead from the front, smashing aside foes as they recite litanies of death, invocations of slaughter and credenda of blood. Around them their brothers are inspired to righteous fury, roaring oaths of their own as they hack down enemies with chainswords and power axes, or blast them apart with bolt and plasma fire. To a great many Chaplains and Space Marines, there is no more devout offering to their spiritual lieges and no greater symbol of their dedication than mountainous piles of enemy dead.

APOTHECARION

The Apothecarion is a Space Marine Chapter's most vital facility. On its metal medicae slabs neophytes are implanted with the organs that transform them into Space Marines, and those grievously wounded in battle receive life-saving treatment. Deeper within the Apothecarion the Chapter's gene-seed is held, and to the Apothecaries falls the honour of its safekeeping.

A Chapter's Apothecarion never sleeps, whether it be on the home world in its magnificent fortress monastery, or aboard its galaxy-traversing flagship. The aroma of antiseptics and disinfectants hangs thickly in the air, dispersed by lobotomised servo-meds or part-Human, part-machine cherubim swinging unwieldy censers. Dozens, if not hundreds of iron medicae-slabs are in use by Space Marine, aspirant and serf alike. Around them loom Apothecaries assisted by medicae serfs administering balms or carrying out detailed operations - aided by pneumatic servo-arms equipped with surgical tools and operated by slaved machine spirits. Whether in the middle of a complex procedure, performing administrative duties or cleaning the blood from a surgical slab, med-helots intone endless chants of purity, healing and sterility. These gentle tones are drowned out by the screeching of chirurgical drills, the screams of the wounded and the cracking of bones being re-set.

Adeptus Astartes Chapters are ever at war, the stream of wounded Space Marines and serfs in need of life-saving treatment never ending. A Chapter's constant recruitment methods ensure that there are always neophytes in need of organ implantation or surgery following the terrible injuries many suffer in their arduous training. Most Space Marines undergo periodic treatments, surgeries or therapies for their entire lives to maintain a stable metabolism, and for this they must go to the Apothecarion. Simply by their fragile Human nature, the tens of thousands of serfs that spend their lives working for a Chapter will become sick or injured in the course of carrying out their duties.



The Apothecarion is where the bio-vaults containing the bulk of its gene-seed are stored, though many vessels will have the means to transport gene-seed safely and securely. This makes the Apothecarion one of the most vital locations in a fortress monastery, and often they are maintained at their very centre, constructed with additional armour and blast-absorbing walls. Should gene-seed reserves be in any way threatened by an enemy, all Space Marines in a Chapter will fight to the death in their defence - few with more vigour than the Apothecaries. During the Badab War, the Salamanders battle barge *Pyre of Glory* was boarded by secessionist forces. Master Apothecary Harath Shen won renown defending the vessel's gene-seed vaults, hacking down traitor after traitor to preserve the legacy of his Chapter's fallen.

All gene-seed is examined closely on a regular basis for faults of any description, with any failing to meet the required standard being destroyed. Nevertheless, some Chapters are forced out of desperation to use gene-seed of lower quality, while a rare few even deliberately

NARTHECIUM

Apothecaries bear specialist wargear into the field to carry out their duties. Their primary tool is the narthecium, which is either built into a bulky gauntlet module or incorporated on articulated armatures that protrude from the wielder's backpack. Containing anti-venoms, healing agents and stimm packs - as well as having built-in surgical equipment and chainblades - this device can be used by the Apothecary to crack open armour, carry out transfusions, repair torn ligaments, plug holes in organs and close terrible wounds. The narthecium also includes a pistol-like tool to give those too wounded to fight the Emperor's Peace. When its trigger is pulled, this drives a metal piston through the skull and into the brain, killing the Space Marine.

The chainblades and drills fitted into narthecium allow the Apothecary to crack open even Terminator armour to reach a fallen brother's progenoid glands. It is essential that these are recovered, as they contain vital gene-seed without which the Chapter cannot survive. For this the narthecium has a carbon-alloy reductor, a tool optimally designed for the extraction of progenoid glands quickly for secure storage in the narthecium's dedicated cryo-receptacle.

Other Chapters use their own variants of this equipment. Blood Angels Sanguinary Priests carry the Acus Placidus, a wrist-mounted pistol for euthanising those Blood Angels too seriously wounded to recover. Space Wolves Wolf Priests bear the Fang of Morkai, a multi-bladed tool, alongside a wide assortment of potions, balms and herbs.

foster deformed zygotes and implant them into their aspirants. This practice is dangerous, often regarded as heretical. In the Era Indomitus, with so many Chapters cut off from the Imperium, no few will have resorted to this if they deemed it necessary. To catalogue the data accrued in the stringent examinations of their gene-seed, some Chapters maintain memory banks, which are used in the training of future Apothecaries. In a great many respects, the future of the Chapter is in the Apothecaries' hands.

Responsible for all the Apothecarion's wide array of essential tasks is the Chief Apothecary, whose exact title will vary from Chapter to Chapter. He is one of the Chapters most senior officers and is highly respected for his deep knowledge of the Chapter's genetics, years of battlefield experience saving his battle-brothers' lives, and the due care for his Chapter's future he oversees with meticulous diligence.

Apothecaries-in-training are under the tutelage of the Chief Apothecary and serving Apothecaries. To acquire all the nuanced and detailed knowledge an Apothecary must have to perform even their most basic functions takes many years. Many serve as Helix Adepts in Infiltrator Squads, honing their skills in trying battlefield conditions deep behind enemy lines while utilising the helix gauntlet - a scaled down version of the narthecium.

A Codex-adherent Chapter has many dozens of Apothecaries. At least one of these individuals will serve in each company on a permanent basis, with the remainder carrying out the vital tasks of the Apothecarion, such as testing gene-seed and implanting organs into aspirants. Some Chapters assign Apothecaries on a permanent basis to their fleet vessels as a part of the ships' limited Space Marine crew; fleet-based Chapters are noted to rotate Apothecaries throughout their ships to ensure that - even in the event of a catastrophic defeat in the void - the skills of the Apothecaries will live on.

Apothecaries are trained warriors, as adept with bolter and blade as the battle-brothers they accompany on the field. They have to be, for there is nowhere their charges go that they must not. Should a Space Marine fall it is the Apothecaries' solemn, proud duty to restore them to health or recover their gene-seed. Whilst they may never attain accolades for great victories won or enemies cast down, every battle-brother holds the Apothecaries in the highest regard for the dangers they face to reach casualties. It is a great demonstration of a Chapter's deep sense of comradeship in action.

The cultures of many Chapters have impacted on the workings of their Apothecaries. Those of the Fire Lords master the arts of cauterisation, knowing how to apply the perfect level of heat for the right duration to heal different wounds. Those of the fleet-based Rift Stalkers, often operating in enemy territory and far from Imperial supply lines, have little access to standard resources, and as such are expert improvisers.

LIBRARIUS

The Librarius is one of a Space Marine Chapter's most mysterious institutions. Its members are the Librarians, warrior-mystics and scholars who have spent decades mastering their psychic talent to lend their Chapter great wisdom as well as fearsome power in battle.

Behind locked doors warded with pentagrammic and hexagrammic symbols, the Librarius thrums with strange activity. Mysterious lights flash out of the cracks beneath heavy wooden doors. Hideous screams echo down dark corridors whose walls are etched with arcane symbols of shielding and containment. Serfs and scribes shuffle hurriedly about their tasks, clutching tokens and sigils of safeguarding and whispering chants of obviation with their eyes fixed on the floor. In sealed chambers the Space Marine Librarians see to their duties. Some sit in reflective meditation. Others scry the skeins of fate, beads of sweat falling down faces twisted in effort and concentration. Some fight in practice cages, blasting apart servitors and targets with bolts of psychic power or striking them down with psychically attuned blades and axes. They must train constantly to ensure the strength of their willpower, for their greatest foes - the foul abominations of the warp - are ever watchful for weakness.

One of the functions of the Librarius is the recording of the Chapter's history. Depending on a Librarian's rank, their precise role in this regard will differ. Lexicaniums, the first rank after a Librarian has qualified, write reports of battles and wars. The Codiciers, those of the second rank, carefully scrutinise every entry into the archives. Those who pass through these ranks become Epistolaries. The knowledge and wisdom Librarians accrue makes their counsel highly sought after, and so most strike forces include a Librarian.

By far the largest facilities in the Librarius are its archives, where the Chapter's recorded history is stored. Shelving units fill rooms from floor to ceiling, each stacked with ancient vellum tomes and parchment scrolls. Besides them are humming repositories and archaic catalogues

full of data crystals. Hundreds of serfs toil day and night, copying from decaying codicils and tracts lest any information be lost. Only the most senior Librarians have any true idea of what their archives hold, or what lies behind the locked portals of their most secure areas - and even these vastly knowledgeable individuals have only a reasonable understanding of the rest of the archive. Huge quantities of information can be lost for millennia, or even forever, through sheer ignorance of its existence. Few Chapters have a complete collection of their history.

Another of the Librarians' essential functions is to screen the Chapters aspirants for the weak-willed and those with psychic potential. They must be merciless, for to permit any weakness is to threaten the Chapter and its gene-seed with corruption. Those recruits displaying both psychic potential and the strength necessary to become Space Marines will be taken directly under the Librarians' wing to learn their arcane crafts. Other potential Librarians are sourced elsewhere, including the Scholastica Psykana. Those selected, known as Acolytum, undergo a process more arduous than even that of their brother Space Marines. They must survive the trials, training and implantations to become Space Marines, as well as learn to master their psychic gifts and protect their minds from the terrible hazards of the warp. If they fail, a fate worse than death awaits in the clutches of the immaterium's malignant entities. Such are the dangers involved with these practices that some Chapters refuse to include a Librarius in their Chapter. The Black Templars and a handful of other Chapters forbid the use of psychic arts, seeing them as blasphemous. Some Chapters tolerate their Librarians only as a necessary evil, shunning their psyker brothers as much as possible. A number embrace their Librarius wholeheartedly, such as the Blood Ravens and Silver Skulls.

Over their lives the Librarians will master myriad psychic disciplines and other subtle skills. They will learn to manipulate raging infernos with the slightest hand gestures, turn the nightmares of their foes into horrifying reality, detect the movements of daemons through warp space and read the Emperor's Tarot. A trained Librarian can sense the shock waves and turbulence of starships arriving in a system from the insanity of warp space, or detect the echoes they leave from plunging into its depths. The powers of the Chapter's Chief Librarian, its most senior psyker, are truly formidable.

Librarians are as vigilant for weakness in their own number as well as the rest of the Chapter. They scour the minds of their battle-brothers, taking careful record of every deviancy, however minor. It pains many to scrutinise their brothers in such a way, but purity of mind is something that a Chapter cannot compromise on. The Librarians subject those Space Marines who have suffered particularly intense psychic trauma at the hands of nefarious xenos races or the blasphemous forces of Chaos to meticulous screening and cleansing. The principal reason for this is to ensure the purity of the Chapter's gene-seed, for it may become corrupted, and the Librarians work closely with the Apothecarion to eradicate weakness wherever it is found.



Librarians are far more than battle-psykers. They identify other psykers, ensuring hidden threats are rendered visible. The skills of the Epistolaries in particular enable them to communicate across interstellar space in the same manner as the Astropaths of the Adeptus Astra Telepathica. They are so powerful they have no need to undertake the torturous Soul Binding ritual to do so - though to attempt such a message is enormously taxing and has been known to kill those who attempt it.

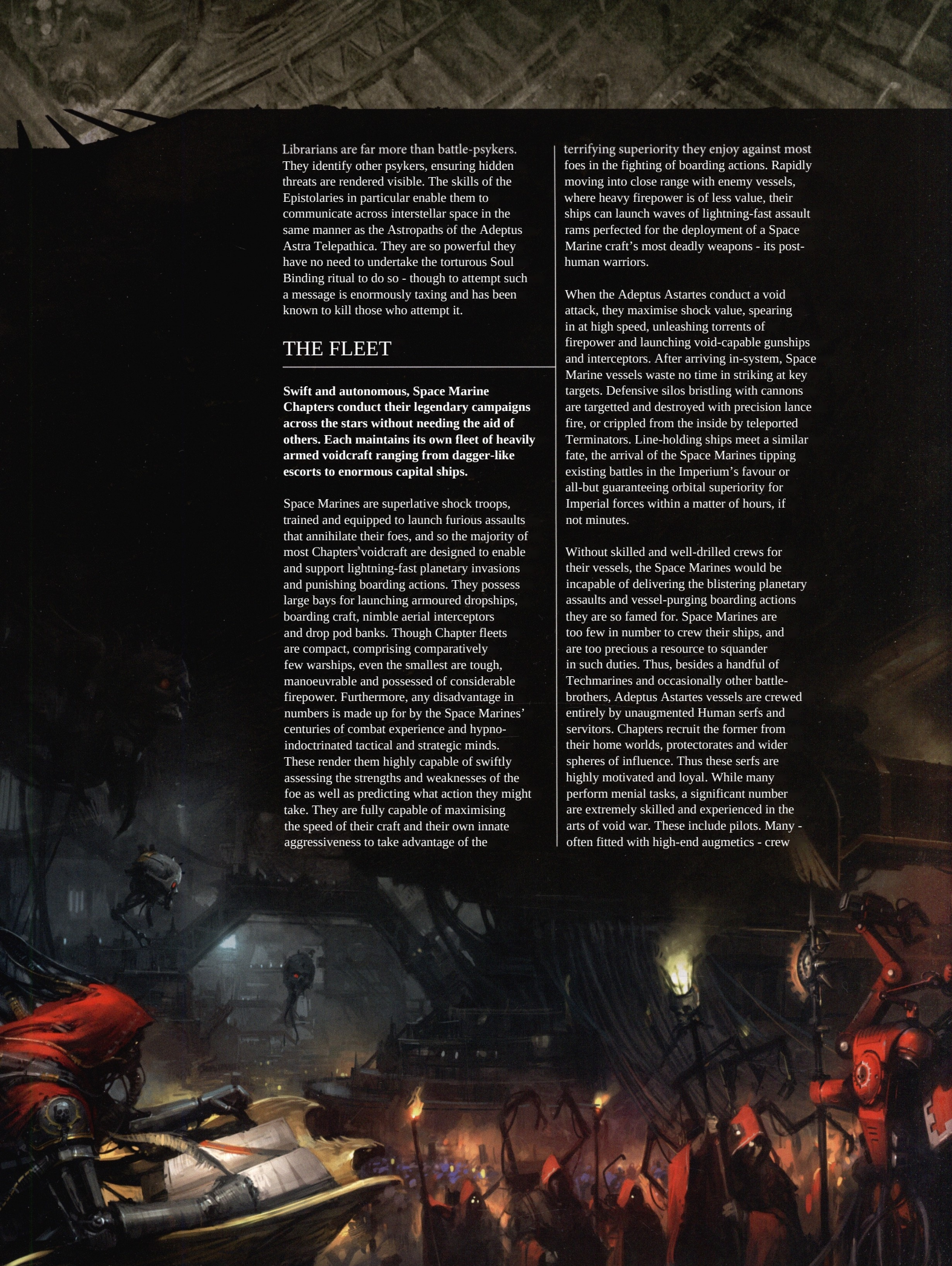
THE FLEET

Swift and autonomous, Space Marine Chapters conduct their legendary campaigns across the stars without needing the aid of others. Each maintains its own fleet of heavily armed voidcraft ranging from dagger-like escorts to enormous capital ships.

Space Marines are superlative shock troops, trained and equipped to launch furious assaults that annihilate their foes, and so the majority of most Chapters' voidcraft are designed to enable and support lightning-fast planetary invasions and punishing boarding actions. They possess large bays for launching armoured dropships, boarding craft, nimble aerial interceptors and drop pod banks. Though Chapter fleets are compact, comprising comparatively few warships, even the smallest are tough, manoeuvrable and possessed of considerable firepower. Furthermore, any disadvantage in numbers is made up for by the Space Marines' centuries of combat experience and hypno-indoctrinated tactical and strategic minds. These render them highly capable of swiftly assessing the strengths and weaknesses of the foe as well as predicting what action they might take. They are fully capable of maximising the speed of their craft and their own innate aggressiveness to take advantage of the terrifying superiority they enjoy against most foes in the fighting of boarding actions. Rapidly moving into close range with enemy vessels, where heavy firepower is of less value, their ships can launch waves of lightning-fast assault rams perfected for the deployment of a Space Marine craft's most deadly weapons - its post-human warriors.

When the Adeptus Astartes conduct a void attack, they maximise shock value, spearing in at high speed, unleashing torrents of firepower and launching void-capable gunships and interceptors. After arriving in-system, Space Marine vessels waste no time in striking at key targets. Defensive silos bristling with cannons are targetted and destroyed with precision lance fire, or crippled from the inside by teleported Terminators. Line-holding ships meet a similar fate, the arrival of the Space Marines tipping existing battles in the Imperium's favour or all-but guaranteeing orbital superiority for Imperial forces within a matter of hours, if not minutes.

Without skilled and well-drilled crews for their vessels, the Space Marines would be incapable of delivering the blistering planetary assaults and vessel-purging boarding actions they are so famed for. Space Marines are too few in number to crew their ships, and are too precious a resource to squander in such duties. Thus, besides a handful of Techmarines and occasionally other battle-brothers, Adeptus Astartes vessels are crewed entirely by unaugmented Human serfs and servitors. Chapters recruit the former from their home worlds, protectorates and wider spheres of influence. Thus these serfs are highly motivated and loyal. While many perform menial tasks, a significant number are extremely skilled and experienced in the arts of void war. These include pilots. Many - often fitted with high-end augmetics - crew



shuttles and void-barges. These ensure their post-human masters are always well-supplied, ferry personnel where they are needed or bring aboard visiting dignitaries. Others fly craft such as Broadhead and Skythian-pattern Interceptors which are incapable of atmospheric flight. They are dedicated to the interception of incoming enemy munitions and bombers to protect their ships - tasks too important to ignore in blistering void war yet too menial for the numerically few Space Marine pilots to be wasted on. The Hawk Lords, a Chapter famed for the quality of its pilots, are known for passing on many of their learnings to their Human servants, who have saved Chapter vessels time and again.

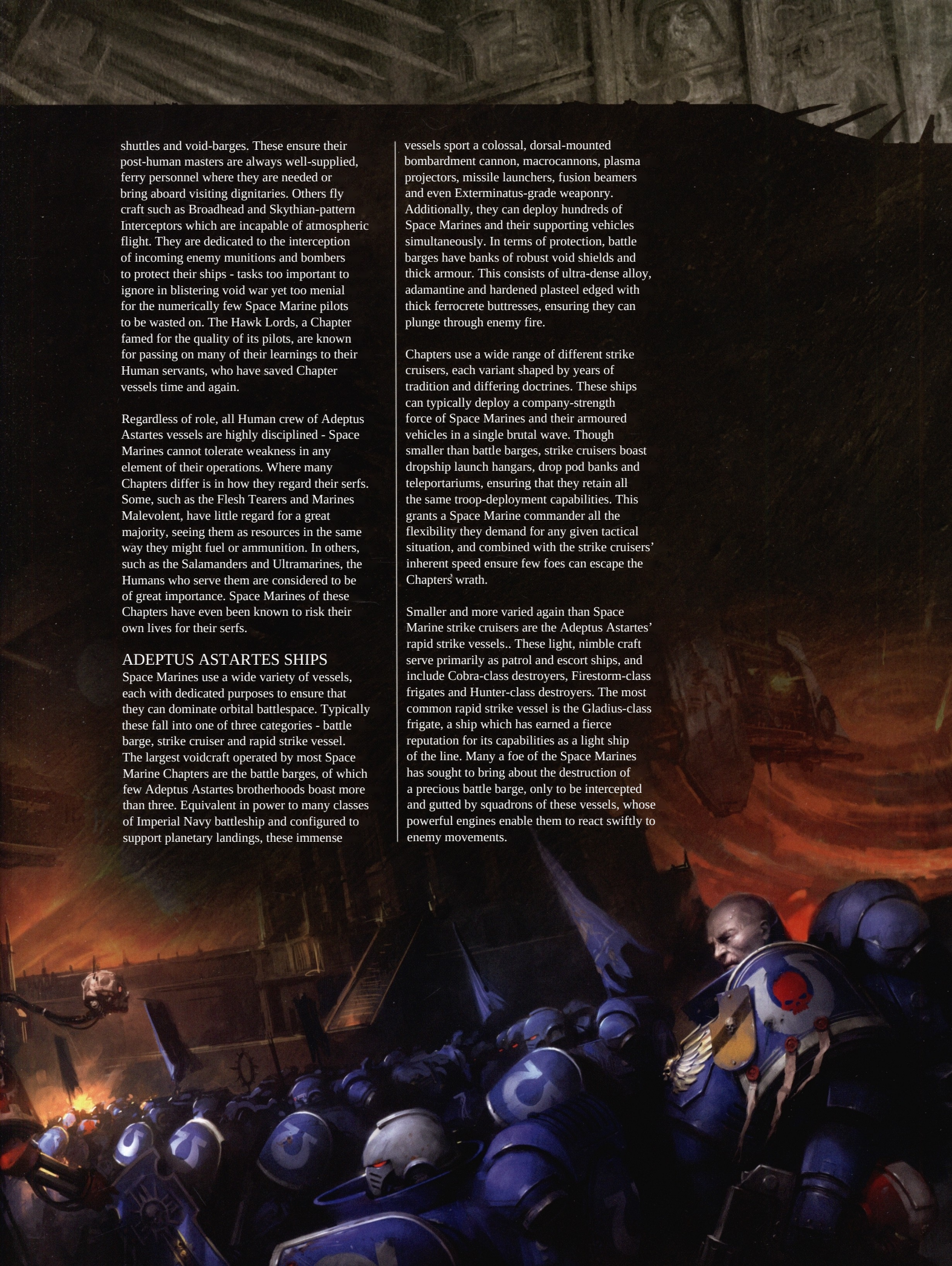
Regardless of role, all Human crew of Adeptus Astartes vessels are highly disciplined - Space Marines cannot tolerate weakness in any element of their operations. Where many Chapters differ is in how they regard their serfs. Some, such as the Flesh Tearers and Marines Malevolent, have little regard for a great majority, seeing them as resources in the same way they might fuel or ammunition. In others, such as the Salamanders and Ultramarines, the Humans who serve them are considered to be of great importance. Space Marines of these Chapters have even been known to risk their own lives for their serfs.

ADEPTUS ASTARTES SHIPS

Space Marines use a wide variety of vessels, each with dedicated purposes to ensure that they can dominate orbital battlespace. Typically these fall into one of three categories - battle barge, strike cruiser and rapid strike vessel. The largest voidcraft operated by most Space Marine Chapters are the battle barges, of which few Adeptus Astartes brotherhoods boast more than three. Equivalent in power to many classes of Imperial Navy battleship and configured to support planetary landings, these immense vessels sport a colossal, dorsal-mounted bombardment cannon, macrocannons, plasma projectors, missile launchers, fusion beamers and even Exterminatus-grade weaponry. Additionally, they can deploy hundreds of Space Marines and their supporting vehicles simultaneously. In terms of protection, battle barges have banks of robust void shields and thick armour. This consists of ultra-dense alloy, adamantine and hardened plasteel edged with thick ferrocrete buttresses, ensuring they can plunge through enemy fire.

Chapters use a wide range of different strike cruisers, each variant shaped by years of tradition and differing doctrines. These ships can typically deploy a company-strength force of Space Marines and their armoured vehicles in a single brutal wave. Though smaller than battle barges, strike cruisers boast dropship launch hangars, drop pod banks and teleportariums, ensuring that they retain all the same troop-deployment capabilities. This grants a Space Marine commander all the flexibility they demand for any given tactical situation, and combined with the strike cruisers' inherent speed ensure few foes can escape the Chapters' wrath.

Smaller and more varied again than Space Marine strike cruisers are the Adeptus Astartes' rapid strike vessels.. These light, nimble craft serve primarily as patrol and escort ships, and include Cobra-class destroyers, Firestorm-class frigates and Hunter-class destroyers. The most common rapid strike vessel is the Gladius-class frigate, a ship which has earned a fierce reputation for its capabilities as a light ship of the line. Many a foe of the Space Marines has sought to bring about the destruction of a precious battle barge, only to be intercepted and gutted by squadrons of these vessels, whose powerful engines enable them to react swiftly to enemy movements.









ULTRAMARINES

THE SONS OF GUILLIMAN

The Ultramarines epitomise what it means to belong to the Adeptus Astartes. They are beacons of nobility, honour and discipline in a galaxy riven by darkness and disorder. No Chapter holds the Codex Astartes in such hallowed regard as they, and they have utilised its tenets and strategies to achieve glorious victories over ten thousand years.

Few, if any Chapters can match the efficiency, speed and skill with which the Ultramarines apply their deep learning of the Codex's wisdom. On countless battlefields the Ultramarines have outwitted, outfought and outmanoeuvred their enemies, striking repeatedly with gene-wrought might until the foe is utterly vanquished. For ten millennia have they learned and practised the Codex's teachings, paying close attention to the most minute of details. Many Ultramarines can recite swathes of the text by heart, as well as produce lengthy treatises demonstrating a full understanding of its many lessons.

The proof of the Ultramarines' learning is in their enormous tally of victories. They have quashed heretic uprisings, swept aside piratical raids of murderous Drukhari, purged verminous Hrud infestations and shattered voracious Tyranid invasions. They have defeated these foes in every manner of war describable, in scorching deserts, stifling jungles, labyrinthine ruined cities and even in the depths of oceans.

The Ultramarines' home world is Macragge. A bastion of civilisation, learning and culture, it has been their base of operations since their Primarch, Roboute Guilliman, was united there with the Emperor. Heavily fortified, it is the jewel in the crown that is the Ultramarines' stellar empire, known as Ultramar. This grouping of worlds and systems pays no tithe to Terra, their resources dedicated to supporting the Ultramarines. Nonetheless, such is the skill with which this region is organised, Ultramar is able to provide troops and materiel for the aid of the beleaguered Imperium.

As large and as powerful as Ultramar is, this makes it a prize hungered after by some of the Imperium's deadliest enemies, and the Ultramarines have been forced to fiercely defend it many times. The Ultramarines shattered Hive Fleet Behemoth in the First Tyrannic War, many of the Chapter's greatest heroes losing their lives to halt the xenos' fury. They clashed with the Black Legion Heretic Astartes within the walls of the Fortress of Hera, their own fortress monastery, fighting with peerless zeal. All the vile might of Nurgle's Plague Legions and Mortarion's disease-ridden ranks of Death Guard have not been enough to break the Ultramarines in the Plague Wars, no matter the fell diseases and maladies thrown at them.

The Ultramarines are commanded by some of the greatest Space Marines in the Imperium. Marneus Calgar, the Chapter Master, is a superlative warrior and talented strategist. Long is his list of victories - he crushed the Orks in the Siege of Zalathras, defeated an Aeldari Avatar at the Battle of Orar's Sepulchre and led the masterful defence of Vigilus, engaging Abaddon the Despoiler himself in single combat. Tigurius is the Ultramarines' Chief Librarian, a battle-psyker and warrior-scholar of formidable intellect and insight whose word is of greater value than armies of spies, strategists and tacticians. Ortan Cassius, the Master of Sanctity, is the Ultramarines' oldest living Space Marine. It was he who established the Ultramarines' Tyrannic War Veterans and has made it his personal mission to see the Tyranids erased from existence.

Since his return at the dawn of the Era Indomitus, it has not gone unnoticed amongst the Imperium's highest echelons that Roboute Guilliman is - bar the Lion - the only individual in the Imperium capable of commanding the loyalty of so mighty a force of arms as a Legion. And they fear this despite him being the author of the Codex Astartes and the loudest voice for the breaking up of the huge Space Marine Legions in the very distant past. A great many of the Ultramarines' successor Chapters regard him as their spiritual liege. Even those that have strayed from the teachings of the Codex to some degree, hold him in the highest regard. Those who are particularly learned believe that the combined strength of the Ultramarines' successors may well exceed that of the Ultramarines Legion at the height of the Great Crusade. Of course, no such comments are made to the Lord Commander of the Imperium in person, and little even in his absence lest his agents hear. What Guilliman thinks of the Space Marine power he can command is unknown to all but the risen Primarch himself, but an individual of such awe-inspiring intellect is unlikely to have missed such a detail.

Despite these concerns, the overwhelming view held in the Imperium is a simple one: the Ultramarines and their successors have served the Imperium, the Emperor, and all Mankind with honour and loyalty for millennia, and continue to do so. With Humanity under threat from all sides, such forces are vital to the Human race's very survival.



ROBOUTE GUILLIMAN

When the Primarchs were taken from the Emperor and scattered across the galaxy, the capsule containing Roboute Guilliman landed on the world of Macragge. He was adopted by a wealthy ruling family, and his immense physical and mental powers soon became apparent. He consumed all forms of knowledge and wisdom with insatiable voraciousness, absorbing science and philosophy with ease, and developing an unparalleled talent for war and its organisation. Crushing savage tribes and insidious rebellions, he eventually became Macragge's sole ruler. Under his leadership it, and the local worlds with which it had been able to keep in contact with through Old Night, flourished. Trade boomed, Macragge's armies were made mighty and their fortifications strong. Few citizens went without, all experiencing a time of plenty unlike any in Macragge's history.

When the Emperor arrived, legend tells that Guilliman bowed the knee immediately. The XIII Legion, the force of Space Marines genetically derived from Roboute Guilliman, was assigned to the Primarch. With him at their head, the Ultramarines conquered broad swathes of space and became the largest of the Legions by some margin. During the terror of the Horus Heresy, the Word Bearers and World Eaters Legions mauled the Ultramarines in ferocious fighting across Ultramar. Such was the delay this caused that Guilliman could not reach Terra before Horus' siege of the Throneworld was defeated. In the wars that followed, known as the Scouring, Guilliman was wounded unto death by the Daemon Primarch Fulgrim. To preserve him his sons put him into stasis, where he remained for ten thousand years. It was only during the Imperium's darkest hour that fate conspired to see him restored.



BLOOD ANGELS

THE SONS OF SANGUINIUS

Resplendent in their Chapter's gleaming red, the Blood Angels have fought for the Emperor since the First Founding. They are amongst the most noble Space Marine Chapters, seeking to always protect the weak and vulnerable - yet this deep sense of integrity and honour is besmirched by a hideous curse they conceal from all outsiders and ever strive to resist.

Little is known of the Blood Angels' earliest history. Their Primarch Sanguinius was discovered during the Great Crusade on Baal Secundus, the second moon of the planet Baal. Little more than an irradiated husk, it was inhabited by a small Human population and savage mutants. After his amniotic pod crashed there, Sanguinius was as a god to the near feral inhabitants, a figure of incomparable nobility and beauty in a place of suffering, death and ugliness - this despite his angelic wings, which nearly led the tribes to slaughter him as a mutant upon his discovery. When the Emperor finally reached Baal, Sanguinius accepted him as his liege without question, and took command of the IX Legion.

Sanguinius was regarded as one of the greatest of the Emperor's sons. Beautiful in body and mind, he was a warrior almost without peer and a leader who could inspire all. The Blood Angels fought with honour and courage beside him, especially at the Siege of Terra, where they inflicted terrible losses against the traitors, but the cost of their efforts was truly enormous. In the final, desperate attack against Horus' flagship, Sanguinius engaged the Warmaster in personal combat. In the titanic duel that followed, he was slain by the Arch Traitor.

The IX Legion shared a deep bond with their Primarch - perhaps one deeper than most of the Legiones Astartes had with their gene-sire - for all Blood Angels at that time were injected with droplets of Sanguinius' blood. Some Blood Angels believe it is this, combined with the spiritual shockwave of the Primarch's death, that caused the Flaw that has cursed every Blood Angel ever since. Partial fragments found in the Chapter Librarius that suggest some Blood Angels Legionaries suffered from a version of the Flaw even before Sanguinius' death have been dismissed as false and locked away.

The Flaw takes two forms: the Red Thirst and the Black Rage. Every Blood Angel has deep within them an insatiable battle-lust and hunger for blood. This is the Red Thirst, and it afflicts every gene-son of Sanguinius in every waking moment. Though they take great pains to resist its lure, not all are successful, and no few Blood Angels succumb to it in the midst of battle; doing so renders them truly deadly, to the extent that some attempt to control it and use it. Though a curse, the Red Thirst humbles the Blood Angels. It makes them aware of their own weaknesses and thus more understanding of those in others.

For all the horror of the Red Thirst, the Black Rage is far worse. When this takes over the Blood Angel's mind, it is irreversible. The Blood Angels believe that all will succumb to it should they not die first. Death is the only cure. Ingrained in the Blood Angels' gene-seed is the encoded experience of their Primarch, the strongest of which is his duel with Horus. On the eve of battle, an event or circumstance will trigger this memory in a Blood Angel. The battle-brothers' mind is taken over by this experience, and to those around him he appears crazed with berserk fury, no longer aware of where or who he is. These brothers are assigned to the Death Company, to meet an honourable end in battle.

The worst thing of all about these twin curses is that with each passing year, more brothers succumb to them. The Blood Angels and their successors, all of whom are afflicted in the same way, are dying out. Some at a faster rate than others.

Few would be surprised if a Chapter afflicted in such a way would fall to despair, yet the Blood Angels do not. They fight on. They charge headlong into the guns of the enemy, eager to slay them in hand-to-hand combat. They honour their Primarch's belief that the galaxy can be changed for the better. This is epitomised in the transformation of recruits into Space Marines. The rad-scarred aspirants drawn from the Baal System undergo an apotheosis. They spend a year in slumber in ancient sarcophagi, in which time they receive their implants to become Space Marines. They emerge as demigods, tall, strong of muscle, keen of sense and beautiful in body - the image of Sanguinius himself. Their desire to perfect and improve things manifests in every aspect of the Blood Angels' existence, from the elaborate embellishments many sport on their armour, the exquisite craftsmanship of their weapons and their incredible skill with bolter and blade.

In these dark times, the Blood Angels represent all that Humanity can be. Despite, or because of, their terrible flaws they are paragons of virtue and duty, serving as inspiration for all in the Imperium.

DARK ANGELS

THE SONS OF THE LION

The Dark Angels were the First Legion. No other Space Marine brotherhood has served the Emperor for as long as they have. Staunch defenders of Mankind, they are merciless in the attack and stubborn in the defence. They are also shrouded in mystery, however, and have secrets so shameful they are kept even from many of their own number.

The Dark Angels' name is held equally in awe and fear by those they fight for and against. They are not regarded in the same light as their brothers in the Ultramarines or Blood Angels. They are famed less for their honour and nobility than their unsettling demeanour, taciturn manner, inscrutability and solemnity. Those who have fought beside the Dark Angels observe the deliberate detachment the Chapter exhibits, and the rapid disappearance of its warriors as soon as their mission is achieved - sometimes even before the war is concluded.

The Dark Angels are a fleet-based Chapter, crossing the void in their armada of warships - and at its head, the mysterious fortress monastery known as the Rock. Few know how this colossal voidborne citadel came to be - or why the Dark Angels' former home world of Caliban no longer exists - and they would fight and die to keep the truth from the remainder of the Imperium.

To fully understand the Dark Angels it is necessary to learn of their Primarch, Lion El'Jonson, and his greatest friend, Luther. When the Emperor came to Caliban after the Lion's discovery, Luther was too old to join the I Legion as a Space Marine. The Lion left him the vital charge of defending Caliban and raising new generations of Space Marines. But Luther's heart grew bitter. When the Horus Heresy ended, and the Lion returned to Caliban, Luther and the Dark Angels he commanded opened fire. Luther's strength was swelled by that of the Dark Gods of Chaos, and was thus the Lion's every equal in combat. Only once Luther had mortally wounded the Lion did he realise his calamitous mistake. As Luther cried out in anguish, a warp rift consumed Caliban, tearing the planet apart and sweeping thousands of the traitorous Dark Angels into the empyrean. They would later be regarded as the Fallen.

The surviving Dark Angels vowed to pursue the traitors and keep these events secret, believing the Imperium would damn them all should the truth become known. Embracing the Codex Astartes with little complaint so as to avoid suspicion, they and their successors referred to themselves as the Unforgiven, retaining close ties with each other and fighting the Imperium's wars with distinction even as they went about their clandestine mission. Over time, the Inner Circle formed, made up of the only Dark Angels aware of the Chapter's terrible secrets. Only a battle-brother who has earned their trust and fought bravely on the battlefield may join their number, and even then they are told but a fraction of the whole damning truth.

Whilst the hunt for the Fallen is of incredible importance to the Dark Angels, the great majority of their wars have little to do with their traitorous brethren. Following the Codex in its entirety besides two specialist companies, the veteran Deathwing and the rapid-striking Ravenwing, the Dark Angels fight in the manner of most Space Marine Chapters. Lightning assaults, combined arms forces and tactical flexibility are at the core of the Dark Angels' way of war. Every battlefield is searched for sedition, however. Though only the Inner Circle understand the signs of the Fallen, the uninitiated can still recognise heresy where they see it.

In these tumultuous times, the Dark Angels have been at the forefront of some of the galaxy's most significant wars. The sons of Caliban have bled their foes in the Stygius Sector, the Vigilus System, the Prosperan Rift and numerous other war zones, upholding their name as some of the Emperor's fiercest defenders.

The early years of the Era Indomitus saw the Dark Angels face a threat more dire than they had ever encountered before, yet in return be given a gift none could have imagined.

During the desperate war in the Idolatros System against Vashtorr the Arkifane, the Lion himself returned after ten thousand years, seemingly from beyond the veil of death, to lead his gene-sons to victory once again. Since that fateful day, the Lion has stalked the many worlds of the Imperium Nihilus, hunting down terrible monsters and vile heretics. On planet after planet word has spread of the Knight of Nihilus, and people pray that he will come to save them from xenos hordes and heretic invaders. Wherever he stalks, it is well within the Lion's power to conceal his presence, and so though he may be invisible, all over the Imperium Nihilus armies fight with greater vigour in the belief he might be watching them and aiding them from the darkness.



SPACE WOLVES

THE SONS OF RUSS

With the fury of a winter's storm and the savagery of apex predators, the Space Wolves tear apart Humanity's foes with instinctive aggression, 'lhe Chapter is a brotherhood of heroes, hungry for glory and dedicated to defending the Imperium. Seeking to forge their sagas of honour, Space Wolves eagerly face down the most powerful enemies with ferocious snarls.



Clad in storm-grey power armour that reflects the wide tempestuous skies of their home world, bearing weapons hung with feral fetishes of atavistic power and howling their savage war cries into the wind, the Space Wolves are among the most renowned and fierce Chapters of Space Marines. They are expert hunters and trackers, loping patiently after their quarry over battlefields across the galaxy. The hyper-keen senses of the Space Wolves are more refined than those of other Chapters. These are genetic traits inherited from their Primarch, Leman Russ. Also known as the Wolf King, Russ fully embraced the tribal nature of his upbringing, and this culture forms an important part of the Chapter to this day.

The Space Wolves are divided amongst twelve Great Companies, each an autonomous brotherhood whose commanding Wolf Lord is answerable only to the master of the Chapter, the Great Wolf. Diverging far from the tenets of the Codex Astartes, the Great Companies are as individual as their lords, reflecting their commander's preferred methods of warfare. Each maintains its own voidships, war engines and specialist advisors that in other Chapters are often drawn from centralised institutions, and their warriors fight in every strategic capacity. In this way, each Wolf Lord is capable of taking the fight to any enemy, deploying his warriors in massed drop assaults, roaring columns of bikes and battle tanks, bands of heavy weapon specialists or swift groups of close combat killers.

Space Wolves fight in tightly knit squads called packs'. Maintaining their ancient traditions, most battle-brothers fight with the same pack for their entire lives, building iron-hard bonds of camaraderie and honour that see them operate fluidly and instinctively as a whole. Individual warriors may be singled out for their glorious deeds and raised to the Great Company's elite packs of Wolf Guard, or they may possess specialised skills and traits that are best employed elsewhere, such as in stealthy and taciturn packs of Wolf Scouts or among aggressive and headstrong Skyclaws.

Guided by the Chapters priests in their totemic, lupine culture, Space Wolves appear as barbarous and feral to their allies as they are terrifying to their enemies. 'Iheir giant warriors wear wolf pelts, runic talismans and necklaces of oversized fangs, while upon their armour and leathery, weather-beaten skins are jagged icons, tribal tattoos and warding sigils redolent of their harsh home world - the death world of Fenris.

Fenris is an icy planet of savage beauty, storm-tossed seas and lethal predators. Its tribes of nomadic hunters endure age-long ferocious winters and brief Seasons of Fire, in which the world's scattered islands disappear beneath the waves and new lands erupt after series of volcanic cataclysms. Only the permanently ice-bound continent of Asaheim endures these deadly upheavals and upon its mountainous peaks rises the Space Wolves fortress monastery: the Fang, known to the Space Wolves as the Aett. Native tradition forbids the tribes of Fenrisians from attempting to reach Asaheim, and the people view it as a distant land of fierce gods. They are ignorant of the wider Imperium, and know of the Space Wolves only as mythical Sky Warriors. These armoured giants, swathed in furs, may appear suddenly after a tribal battle and take with them those youths who fought with the greatest bravery and ferocity, never to be seen again.

These vanished heroes are never mourned. Though they may have been grievously wounded when taken, as good as dead, their kin know they now wage eternal war among the stars at the side of the demigods. This warlike pragmatism and indomitable spirit was instilled by Leman Russ in the Space Wolves and remains perhaps the greatest strength of his sons. The Chapter's battle-brothers are immune to the insidious tendrils of despair, apathy and discontent, for they live the warrior's dream: an existence of daily battle waged alongside their brothers, punctuated by feasting and drinking, and at its end a truly valorous death.

WHITE SCARS

THE SONS OF THE WARHAWK

The roaring of furious engines, deep rumbles of thundering armoured transports, screaming of heavy jump packs at full burn and ferocious Korchin war cries herald the devastating assault of the White Scars. Formidable hunters drawn from fierce tribesmen, the White Scars smash through their foes like the tip of a spear through the flank of prey.

The White Scars are masters of lightning warfare and hit-and-run attacks. They stalk their prey patiently and relentlessly, before striking at the weakest point with incredible precision, ferocity and speed. They have inherited this martial legacy from the harsh culture of their home world, Chogoris, and their Primarch, Jaghatai Khan, known also as the Warhawk, the Khagan and the Khan of Khans.

Chogoris is a world of windswept plains, tempestuous seas and jagged, snow-capped mountains. Its nomadic population are expert hunters and horsemen, all persistently at war. This harsh lifestyle produces hard people, and therefore aspirants of high quality for the White Scars. Jaghatai grew up within this culture, learning and absorbing its ways. After his discovery during the Great Crusade, he imbued the V Legion with the traditions of Chogoris, and in so doing bound his sons to him. To this day the White Scars hang furs, Chogorian trinkets and shamanistic fetishes from their armour, ritually scar their faces with tribal heraldry, and go to battle bearing the severed heads of their enemies.

Thanks to these trappings, many mistakenly believe the White Scars to be backwards, or even barbarous, though the White Scars' manner of war is tightly controlled. They carefully observe the lay of the land, striking only when they are ready. Their battle tactics are highly fluid, the warriors of Chogoris repeatedly utilising feints, staged retreats and flanking attacks to destroy the foe. Speed is a key component of their strategies, and every White Scars strike force brings with it a host of bikes, armoured transports and jump packs. Few things give a son of the Warhawk greater joy than roaring across the battlefield, blade in hand, to bring death to the Emperors enemies, often laughing as they strike their foes down.

At the head of every White Scars company is a khan, a mighty warrior, calculating strategist and superb duellist who has proven himself on the battlefield countless times. Where multiple khans take to the field, they compete for overall command of the White Scars' force. In doing so they both seek to earn honour for their company - known to the White Scars as a brotherhood - as well as for the sheer pleasure of rivalry amongst brothers. Thanks to a khan's cunning tactics, a White Scars force breaks apart and scatters their enemies, putting them to flight. In this moment their hunting skills come to the fore as they pursue the foe and slaughter them all.

Off the battlefield, the White Scars are highly cultured. Many seek mastery in one or more of the Noble Pursuits set down by the Khagan. These include hunting, mastering Korchin calligraphy and telling ancient tales, and all aid in making the White Scars better warriors. The patience required to paint a perfect character of Korchin script is the same patience that makes for an adept hunter, for example. Even killing is an act of beauty to them, a demonstration of unity between warrior and weapon. Further legacies from their Primarch and home world culture include a strong sense of honour and justice, as well as a deep mysticism and superstition. As a result of the strong beliefs the White Scars have inherited from Chogoris' many varying tribes, the Chapter's warriors place a great deal of trust in their Librarians. They call these battle-psykers Stormseers, revering them for the enlightened wisdom they have accumulated over years of study. In battle, Stormseers command the elemental fury of the tempest. Gales flow at their instruction and lightning bolts strike the foe at their behest.

The period of the early years of the Era Indomitus is a trying time for the White Scars. The Yasan Sector, in which their home world resides, has come under ferocious attack by the forces of Chaos pouring from the Maelstrom. Chogoris itself was besieged by the Renegade Space Marines of the Red Corsairs, led by their warlord, Huron Blackheart, but the White Scars drove the traitors from their world. Though these times are fraught with perils beyond imagining, the White Scars refuse to be cowed, just as they never have in all their glorious history.





RAVEN GUARD

THE SONS OF CORAX

Masters of clandestine warfare and the art of the shadowed blade, when the Raven Guard engage in open warfare, it is already too late for their enemies. The bloody conclusion to a campaign of sabotage, guerrilla tactics and targeted strikes is a peerless coordination of assets by which the Raven Guard apply exactly the right amount of power to utterly destroy their foe.

A series of shocking and explosive deaths, followed by the hissing roar of jump packs, are often the first incidents that render a xenos or heretic force aware of the Raven Guard's presence. The Chapter's sable-coloured armour reflects little light, and its battle-brothers are highly skilled in using their surroundings to their advantage. Remaining unseen, they slip through twisted ruins and alien undergrowth, silently merging into pools of inky shadow. To fight the Raven Guard is to swing blades at whorls of smoke and to fire at half-seen spectres. The Space Marines will only strike when every piece of their strategy has fallen into place, their blades slicing deep and the fire of their heavy guns piercing the enemy lines in a dozen places at once.

The Raven Guard are one of the original brotherhoods of Space Marines who fought with the Emperor ten millennia ago. Under their Primarch, Corvus Corax, the Raven Guard crafted their Trifold Path of Shadow, mastering the doctrines of ambush, stealth and vigilance. These principles represent the pinnacle of the Raven Guard's way of war, those which every battle-brother seeks to perfect.

Lord Corax was withdrawn and taciturn, traits his sons inherited alongside his pallid skin and unsettling, dark eyes. The Primarch spent his early years among slaves on a prison moon orbiting the industrial world of Kiavahr. Corax led the prisoners in revolt and broke the power of Kiavahr's slave guilds. The moon was renamed Deliverance and has been the site of the Raven Guard's fortress monastery - the Ravenspire - since the Legion were united with their Primarch. The fortress monastery is a grim and sombre citadel, yet its austere form belies the power within, and the warriors manning its inviolable redoubts maintain a menacing watchfulness. The Raven Guard spare no thought for displays of prestige, nor acclaims or honours. Function is all, and as a training ground, bulwark and memory of their gene-sire's legacy, the Ravenspire fulfils every function the Chapter requires.

Corax's experiences on Deliverance instilled in him a deep hatred of oppressors and proved to him that a leaderless enemy is one already defeated. To this day the Raven Guard strive to liberate Humanity from heretical tyrants and xenos overlords. Decapitation missions and assassinations are coordinated with feigned retreats and skyborne strikes; these stunning strategies leave the enemy reeling and vulnerable to the final coup de grace without unnecessarily exposing the Raven Guard. The Chapters doctrine espouses stealth and swift reactions over brazen and costly onslaughts. In so doing they break the chains that bind Mankind's sundered and enslaved worlds, though they do so from the darkness, with no expectation of glory.

Many of the Chapters operations are undertaken by Vanguard strike forces and Scout Squads, supported by squads of jump pack troops and other aerial assets such as gunships and anti-grav speeders. Such forces are expert at manoeuvring behind enemy lines. There, they sow confusion and destruction or prepare to sink their talons into the foe's rear positions at the very instant a more conventional Raven Guard attack strikes from another angle.

The Raven Guard do not undertake all their missions subtly. After infiltrating squads have conducted careful reconnaissance, a Shadow Captain may decide a sudden and decisive strike is the necessary strategy. Jump packs screaming and power weapons crackling, drop troops plummet from the skies. They are accompanied by salvo after salvo of heavy gunfire unleashed by rapidly advancing battle tanks, and between the two the foe's strength is shattered. Those enemies not annihilated by the blistering assault within minutes find the fast-moving Raven Guard have already withdrawn for a fresh assault by the time they have recovered.

The Raven Guard's isolationist tendencies and inscrutable nature do not endear them to their allies. Their dour and laconic battle-brothers are viewed as suspicious and uncertain figures, distancing themselves even from other Space Marine Chapters. With their brooding mien and dark gaze, the Raven Guard are held by those Human survivors who owe them their lives as much in fear as in awe. Yet there is no doubting the Chapter's stalwart resistance and unwavering loyalty. For ten thousand years the Raven Guard have shielded the Imperium, fighting wars across the galaxy - from the dark heart of the Emperor's realm to the bleak fringes.

SALAMANDERS

THE SONS OF VULKAN

Forged in the crucible of war, the Salamanders are flame-bearers and warrior-craftsmen who hail from the volcanic death world of Nocturne. This brotherhood of onyx-skinned guardians has fought stoically to defend the Imperium for ten millennia, wielding master-wrought weapons to hammer the foe into oblivion.

The Salamanders are the scions of the Primarch Vulkan, whose great strength, endurance and skill in the forging and wielding of magnificent weapons is legendary. He passed these traits and many others onto his sons, and they have persisted for ten millennia. The Chapter's warriors have skin as black as flawless obsidian, thought to be an unusual reaction between their gene-seed and the as yet unexplained radiation on their home world. Coupled with the black orbs of their eyes, broken only by ruddy glows at their centre like lit coals, Salamanders Space Marines present a more terrifying appearance than warriors of other Chapters. Though they carry their unsettling appearance with a humble nobility, more than one insurrection has been quashed in its infancy by the sight of an unhelmed Salamander advancing upon the ringleaders with red eyes blazing.

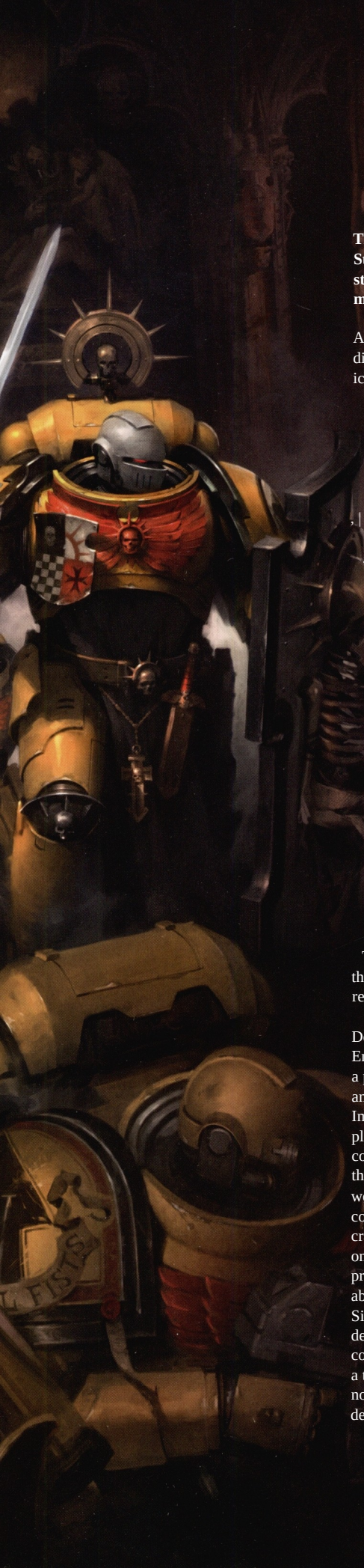
Salamanders excel in short-range firefights, striding through storms of enemy shots in suits of elaborately decorated, master-forged armour. Each step forward is echoed by synchronised bursts of blistering firepower. They expertly employ large numbers of incendiary weapons such as flamers and meltaguns, with which they burn their enemies out of the shadowed places of the galaxy and carve open their places of refuge. The Salamanders prize patience and wisdom above impetuosity and haste. Against overwhelming odds, they maintain steady advances, until they meet the foe eye to eye. Then they truly unleash the fires of their rage and they visit the famed strength of their gene-sire upon Mankinds enemies in blows from artisan-crafted blades and immense drake-headed thunder hammers.

The Salamanders' home world of Nocturne is a fiery orb, strung with volcanoes, black plains of ash and sulphurous seas. Its higher crags are stalked by immense fire-breathing predators from which the Salamanders take their name. It was on Nocturne where Vulkan learned the arts of metalworking, unlocking the secrets of fire and steel and the virtues of patience and honest labour from the world's hardy and pragmatic people. His sons continue to perfect these traits and each battle-brother learns to craft and maintain their own wargear with great skill. This allows the Chapter's Techmarines to focus on the repair of the Salamanders' array of large war machines and create technological artefacts of great beauty and perfect function.

While the Salamanders fortress monastery sits on Nocturne's barren moon of Prometheus, the Chapters battle-brothers maintain close ties with the Human inhabitants of Nocturne. This perhaps explains why the Salamanders hold in high esteem many of the Human values that other Space Marines often eschew. The Chapter's culture draws on Vulkan's formative upbringing on the planet and places great emphasis on self-reliance, loyalty and sacrifice.

The Salamanders maintain a great many technologies from ancient times, including unusually large numbers of hulking suits of Terminator armour. The Firedrakes of the Chapter's Veteran 1st Company often take to battle arrayed in such powerful wargear, and their personification of the Salamanders' ideals recalls their heroic namesakes from millennia ago. The original Firedrakes were Vulkan's elite warriors and, together with a large part of the Legion, they were betrayed during the opening stages of the Horus Heresy by those they had thought were allies. With a fraction of their Legion remaining, the Salamanders nevertheless proved a patient and enduring foe.

Official records tell of no known successors to the Salamanders Chapter prior to the Ultima Founding. It is said that at the Second Founding, when Roboute Guilliman hade every Space Marine Legion to divide its strength into separate Chapters, Vulkan secured an agreement to keep the depleted Salamanders whole. There have been many Foundings since that time, and there are several Chapters that share similarities in doctrine, organisation and physique with the sons of Vulkan. Whether these Chapters are successors of the Salamanders remains a matter of debate. During the Ultima Founding, Archmagos Belisarius Cawl used the true genetic stock of Vulkan to create Primaris battle-brothers for the Salamanders. AU-Primaris Chapters were also founded from this source, their warriors plunging themselves into the fires of war with the tenacity expected of all Vulkan's sons. The Salamanders made swift contact with them, dispatching Chaplains to each to instruct them in the Promethean Cult.



IMPERIAL FISTS

THE SONS OF DORN

The Imperial Fists have stood as steadfast defenders of the Imperium since the Great Crusade. Strong of mind and spirit, they are the Emperor's shield, indomitable and unbreakable. Their stubbornness in the face of any enemy and their determination to hold no matter the cost is matched only by their zealous efforts to see their gene-sire's dreams for the Imperium made real.

After being torn from Terra, Dorn was discovered by the Emperor years later on the ice world of Inwit. Recognising the Emperor as his father and liege, he presented the Master of Mankind with *Phalanx*, an immensely powerful and mobile space station that dated back to the Age of Technology. The Emperor handed to Dorn the VII Legion, created using Dorn's own genetic material. He also insisted the Primarch keep *Phalanx*, and ever since it has been the Imperial Fists' flagship and primary fortress.

Dorn's scions were peerless crusaders and resolute warriors, firm in their commitment to order, unwilling to give ground and unhesitating in making the ultimate sacrifice for victory. Their talent for siegecraft and void war was undeniable, and they had achieved glorious victories in all manner of warfare. The Emperor later declared Dorn and his Legion to be his Praetorians, and tasked them with fortifying the Sol System, Terra and the Imperial Palace itself. Ever since, the Imperial Fists have been known as the Defenders of Terra, a title they bear with immense pride. Their official home world remains Terra itself, though the demands of war ensure the Imperial Fists now almost never return and recruit all over the galaxy.

Dorn saw the Imperium being built by the Emperor's Legions as a fortress, with each world a part of a galactic system of ramparts, bulwarks and counter-guards he called the Bastion Imperialis. In keeping with this he laced the planets he conquered with mighty bastions and constructed enormous orbital citadels around them. When the Horus Heresy struck and world after world fell in with the traitors or was conquered by them, he saw each fall as a deep crack in his design. His deep sense of shame only increased after his self-perceived failure to protect the Emperor during his duel with Horus aboard the *Vengeful Spirit*, at the climax of the Siege of Terra. Dorn's tireless efforts and genius design to convert the Imperial Palace into a colossal fortress ensured the defenders inflicted a terrible toll on Horus' hordes, but this was no comfort to the embittered Primarch. Anger defined his character for many years afterwards, and he instilled in his warriors a deep need to undo the terrible damage inflicted to the Imperium by the Horus Heresy.

For ten thousand years the Imperial Fists have been a symbol of Imperial defiance in the face of all the myriad threats posed to Humanity, and they have played a vital role in the preservation of the Imperium. Rarely will a warrior of the Imperial Fists boast of such deeds, however. For them true satisfaction lies in the fulfilment of their duties.

The Imperial Fists often appear humourless and severe to those who encounter them, but they are nonetheless passionate warriors, determined, firm and believing still in the great cause of Rogal Dorn's Bastion Imperialis. For them, it is said, the Great Crusade is yet to be completed. Whilst this goal is rarely spoken of aloud by the Imperial Fists, doubtless it is one that scarcely leaves their minds as they wage war.

Sacrifice and commitment are huge elements of the Imperial Fists' ideals. They refuse to give ground to the foe, on occasion to their detriment. *Phalanx's* Librarius has records of many destroyed Imperial Fists forces that could well have been saved were it not for stubbornness - though it is without any doubt that many more victories have been won thanks to this trait, which runs so deeply in every battle-brother. The Imperial Fists frequently suffer high casualties as a result, and so maintain a deep reserve of recruits with which to replace their fallen brothers, drawn from a multitude of worlds. While the Chapter's Chaplains teach of the need to manage excessive pride to avoid catastrophic losses, the determination to never give up holds a vice-like grip over every Imperial Fist's hearts.

In terms of their combat doctrine, many Imperial Fists spend a disproportionately long period of time serving in fire support roles. This is due to their preference for heavy firepower, the emphasis they place on marksmanship and the hellish siege battles they so often fight. Countless are the enemies of Mankind annihilated by the mighty guns of the Imperial Fists, as are the number of the Emperors subjects saved by them. In the Era Indomitus, the talents of Dorn's scions have scarcely been needed more.

BLACK TEMPLARS

CRUSADERS OF THE EMPEROR

Possessed of a tireless intolerance and self-righteous hatred for Mankind's enemies, the Black Templars are the God-Emperor's wrath made manifest. Relentless crusaders and fanatical in their faith, they traverse the stars in fleets of warships, determined to purge the witch, mutant, heretic, traitor and alien from the galaxy.

The Black Templars are successors to the Imperial Fists and scions of Rogal Dorn. They are inheritors of their Primarch's indomitable will, unwavering strength, zealous rage and unyielding stubbornness. Just as Dorn was a famed crusader, so the Black Templars have followed their gene-sire's example to its most extreme ends. They have no home world. Instead the Chapter's disparate forces travel from war to war aboard their venerable warships. Instead of a fortress monastery, the Black Templars' headquarters is a titanic vessel, the Great Crusade-era Gloriana-class battleship *Eternal Crusader*, one of the most powerful warships in the entire Imperium. Over ten thousand years, the wholly uncompromising Black Templars have exterminated alien species, shattered stellar empires and culled heretics unnumbered from Imperial worlds. The extent of the violence they inflict wherever they tread is legendary, and far from being saviours or heroes, they are zealous butchers. For the Black Templars, who worship the Emperor as a god, the battlefield itself is their preferred temple. As far as they are concerned, they must forever attempt to prove their faith. To them trust must be earned each day, and loyalty cannot be proven in a single deed. Only lifetimes of unimpeachable service - and slaughter of the God-Emperor's enemies - will suffice.

Alongside the fierceness of the Black Templars' faith - a rare trait amongst Space Marine Chapters - there is another difference between them and other brotherhoods that has drawn suspicion from various branches of the Imperium. With their organisational structure and system of heraldry breaking from that espoused by the Codex Astartes, it is nigh impossible for outsiders to gauge the Black Templars' numerical strength. The Chapter regard any questions this has raised with scorn.

The Black Templars divide their number between multiple forces known as crusades, which are further divided into Fighting Companies. These autonomous armies are each unique in their makeup of squad types and vehicles, as membership of them is driven by fraternal bonds rather than external allocation. A further noteworthy element of the Chapter's organisation is its complete lack of Librarians. Such is the Black Templars' fanatical faith, they hate psykers with so deep a passion they barely tolerate the presence of essential Astropaths and Navigators in their fleet, and refuse to countenance any with psychic ability within their ranks.



Instead, the Black Templars have a high number of Chaplains, who bolster the faith and ensure the purity of the Chapter's battle-brothers. Perhaps the most unusual element of the Black Templars' fighting order, and among the most spiritually significant to the Chapter, is the phenomenon of the Emperor's Champion. Though a rare occurrence, it has been known for warriors of the Chapter to receive a vision from the God-Emperor. Once identified, they are given precious relics - a Black Sword and a suit of the Armour of Faith - and in battle they go on to seek out the enemy's greatest warriors, serving as a paragon of their Chapter's values and beliefs.

Whether or not they are joined by an Emperor's Champion, the ever-crusading Black Templars leave mountainous pyres of burned heretics in their wake. But that is not the only mark they leave in their wake. On any world they have fought, the Black Templars build Chapter keeps, even as the corpses of their foes cool and their life-force still soaks mud-churned battlefields. These huge, forbording structures can garrison hundreds of warriors, and can serve as muster points and temporary strongholds as and when the Chapter wills. There is one further act a Black Templars strike force will carry out before it leaves a liberated Human world - recruitment. Aspirants are either volunteers or taken by force, and serve as the price paid for the Chapter's aid, or as a kind of penance for being too weak to throw off attackers without the Black Templars' intervention.





IRON HANDS

THE SONS OF FERRUS MANUS

Adherents to cold logic, intolerant of weakness and utterly without mercy, the Iron Hands are implacable warriors whose resolve is as unflinching as solid adamantine. They are relentless defenders of the Imperium who seek to replace the weakness of the flesh with the unyielding strength of the machine to attain perfection.

To the Iron Hands, the flesh is weak. Though many Space Marine Chapters utilise bionics to replace severely damaged or lost body parts, the Iron Hands replace entirely functional limbs, organs and digits with mechanical augmentations. The ultimate goal for a great many Iron Hands is to be interred within a Dreadnought, which they see as the perfect alloy of the organic and the mechanical.

The Iron Hands inherited their disdain for weakness in part from the culture of their home world, Medusa. Shrouded in a perpetual gloom, it is a death world characterised by jagged volcano ranges, rupturing geysers and toxic pollution, pumped into its atmosphere by the population's enormous land-crawlers. Medusa's inhabitants are in a constant state of war with each other, fighting furiously over the planet's scarce resources. Such a way of life breeds a remorseless people. However, the greatest cause of the Iron Hands' intolerance can be traced to their Primarch, Ferrus Manus; indeed, it was his death that set them fully down the path of affinity with the machine.

Ferrus Manus was the first Primarch to die during the Horus Heresy. When he learned of Horus' treachery he made for the Isstvan System with all haste. On the ash plains of Isstvan V he surged into the fray without hesitation, consumed with wrath. In the bloody fighting, he struck down traitor after traitor, and ignored the pleas to retreat issued by Vulkan of the Salamanders and Corax of the Raven Guard as the massacre unfolded. For all of Manus' fury, he could not prevail against the odds stacked against him, and he was slain by the traitor Primarch Fulgrim of the Emperor's Children, who had once been a close brother.

The death of their indomitable gene-sire caused the surviving Iron Hands much anguish. They blamed the Salamanders and Raven Guard for failing to support Ferrus in his hour of greatest need. They blamed themselves for their own weakness, for not being able to reach their Primarch and fight by his side. They even blamed Ferrus Manus himself, for allowing his anger to consume him at the expense of sense and logic. The Iron Hands decided that they would purge this emotional weakness, embedded as it is in organic flesh, from themselves, so that they might never fall to its frailties as their Primarch did.

In their pursuit of perfection by purging the weakness of flesh from their bodies, the Iron Hands have grown more reclusive and insular over time. It is only with the Adeptus Mechanicus that their ties have grown, bonded by their reverence for the machine and scorn for the organic. This relationship has proven beneficial to the Iron Hands - their armoured vehicles and Dreadnoughts are among the most mechanically resilient and best crafted in the Imperium, and their Techmarines are taught secrets of the Omnissiah that those of most Chapters will never learn. It is a great irony that this bond with the Machine Cults of Mars has been forged through shared passion rather than sheer logical necessity. If the Iron Hands have observed this, they have never remarked on it.

To those who encounter them, the Iron Hands almost resemble automata, appearing indifferent to such concepts as valour and nobility that drive so many Chapters. Nonetheless, at their core they are still of Mankind, and emotion rules a part of their hearts regardless of their efforts to suppress it. In fact, such efforts merely draw it out. Their wrath when the dam finally breaks is legendary. Their hatred for weakness is still hate. Their reverence for the machine is still reverence.

When the Iron Hands go to war, the Iron Council which leads the Chapter selects the war zones they will fight in through ruthless utilitarianism. The Iron Hands perform the Calculum Rationale, a painstakingly detailed and unyielding calculation that determines the exact resources needed for victory. If these are not available for a campaign, they will not fight. If they are available, the Iron Hands will not take more than that which they believe is precisely required. On the battlefield itself, the Iron Hands often prioritise the destruction of the foe to the saving of the world they are fighting on. While this makes them lethal, uncompromising adversaries, for many it can make them poor, if not dangerous, allies.

DEATHWATCH

SLAYERS OF THE ALIEN HORDE

It is the task of the Deathwatch to defend the Imperium from the ravages of the xenos, countless species of which threaten Mankind in every corner of the galaxy. For thousands of years the Deathwatch have remained true to their endless task. Drawing their numbers from almost every Space Marine Chapter, each is an elite alien killer of proven skill in battle.

The galaxy is inhabited with innumerable alien horrors, each non-Human race seen by the Deathwatch as a blight on Mankind's birthright. Wherever these creatures tread they taint the land, pollute the air and poison the waters. Their very existence is a crime that the Deathwatch punish with death. On a thousand fronts is the Imperium threatened by these monsters, and it is the duty of the Deathwatch to meet them wherever and whenever they raise their heads. The threats are myriad and endless, and against them the Deathwatch are the Shield that Slays, the thin black line. They are the watchmen in the void that throw back colossal xenos invasions, put planetwide nesting sites to flame and mercilessly stamp out emerging threats before they grow. They endure unimaginable terrors and fight creatures dangerous beyond measure, whether they be clouds of minute parasites or gigantic bio-titans.

The Deathwatch are puritanical in their hatred of the alien. Few understand the true repugnance of xenos species more than the Deathwatch. Such is their loathing that only in the rarest of circumstances will they consider even the most tentative truce with a xenos race, and then only if such an action will result in the destruction of a much graver threat or the saving of a vital Imperial world.

The Deathwatch are organised into small, elite companies, their strength drawn from the Space Marine Chapters who have pledged to tithe a portion of their number to the annihilation of the alien. A battle-brother can only join the Deathwatch with the approval of his Captain, an Apothecary and Chaplain of his Chapter, and must be an expert in slaying all manner of xenos creatures. Before departing to join one of the Deathwatch's watch fortresses, he will leave his battle-brothers in a solemn ceremony where his armour is painted black, for few expect him to return alive. Once a Space Marine has joined his Deathwatch brothers, he receives advanced training in anti-xenos combat techniques and in the use of a range of weapons only the Deathwatch have access to. He is also subject to all manner of psycho-conditioning. During this arduous process he absorbs the knowledge the Deathwatch have accrued in their millennia-long fight. Thus, even if he goes to war against a species he has never before encountered, he will instinctively know their weaknesses and how to exploit them.

When a Space Marine joins the Deathwatch, their rank is cast aside and he joins a kill team, a disparate group of formidable warriors from up to ten different Chapters. This squad dynamic inevitably leads to friction and rivalries, but all are sworn to the greater cause. The kill team's brotherhood is forged in combat, in the terrible adversity they face. They begin to respect each other's skills and methods of war and learn from each other. Unshakeable bonds between entire Chapters have formed via harmonious Deathwatch kill teams in which the combat doctrines of the battle-brothers have worked together seamlessly. In this way, Deathwatch kill teams are stronger than the sum of their parts, honed so finely they can devastate alien machinations with a single, well-placed attack.

The Deathwatch is no blunt instrument. Countless races infest worlds and flood space with their multitudes, too numerous to engage in open battle. Thus the Deathwatch investigate, observe, analyse and only then strike at the optimal point to cause the most catastrophic damage. Then they withdraw to strike again at the next critical vulnerability in their foe. By this method have they prevented the awakening of Necron tomb worlds, scattered Aeldari raiders, purged Tyranid tendrils and stymied Ork Waaaghs!

With the Great Rift's emergence, never has the Deathwatch's unstinting vigil been of more vital importance. The task of defeating the alien falls increasingly heavy upon them as Imperial world after Imperial world becomes embattled with the forces of the Archenemy or beset by heretical uprisings.

The Deathwatch's responsibility is a nigh on overwhelming burden to bear. To this day, however, it is one they shoulder with pride, and to this day they have proved equal to the task.

CODEX ICONOGRAPHY

The Ultramarines adhere wholly to the guidelines set out in their Primarch's Codex Astartes, including those regarding heraldry and markings. They are the exemplars, the warriors after which countless successor Chapters model themselves, and their proud and noble iconography is known the Imperium over. They are a prime example of how a fully Codex-compliant Chapter uses iconogprahy and markings.



An Ultramarines battle-brother's squad number is displayed as a numeral on his right pauldron, superimposed above a symbol that specifies their strategic designation.



The Ultramarines Chapter badge is worn upon a battle-brother's left pauldron, which is edged with a colour indicating which company they belong to.



Brother Cesarus, an Intercessor of the 3rd Squad of the 2nd Company of the Ultramarines Chapter.



Battleline



Close Support



Fire Support



Veteran



Command

Battlefield Role

The above symbols are displayed upon the right pauldrons of Ultramarines battle-brothers to show whether their squad is designated as battleline, Veteran, close support, fire support or command.

Company Colours

Company colours are displayed on the edges of an Ultramarine's pauldrons.



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



Campaign Badge



Marksman



Iron Halo

Space Marine Honours

Space Marine Chapters award campaign badges to their warriors. Sometimes, this will be ahead of a major conflict, the badge given out before or on the eve of glorious battle. On other occasions, they are awarded upon war's end. Additionally, a Chapter will reward warriors for acts of notable valour, sacrifice or for the sheer number of kills or amount of damage they inflict upon the foe.

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

Squad Markings

A company's squads can be numbered from one to twenty. Most commonly a Space Marine's squad number is displayed as a High Gothic numeral on his right pauldron, superimposed above a symbol that specifies their strategic designation.

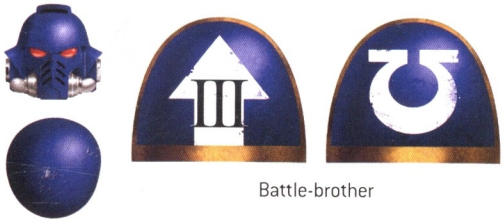
Scout Squads



Seven



Three



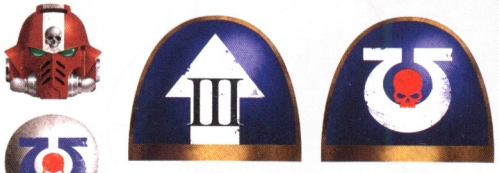
Battle-brother



Sergeant



Veteran



Veteran Sergeant



Lieutenant



Captain

Ranks

The Codex Astartes dictates that Sergeants wear a red helm, Veterans white, and Veteran Sergeants and Lieutenants a combination of these colours as shown above. The iconography displayed on the battle-brother's pauldron also differentiates rank. The examples shown below are all members of the Ultramarines 2nd Company.



Veteran Space Marine equipped for Bladeguard role: 1st Company, 2th Squad



Close Support Space Marine equipped for Reiver role: Sth Company, 6th Squad



Fire Support Space Marine equipped for Eradicator role: 9th Company, 3rd Squad

SUCCESSOR CHAPTERS

Most Space Marine Chapters can trace their genetic lineage to one of the nine loyal Primarchs that fought for the Emperor during the Horus Heresy, a source of great pride for many.

There is no singular reason as to why a certain Primarch's gene-seed is selected for a new Chapter during a Founding. Assessment of purity, availability of resource, the reasons for the Founding being declared in the first place and even political manoeuvring has had an impact on which gene-seed is used and how often.

Many successor Chapters have close bonds with their parent Chapters, as the Covenant of Fire have with the Salamanders. This is not always the case, however. Chapters have their own own histories and traditions, often developed over centuries or longer, which their battle-brothers are deeply proud of. Thus, some feel little reason to hold their parent in higher regard than any other Chapter, respecting only proven battlefield success. Some successors will never encounter their parent Chapter, with both waging wars at opposite ends of the galaxy. Such a situation easily breeds indifference. Some Chapters even shun their parent Chapters for all manner of reasons.



BRAZEN ANNIHILATORS

Even for an Imperial Fists successor, this Chapter emphasises the use of heavy ordnance in battle. The bombardments they unleash, whether from orbit or by Thunderfire Cannon and Whirlwind, have been legend for millennia. By the time their warriors charge home, the enemy's positions have been reduced to little more than scorched, bloody craters.



CRIMSON FISTS

The Crimson Fists spent arduous decades on the brink of extinction. Crippled by the assault on their home planet of Rynn's World by Ork Waaagh! Snagrod, the Chapter held on to their planet through sheer tenacity and tactical excellence. Only with the Ultima Founding was their strength restored, and they could look to the future with some degree of hope. They now fight to overthrow xenos despots and tyrants.



IRON KNIGHTS

Every inch of the Iron Knights home world of Brycantia is sheathed in the metal or hewn stone of manufactorums and bastions. The population spends its existence under the overseer's lash, producing great quantities of weapons and ammunition for the Iron Knights. The Chapter's warriors share the harsh demeanour of the people, knowing that hardship and sacrifice are necessary if they are to win victories.



SONS OF THE PHOENIX

Faithful to the Emperor and ritualistic in their battle cant, the Sons of the Phoenix pride themselves on plunging into the flames of battle. Their crusades are so impressive in spectacle they pave the way for the Imperial creed to spread, and hence are followed by a great many holy men and women. The Chapter fleet was scattered by the opening of the Great Rift, and now the Sons of the Phoenix crusade to gather their forces back as one.



HAMMERS OF DORN

Founded in the 41st Millennium, the Hammers of Dorn have already proven themselves during hundreds of campaigns, including the bitterly fought Achilus Crusade against the Word Bearers, and the Nightfire Wars against the T'au. The Hammers of Dorn are a stringent Codex Chapter, and uphold the precepts of Guilliman's scriptures with exacting precision.



SUBJUGATORS

Near as zealous as the Black Templars, the Subjugators are infamous for their extreme and unsubtle methods of warfare. There have been numerous documented occasions where the Subjugators have liberated a conquered Imperial world at the cost of its entire population. Of course, though the Subjugators' methods may be costly, they are also spectacularly effective.



REVILERS

One of the Raven Guard's few Second Founding successors, the ranks of the Revilers were drawn heavily from the survivors of the Isstvan V disaster. The Chapter's warriors have proven worthy inheritors of Corax's legacy, possessing exceptional skills in stealth and ambush. The Revilers maintain an ongoing shadow war with the traitor forces of the Alpha Legion, and have thwarted many of their insidious schemes.



RIFT STALKERS

A relatively new Chapter, the Rift Stalkers are composed entirely of Primaris Space Marines. They are fleet-based, for it is their task to patrol the Cicatrix Maledictum, as many foul abominations emerge out of that great rent in reality. In addition to slaying the Emperor's enemies, they diligently seek new methods of reconnecting with the hundreds of thousands of worlds cut off in the galactic north.



RAPTORS

Believed to have been founded from initiates training on Deliverance at the time of the Isstvan V disaster, the Raptors are an ancient and well respected Chapter. They prize skilled marksmanship and independent thought, and view the Codex Astartes as a highly effective set of guidelines rather than absolute doctrine. The Raptors are known for fielding substantial 10th Company assets supported by waves of combat skimmers.



IRON RAVENS

The Iron Ravens are specialists in sudden, shocking drop assaults. Their I Oth Company elements may spend months building up local intelligence and preparing the ground so that, when the main body of the Iron Ravens force comes screaming down into battle, they strike with such decisive and destructive precision that the war is won with a single unstoppable sword-blow. The Chapter have taken to calling this 'the Blade of Corax'.



KNIGHTS OF THE RAVEN

Little is known about the Knights of the Raven. When they fight alongside other Imperial forces, they communicate only when necessary, and talk to each other in cryptic battle-tongue. The fortress monastery of the Chapter is on the feudal world of Coralax. To the inhabitants of this bleak place, the Knights of the Raven are mythological figures who descend from the heavens to spirit away their greatest young warriors.



BLACK GUARD

This Chapter believes in the timely application of overwhelming firepower to defeat their foes. Masters of the careful ambush, the Black Guard deploy massed batteries of Thunderfire Cannons and Vindicators to annihilate their enemies in an instant. Overkill or half measures are not concepts that the Chapter's warriors understand, and they are known to leave cratered ruins in the wake of their many victories.



NECROPOLIS HAWKS

The Necropolis Hawks are trained extensively in close-quarters combat, and many are veterans of fierce city-fights. They additionally bear their battlefield role insignia upon their backpacks so that their comrades can identify them even in the choking smoke and dust of urban war. Although a newer Chapter, the Necropolis Hawks have earned a reputation for pragmatic brutality and relentless - if carefully measured - aggression.



DEATH SPECTRES

Stationed beyond the bounds of the Imperium, the Death Spectres keep constant vigil. Even with the Great Rift yawning wide, their thankless duty remains: ensuring that the mysterious, deathless inhabitants of the Ghoul Stars never again ascend to threaten the galaxy. They come from the Thirteenth Founding, which is known as the Dark Founding, for less is known of its creations than of any other Space Marine founding.



MARAUDERS

The Marauders are isolationist in their tendencies. They will fight readily enough alongside other Imperial forces, but remain aloof and exchange only what information they must to prosecute their campaigns. Recognised for their particular aptitude as marksmen, the Marauders often set ambushes for their enemies and hammer them with massed firepower before sweeping down to finish off the ragged and terrified survivors.



RAMPAGERS

The Rampagers are a Second Founding successor of the White Scars, known for their practice of facial scarring to denote rank. At the celebratory feasts that follow these rituals, the blood of those marked for elevation is mixed with drinks. The Rampagers are in the habit of claiming feral worlds as fresh recruiting grounds in the wake of conquest - providing the planet's populace test negative for any forms of spiritual or physical corruption.



DARK HUNTERS

The Dark Hunters were founded during the tenebrous days of the Occlusiad. That their first campaign as a Chapter saw harrowing fighting against the Daemon Engines of Warpsmith Hilghar, and the mutated Warlord Titan *Repellus Maximal* during the Battle of Bloodsteel, has left a deep-rooted mistrust of the machine within their psyche. Even today, the Chapter's relations with the Tech-Priests of Mars are strained at best.



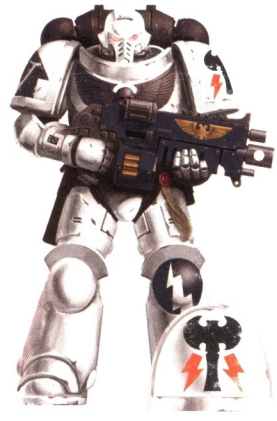
DESTROYERS

Established during the Second Founding, the Destroyers have a troubled history. Though they have won many great victories, questions remain regarding the stability of their gene-seed. These concerns have grown despite the self-sacrificing heroics the Chapter displayed in the wake of the Daemon rampage throughout the Lhorgus Sub-sector. For their part, the Destroyers are concerned only with the next mission.



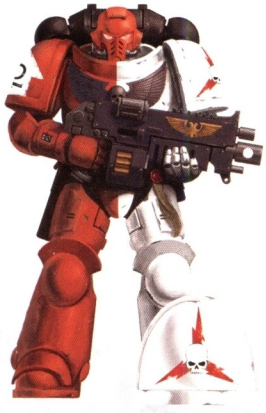
SOLAR HAWKS

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



STORM REAPERS

There are few more battle-hungry than the Storm Reapers, the first Primaris Chapter founded from (aghatai Khan's gene-seed. The Khan would be proud of his ferocious sons; they are wise and noble, but fight with a passion he would recognise as his own. They claimed the feral world of lagun for their home, with its savage natives, and were commended for their spearheading of the Absolutis Crusade.



STORM LORDS

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



MANTIS WARRIORS

Thanks to their indiscretions during the Badab War, the Mantis Warriors have spent decades on a penitent crusade. Due to their historic crimes, the Chapter received no Greyshield reinforcements when its Torchbearer fleet reached it, leaving the Mantis Warriors terribly understrength and still on their near-ruinous crusade. Nevertheless, they have utilised the Primaris technology to as good an effect as they can.



IRON LORDS

The Iron Lords are a Chapter known for their stern demeanour and lauded xenophobia. For long years now it has been the duty of the Iron Lords to watch over the Crendl Stars, encircling the vile Barghesi and preventing their destructive potential from being absorbed by Hive Fleet Kraken. Knowing the consequences of this would be dire for the Imperium, the Iron Lords have suffered greatly in upholding their oath.



RED TALONS

The Red Talons are a Second Founding Chapter. Their home world of Raikan lies within the Segmentum Tempestus. Since their founding at the end of the Great Scouring, the Red Talons have been known for their bold style of warfare and never-ending vendetta against the Traiter Legions. Several times the Lords of Terra have tasked the Red Talons with hunting down and destroying Renegade Chapters, a duty they discharge with relish.



BRAZEN CLAWS

Unyielding and remorseless, the Brazen Claws are noted for their stoicism and grim determination. Since their creation during the Second Founding, they have amassed a string of glories and triumphs. Arriving too late to fight on Cadia itself, they instead bled the foe around the Cadian Gate. Riding out the cataclysmic opening of the Great Rift, they lent their might to the defence of Gudrun, Lapis VII and other worlds.



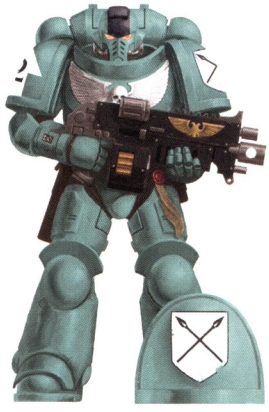
SONS OF MEDUSA

The Sons of Medusa are utterly ruthless, and share the Iron Hands' reliance on the power of the machine and intolerance for the weakness of flesh. The Chapter's unorthodox organisational doctrine sees its companies divided between three war clans, and is notable for its furious aggression, large-scale use of armoured transports, and thundering armoured spearheads that it drives deep into enemy lines.



COVENANT OF FIRE

The Covenant of Fire crave knowledge of the Imperium they fight for, seeking out lore wherever they can find it, hoping that this information can help them bring light to darkness. Conversely, they purge any sign of heretical material they find, knowing that its knowledge is a false light that leads only to ruin. The Chapter eagerly embraced the Promethean Cult, imbibing and applying the wisdom of their gene-sire swiftly.



DRAGONSPEARS

A fleet-based Chapter, the Dragonspears have won renown fighting against the Orks at the Gnarion Reef, and have become expert Ork hunters. Being constantly on the move, it took many years for the Salamanders to make contact with them, in which time the Dragonspears developed a strong culture of self-sacrifice and endocannibalism, to ensure their lost brothers never fall from memory.



BLACK VIPERS

The Salamanders accidentally learned of the Black Vipers many years after they learned of their other Ultima Founding successors. Sur K'gosi, the Chaplain sent to the Chapter by the Salamanders, disappeared without trace. The Black Vipers appear to claim no world for their own, and spurn contact with allies on the rare occasion where it is seen at war. Wherever the Chapter has been identified, agents of Belisarius Cawl have never been far away...



DARK KRAKENS

The Dark Krakens' oceanic and night-bathed home world of Naktis only boasts one land mass capable of supporting a fortress monastery. Naktis' wide seas are replete with bioluminescent megafauna and shoal-predators, which the native population hunt for sport and nourishment. Echoing this, in battle the Dark Krakens seek out the largest foes, whether that be in terms of physical size or sheer numbers.

UNKNOWN LINEAGE

Not every Chapter can successfully trace its lineage directly back to one of the Primarchs. Over the millennia records have been lost, destroyed, tampered with or concealed. For some Chapters being ignorant of this part of their history is a source of immense frustration, and they take great pains to learn anything they can of their brotherhood's origins, waging entire wars for even rumours of fragments of information. Others care little. They believe that it is their task to defeat and kill the Emperor's foes, and that knowing or recovering lost parts of their history contributes little to the successful fulfilment of their purpose. Rumours often abound around these Chapters regardless, as some demonstrate the traits of certain First Founding Chapters more than others, or even exhibit the characteristics of more than one equally.

These Unknown Founding Chapters cannot experience the brotherhood often found between Chapters descended from the same Primarch. Their alliances are therefore necessarily won on merit, rather than relation, and the mystery that surrounds them sees them deemed suspect by some who might otherwise call them friend. Nonetheless, they are loyal Chapters of the Adeptus Astartes, and they fight furiously for the Imperium.



MENTORS

The Mentors Chapter have no official progenitor, but it is known they were created during the 26th Founding. The Mentors are distrusting of others, and prefer to work alone and unobserved. They are often referred to as the Mentor Legion, and some - highly unreliable and apocryphal - fragmentary records suggest that the Chapter has at times fielded warriors of unusual size, strength and fortitude.



BLACK DRAGONS

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



FIRE LORDS

The Fire Lords favour a plethora of flamer weapons. Preceding their fiery assaults with barrages of incendiary missiles, they hurl themselves at the charred, bewildered foe even before the flames have burned out. Their home world is Mundus Pyra, a planet far out on the Eastern Fringe, and they are known for the strange flamecraft they use in Chapter rituals, which many find reminiscent of the Salamanders.



EXORCISTS

The Exorcists are speculated to have come from the Thirteenth Founding. Their progenitor is known only to the highest-ranking members of the Ordo Malleus, and details of their creation have been placed under Inquisitorial seal. The Exorcists maintain two additional Scout Companies, for a total of twelve companies - their esoteric training requires a high influx of recruits in order to ensure the Chapter's continuation.



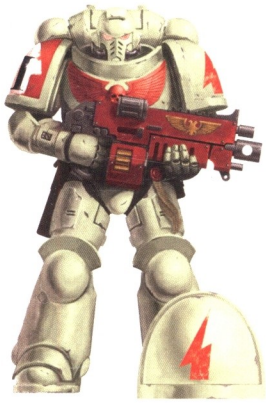
BLOOD RAVENS

The Blood Ravens originate from an unknown founding and have an unknown gene-sire. They have operated as a solely fleet-based Chapter ever since the loss of their home planet. Their own records have been expunged, and the ones kept by the Ordo Malleus are sealed. Perhaps because of this, the Blood Ravens hunger for knowledge, and are particularly obsessive about discovering the truth behind their creation.



STAR DRAGONS

The Star Dragons practise ritual scarification, inlaying the deep cuts with electro circuitry that causes them to glow like caged stars. There has been speculation that they are the scions of Ferrus Manus, but if this is so they display little of their erstwhile brothers' relentless logic. Instead, the Star Dragons are guided by their furious passions, unleashing their wrath upon any who threaten the Emperor's realm.



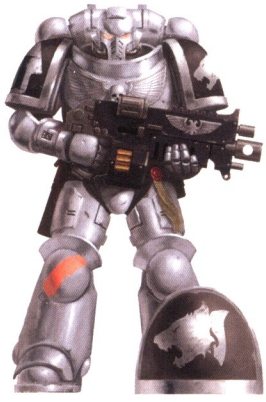
STORM GIANTS

The Storm Giants have fought in several of the Imperium's greatest and most pivotal wars, not least amongst them the Third War for Armageddon. They display heightened physical strength, even for Space Marines, and there is some debate that their gene-seed may have mutated to enhance their biscopea. Several magos-genitors have made requests to study the Chapter's gene-seed, but the Storm Giants have refused on each occasion.



DRAGON LORDS

All contact was lost with the Dragon Lords even before the emergence of the Great Rift. By immense efforts, a torchbearer task force discovered them fighting still, having been nearly annihilated by Hrud invasions that reduced their fortress monastery to dust. The Dragon Lords vowed to rebuild and have been reinforced by their Primaris brethren. They now wage war anew in the Imperium Nihilus.



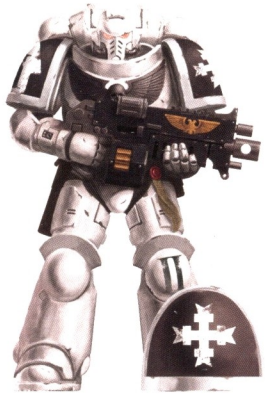
TIGERS ARGENT

With their home world perilously close to the Great Rift as well as the Pariah Nexus, the Tigers Argent are extremely hard-pressed. Their battered strike forces have repulsed incursion after incursion pouring from the Cicatrix Maledictum and have yet to be bested. Icefang, their home world, has become a beacon of hope, drawing all manner of refugees and scattered Imperial forces seeking sanctuary.



CARCHARODONS

Mysterious prowlers of the outer dark, the Carcharodons are ever on the move, seeking out the Emperor's foes beyond the Imperium's borders. Few have ever fought alongside them. Those who have report their unsettling savagery, their preference for rapid strikes using stealth or extreme speed, and their deadly skill in close-quarters actions using a range of bayonets, blades, chain weapons and point-blank weapons fire.



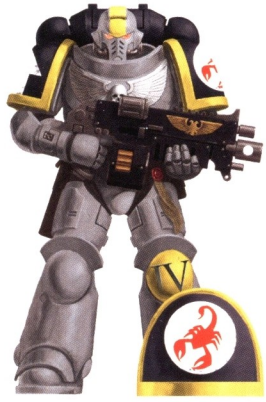
WHITE TEMPLARS

Hailing from the world of Sanctum, the White Templars are stoic and relentless in their prosecution of the foe. Though for a time it was thought that they were Imperial Fists successors, recent discoveries by Administratum genetoria-logi have thrown substantial doubt upon this claim. The White Templars have been shaken by this revelation, and have launched a star-spanning crusade to discover the truth.



BRAZEN SKULLS

Though the Brazen Skulls were destroyed during the Sabbat Worlds Crusade, their name, colours and heraldry were reinstated during the Ultima Founding, so all of their number are Primaris Space Marines. The Brazen Skulls are determined to live up to the honour of their forebears and have swiftly earned a reputation for heroism, tenacity and all-consuming hatred for the forces of Chaos.



RED SCORPIONS

The fleet-based crusaders of the Red Scorpions believe in the Emperor's divinity without question and are staunch followers of the Codex Astartes, which they see as holy writ. Fanatical in their pursuit of purity, their gene-seed's sanctity is essential to their core beliefs; as a result, they have more Apothecaries than most Chapters, and their Master of the Apothecarion is second in command of the whole Chapter.



MINOTAURS

The Minotaurs' history beyond a thousand years ago has been deliberately concealed. In battle they are possessed of a berserk fury and are willing to sustain heavy losses to ensure victory. How they are able to maintain the rapid influx of aspirants and war machinery to replace those lost is another mystery. More than one Imperial agent has been found dead whilst researching such subjects.

Intercessor Sergeant Korrim Tyrun scanned the tree line around the clearing's edge. What remained of his helm was mag-locked at his hip, after being mangled by a Kin concussion gauntlet three days ago. The helmet had saved Tyrun's life, no question, but it would need the care of the Chapter's artificers before it could aid him again. Robbed of its auto-senses, the Sergeant was forced to rely on his keen post-human sight and hearing.

His eyes darted over the shadows between the towering evergreens that crowded on every side. Chaplain Othonus had chosen the spot for their stand well, Tyrun reflected: the dense forests would stymie the Kin heavy armour and break up their ground forces; the rocky outcroppings jutting throughout the clearing provided the Space Marines with cover against the heaviest Kin weaponry; the deep sulphur pools dotted around them would further impede the xenos should they come close enough to charge the Imperial Fists. All told, the clearing's tactical benefits would go some way toward offsetting the prodigious numerical advantage held by the Kin. For all that, Tyrun didn't like it. Somehow, to his mind, clear sightlines and an even field made a battle feel more honourable.

Not, he thought sourly, *that anything about this conflict had been remotely honourable.* There had been battle-brothers of the Imperial Fists aboard the *Unyielding* before the strike cruiser had crashed on this nameless world. Just over a third of those had survived to reach this clearing. The rest had fallen to what Tyrun saw as alien treachery.

Their vessel had followed an antiquated Imperial saviour beacon to the Uldash System, splitting off from its task force of Indomitus Crusade Fleet Quintus to do so. The vessel they found was a long-abandoned derelict. Its beacon had been but recently awakened and auspex readings suggested the vessel had been towed into position by some manner of ionised or magnetic energy beam.

Kin warships had burst from the warp without warning. Their dispersal had been textbook for a void ambush and their weapon systems armed and ready. They broadcast a single message before opening fire. This system belonged to Unthyk's Kindred of the Kronus Hegemony. By entering it the Space Marines had committed a clear act of trespass and aggression. The Kin would destroy them, and thanked the Space Marines for aiding them in meeting their current conquest quota.

It was to the credit of Shipmaster Rhem that the *Unyielding* had not been slain outright. Instead, the vessel had airbraked desperately down into the thick atmosphere of this gnarled world before cutting a fifty mile swathe of burning destruction through its forests. Tyrun's blood simmered as he thought of all those slain during that violent crash, or by the merciless Kin bombardments of the landing zone that followed.

That atrocity had been only the beginning. Since escaping the *Unyielding's* wreck, the surviving Imperial Fists had been forced into a relentless fighting retreat that had lasted now for many of this world's short and gloomy days. Kin riding gravitic skimmers had harried them as they crossed rocky expanses and forged across sulphurous canyons that broke up the sprawling forests. Heavy gunships in the colours of the Kronus Hegemony had crisscrossed the canopy, employing gravitic bombs to flatten landing zones in the forest depths before dropping bands of heavily armoured elites who slew or wounded more Space Marines. The xenos' rugged vehicles had hugged the rocky ridges and open river valleys, keeping pace with the Space Marines like horseback hunters waiting for their quarry to be flushed from the underbrush.

For all this, the Imperial Fists had inflicted punishing casualties. They were driven by righteous anger. They had shot down more than a score of Kin aircraft, had thrice driven back the aliens' armour when it had attempted to ambush them in the open, and had repeatedly mauled the infantry forces that dogged their steps. Tyrun had watched his enemies' attitudes shift from workman-like efficiency and grim amusement to cold anger as the butcher's bill spiralled at the Space Marines' hands.

Moreover, there was something the Kin didn't know, something bolstering Tyrun's spirits as he turned his gaze to the wounded battle-brothers around him, their wargear damaged, their ammunition low but their eyes burning with defiance. The Astropath aboard the *Unyielding* had sent a distress call before the ship went down. The rest of Task Force IV might even now be rushing to the Imperial Fists' aid. *The warp was capricious, of course, and the enemy had prodigious strength in orbit. Net even an Imperial Fist with no hope at all was a dangerous thing,* thought Tyrun with fierce pride. Eighteen such warriors standing firm with the hope of reinforcement in their hearts? That was a veritable fortress of adamantine and flesh.

'They will be upon us soon,' observed Brother Gesmund, the longest-serving warrior of Tyrun's Intercessor Squad. Gesmund was never short of a dour prediction. On this occasion, Tyrun knew he was right. Auspexes chimed warnings of the enemy's approach from all sides. Comm-amplified

voices, raised in harsh war songs, rang between the trees.

'Stand your ground, brothers!' cried Chaplain Othonus from the heart of the clearing. Beside him, Ancient Hengyl held aloft a banner of the Imperial Fists 4th Company and its mere sight strengthened Tyrus' already steely resolve.

'The xenos filth come again to test us, and again they shall fail Brothers!' The Chaplain's words drew oaths and cheers from the Space Marines. Tyrun's surviving Intercessors; the last of Terminator Squad Lydan; Harhalt's remaining handful of Devastators and the battle-brothers of Aggressor Squad Gregoran; all steadied their aims on their designated sectors of the tree-line and prepared to fight.

Then came a firestorm heralding the Kin. Bolt shells and accelerated projectiles whipped from the forest to explode against power armour and rocky outcrops. Plasma bolts seared glowing trails across Tyrun's vision. Thrumming energy beams felled trees as they burst from the deeper woods and punched clean across the clearing, leaving a Terminator and two Devastators sprawled dead.

'Return fire!' ordered Chaplain Othonus. Those Space Marines who still possessed functioning auto-senses zeroed in on the originating energy signatures of the enemy's firearms and returning fire with missiles, las beams and bolt shells. Pulped wood and flesh mingled with whickering shrapnel beneath the forest canopy as the Imperial Fists raked their foes' positions.

They were answered by redoubled volleys of Kin fire fierce enough to drive even the Emperor's finest back into cover and fell another of their number. This was followed by bellowed invective and the clatter of armour from all around as the Oathband's warriors advanced. Kin soldiers pushed up in serried ranks, relying on their armour and force field technologies to shield them as they poured shots into the Space Marines' positions. Between their squads charged wild bands of heavily augmeticised Beserks who wielded huge plasma blades or wore the kinds of kinetic gauntlets that had pulverised Tyrun's helm.

The Sergeant had been saving his bolts for this moment and now he let fly. His first shot hit a Herthkyn Warrior in the face, smashing the domed faceplate of her helm before detonating in a red spray. The second and third struck another in the chest, failing to penetrate his battle gear but felling him with the pulverising force of their detonations nonetheless. The fourth bolt found the heretical workings of some Kin-portable heavy weapon and blew it and its wielder alike to pieces.

'Commendable,' commented Brother Gesmund from his place next to Tyrun in the firing line. Tyrun was drawing breath for a sardonic rejoinder when Gesmund was thrown backward by the explosive impact of several micro-missiles. Tyrun watched in dismay as his old comrade tried to struggle back to his feet despite the terrible rents torn in his body. A look of consternation crossed the blackened remains of Gesmund's face, then the Intercessor toppled backward and lay still.

Tyrun turned back to the fight with a determined snarl, reloading with the speed of automatic muscle memory. Even as he resumed firing he saw their situation had become desperate. The Imperial Fists had cut down a number of the charging Beserks as they struggled through the sulphur pools, but those xenos that had reached the Space Marines wrought bloody havoc with their outsized weapons. Meanwhile, punishing salvoes whipped in from all sides as the soldiers of the Kronus Hegemony sought to finish their costly hunt.

'Fight, in the Emperor's name!' Tyrun roared, triggering his bolt rifle's underslung grenade launcher and blasting a pair of Kin off their feet. More than half his battle-brothers were down now, but the survivors showed no signs of giving in. Tyrun gunned down one of the augmetic Beserks then turned to fire upon another as she ran at Chaplain Othonus. He saw Ancient Hengyl's banner still held high, flying amidst the bloody mayhem even as Othonus met the surviving Beserks with his crozius arcanum swinging. And then, streaking the sky above the relic banner, Tyrun saw another sight that stirred his hearts even more - the firmament was painted with contrails of smoke and flame that no Space Marine could mistake.

'Drop Pods! By Dorn, our comrades come to our aid!' Tyrun cried, reloading then firing again as he and his surviving brothers rallied around their standard. The ring of Kin closed in on them, yet Tyrun thought he saw a new desperation to their movements as they too saw the Imperial reinforcements hurtling down from on high. With their imminent arrival, everything changed. The Imperial Fists had only to endure until aid reached them, and if there was one thing the Sons of Dorn could do better than any other it was endure.

'Strength and resilience, my brothers!' roared Chaplain Othonus as he dispatched the last of his assailants. 'Hold but a few moments more, and deliverance and victory shall both be ours!'



Showcase

INSIGNIUM ASTARTES

THE SPACE MARINE CHAPTERS MARCH TO BATTLE PROUDLY BEARING THEIR TRADITIONAL COLOURS AND HERALDRY. MANY FOLLOW CODES MILLENN1A-OLD, DECIDED BY LEGENDARY HEROES OF THEIR BROTHERHOOD'S PAST OR EVEN THEIR PRIMARCH. THESE FORM A CORE PART OF EVERY SPACE MARINE'S IDENTITY-THE CRIMSON OF BAAL, ONYX OF MEDUSA AND THE COBALT OF MACRAGGE REPRESENT IDEALS, GLORIES AND HISTORIES THAT TO THE SPACE MARINES WHO BEAR THEM ARE WORTH FIGHTING, DYING AND KILLING FOR.









1



Ultramarines Company Champion



Ultramarines Company Veteran



Ultramarines Captain







Ultramarines Intercessors





Ultramarines Intercessor Sergeant



The Ultramarines' hatred for the Tyranids dates back centuries, to the First Tyrannic War, in which the xenos ravaged the Eastern Fringe. Few individuals in the entire Imperium know the true threat of the Tyranid menace as much as Chief Librarian Tigurius. His uncanny ability to predict their movements has caused some observers to wonder if he has somehow penetrated the Hive Mind itself. He has fought beside his Chapter's greatest champions on countless occasions to defeat the Tyranids, Lieutenant Titus not least amongst them, aiding them all immeasurably with his counsel.



Ultramarines Company Veteran







Roboute Guilliman, Primarch of the Ultramarines



Ultramarines Hellblaster



Ultramarines Ancient







Ultramarines Gladiator Reaper

An Ultramarines armoured column storms through predatory alien plantlife sprouting amidst ruins and rocky outcrops, to plough into squads of frothing World Eaters. The hatred between the two foes extends back ten thousand years, and is felt no less intensely in the Era Indomitus as it was at the height of the Horus Heresy.





Sergeant Close Support Fire Support Veteran Command

Transport Designation

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

Vehicle Company Markings

When a vehicle is attached to a [J J tTlj Jljfl Codex-compliant company, a small roundel displaying the company's colour and number and is placed on the vehicle's hull.







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



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



Ultramarines Ballistus Dreadnought





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4





In the cataclysmic conflict that was the First Tyrannic War, the Ultramarines' home world of Macragge was invaded by Hive Fleet Behemoth's gargantuan swarms. The entirety of the Chapter's First Company was wiped out defending a polar fortress, an event which causes the scions of Guilliman to seethe with a hatred which burns to this day. Those who serve in the Chapter's Veteran Company in the Era Indomitus feel this more intensely than any of their battle-brothers. When they, under leadership of Marneus Calgar, fought the hive fleet once more upon the world of Heganlius XII, they slaughtered the xenos with a fury terrible to behold.

A Drop Pod assault is a signature strategy of the Space Marines, one that has seen them gain victory on countless battlefields. On the death world of Kellir's Demise, the Ultramarines' launched Drop Pods through a toxic atmosphere onto jagged terrain dominated by boulders and sheer drops. This daring move proved their Aeldari adversaries' undoing. Though the xenos responded with characteristic speed and skill, the Space Marines were in amongst them from the beginning, blowing apart scores in minutes.







Ultramarines Captain in Terminator Armour

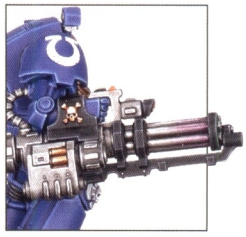






Ultramarines Chaplain in Terminator Armour





Ultramarines Terminator





Ultramarines Terminator

Ultramarines Terminator Sergeant



Dark Angels Captain

Dark Angels Hellblaster

Dark Angels Aggressors

To witness a Blood Angels assault is to witness the living wrath of the Emperor. On plumes of fire, jump pack troops descend from the heavens, chainsword whirring and bolt pistols blaring. With them come crimson dropships, unleashing their terrific payload as they deploy more squads of warriors into the fray. The Blood Angels present the kind of battle Orks relish. At the Battle of Da Black Scrap, squad after squad of Stormboyz triggered their own haphazard jump packs to meet the Blood Angels mid-air. The wrath of Sanguinius' scions won out against the savage joy of the greenskins, and the Blood Angels purged the site of Orks for good.

During their daring assault against the Planet of the Sorcerers, the base of operations for the Daemon Primarch Magnus the Red, the Dark Angels fought on ground that itself possessed a dark sentience. As wave after wave of Tzeentchian daemons assaulted the Lion's progeny, predatory tentacles protruded from rock faces, sharp teeth clamping around the limbs of the Space Marines. Demonstrating nigh peerless tenacity, the Dark Angels fought on despite the endless horrors they faced.











Blood Angels Intercessor



Blood Angels Intercessor Sergeant



Blood Angels Captain with jump pack



Blood Angels Assault Intercessor with jump pack



Blood Angels Terminator



Blood Angels Heavy Intercessor







Space Wolves Lieutenant



Space Wolves Terminator



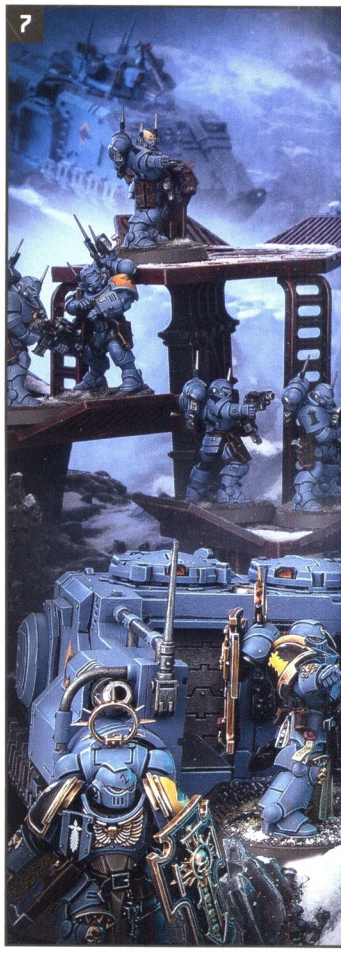


Space Wolves Hellblasters





Space Wolves Eliminator







A deep enmity has existed between the Space Wolves and the Thousand Sons Heretic Astartes for ten millennia. In the waning years of the 41st Millennium, the Fenris System itself came under attack from Magnus the Red, the Thousand Sons Daemon Primarch. Much of the Space Wolves' home was devastated, and many of its people slaughtered. Ever since, the sons of Fenris have paid close attention to rumour of Magnus and his warriors' movements, striking out against them to extract their revenge.

Their Land Raider Crusader roaring to a halt, Black Templars Terminators charge out of the transport, pumping burst after burst from their storm bolters into the stunned Beast Snaggas before them. Around them, more Orks are mown down with torrents of gatling cannon fire or eradicated by plasma incinerator blasts from a pair of Redemptor Dreadnoughts. By the time the Terminators engage the Orks in hand-to-hand combat, pulverising them with power fists, the battle is all but won.





Black Templars Bladeguard Veteran



Black Templars Terminator







Black Templars Intercessors



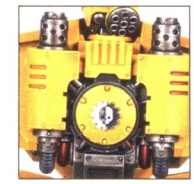
Black Templars Chaplain

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Imperial Fists Redemptor Dreadnought



Tor Garadon, Imperial Fists Captain



Imperial Fists Captain



Imperial Fists Aggressor



Imperial Fists Intercessor Sergeant



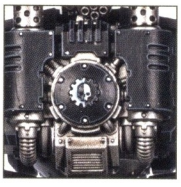
Clad in a suit of mighty Terminator armour, a Captain of the Imperial Fists takes the lead at the centre of a multi-layered defensive network. Standard raised aloft, ranks of Imperial Fists stand ready to repulse any who might dare try to storm their position with deluges of accurate fire. Against such a defensive position xenos from myriad species and traitor armies unnumbered have faltered, each son of Dorn an indomitable stone of a nigh impregnable wall.

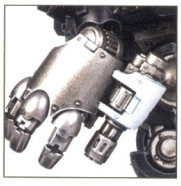
Warriors of the Imperial Fists are well versed in siege warfare and boarding actions. Few arenas of battle are equally as hazardous, and the scions of Dorn have risen to the occasion countless times in their long history. Their skills in this regard were savagely put to the test fighting against the Tyranids of Hive Fleet Kraken on the overrun bastion world of Waile. Though the planet was beyond lost when they arrived, their efforts allowed for the evacuation of tens of thousands of surviving Imperial troops before Exterminatus was declared.











Iron Hands Redemptor Dreadnought







Malkaan Feirros, Iron Hands Iron Father



Iron Father Feirros leads the assault against Word Bearers Heretic Astartes in the ruins of a long-devastated Imperial industrial world. The Iron Father led a trio of furious Dreadnoughts awakened from the armoury as well as squads of Gravis-armoured warriors. Such a force is one capable of inflicting utter annihilation, and such was the fate of the traitors who stood against them. The cool logic and controlled wrath of the Iron Hands was a winning edge against the fanatical zeal of the Word Bearers, Feirros successfully keeping the worst excesses of his battle-brothers in check.



Iron Hands Techmarine







Iron Hands Captain in Terminator Armour



Iron Hands Hellblaster



Iron Hands Intercessors


12


13
301



Few Chapters have as many Terminator suits as the Salamanders, who are superb armoursmiths and have strong relations with the Adeptus Mechanicus. These assets have proven themselves time and time again, especially in the purging of the space hulk the *Umbran Maw,* which was infested by the Gellerpox Infected.

The Salamanders were truly in their element on the volcanic world of Lavarnis. World Eaters Heretic Astartes had slaughtered millions of magma-extractor workers by the time the scions of Vulkan made planetfall, and the traitors had stoked the Salamanders' fiery wrath. With bolt and flame and fury the sons of Nocturne purged the blood-frenzied heretics.







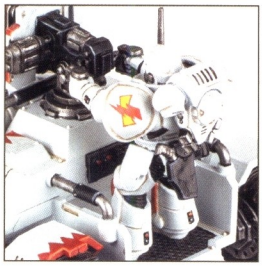


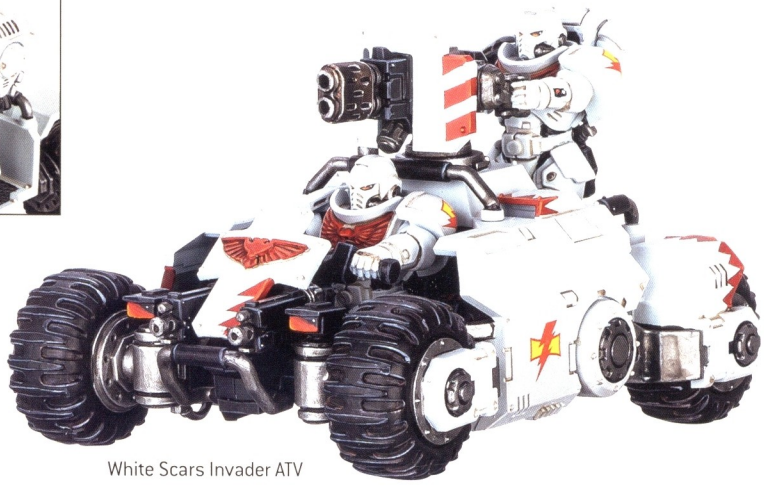


Kor'sarro Khan, White Scars Captain



White Scars Terminator

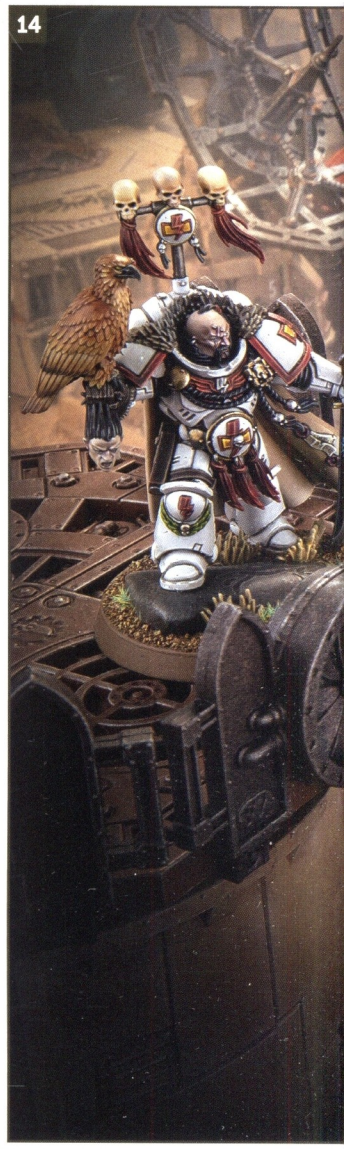




White Scars Invader ATV



White Scars Storm
Speeder Hammerstrike









The forces of Chaos run rampant through a great portion of the Yasan Sector, home of the White Scars. The scions of the Khagan take the fight to the heretics on battiefront after battlefront, bellowing Korchin oaths of vengeance.

When new settlers of an unnamed colony world discovered ancient xenos ruins, it was not long before they came under attack from Asuryani warriors, who sought to drive them from the planet. The colonists called for aid and the White Scars answered, warriors streaming down from orbit directly into battle with the Aeldari raiders.

16



17

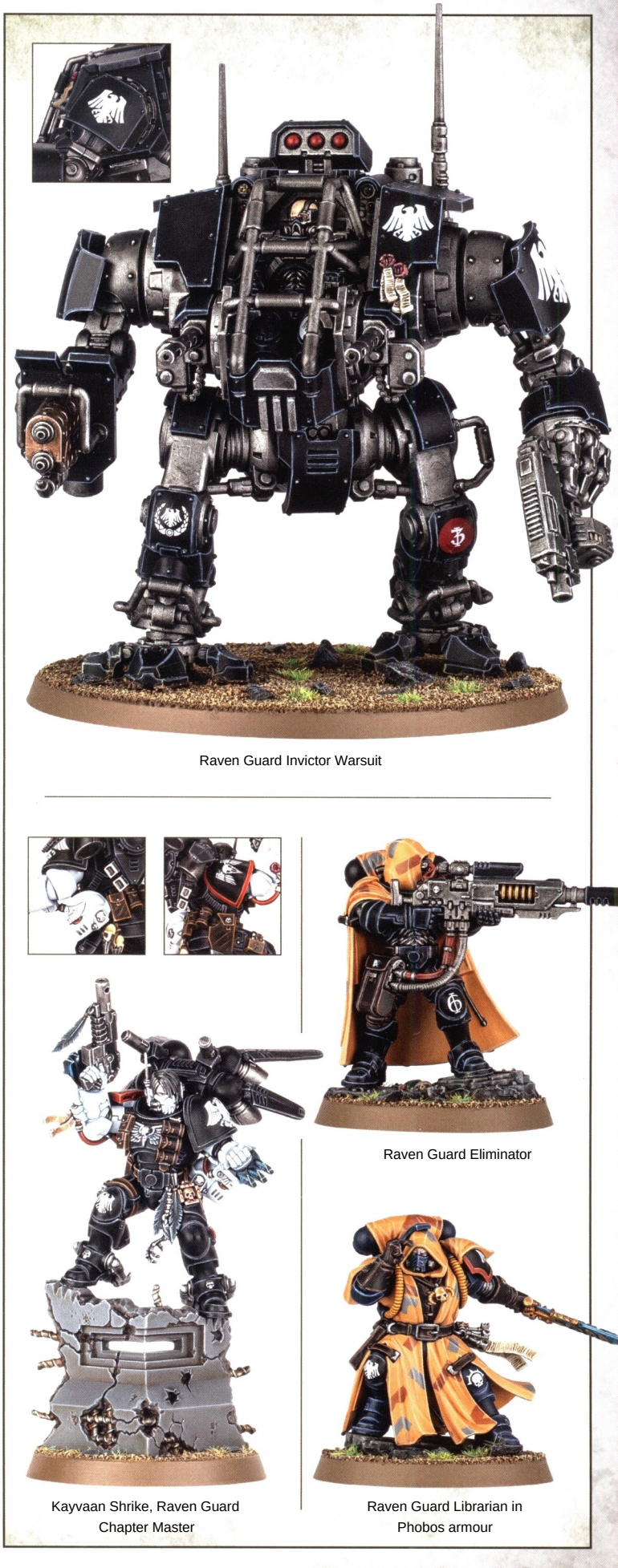




Deep in the bowels of an Imperial hive, leaders of a Genestealer Cult concoct a nefarious plan to overthrow their world's leaders and seize their planet for themselves. Little do they know that in the very shadows in which they seek to hide lies their doom. There, Space Marines of the Raven Guard lurk. When the time is right and their foe is surrounded, they burst from the darkness, blades drawn. Thus is a xenocultist uprising quelled before it truly begins, billions of Imperial citizens blissfully ignorant of the fact.

The Raven Guard only unleash their devastating assaults when they are ready to crush their foes. When their Shadow Captains give the order, warriors leap into the airjump packs roaring. Warriors seem to materialise out of nothing from the shadows and gunships soar at low altitude to deploy Space Marines exactly where they are needed.





Raven Guard Invictor Warsuit

Raven Guard Eliminator

Kayvaan Shrike, Raven Guard Chapter Master

Raven Guard Librarian in Phobos armour







Combat patrol

In this section you will find all the essentials for using Strike Force Octavius in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



STRIKE FORCE OCTAVIUS

LIBRARIAN TANTUS (1 MODEL)

- **This model is equipped with:** Smite; storm bolter; force weapon.

If you wish to make the most of your Terminator Squad's ranged weapons - the primary form of long-range shooting in this force - then you may choose to attach Librarian Tantus to them as their Leader. His Veil of Time ability will allow them to get the most out of their guns from the first turn onwards.

TERMINATOR SQUAD (5 MODELS)

- **The Terminator Sergeant is equipped with:** storm bolter; power weapon.
- **1 Terminator is equipped with:** assault cannon; power fist.
- **3 Terminators are equipped with:** storm bolter; power fist.

The Terminator Squad is a highly durable unit, and the Deep Strike ability brings excellent tactical flexibility. However, it is best to be selective with how many units you deploy using this ability, as doing so with too many can make it difficult to get your models into key positions in the early stages of the battle.





CAPTAIN OCTAVIUS (1 MODEL)

■ **This model is equipped with:** storm bolter; relic weapon.

Captain Octavius is able to lead the Terminator Squad if you choose. Doing so makes them a very potent melee threat when deploying via Deep Strike, as his Unstoppable Valour ability allows you to re-roll Charge rolls made for the unit, increasing the likelihood that your Terminators will successfully enter close combat in the turn they arrive on the battlefield.

INFERNUSSQUAD (5 MODELS)

■ **Every model is equipped with:** bolt pistol; pyreblaster; close combat weapon.

Infernus Marines wield the incredibly versatile pyreblaster. This weapon automatically hits any targets it is fired at thanks to its Torrent ability. As a result, the unit is still able to shoot at full effectiveness when targeted with the Fire Over watch Stratagem.

Coupled with its high strength, this makes the pyreblaster an excellent tool for countering enemy infantry movements. To make the most of this, move your Infernus Marines into commanding positions on the battlefield and force the enemy to come to them.

PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Space Marines Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Ultramarines Chapter to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Macragge Blue Spray paint. You can use multiple thin coats of Macragge Blue Base paint instead.



Armour



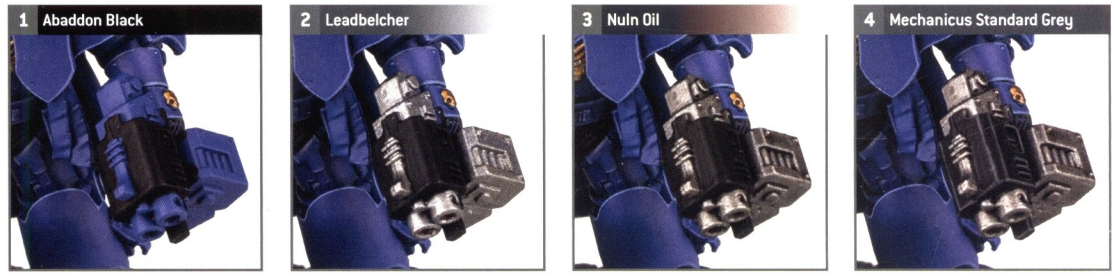
H Apply multiple coats of Macragge Blue thinned with water over the armour to get a smooth finish. □ Using a smaller brush, apply a recess shade of Nuln Oil into the recesses of the armour. Q Using the edge of a brush, take yourtime and apply thinned Calgar Blue to the sharp edges of the armour. You can tidy up any mistakes with Macragge Blue.

Librarian Armour



□ Follow Stage 1 for painting Armour (see left). □ Use Nuln Oil to shade all of the armour, not just the recesses. Make this darkerthan the armour on other models, applying additional coats as needed, being careful not to let it pool. EI Highlight the edges with thinned Macragge Blue. Then use Calgar Blue to highlight around the face, shoulders and knees; this helps add focus to this powerful model.

Weapon Casings, Metals and Undersuits



O Apply multiple coats of Abaddon Black thinned with waterto the casings of the storm bolters and pyreblasters. Using a smaller brush, do the same where the undersuit is visible in the gaps between armour plates. □ Apply a coat of thinned Leadbelcherto the weapons' barrels and mechanical parts. Use the box photo to see which other parts you'd like to appear metallic.

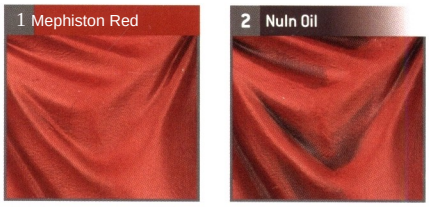
□ Apply a wash of Nuln Oil to the metallic areas. Focus on the recessed areas and where parts join together. □ Using the edge of a smaller brush, highlight the edges of the weapon casing with thinned Mechanicus Standard Grey and the edges of the metallic areas with thinned Leadbelcher. Take yourtime and don't worry if you make a mistake; you can correct it by redoingthe previous steps.

Gold Details



□ Apply Retributor Armour to the shoulder trims, chest emblems and decorative areas you think would look good in gold. B Shade these with Guilliman Flesh, focusing on the recesses. Try not to let the paint pool. Q Apply a highlight of thinned Leadbelcher to some of the raised edges so these areas stay mostly gold.

Cloaks



KJ Apply Mephiston Red in thinned layers on the outside of the cloak and Corax White in the same way on the inside. B Shade both sides with Nuln Oil then highlight the folds on the outside with Mephiston Red.

Faces



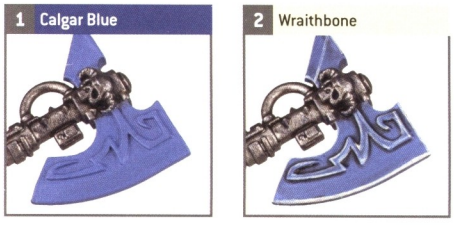
Q Apply Wraithbone over the face in multiple thin layers to ensure a smooth finish. B Use Guilliman Flesh to shade the face. B Highlight the skin with Wraithbone, focusing on raised areas like the nose and forehead. If you feel confident, use a smaller brush to pick out the eyes with Corax White and dot with Abaddon Black.

Purity Seals



B Paint the seals Mephiston Red and the strips Wraithbone. Q Shade the seals with Nuln Oil and the strips with Guilliman Flesh. Highlight the strips with Wraithbone, and add Abaddon Black to look like text.

Force Weapons



B Apply thinned Calgar Blue in multiple coats to both parts of the weapon's blade. B Shade these areas with Nuln Oil. Once dry, carefully highlight the edges of the blades and the runic design with thinned Wraithbone.

Basing



Q Apply Astrogranite Debris to the bases, avoiding the rocks and the dead Tyranid. B Once completely dry, apply a shade of Nuln Oil. Then dry brush the base gently with Wraithbone and apply multiple thin coats of Abaddon Black to the base edge. Paint the Tyranid using colours shown here, such as Guilliman Flesh forthe flesh and Mephiston Red and Nuln Oil forthe carapace.



COMBAT PATROL
STRIKE FORCE OCTAVIUS

ABILITIES

The datasheets required to use Strike Force Octavius can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability - Oath of Moment - which is described below.

OATH OF MOMENT

In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over afield of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

ENHANCEMENTS

Your Captain model has the Champion Duellist Enhancement. You can replace this with Oathsworn Determination.

DEFAULT ENHANCEMENT

CHAMPION DUELLIST

This warrior lord is a shining exemplar of the strength and nobility of the Space Marines. They seek out and face the greatest threats to their battle-brothers, striking the foe's most fell champions down with expert swordsmanship.

The bearer's melee weapons have the [precision] and [LETHAL HITS] abilities.

OR

OPTIONAL ENHANCEMENT

OATHSWORN DETERMINATION

Bellowing inspiring oaths to honour their Chapter and the Imperium, this master of battle leads their warriors in decisive conquests to wrest victory from the enemy no matter the odds.

Improve the Objective Control characteristic of models in the bearer's unit by 1.



SECONDARY OBJECTIVES

You will use the Wrath of the Emperor secondary objective. You can replace this with Shock Tactics.

DEFAULT SECONDARY OBJECTIVE

WRATH OF THE EMPEROR

Leading by masterful example, the commanders of the Space Marines descend on their foes with furious lethality. None must be left in any doubt that those of the Adeptus Astartes charged with strategic leadership are devastating warriors first and foremost.

At the end of each phase, you score 2VP if your Captain model destroyed one or more enemy models that phase.

OR

OPTIONAL SECONDARY OBJECTIVE

SHOCK TACTICS

The Space Marines are expert shock troops. In their deadly assaults, the Angels of Death smash aside the enemy to achieve their goals.

At the end of each player's turn, you score 5VP if you control one or more objective markers that your opponent controlled at the start of that turn.

STRATAGEMS

You can use the following Stratagems:

GENE-WROUGHT RESILIENCE

STRIKE FORCE OCTAVIUS - BATTLE TACTIC STRATAGEM

Combined with their ceramite armour, a Space Marine's enhanced physiology can withstand even powerful attacks.

1CP

WHEN: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than your unit's Toughness characteristic, subtract 1 from the Wound roll.

VETERAN INSTINCTS

STRIKE FORCE OCTAVIUS - BATTLE TACTIC STRATAGEM

Space Marine Terminators are veterans of hundreds of war zones and can recognise the weakness of Humanity's many foes. Such experience can be drawn on in battle to crush the most stubborn of attackers.

1CP

WHEN: Fight phase.

TARGET: One Terminator unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If that attack targets a Monster or Vehicle unit, you can re-roll the Wound roll instead.

OVERWHELMING FORCE

STRIKE FORCE OCTAVIUS - STRATEGIC PLOY STRATAGEM

Space Marines excel in daring strikes that unleash overwhelming force to dominate foes that often outnumber them. No sooner is one site purged than the battle-brothers surge on to the next, ever mindful of the foes yet to be killed.

1CP

WHEN: End of your Command phase.

TARGET: One Adeptus Astartes unit from your army that is within range of an objective marker you control.

EFFECT: That objective marker is secured by you (see Securing Objective Markers in the main rules for Combat Patrol missions).

CAPTAIN OCTAVIUS



M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE

Combat Patrol Datasheet

Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Captain Octavius goes to battle clad in just such a mighty suit of armour, shrugging off the worst his enemies can hurl at him before carving them apart with his ancient relic blade.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [rapid fire 2]	24"	2	2+	4	0	1

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic weapon	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following unit: **TERMINATOR SQUAD**

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Unstoppable Valour: You can re-roll Charge rolls made forthis model's unit.

KEYWORDS: **INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CAPTAIN, OCTAVIUS**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

LIBRARIAN TANTUS



M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

4+ INVULNERABLE SAVE

Combat Patrol Datasheet

Librarians are a Chapter's battle-psykers and lend a lethal empyric edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or facing overwhelming enemy numbers on the front lines, Librarians in warded Terminator armour blast the foe with their powerful psychic energies.

0 RANGED WEAPONS	RANGE	A	BS	S	AP	0
1A Smite - witchfire [psychic]	24"	06	3+	5	-1	D3
Smite - focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	■2	D3
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [psychic]	Melee	4	3+	6	-1	03

LEADER

This model can be attached to the following unit: Terminator Squad

■ ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Veil of Time (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

■ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, IMPERIUM, TERMINATOR,** Librarian, Tantus

FACTION KEYWORDS: AdeptusAstartes

INFERNUSSQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Combat Patrol Datasheet

Infernus Squads purge swathes of enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close-assault specialists, sending jets of burning promethium into trench lines and bunkers, through dense ruins and concealing vegetation, ensuring no foe escapes their Chapter's fiery wrath.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [ignores cover, torrent]	12"	DS	N/A	5	0	1

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

abilities

FACTION: Oath of Moment

KEYWORDS: Infantry, Imperium, Tacticus, Infernus Squad

FACTION KEYWORDS: AdeptusAstartes

TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Terminator armour is a marvel of technology that enables its wearer to survive anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstoppably across the field towards them, firing theirfearsome weapons all the while.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

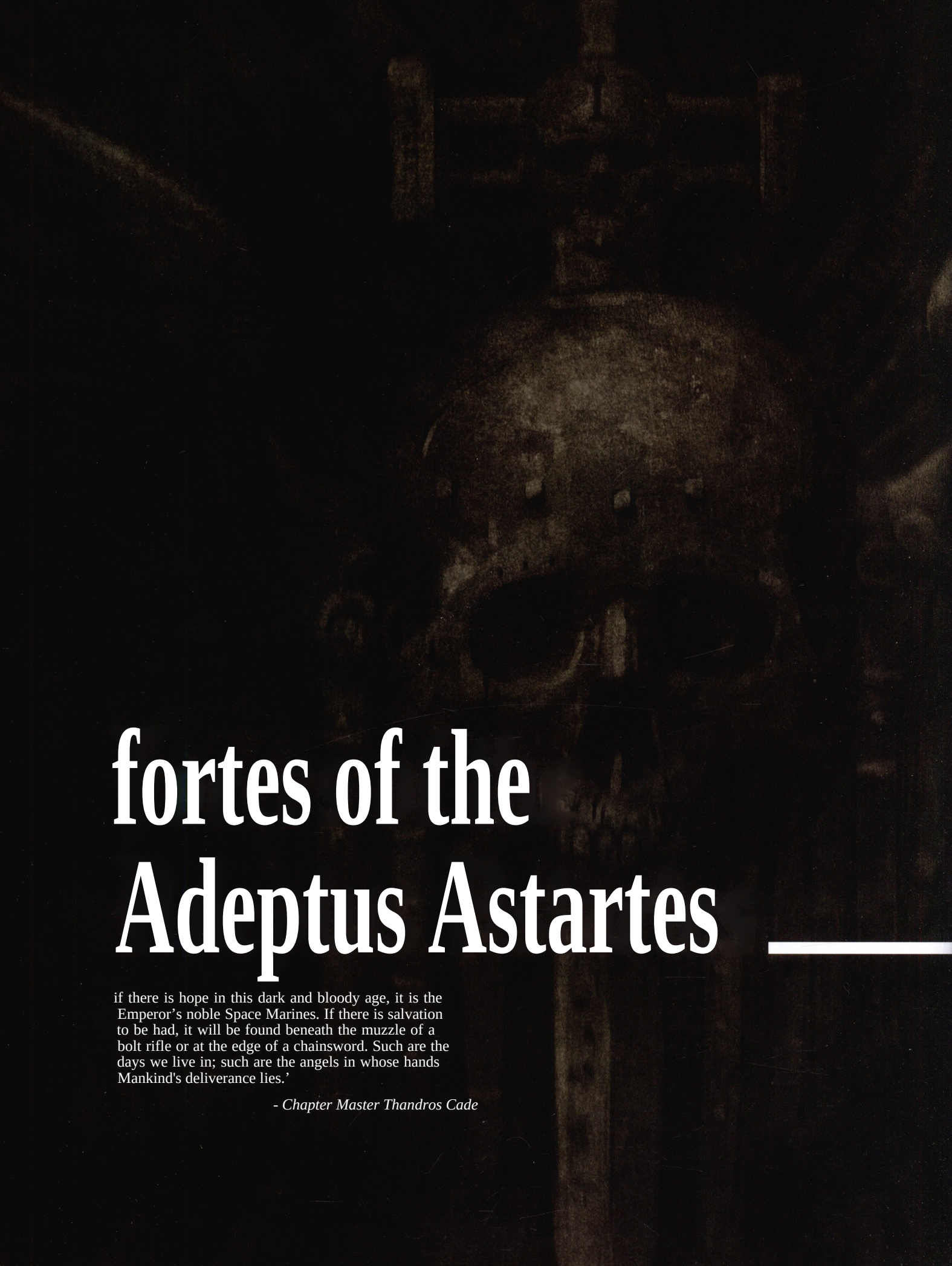
CORE: **Deep Strike**

FACTION: **Oath of Moment**

Fury of the First: Each time a model in this unit makes an attack that targets your Oath of Moment target, add 1 to the Hit roll.

KEYWORDS: **Infantry, Imperium, Terminator, Terminator Squad**

FACTION KEYWORDS: **Adeptus Astartes**



fortes of the Adeptus Astartes

if there is hope in this dark and bloody age, it is the Emperor’s noble Space Marines. If there is salvation to be had, it will be found beneath the muzzle of a bolt rifle or at the edge of a chainsword. Such are the days we live in; such are the angels in whose hands Mankind's deliverance lies.’

- Chapter Master Thandros Cade



INTRODUCTION

Welcome to the rules section of *Codex: Space Marines*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Adeptus Astartes collection to life on the tabletop.

These include Detachment rules that Adeptus Astartes armies can use, along with the Adeptus Astartes army rule - Oath of Moment - which is common to many of your units. This section also includes datasheets for Adeptus Astartes units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several Aoeptus Astartes Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Adeptus Astartes - the rules they include are as follows:

A DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it.

A ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade Characters using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your Characters Enhancements, as described in the main Crusade rules.

A STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41 -42 of the Core Rules.

ARMY RULES

OATH OF MOMENT

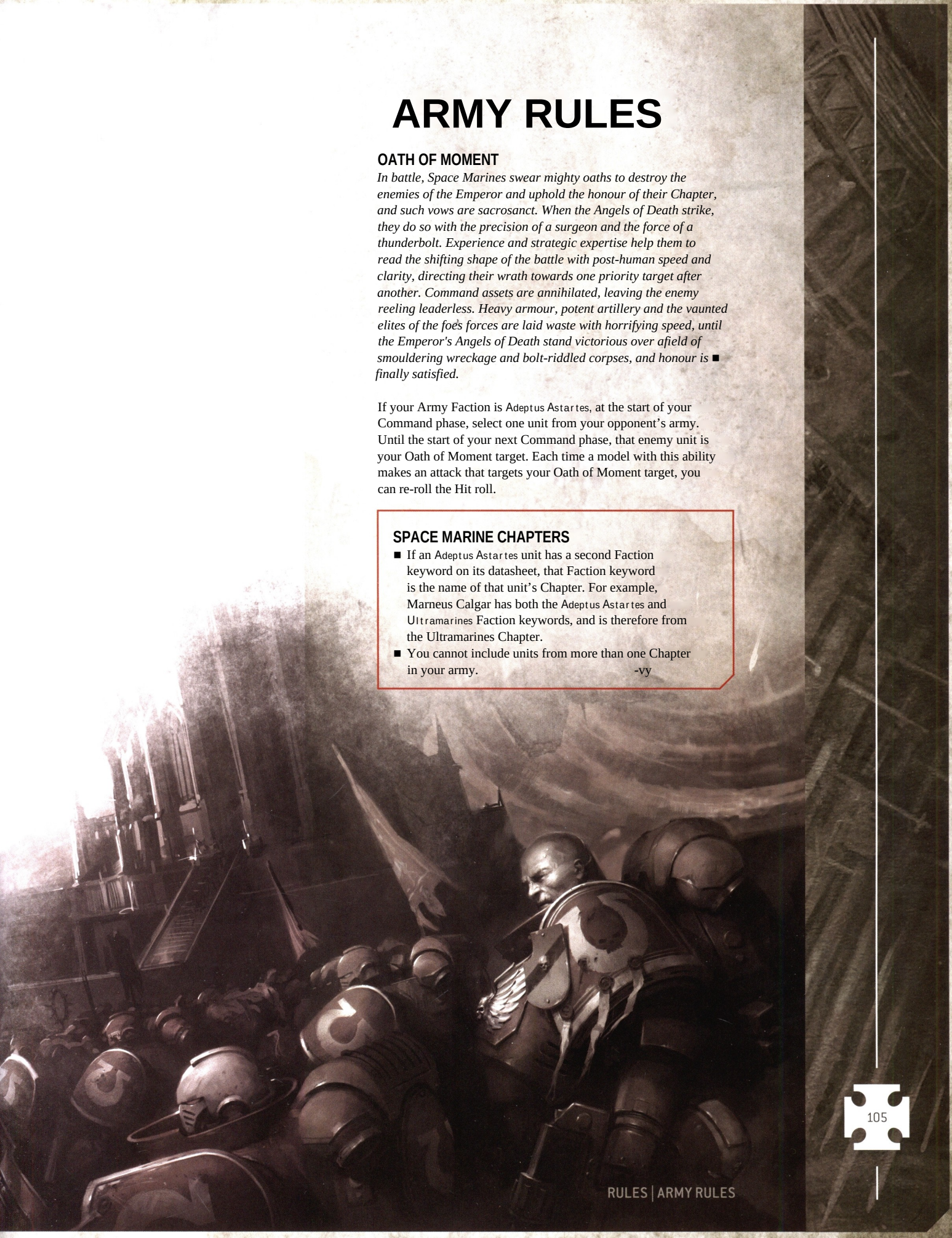
In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with post-human speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over afield of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.

If your Army Faction is Adeptus Astartes, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

SPACE MARINE CHAPTERS

- If an Adeptus Astartes unit has a second Faction keyword on its datasheet, that Faction keyword is the name of that unit's Chapter. For example, Marneus Calgar has both the Adeptus Astartes and Ultramarines Faction keywords, and is therefore from the Ultramarines Chapter.
- You cannot include units from more than one Chapter in your army.

-vy





GLADIUS TASK FORCE

DETACHMENT RULE

COMBAT DOCTRINES

The Codex Astartes has proven its worth as a treatise on warfare over countless battlefields across ten thousand years. Many Space Marines hold its wisdom in awe, and exemplify its teachings, employing a flexible set of combat doctrines to eliminate their enemy.

At the start of your Command phase, you can select one of the Combat Doctrines listed below. Until the start of your next Command phase, that Combat Doctrine is active and its effects apply to all Adeptus Astartes units from your army. You can only select each Combat Doctrine once per battle.

Devastator Doctrine

The Codex Astartes details the strategic value of overwhelming firepower applied to key targets while advancing into position to eliminate threats.

This unit is eligible to shoot in a turn in which it Advanced.

Tactical Doctrine

As *armies close upon one another and vicious firefights erupt, the Codex lays out strategies for seizing the initiative and combining versatility with firepower.*

This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Assault Doctrine

The Codex Astartes leaves no doubt that the killing blow in most engagements must be delivered with a decisive close-quarters strike. It presents plentiful tactical means to achieve this end.

This unit is eligible to declare a charge in a turn in which it Advanced.

ENHANCEMENTS

ARTIFICER ARMOUR

Crafted by the Chapter's finest artificers, this suit of armour provides superior protection.

Adeptus Astartes model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

THE HONOUR VEHEMENT

This stanza is inscribed on thrice-blessed parchment and affixed to its bearer's wargear with a purity seal, there to inspire them to heroic acts of martial prowess.

Adeptus Astartes model only. Add 1 to the Attacks and Strength characteristics of the bearer's melee weapons. While the bearer is under the effects of the Assault Doctrine, add 2 to the Attacks and Strength characteristics of the bearer's melee weapons instead.

ADEPT OFTHECODEX

An ardent student of the Codex Astartes, this commander epitomises its tactical genius, and the wisdom gleaned from its teachings guides their measured strategic responses amidst the fiercest battle.

Captain model only. At the start of your Command phase, if the bearer is on the battlefield, instead of selecting a Combat Doctrine to be active for your army, you can select the Tactical Doctrine. If you do, until the start of your next Command phase, that Combat Doctrine is active for the bearer's unit only, even if you have already selected that Combat Doctrine to be active for your army this battle.

FIRE DISCIPLINE

This commander drills his warriors relentlessly; combined with the Adeptus Astartes' incredible reflexes, they produce a devastating rate of fire.

Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [sustained hits 1] ability. In addition, while the bearer's unit is under the effects of the Devastator Doctrine, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

The adaptable Gladius Task Force is marshalled to maximise the battlefield impact of every battle-brother. These formations are typically combined armed forces, centred on a core of squads from the Chapter's Battle Companies who can unleash pinpoint firepower, devastating close-combat strikes or secure the battlefield at speed as the need arises. Reinforced with heavy weapons specialists, elite Space Marine infantry seize ground and exploit weaknesses in the enemy lines. Battle tanks barge forward as mobile fire platforms. Swift close-assault troops, gunships and rapid-attack squadrons gouge the heart from ravening hordes. With every warrior indoctrinated in the Chapter's martial rituals, such a force can break enemies of every abhorrent kind.

ARMOUR OF CONTEMPT

GLADIUS STRIKE FORCE - BATTLE TACTIC STRATAGEM

1CP

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

ONLY IN DEATH DOES DUTY END

GLADIUS STRIKE FORCE - EPIC DEED STRATAGEM

2CP

Imminent death does not prevent a Space Marine from enacting their final justice upon the enemies of the Imperium.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

HONOUR THE CHAPTER

GLADIUS STRIKE FORCE - BATTLE TACTIC STRATAGEM

1CP

Every Chapter has forged its own tales of heroism, and none of its battle-brothers would see that noble record besmirched.

WHEN: Fight phase.

TARGET: One Adeptus Astartes unit from your army.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability. If your unit is under the effects of the Assault Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

ADAPTIVE STRATEGY

GLADIUS STRIKE FORCE - STRATEGIC PLOY STRATAGEM

1CP

The tenets of the Codex Astartes allow for unorthodox use of combat tactics and the employment of divergent doctrines if doing so will lead to victory.

WHEN: Your Command phase.

TARGET: One Adeptus Astartes unit from your army.

EFFECT: Select the Devastator Doctrine, Tactical Doctrine or Assault Doctrine. Until the start of your next Command phase, that Combat Doctrine is active forthat unit instead of any other Combat Doctrine that is active for your army, even if you have already selected that Combat Doctrine this battle.

STORM OF FIRE

GLADIUS STRIKE FORCE - BATTLE TACTIC STRATAGEM

1CP

There is no escaping the wrath of the Space Marines, and they use their weapons to bring swift death to their foes wherever they may hide.

WHEN: YourShooting phase.

TARGET: One Adeptus Astartes unit from your army.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability. If your unit is under the effects of the Devastator Doctrine, until the end of the phase, improve the Armour Penetration characteristic of such weapons by 1 as well.

SQUAD TACTICS

GLADIUS STRIKE FORCE - STRATEGIC PLOY STRATAGEM

1CP

Space Marines know precisely when to give ground in order to leave their enemies floundering, before surging back into the fight and driving them from the field in disarray.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army that is within 9" of the enemy unit that just ended that move.

EFFECT: Your unit can make a Normal move of up to D6", or a Normal move of up to 6" instead if it is under the effects of the Tactical Doctrine.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.



ANVIL SIEGE FORCE

DETACHMENT RULE

SHIELD OFTHE IMPERIUM

Across blood-drenched battlefields, within towering citadels and isolated orbital stations, the Angels of Death throw back tides of traitors, mutants, xenos and heretics, and purge enemy holdings of foes thanks to their disciplined strategies and fighting skills. All who oppose them are met with volleys of deadly accurate firepower long before they reach the battle-brothers' razor-sharp blades.

Ranged weapons equipped by Adeptus Astartes models from your army have the [heavy] ability. If such a weapon already has this ability, each time an attack is made with that weapon, if the attacking model's unit Remained Stationary this turn, add 1 to the Wound roll.

ENHANCEMENTS

INDOMITABLE FURY

This hero refuses to yield whilst foes remain, fighting back from the brink of death like a vengeful demigod.

Gravis model only. The first time the bearer is destroyed, roll one D6 at the end of the phase. On a 2+, set the bearer back up on the battlefield, as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

FLEET COMMANDER

The Chapter's orbiting warships stand ready to unleash devastation at this leader's command.

Captain model only. Once per battle, at the start of your Shooting phase, you can select one point on the battlefield and place a marker on that point. At the start of your next Shooting phase, place another marker on the battlefield within 12" of the centre of the first marker, then draw a straight line between the centre of each of these markers. Roll one D6 for each unit that line passes over or through: on a 3+, that unit suffers D3 mortal wounds. Both markers are then removed.

STOIC DEFENDER

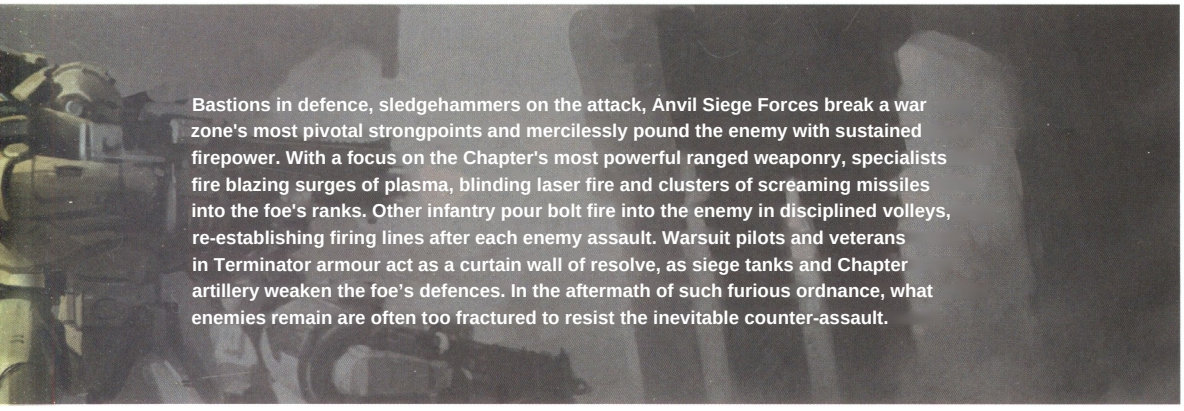
This commander and their warriors hold their ground tenaciously against even overwhelming numbers.

Adeptus Astartes model only. While the bearer is leading a unit, models in that unit have the Feel No Pain 6+ ability while they are within range of an objective marker you control and, while that unit is Battle-shocked, halve the Objective Control characteristic of models in that unit instead of changing it to 0.

ARCHITECT OF WAR

There are few who have a deeper understanding of the tenets of siege warfare than this warrior.

Adeptus Astartes model only. While the bearer is leading a unit, ranged weapons equipped by models in that unit have the [ignores cover] ability.



Bastions in defence, sledgehammers on the attack, Anvil Siege Forces break a war zone's most pivotal strongpoints and mercilessly pound the enemy with sustained firepower. With a focus on the Chapter's most powerful ranged weaponry, specialists fire blazing surges of plasma, blinding laser fire and clusters of screaming missiles into the foe's ranks. Other infantry pour bolt fire into the enemy in disciplined volleys, re-establishing firing lines after each enemy assault. Warsuit pilots and veterans in Terminator armour act as a curtain wall of resolve, as siege tanks and Chapter artillery weaken the foe's defences. In the aftermath of such furious ordnance, what enemies remain are often too fractured to resist the inevitable counter-assault.

ARMOUR OF CONTEMPT

ANVIL SIEGE FORCE - BATTLE TACTIC STRATAGEM

1CP

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

NO THREAT TOO GREAT

ANVIL SIEGE FORCE - BATTLE TACTIC STRATAGEM

2CP

To combat an entrenched force of Space Marines, foes resort to armoured vehicles or packs of murderous monstrosities. Even the greatest of behemoths has a chink in its armour and the Adeptus Astartes are well versed in exploiting such weaknesses.

WHEN: Your Shooting phase.

TARGET: One Adeptus Astartes unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets a Monster or Vehicle unit, you can re-roll the Wound roll.

RIGID DISCIPLINE

ANVIL SIEGE FORCE - STRATEGIC PLOY STRATAGEM

1CP

Cleaving to duty, the Adeptus Astartes refuse to be drawn out of position. Instead they secure ground to establish new fire lines to the enemy.

WHEN: End of the Fight phase.

TARGET: One Adeptus Astartes unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Your unit can immediately make a Fall Back move of up to 6".

RESTRICTIONS: When making that move, your unit must end that move either wholly within yourdeploymentzone orwithin range ofan objective marker.

BATTLE DRILL RECALL

ANVIL SIEGE FORCE - BATTLE TACTIC STRATAGEM

1CP

Space Marines train for countless hours to master their weapons and in the heat of battle can trigger mnemonic patterning to recall their ritual drills and ensure the foe's destruction.

WHEN: Your Shooting phase.

TARGET: One Adeptus Astartes unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. If your unit Remained Stationary this turn, then until the end of the phase, each time a model in your unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

NOT ONE BACKWARDS STEP

ANVIL SIEGE FORCE - STRATEGIC PLOY STRATAGEM

1CP

Siege warfare is incomparably brutal. Space Marines battle with the fiercest determination to achieve victory, and will fight unto death to hold every defensive line or to secure gains they have wrested from the enemy.

WHEN: Your Command phase.

TARGET: One Adeptus Astartes Infantry unit from your army within range ofan objective marker.

EFFECT: Until the end of the turn, double the Objective Control characteristic of models in your unit, but it must Remain Stationary this turn.

HAIL OF VENGEANCE

ANVIL SIEGE FORCE - STRATEGIC PLOY STRATAGEM

2CP

Space Marines' incredible battlefield awareness enables them to instinctively identify the origin of any enemy fire and punish their attackers.

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One Adeptus Astartes unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



IRONSTORM SPEARHEAD

DETACHMENT RULE

ARMOURED WRATH

An Ironstorm Spearhead's commanders guide their assault with pre-cogitated fire solutions, cycling data-gheist inloads and whispered binharic auguries. These ensure their warriors, and the belligerent machine spirits inhabiting their war engines, deliver their fire with inescapable accuracy.

Once per phase for each Adeptus Astartes unit in your army, you can re-roll one Hit roll, one Wound roll or one Damage roll made for a model in that unit.

ENHANCEMENTS

TARGET AUGURY WEB (AURA)

This spearhead commander uses advanced augmetics to distribute targeting data. With these, they direct the fire of their war engine crews and rouse their machine spirits to operative superiority.

Techmarine model only. While a friendly Adeptus Astartes Vehicle model is within 6" of the bearer, weapons equipped by that Vehicle model have the [LETHAL hits] ability.

THE FLESH IS WEAK

The injuries of past battles have seen this warrior heavily rebuilt with ultra-durable cybernetic limbs and organs that render them extremely difficult to kill.

Adeptus Astartes model only. The bearer has the Feel No Pain 4+ ability.

ADEPT OF THE OMNISSIAH

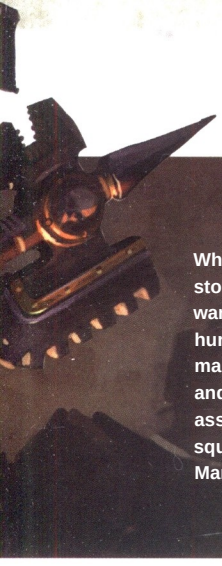
This battle-brother is steeped in hidden technological rites. Should their armoured charges be threatened, a burst of arcane binharic screed can rouse their machine spirits to vigilance.

Techmarine model only. Once per battle round, when a saving throw is failed for a friendly Adeptus Astartes Vehicle model within 6" of the bearer, you can change the Damage characteristic of that attack to 0.

MASTER OF MACHINE WAR (AURA)

This commander is supremely gifted in the strategies of armoured warfare, understanding the capabilities of every war engine in the Chapter's arsenal. Delivering precision orders, they ensure the vehicles under their command inflict the most punishing damage to the enemy even amidst complex manoeuvres.

Adeptus Astartes model only. While a friendly Adeptus Astartes Vehicle unit is within 6" of the bearer, that Vehicle unit is eligible to shoot even if it Fell Back or Advanced this turn.



When roused to fury, a Chapter's battle tanks, gun platforms and combat walkers storm the battlefield with engines and weapons thundering, their machine spirits warded by Techmarines' ritualised benedictions. Artillery engines and battle tanks hurl annihilating payloads at the foe while Chapter heroes entombed in Dreadnoughts march amidst the spearhead's advance, smashing enemy positions with cannon fire and with huge mechanical fists. This armoured core is supported by other Chapter assets: strike craft, transports carrying infantry to secure the Spearhead's flanks and squadrons of reconnaissance vehicles. Those foes not blasted apart by the Space Marines' firepower are crushed beneath the tread of the spearhead's war engines.

UNBOWED CONVICTION

IRONSTORM SPEARHEAD - BATTLE TACTIC STRATAGEM

1CP

Space Marines exemplify obdurate tenacity. Sven injured, they will never abandon their oaths.

WHEN: Command phase.

TARGET: One Adeptus Astartes unit from your army that is below its Starting Strength.

EFFECT: Until the end of the turn, your unit can ignore any or all modifiers to its characteristics and/or to any roll ortest made for it (excluding modifiers to saving throws).

ARMOUR OF CONTEMPT

IRONSTORM SPEARHEAD - BATTLE TACTIC STRATAGEM

1CP

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

MERCY IS WEAKNESS

IRONSTORM SPEARHEAD - BATTLE TACTIC STRATAGEM

1CP

Once a foe is marked for destruction, the Angels of Death must not relent until the target is annihilated.

WHEN: Your Shooting phase orthe Fight phase.

TARGET: One Adeptus Astartes unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit that is below its Starting Strength, that attack has the [SUSTAINED HITS 1] ability, and when making such an attack, if the attacking model is a Vehicle, a successful unmodified Hit roll of 5+ scores a Critical Hit.

VENGEFULANIMUS

IRONSTORM SPEARHEAD - EPIC DEED STRATAGEM

1CP

Carefully cogitated binharic prayers can focus a machine spirit's ire into near-obsessive hatred of its slayers, ensuring that vengeance is meted out even in death.

WHEN: Any phase, just after an Adeptus Astartes Vehicle model from your army with the Deadly Demise ability is destroyed.

TARGET: That Adeptus Astartes Vehicle model. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

ANCIENT FURY

IRONSTORM SPEARHEAD - EPIC DEED STRATAGEM

1CP

The heroes entombed within Dreadnoughts have fought across countless war zones throughout their extended existences, perfecting their martial prowess beyond mortal limits.

WHEN: Your Command phase.

TARGET: One Adeptus Astartes Walker model from yourarmy.

EFFECT: Until the start of your next Command phase, improve your model's Move, Toughness, Save, Leadership and Objective Control characteristics by 1 and each time your model makes an attack, add 1 to the Hit roll.

POWER OF THE MACHINE SPIRIT

IRONSTORM SPEARHEAD - EPIC DEED STRATAGEM

1CP

There are many tales of machine spirits wreaking havoc on the foe, even after the crew oftheirvehicle are slain and critical systems are failing.

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One Adeptus Astartes Vehicle unit from your army that was reduced to Below Half-strength as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



FIRESTORM ASSAULT FORCE

DETACHMENT RULE

CLOSE-RANGE ERADICATION

The Space Marines are the Emperor's finest shock troops, striking at the foe before they can react. In their rapid, mechanised assaults, Space Marines smash aside the enemy, destroying them at close quarters without mercy.

Ranged weapons equipped by Adeptus Astartes models from your army have the [assault] ability, and each time an attack made with such a weapon targets a unit within 12" add 1 to the Strength characteristic of that attack.

ENHANCEMENTS

CHAMPION OF HUMANITY

Ulis commander and their warriors have vowed to secure victory and defend the Imperium from the horrors of the galaxy.

Tacticus model only. While the bearer is leading a unit, models in that unit can ignore any or all modifiers to their characteristics and/or to any roll or test made for them (excluding modifiers to saving throws).

WAR-TEMPERED ARTIFICE

Having laboured long in the Chapter's forges, this warrior-smith has crafted his personal armaments. Each weapon is a masterwork tool of death-dealing, wrought with care and strength, and embellished with the icons of their maker's brotherhood.

Adeptus Astartes Infantry model only. Add 3 to the Strength characteristic of the bearer's melee weapons.

FORGED IN BATTLE

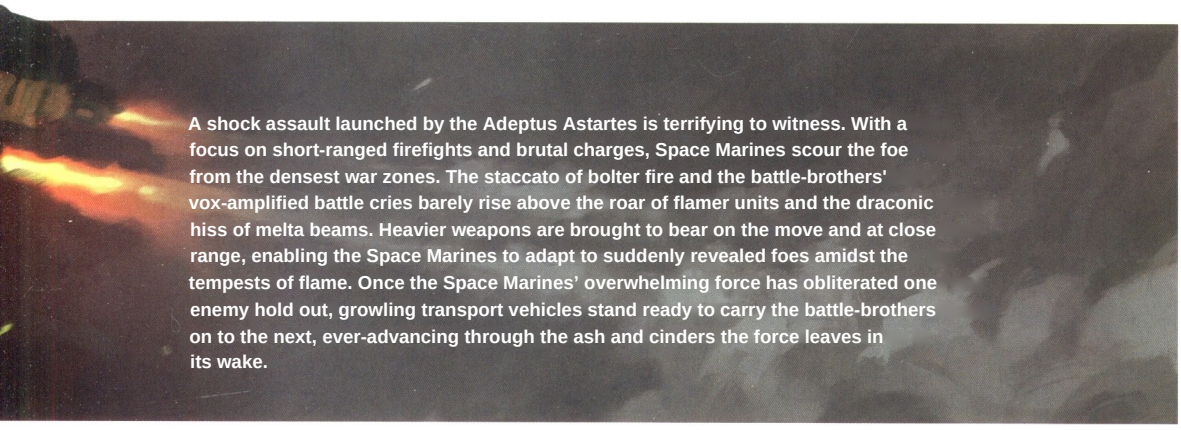
To this Angel of Death, war is the anvil upon which their strength is wrought. Every battle is seen as a test in which they and their battle-brothers can prove themselves, and the superior craftsmanship of their weapons and armour.

Adeptus Astartes model only. While the bearer is leading a unit, once per turn, after making a Hit roll or a saving throw for a model in that unit, you can change the result of that roll to a 6.

ADAMANTINE MANTLE

Ulis flowing cloak or finely wrought tabard is laced through with threads of braided adamantine. When combined with armour and energy fields, it has been shown time and again that these symbols of office are proof against even the very strongest attacks.

Adeptus Astartes model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. If that attack was made with a Melta or Torrent weapon, change the Damage characteristic of that attack to 1 instead.



A shock assault launched by the Adeptus Astartes is terrifying to witness. With a focus on short-ranged firefights and brutal charges, Space Marines scour the foe from the densest war zones. The staccato of bolter fire and the battle-brothers' vox-amplified battle cries barely rise above the roar of flamer units and the draconic hiss of melta beams. Heavier weapons are brought to bear on the move and at close range, enabling the Space Marines to adapt to suddenly revealed foes amidst the tempests of flame. Once the Space Marines' overwhelming force has obliterated one enemy hold out, growling transport vehicles stand ready to carry the battle-brothers on to the next, ever-advancing through the ash and cinders the force leaves in its wake.

ARMOUR OF CONTEMPT

FIRESTORM ASSAULT FORCE - BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from yourarmy that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

CRUCIBLE OF BATTLE

FIRESTORM ASSAULT FORCE - BATTLE TACTIC STRATAGEM

Only where the enemy can be faced eye to eye can a Space Marine be truly tested.

1CP

WHEN: Your Shooting phase orthe Fight phase.

TARGET: One Adeptus Astartes Infantry unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets the closest eligible target within 6", add 1 to the Wound roll.

RAPID EMBARKATION

FIRESTORM ASSAULT FORCE - STRATEGIC PLOY STRATAGEM

No time can be wasted in punishing the Emperor's foes. Many are those that deserve death and once one enemy is vanquished, soon must anotherfollow.

1CP

WHEN: End of the Fight phase.

TARGET: One Adeptus Astartes Transport unit from your army that has no models embarked within it, and one Adeptus Astartes Infantry unit from your army wholly within 6" of that Transport.

EFFECT: Your Infantry unit can embark within that TRANSPORT.

RESTRICTIONS: You cannot target an Infantry unit that is within Engagement Range of one or more enemy units, that cannot normally embark within that Transport, orthat disembarked from a Transport this turn.

IMMOLATION PROTOCOLS

FIRESTORM ASSAULT FORCE - BATTLE TACTIC STRATAGEM

Salvo after salvo of burning promethium unleashed in synchronised waves will leave almost any foe as smouldering ash.

2CP

WHEN: Your Shooting phase.

TARGET: One Adeptus Astartes unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, Torrent weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

ONSLAUGHT OF FIRE

FIRESTORM ASSAULT FORCE - BATTLE TACTIC STRATAGEM

Armed with targeting data supplied by their transport's augury gheists, warriors erupt from the assault ramps with weapons blazing in ruthless eradication patterns.

1CP

WHEN: YourShooting phase.

TARGET: One Adeptus Astartes unit from your army that disembarked from a Transport this turn and has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 12", add 1 to the Hit roll. If one or more enemy models are destroyed as the result of any of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

BURNING VENGEANCE

FIRESTORM ASSAULT FORCE - BATTLE TACTIC STRATAGEM

To open fire on warriors of a Firestorm Assault Force is merely to invite one's own swift destruction.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has resolved its attacks.

TARGET: One Adeptus Astartes Transport unit from yourarmy that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: One unit embarked within that Transport can disembark as if it were your Movement phase, and canthen shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



STORMLANCE TASK FORCE

DETACHMENT RULE

LIGHTNING ASSAULT

The warriors of a Stormlance Task Force employ high-speed tactics and hit-and-run warfare. They do battle on the move, wrong-footing their enemies with breakneck manoeuvres and melting away one moment only to crash home like a thunderbolt the next.

Adeptus Astartes units from your army are eligible to declare a charge in a turn in which they Advanced or Fell Back.

ENHANCEMENTS

FURY OF THE STORM

Hjis aggressive warrior channels their eagerness to kill into each and every strike. They hit the enemy's lines with all the ferocity of a raging tempest.

Adeptus Astartes Mounted model only. Improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 1. Each time the bearer ends a Charge move, until the end of the turn, improve the Strength and Armour Penetration characteristics of the bearer's melee weapons by 2 instead.

PORTENTS OF WISDOM

This warrior has been made privy to omens of great threats in the wars to come. Armed with this knowledge, they and their battle-brothers enter battle with a boldness that some mistake for recklessness.

Adeptus Astartes model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit.

FEINTING WITHDRAWAL

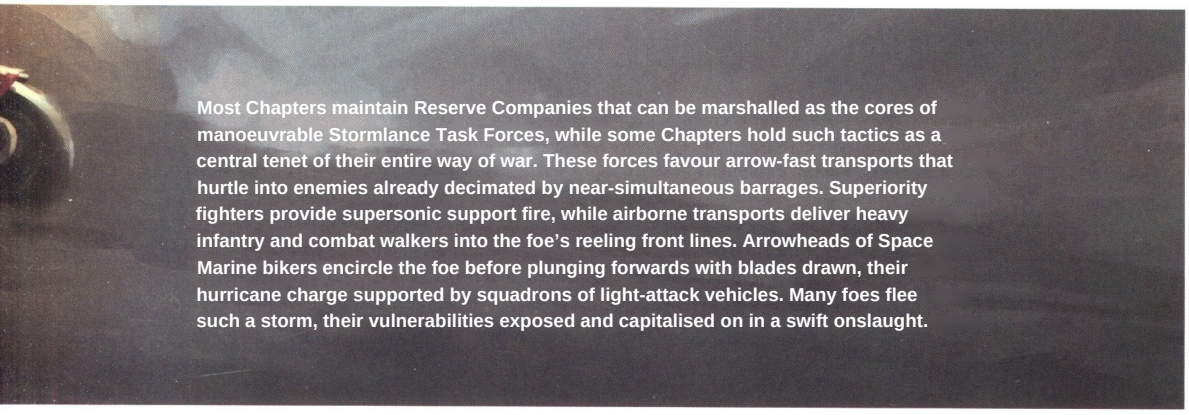
ms living legend of the Chapter is known for their calm in the heat of battle. Ever-observant of the ebbs and flows of the engagement, they can withdraw their warriors from the fray in good order, ready to hammer home a torrent of fire.

Adeptus Astartes model only. While the bearer is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

HUNTER'S INSTINCTS

This mounted huntsman espouses the value of circling the enemy and striking suddenly from an unexpected quarter upon their speeding steed, the better to land the killing blow.

Adeptus Astartes Mounted model only. If the bearer's unit is in Strategic Reserves, for the purposes of setting up that unit on the battlefield, treat the current battle round number as being one higher than it actually is.



Most Chapters maintain Reserve Companies that can be marshalled as the cores of manoeuvrable Stormlance Task Forces, while some Chapters hold such tactics as a central tenet of their entire way of war. These forces favour arrow-fast transports that hurtle into enemies already decimated by near-simultaneous barrages. Superiority fighters provide supersonic support fire, while airborne transports deliver heavy infantry and combat walkers into the foe's reeling front lines. Arrowheads of Space Marine bikers encircle the foe before plunging forwards with blades drawn, their hurricane charge supported by squadrons of light-attack vehicles. Many foes flee such a storm, their vulnerabilities exposed and capitalised on in a swift onslaught.

ARMOUR OF CONTEMPT

STORM LANCE TASK FORCE - BATTLE TACTIC STRATAGEM

1CP

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

WHEN: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

BLITZING FUSILLADE

STORMLANCE TASK FORCE - BATTLE TACTIC STRATAGEM

1CP

Warriors of Stormlance Task Forces can suddenly pour heavy and accurate fire into the enemy even as they race to finish off any survivors.

WHEN: Your Shooting phase.

TARGET: One Adeptus Astartes unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability. If such a weapon already has this ability, until the end of the phase, that weapon has the [SUSTAINED HITS 1] ability as well.

FULL THROTTLE

STORMLANCE TASK FORCE - WARGEAR STRATAGEM

2CP

On the eve of riding down the most elusive prey, the task force's expert Techmarines will entreat the engine spirits of their vehicles, honing the iron steeds' performance to elicit even more speed from them.

WHEN: Your Movement phase.

TARGET: One Adeptus Astartes Mounted or Adeptus Astartes Vehicle unit (excluding Walkers] from your army.

EFFECT: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit, or 9" instead if yourunitis Mounted.

SHOCK ASSAULT

STORMLANCE TASK FORCE - BATTLE TACTIC STRATAGEM

1CP

The Adeptus Astartes are elite troops who strike with all the speed and fury of a searing thunderbolt.

WHEN: Your Charge phase.

TARGET: One Adeptus Astartes Mounted unit from your army that has not declared a charge this phase.

EFFECT: Until the end of the turn, you can re-roll Charge rolls made for your unit and melee weapons equipped by models in that unit have the [LANCE] ability.

RIDE HARD, RIDE FAST

STORM LANCE TASK FORCE - BATTLE TACTIC STRATAGEM

1CP

Like zephyrs dancing across wide horizons, Space Marine riders and pilots can weave lithely around incoming fire with incredible skill.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes Mounted or Adeptus Astartes FlyVehicle unit from yourarmy that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

WIND-SWIFT EVASION

STORMLANCE TASK FORCE - STRATEGIC PLOY STRATAGEM

1CP

Space Marines are loathe to be brought into combat on any others'terms, especially the warriors of Stormlance Task Forces, whose battlefield tactics revolve around speed and precise, ferocious assaults.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One Adeptus Astartes unit from your army that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to 6".

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.



VANGUARD SPEARHEAD

DETACHMENT RULE

SHADOW MASTERS

77ie *warriors of a Vanguard Spearhead slip through the shadows, half-seen spectres barely visible to the foe. Enemies blaze away into the gloom with increasing panic, their shots flying wide as covert specialists encircle their victims and prepare to level the killing blow.*

Each time a ranged attack targets an Adeptus Astartes unit from your army, unless the attacking model is within 12", subtract 1 from the Hit roll and the target has the Benefit of Cover against that attack.

ENHANCEMENTS

THE BLADE DRIVEN DEEP

This battlefield stalker slips through enemy territory like a spectre, leading their warriors in daring behind-enemy-lines operations.

Adeptus Astartes Infantry model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability.

GHOSTWEAVE CLOAK

Hand-stitched by blinded servitors and anointed with distilled blood, this cloak contains strands of mnemothread. It throws up a field of techno-spiritual dissonance that veils its wearer from sight and sensors, allowing them to slip across the battlefield like a wraith.

Adeptus Astartes model only. The bearer has the Stealth and Lone Operative abilities.

EXECUTE AND REDEPLOY

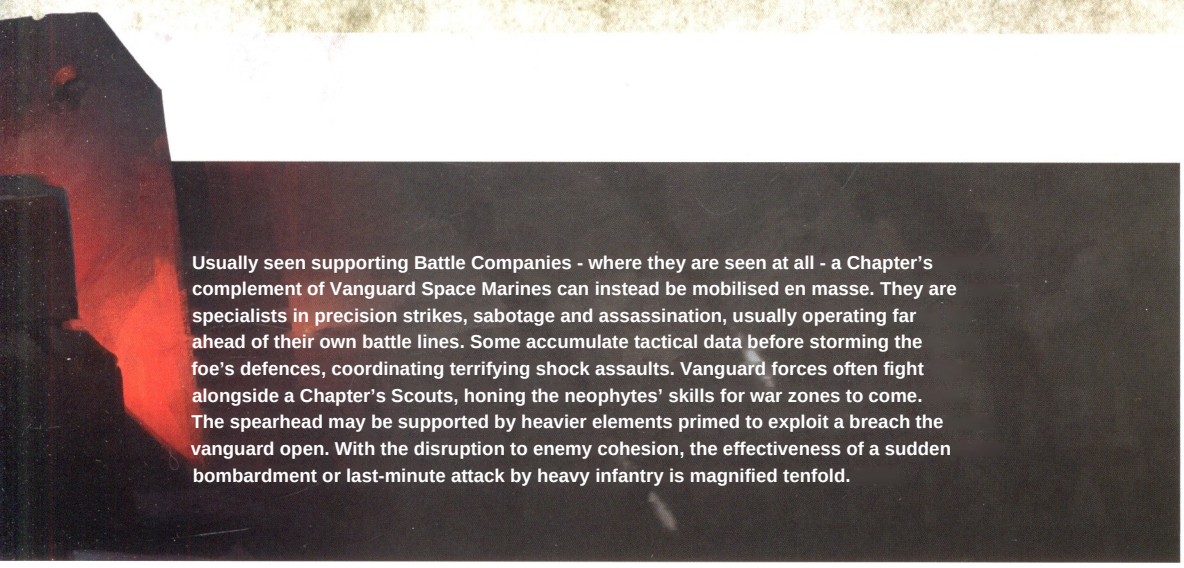
The battle-brothers under this warrior's command seize every opportunity to strike while the initiative is theirs, harrying the foe with gunfire before returning to the shadows.

Phobos model only. In your Shooting phase, after the bearer's unit has shot, if that unit is not within Engagement Range ot one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge. This cannot allow the bearer's unit to move more than once in your Shooting phase.

SHADOW WAR VETERAN

By the time the enemy believes battle has begun, their rear lines have already been attacked at this warrior's command - their supply lines cut and their communications in disarray - choking them off from vital battlefield support.

Phobos model only. Once per battle, after your opponent uses a Stratagem, the bearer can use this Enhancement. If it does, until the end of the battle, increase that Stratagem's cost to your opponent by 1CP.



Usually seen supporting Battle Companies - where they are seen at all - a Chapter's complement of Vanguard Space Marines can instead be mobilised en masse. They are specialists in precision strikes, sabotage and assassination, usually operating far ahead of their own battle lines. Some accumulate tactical data before storming the foe's defences, coordinating terrifying shock assaults. Vanguard forces often fight alongside a Chapter's Scouts, honing the neophytes' skills for war zones to come. The spearhead may be supported by heavier elements primed to exploit a breach the vanguard open. With the disruption to enemy cohesion, the effectiveness of a sudden bombardment or last-minute attack by heavy infantry is magnified tenfold.

A DEADLY PRIZE

VANGUARD SPEARHEAD - WARGEAR STRATAGEM

1CP

Warriors of a Vanguard Spearhead will rig critical objectives with explosives to deny them to the enemy.

WHEN: Start of the Command phase.

TARGET: One Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your army within range of an objective marker you control.

EFFECT: That objective marker is said to be Sabotaged, and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While an objective marker is Sabotaged and under your control, each time an enemy unit ends a Normal, Advance, Fall Back or Charge move within range of that objective marker, roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

ARMOUR OF CONTEMPT

VANGUARD SPEARHEAD - BATTLE TACTIC STRATAGEM

1CP

The *belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.*

WHEN: Your opponent's Shooting phase orthe Fight phase, just afteran enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

SURGICAL STRIKES

VANGUARD SPEARHEAD - BATTLE TACTIC STRATAGEM

2CP

Every tyrant must fear the assassin's blade, and the vanguard spring ambushes with precision coordination.

WHEN: Fight phase.

TARGET: One Adeptus Astartes Infantry unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

STRIKE FROM THE SHADOWS

VANGUARD SPEARHEAD - BATTLE TACTIC STRATAGEM

1CP

To evade one's enemies and sow confusion can be a deadly weapon in itself.

WHEN: Your Shooting phase.

TARGET: One Adeptus Astartes Infantry unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit that is more than 12" away, improve the Ballistic Skill and Armour Penetration characteristics of that attack by 1. If one or more enemy models are destroyed as a result of those attacks, select one of those destroyed models; that destroyed model's unit must take a Battle-shock test.

CALCULATED FEINT

VANGUARD SPEARHEAD - STRATEGIC PLOY STRATAGEM

1CP

A feigned retreat can be used to overextend eager foes or draw them into deadly arcs of fire.

WHEN: Your opponent's Charge phase, just after an enemy unit declares a charge.

TARGET: One Adeptus Astartes Infantry unit from your army that was selected as a target of that charge.

EFFECT: Your unit can make a Normal move of up to 06", or upto 6" instead if it is a Phobos or Scout Squad unit.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.

GUERRILLA TACTICS

VANGUARD SPEARHEAD - STRATEGIC PLOY STRATAGEM

1CP

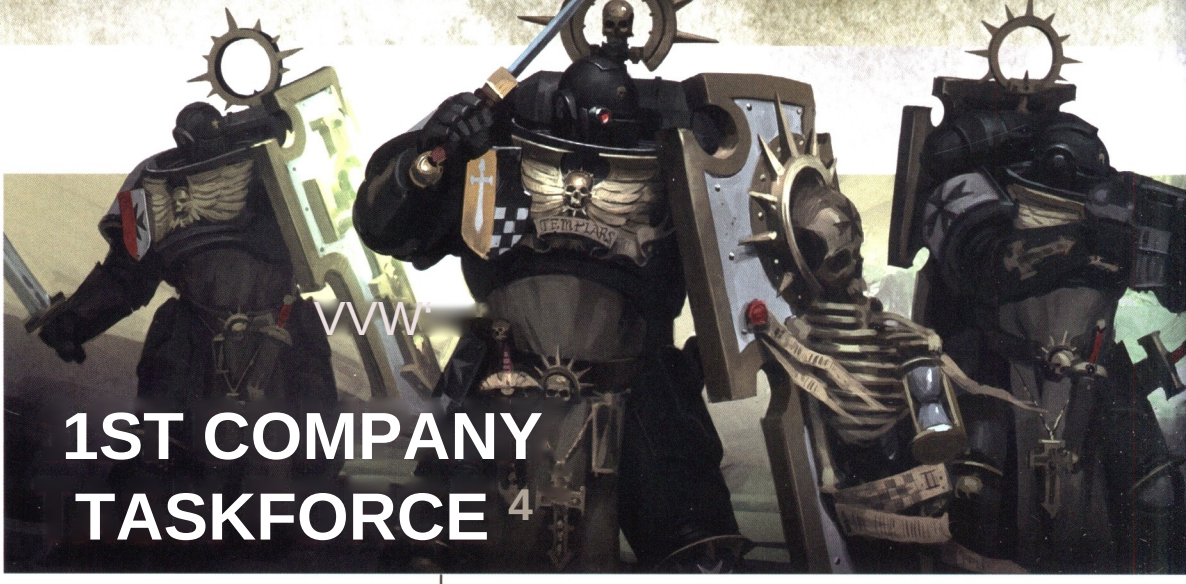
At *the opportune moment, Space Marine infiltration units slip away from battle, only to relocate ready to strike the foe again.*

WHEN: End of your opponent's Fight phase.

TARGET: Up to two Phobos and/or Scout Squad units from yourarmy, or one other Adeptus Astartes Infantry unit from yourarmy.

EFFECT: Remove those units from the battlefield and place them into Strategic Reserves.

RESTRICTIONS: Each unit selected forthis Stratagem must be more than 3" away from all enemy models.



1ST COMPANY TASKFORCE 4

DETACHMENT RULE

EXTREMIS-LEVEL THREAT

The 1st Company's veterans have fought at the forefront of their Chapter's wars for many mortal lifespans. Experience has taught them to identify the foe's lethal threats and to lead their battle-brothers to purge them from existence.

Once per battle, in your Command phase, you can use this ability. If you do, until the start of your next Command phase, each time a model from your army with the Oath of Moment ability makes an attack that targets your Oath of Moment target, you can re-roll the Wound roll as well.

ENHANCEMENTS

THE IMPERIUM'S SWORD

This hero and the veterans they lead cut down their foes like a reaping whirlwind.

Adeptus Astartes model only. Add 1 to the Attacks characteristic of the bearer's melee weapons. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by all other models in the bearer's unit as well.

FEAR MADE MANIFEST (AURA)

This warrior personifies the Emperor's wrath.

Adeptus Astartes model only. While an enemy unit (excluding Monsters and Vehicles) is within 6" of the bearer, each time that unit fails a Battle-shock test, one model in that unit is destroyed (chosen by its controlling player). Once per battle, when such an enemy unit fails a Battle-shock test, you can choose for D3 models in that unit to be destroyed in this way instead.

RITES OF WAR

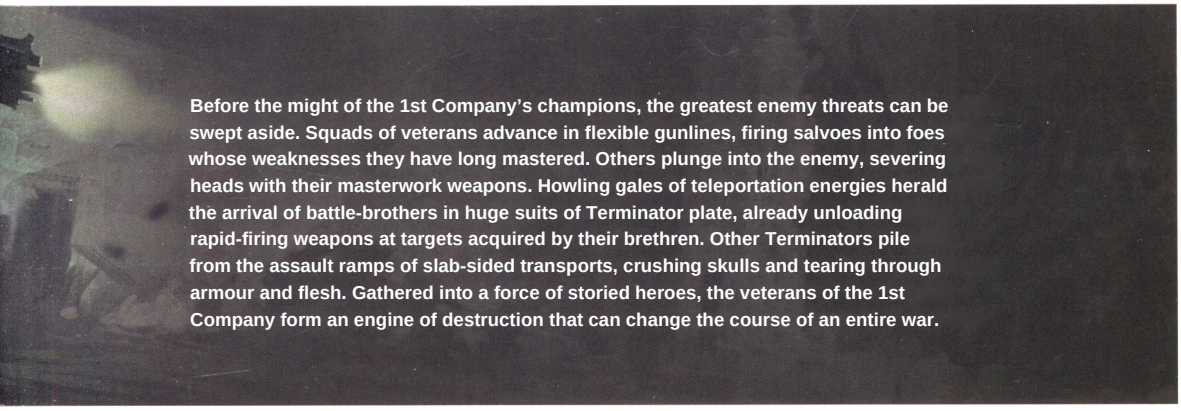
The commanders of the 1st Company vow before the Chapter and the Emperor to secure victory.

Adeptus Astartes Terminator model only. Improve the Objective Control characteristic of the bearer by 1. Once per battle, at the start of any phase, the bearer can use this Enhancement. If it does, until the end of the phase, add 1 to the Objective Control characteristic of all other models in the bearer's unit as well.

IRON RESOLVE

This hero shrugs off even horrendous wounds.

Adeptus Astartes Terminator model only. The bearer has the Feel No Pain 5+ ability. Once per battle, after the bearer's unit is selected as the target of one or more attacks, the bearer can use this Enhancement. If it does, until the end of the phase, models in the bearer's unit have the Feel No Pain 5+ ability.



Before the might of the 1st Company's champions, the greatest enemy threats can be swept aside. Squads of veterans advance in flexible gunlines, firing salvoes into foes whose weaknesses they have long mastered. Others plunge into the enemy, severing heads with their masterwork weapons. Howling gales of teleportation energies herald the arrival of battle-brothers in huge suits of Terminator plate, already unloading rapid-firing weapons at targets acquired by their brethren. Other Terminators pile from the assault ramps of slab-sided transports, crushing skulls and tearing through armour and flesh. Gathered into a force of storied heroes, the veterans of the 1st Company form an engine of destruction that can change the course of an entire war.

ARMOUR OF CONTEMPT

1ST COMPANY TASK FORCE - BATTLE TACTIC STRATAGEM

The belligerence of the Adeptus Astartes combined with their post-human physiology makes them unyielding foes to face.

1CP

WHEN: Your opponent's Shooting phase orthe Fight phase, just after an enemy unit has selected its targets.

TARGET: One Adeptus Astartes unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

HEROES OFTHE CHAPTER

1ST COMPANY TASK FORCE - BATTLE TACTIC STRATAGEM

When the fighting is at its fiercest, the veteran warriors of the Chapter truly show their quality.

1CP

WHEN: Your Shooting phase orthe Fight phase.

TARGET: One Adeptus Astartes Terminator, Bladeguard Veteran Squad, Sternguard Veteran Squad or Vanguard Veteran Squad unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, add 1 to the Hit roll. If your unit is Below Half-strength, add 1 to the Wound roll as well.

TERRIFYING PROFICIENCY

1ST COMPANY TASK FORCE - STRATEGIC PLOY STRATAGEM

The 1st Company's veterans unleash their skills with an efficiency that is harrowing to witness.

1CP

WHEN: Your Fight phase.

TARGET: One Adeptus Astartes Terminator, Bladeguard Veteran Squad, Sternguard Veteran Squad or Vanguard Veteran Squad unit from your army that made a Charge move this turn and destroyed one or more enemy units this phase.

EFFECT: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

DUTY AND HONOUR

1ST COMPANY TASK FORCE - STRATEGIC PLOY STRATAGEM

Adeptus Astartes veterans claim critical objectives in daring strikes, annihilating resistance in their Chapter's name before sweeping onto their next target.

1CP

WHEN: Your Movement phase.

TARGET: One Adeptus Astartes Terminator, Bladeguard Veteran Squad, Sternguard Veteran Squad or Vanguard Veteran Squad unit from your army within range of an objective marker you control.

EFFECT: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

ORBITAL TELEPORTARIUM

1ST COMPANY TASK FORCE - STRATEGIC PLOY STRATAGEM

Teleportarium chambers within orbiting strike cruisers are able to perform site-to-strike teleportations for Terminator-armoured battle-brothers in extremis.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: One Adeptus Astartes Terminator unit from yourarmy.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase using the Deep Strike ability.

RESTRICTIONS: You cannot select a unit that is within Engagement Range of one or more enemy units.

LEGENDARY FORTITUDE

1ST COMPANY TASK FORCE - BATTLE TACTIC STRATAGEM

Many are the legendary tales of the 1st Company holding their ground against the odds, weathering assaults that would have swept away lesser warriors.

1CP

WHEN: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

TARGET: One Adeptus Astartes Terminator, Bladeguard Veteran Squad, Sternguard Veteran Squad ot Vanguard Veteran Squad unit from your army within Engagement Range of that enemy unit.

EFFECT: Until the end of the turn, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

EXAMPLE ARMIES

There are many ways to collect a Space Marines army, whether you use an existing paint scheme and Chapter background, or invent your own. Here you will find examples to inspire your collecting journey.

The Emperor's Spears do not retain a separate Librarius, Reclusiam or Armoury as other Chapters do. Instead, the Chapter has Druids, warriors trained both as Apothecaries and in one of those three organisations' disciplines. Tangui's Druid, painted black, is called Wyllt, and has been heavily converted using parts from the Judiciar, Primaris Apothecary and Primaris Librarian kits.

In addition to his Druid, Tangui has heavily converted the Battleguard - Emperor's Spears Lieutenant - of his force. The Blood Angels Lieutenant model forms the core of the conversion, supplemented with the crest from the Primaris Captain kit and the cloak from Kor'sarro Khan. A further conversion is his Intercessor Sergeant who has a crest taken from a Warhammer The Horus Heresy Mark IV Sergeant's helmet and a fur pelt taken from a Warhammer Age of Sigmar Vanguard-Pallador, which serves as a trophy. Tangui has composed background for many models in his army. His Redemptor Dreadnought, Samildanach, is known for his desire to pass on his wisdom to Chapter brethren. All of his Bladeguard Veterans, led by Seadanda, have their own personal heraldry painted on to their tilting shields.







Paul's approach to his army is a great example of how to take a simple colour scheme and make it look fantastic, while scaling the level of complexity for characters and other special units. The bulk of the Iron Ravens' armour is Leadbelcher shaded with Nuln Oil. Paul has thought a great deal about how his colour scheme fits with his army. The more blue the hue of the steel, the higher in rank a model is. Paul felt it was important to ensure every single rank in the Chapter could be identified by their helmet - battle-brothers for example have a red stripe going down their helmet.

Though Paul set out deliberately to paint his army as a Battle Ready force, he chose to dedicate a lot of time to painting his Repulsor Executioner. He used it as an oppurtunity to paint a vehicle to the 'Eavy Metal standard. Why this particular miniature as opposed to most of the others - because he loved the model!



Harry was drawn to the Dark Krakens by the challenge posed by their colour scheme and the various symbols and markings they use. He has used various components - including a uniquely sculpted scale cloak on his Captain, Uhimano, as well as transfers and freehand painting to capture his chosen Chapter's themes in his miniatures. By naming characters, squads and vehicles he has lent them further character.

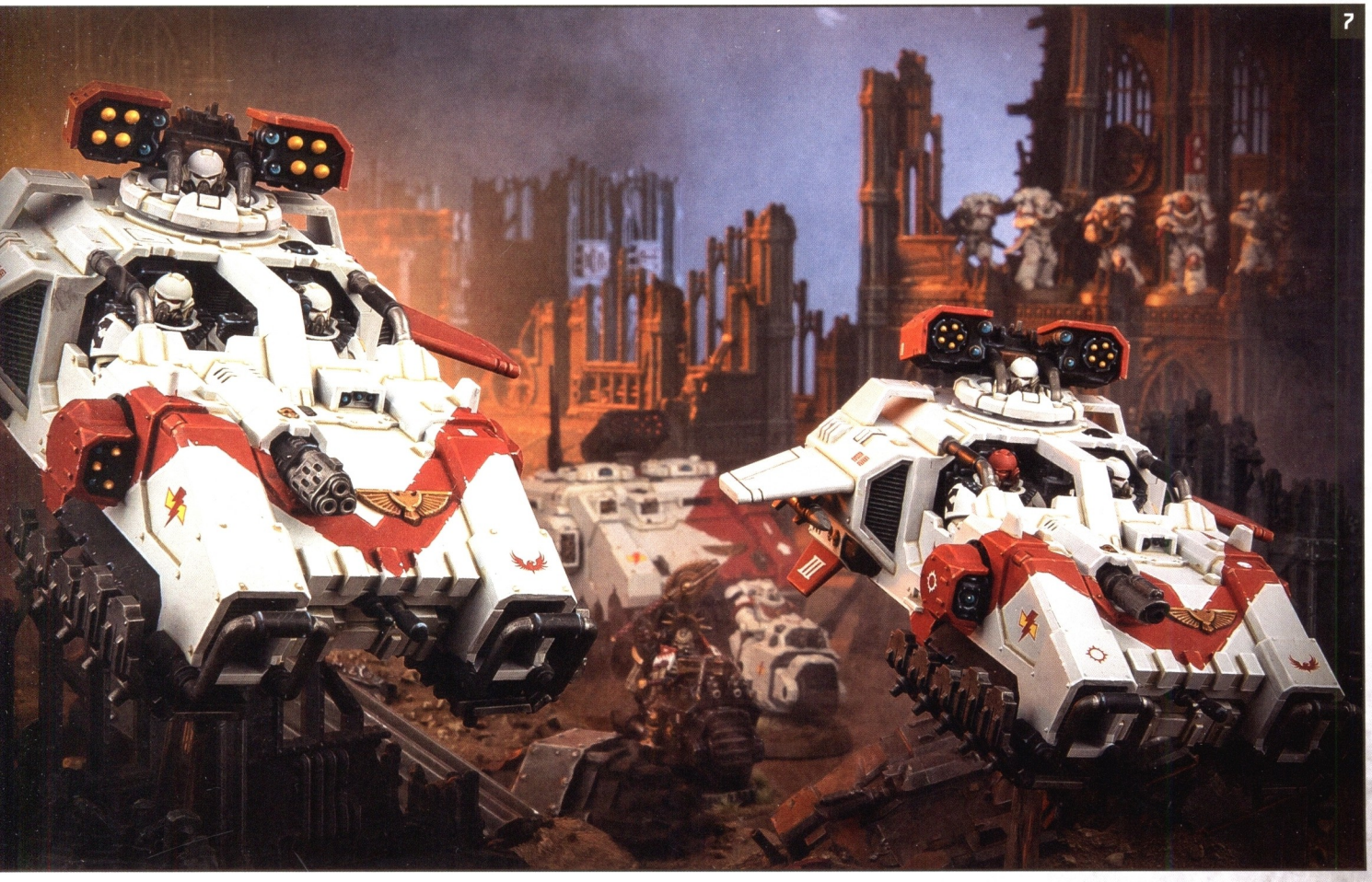
Multiple reasons pulled Matt to collect White Scars - he loves their culture, colour scheme and role in the Horus Heresy. His collection is painted in the colours of the Third Company, with a wide range of Warhammer 40,000 and Horus Heresy transfers as well as stunning, free-hand, red Chapter markings - most notably on the Impulsor. He has used Aeldari and Drukhari banners, and Sisters of Silence and Daemonette topknots for his characterful conversions.

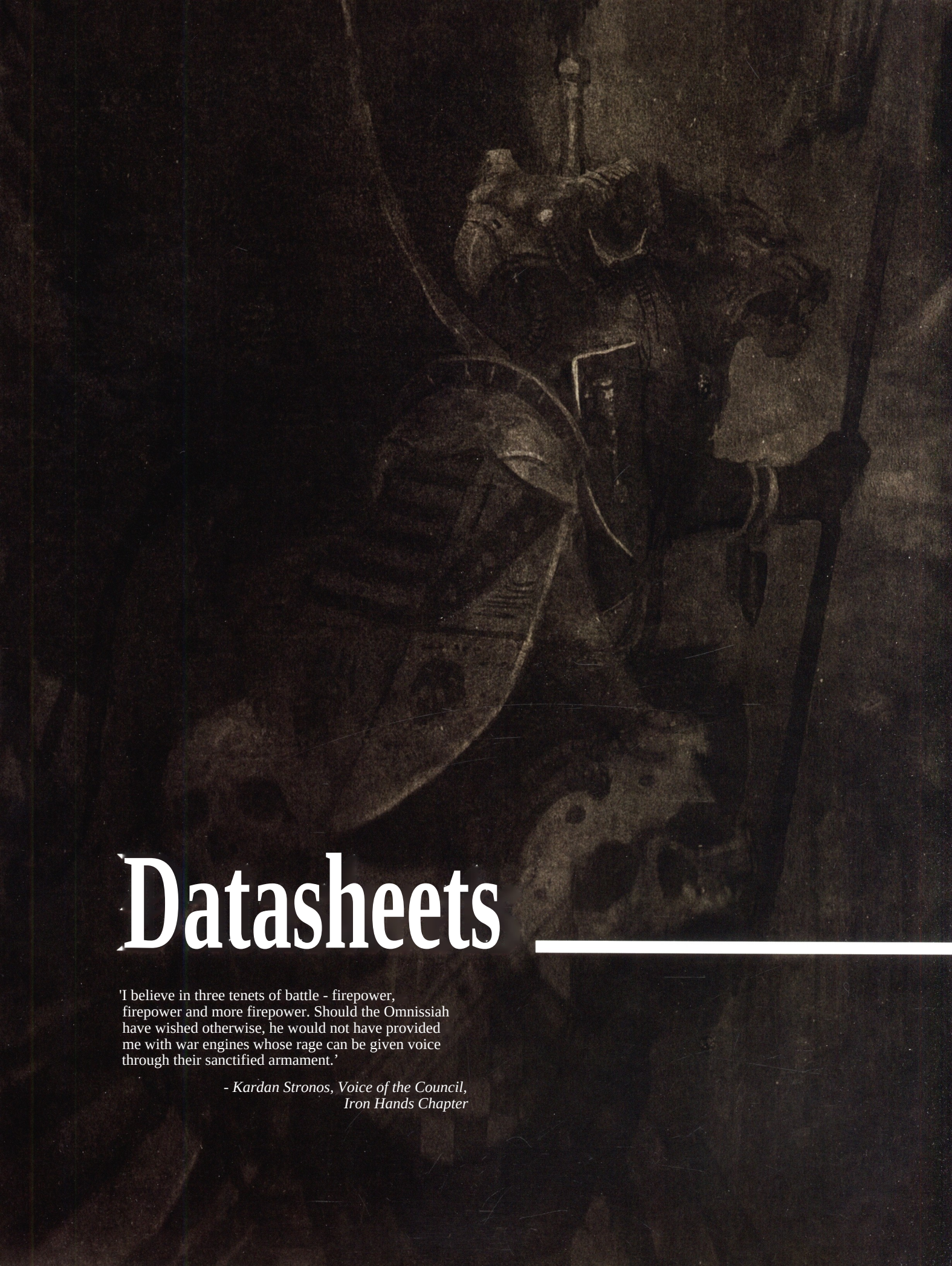
Matt has a three-pronged approach when it comes to selecting units to paint for an army. Those he is particularly drawn to, those that fit the theme of the army best and those that fit his preferred 'no step back' playstyle. These Storm Speeders are perfect examples of units that tick all three boxes perfectly.






5


7



Datasheets

'I believe in three tenets of battle - firepower, firepower and more firepower. Should the Omnissiah have wished otherwise, he would not have provided me with war engines whose rage can be given voice through their sanctified armament.'

- Kardan Stronos, Voice of the Council, Iron Hands Chapter



ROBOUTE GUILLIMAN

M	T	SV	W	LD	OC
8"	9	2+	10	5+	4

4+ INVULNERABLE SAVE



In one ofGuilliman's hands blazes the burning Emperor's Sword. The other is clad in the Hand of Dominion, a gauntlet with which Guilliman can tear apart tanks. The Primarch's strategic brilliance is his greatest weapon, however, his enemies outmanoeuvred and out-thought before the battle has even begun.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand of Dominion [rapid fire 2]	30"	2	2+	6	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Emperor's Sword [devastating wounds]	Melee	14	2+	8	-3	2
Hand of Dominion [lethal hits]	Melee	?	2+	14	-4	4

AUTHOROFTHECODEX

Primarch of the XIII (Aura): While a friendly Adeptus Astartes unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit and you can re-roll Battle-shock and Leadership tests taken for that unit.

Master of Battle: At the start of your Command phase, after you have selected your Oath of Moment target, select a second enemy unit. Until the start of your next Command phase, if your Oath of Moment target is destroyed, that second enemy unit becomes your Oath of Moment target until you select a new one.

Supreme Strategist: Once perturn, you can target one friendly Adeptus Astartes unit within 12" of this model with a Stratagem for OCP, and can do so even if another unit from your army has already been targeted with that Stratagem this phase.

ABILITIES

FACTION: Oath of Moment

Author of the Codex: In your Command phase, select one Author of the Codex ability (see left). Until the start of your next Command phase, this model has that ability.

Ultramarines Bodyguard: While this model is within 3" of one or more friendly Adeptus Astartes Infantry units, this model has the Lone Operative ability.

Armour of Fate: The first time this model is destroyed, roll one 06 at the end of the phase: on a 3+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with 6 wounds remaining.

UNIT COMPOSITION

■ 1 Roboute Guilliman - Epic Hero

This model is equipped with: Hand of Dominion; Emperor's Sword.

SUPREME COMMANDER

Ifthis model is in your army, it must be your Warlord.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, IMPERIUM, PRIMARCH,** Roboute Guilliman

FACTION KEYWORDS: Adeptus Astartes, Ultramarines



MARNEUSCALGAR

M	T	SV	W	LD	OC	
6"	6	2+	6	6+	1	MARNEUS CALGAR
6"	4	2+	3	6+	1	VICTRIX HONOUR GUARD
		4+				INVULNERABLE SAVE



On the battlef ield, Marneus Calgar is an inspiring leader and superlative warrior. He heralds his advance with thunderous volleys of bolt shells from the Gauntlets of Ultramar before tearing apart anything in his grip. When he judges the endgame of his strategy to be imminent, he leads his Ultramarines into the heart of enemy lines.

£> RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauntlets of Ultramar [PISTOL, TWIN-LINKED]	18"	4	2+	4	-1	2

5? MELEE WEAPONS	RANGE	A	WS	S	AP	□
Gauntlets of Ultramar [twin-linked]	Melee	6	2+	8-3		3
Victrix power sword	Melee	5	2+	5-2		2

LEADER

This unit can be attached to the following units: Aggressor Squad, Assault Intercessor Squad, Bladeguard Veteran Squad, Company Heroes, Eradicator Squad, Heavy Intercessor Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

Inspiring Leader: While this unit is leading a unit and contains a Marneus Calgar model, that unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

Master Tactician: At the start of your Command phase, if this unit's Marneus Calgar model is on the battlefield, you gain ICR

Honour Guard of Macragge: While this unit contains one or more Victrix Honour Guard models, this unit's Marneus Calgar model has the Feel No Pain 4+ ability.

UNIT COMPOSITION

- 1 Marneus Calgar-Epic Hero
- 2 Victrix Honour Guard

Marneus Calgar is equipped with: Gauntlets of Ultramar.

Every Victrix Honour Guard is equipped with: Victrix power sword.

KEYWORDS - ALL MODELS: Infantry, Imperium | MARNEUS CALGAR: Character, Epic Hero, Gravis, Chapter Master, Marneus Calgar

FACTION KEYWORDS: Adeptus Astartes, Ultramarines









Marneus Calgar



Victrix Honour Guard



CHIEF LIBRARIAN TIGURIUS

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

4+ INVULNERABLE SAVE

As Tiguŋus charges into battle, he assails the enemy with a tempest of psychic fury. Blasts of energy leap from his staff, hurling foes through the air and burning their souls to ash. It is the Chief Librarian's acute foresight that is most valuable to his Chapter - his merest intuition is worth more than the predictions of an army of strategists and spies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Storm of the Emperor's Wrath – witchfire [BLAST, PSYCHIC]	18"	D6	2+	6	-2	2
Storm of the Emperor's Wrath – focused witchfire [BLAST, HAZARDOUS, PSYCHIC]	18"	2D6	2+	6	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Rod of Tigurius [PSYCHIC]	Melee	5	3+	7	-2	D3

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Desolation Squad, Devastator Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Hood of Hellfire: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks and mortal wounds.

Master of Prescience (Psychic): While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll. In addition, once per battle round, you can target that unit with one of the following Stratagems for OCP: Counter-offensive; Fire Overwatch; Go to Ground; Heroic Intervention.

UNIT COMPOSITION

■ 1 Chief Librarian Tigurius - Epic Hero

This model is equipped with: bolt pistol; Storm of the Emperor's Wrath; Rod of Tigurius.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: Infantry, Character, Epic Hero, Psyker, Imperium, Tacticus, Chief Librarian Tigurius

FACTION KEYWORDS: Adeptus Astartes, Ultramarines



CAPTAIN SICARIUS

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

4+ INVULNERABLE SAVE

Sicarius is a swordsman without equal, whipping his Tempest Blade through the air in a shimmering blur of thrusts and parries. He is also the undisputed master of the lightning assault, capable of appraising the most complex tactical situation with little more than a glance and deploying his warriors with absolute confidence.

O' RANGED WEAPONS	RANGE	A	BS	S	AP	C
Artisan plasma pistol [pistol]	12"	1	2+	8	-3	2

X MELEE WEAPONS	RANGE	A	WS	S	AP	D
Talassarian Tempest Blade [lethal hits]	Melee	6	2+	5	-2	2

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Company Heroes, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Lead From the Front: While this model is leading a unit, models in that unit have the Scouts 6" ability and ranged weapons equipped by models in that unit have the [ASSAULT] ability.

Knight Champion of Macragge: Once perturn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

UNIT COMPOSITION

■ 1 Captain Sicarius - Epic Hero

This model is equipped with: artisan plasma pistol; Talassarian Tempest Blade.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Tacticus, Captain, Sicarius

FACTION KEYWORDS: Adeptus Astartes, Ultramarines

URIEL VENTRIS

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Skilled warrior and masterful leader, Uriel Ventris is one of the Ultramarines' most capable commanders - if a maverick one. Having served in the Deathwatch before becoming Captain, he has absorbed the strategies of battle-brothers from a host of other Chapters, giving him a breadth of tactical insight exceeding that of many of his peers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Invictus	24"	2	2+	4	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sword of Idaeus [sustained hits 1]	Melee	6	2+	6	-2	2

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Company Heroes, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Unorthodox Strategist: While this model is leading a unit, you can target that unit with a Stratagem even if that Stratagem has already been used on another unit from your army this phase. In addition, this model's unit can still be selected as the target of a Stratagem while Battle-shocked.

Master of the Fleet: During the Declare Battle Formations step, ifyourarmy includes this model, select one Adeptus Astartes Infantry unit from your army. That unit gains the Deep Strike ability.

UNIT COMPOSITION

■ 1 Uriel Ventris - Epic Hero

This model is equipped with: bolt pistol; Invictus; Sword of Idaeus.

KEYWORDS: Infantry, Character, Epic Hero, Imperium,Tacticus, Captain, Uriel Ventris

FACTION KEYWORDS: Adeptus Astartes, Ultramarines

DARNATH LYSANDER

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



Raising high his storm shield, Rampart, as he swings the Fist of Dorn, Ly sander wades through his foes like a warship smashing through stormy seas. Each hammer blow reduces enemies to bloody ruin, sweeping whole ranks of warriors from their feet. All the while, Lysander's obstinate scowl never wavers, his determination absolute.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fistof Dorn [devastating wounds]	Melee	5	2+	10	-3	3

LEADER

This model can be attached to the following units: Terminator Assault Squad, Terminator Squad

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Icon of Obstinacy: While this model is leading a unit, each time an attack targets that unit, if the Strength characteristic of that attack is greaterthan or equal to the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Rampart: Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 2+ invulnerable save.

UNIT COMPOSITION

■ 1 Darnath Lysander-Epic Hero

This model is equipped with: Fist of Dorn.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Terminator, Captain, Darnath Lysander

FACTION KEYWORDS: Adeptus Astartes, Imperial Fists

TOR GARADON

M	T	SV	W	LD	OC
5"	6	3+	6	6+	1

4+ INVULNERABLE SAVE



Shot after shot bounces from the indomitable plate of Tor Ga radon's Gravis armour as he advances across the battlefield. Sharp-minded and possessing a knack for improvised warfare, G a radon directs the lethal fire of his warriors through a combination of natural skill and the advanced targeting data fed to him by his signum array.

O	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Artificer grav-gun [anti-vehicle 2+]	18"	2	2+	5	-1	2

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Hand of Defiance	Melee	5	2+	12	-2	2

LEADER

This model can be attached to the following units: Aggressor Squad, Eradicator Squad, Heavy Intercessor Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Signum Array: While this model is leading a unit, ranged weapons equipped by models in that unit have the [IGNORES COVER] ability.

Siege Captain: Each time this model makes an attack that targets a Monster, Vehicle, or Fortification unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 2.

UNIT COMPOSITION

■ 1 Tor Garadon-Epic Hero

This model is equipped with: artificer grav-gun; Hand of Defiance.

KEYWORDS: **Infantry, Character, Epic Hero, Imperium, Gravis, Captain, Tor Garadon**

FACTION KEYWORDS: **Adeptus Astartes, Imperial Fists**

PEDRO KANTOR

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

4+ INVULNERABLE SAVE



Pedro Kantor is a superb combatant and an inspiring leader. The Chapter Master of the Crimson fists mows down enemy infantry with Dorn's Arrow, blasting them apart with hails of mass-reactive bolts. Those who make the mistake of getting too close - whether battle tank or foot soldier - he crushes with thunderous blows from the Fist of Retribution.

O	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Dorn's Arrow [rapid fire 2, sustained hits 1]	24"	2	2+	5	-1	2

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Fist of Retribution	Melee	5	2+	8	-3	3

LEADER

This model can be attached to the following units: **Company Heroes, Bladeguard Veteran Squad, Sternguard Veteran Squad, Tactical Squad**

CRIMSON FISTS

This model is from the Crimson Fists Chapter, a successor of the Imperial Fists. For all rules purposes, it is treated as an Imperial Fists model, but it cannot be included in an army that includes any other Imperial Fists Epic Hero models.

ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Oath of Moment

Oath of Rynn: Once per battle, at the start of either player's Command phase, this model can use this ability. When it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this model's unit.

To the Last: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

UNIT COMPOSITION

■ 1 Pedro Kantor-Epic Hero

This model is equipped with: Dorn's Arrow; Fist of Retribution.

KEYWORDS: Infantry, Character, Epic Hero, Grenades, Imperium, Tacticus, Chapter Master, Pedro Kantor

FACTION KEYWORDS: Adeptus Astartes, Imperial Fists



IRON FATHER FEIRROS

M	T	SV	W	LD	OC
5"	6	2+	6	6+	1

Malkaan Feirros is the Iron Hands Master of the Forge and amongst the oldest of those Chapter leaders known as Iron Fathers. He guides the Chapter's battle-brothers and its war engines' machine spirits to unleash precise destruction. Feirros is no less a deadly combatant himself, employing the huge axe Harrowhand and the servo arms of his Medusan Manipuli to eviscerate and crush.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Gorgon's Wrath [sustained hits 2]	36"	3	2+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Harrowhand	Melee	6	3+	?	-2	2
Medusan Manipuli [extra attacks]	Melee	2	3+	8	-2	3

LEADER

This model can be attached to the following units: Aggressor Squad, Eradicator Squad, Heavy Intercessor Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Tempering: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Iron Father: While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, it has the Lone Operative ability.

Master of the Forge: In your Command phase, select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to 3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. You cannot select a unit forthis ability that has already been selected forthe Blessing of the Omnissiah ability this phase, and vice versa.

UNIT COMPOSITION

■ 1 Iron Father Feirros - Epic Hero

This model is equipped with: bolt pistol; Gorgon's Wrath; Harrowhand; Medusan Manipuli.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Gravis, Iron Father Feirros

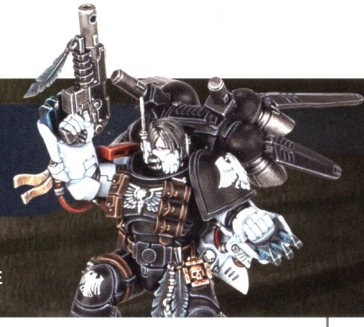
FACTION KEYWORDS: Adeptus Astartes, Iron Hands



KAYVAAN SHRIKE

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Kayvaan Shrike is the Raven Guard Chapter's foremost warrior and an exemplar ofCorax's teachings. A master of ambush, stealth and vigilance, he leads his warriors in daring raids, guerrilla campaigns and precision strikes, dropping silently from the skies before tearing his foes apart with savage slashesfrom the Raven's Talons.

£> RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blackout [pistol, precision]	18"	2	2+	5	-1	2

5^ MELEE WEAPONS	RANGE	A	WS	S	AP	D
The Raven's Talons [precision, twin-linked]	Melee	7	2+	5	-2	2

LEADER

This model can be attached to the following units: Assault Intercessors with Jump Packs, Vanguard Veteran Squad with Jump Packs

ABILITIES

CORE: Deep Strike, Leader, Lone Operative, Stealth

FACTION: Oath of Moment

Trifold Path of Shadow: While this model is leading a unit, that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

Echo of the Ravenspire: At the end of your opponent's turn, if this model's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

UNIT COMPOSITION

■ 1 Kayvaan Shrike - Epic Hero

This model is equipped with: Blackout; the Raven's Talons.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, FLY, JUMP PACK, IMPERIUM, PHOBOS, Chapter Master, Kayvaan Shrike

FACTION KEYWORDS: Adeptus Astartes, Raven Guard

KOR'SARRO KHAN

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



As Captain of the White Scars 3rd Company and Master of the Hunt, Kor'sarro Khan pursues and executes the Chapter's greatest living foes. He is an indefatigable huntsman, tracking his quarry across the stars before running them to ground and taking their head with a masterful sweep of his deadly blade, Moonfang.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Moonfang [devastating wounds, precision]	Melee	6	2+5-2			2

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

For the Khan!: While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability and melee weapons equipped by models in that unit have the [LANCE] ability.

Trophy Taker: Each time this model destroys an enemy Character model, you gain 1CP.

UNIT COMPOSITION

■ 1 Kor'sarro Khan - Epic Hero

This model is equipped with: bolt pistol; Moonfang.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Tacticus, Captain, Kor'sarro Khan

FACTION KEYWORDS: Adeptus Astartes, White Scars

VULKAN HE'STAN

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

4+ INVULNERABLE SAVE



Striding into battle with the weapons of his Primarch in his hands, the Forgefather lays low all who oppose him. Seeker of the lost relics of Vulkan, He'stan is relentless in his quest, willing to fight through any foe and face down any danger in order to see his oaths fulfilled.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Gauntlet of the Forge [ignores cover, torrent]	12"	06+3	N/A	6	-1	1

* MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spear of Vulkan	Melee	6	2+	6	-2	2

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Company Heroes, Infernus Squad, Tactical Squad

ABILITIES

CORE: Feel No Pain 6+, Leader

FACTION: Oath of Moment

Forgefather: In your Shooting phase, select one enemy unit within 24" of and visible to this model. Until the end of the phase, each time a friendly Adeptus Astartes model makes a ranged attack with a Torrent or Melta weapon that targets that enemy unit, you can re-roll the Wound roll.

Seeker of the Unfound: At the start of the battle, select one objective marker on the battlefield. While this model is within range of that objective marker, it has an Objective Control characteristic of 10, a Leadership characteristic of 5+ and the Feel No Pain 4+ ability.

UNIT COMPOSITION

■ 1 Vulkan He'stan-Epic Hero

This model is equipped with: bolt pistol; Gauntlet of the Forge; Spear of Vulkan.

KEYWORDS: **Infantry, Character, Epic Hero, Grenades, Imperium, Captain, Vulkan He'stan**

FACTION KEYWORDS: **Adeptus Astartes, Salamanders**

ADRAX AGATONE

M	T	SV	W	LD	OC
6"	4	2+	5	6+	1

4+ INVULNERABLE SAVE



The Salamanders 3rd Company Captain is a tightly focused force of destruction, striking hard and true in battle without tiring. Prodigiously strong, he wields his mighty thunder hammer expertly, striking down foes with every swing. Those enemies Agatone does not slay in this way he purges with furious blasts from his hand-flamer, Drakkis.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Drakkis [ignores cover, pistol, torrent]	12"	06+3	N/A	4	-1	1

* MELEE WEAPONS	RANGE	A	WS	S	AP	D
Malleus Noctum	Melee	5	2+	10	-2	3

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Company Heroes, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Unto the Anvil: While this model is leading a unit, each time a model in that unit makes a melee attack, you can re-roll the Wound roll.

Lord of the Pyroclasts: While an enemy unit is within Engagement Range of this model, halve the Objective Control characteristic of models in that unit.

UNIT COMPOSITION

■ 1 AdraxAgatone-Epic Hero

This model is equipped with: Drakkis; Malleus Noctum.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Tacticus, Captain, AdraxAgatone

FACTION KEYWORDS: Adeptus Astartes, Salamanders

CAPTAIN

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Leading strike forces of Space Marines from the front lines, Captains exemplify the strength and skill of the warriors under their command. They are paragons of strategic genius with centuries of battlef ield experience, and their great deeds are often rewarded with ancient artefacts drawn from the Chapter's vaults.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Heavy bolt pistol [pist o l]	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2
Neo-volkite pistol [devast at ing wounds, pist o l]	12"	1	2+	5	0	2
Plasma pistol - standard [pist o l]	12"	1	2+	?	-2	1
Plasma pistol - supercharge [hazar dous, pist o l]	12"	1	2+	8	-3	2

5^ MELEE WEAPONS	RANGE	A	WS	S	AP	0
Close combat weapon	Melee	6	2+	4	0	1
Master-crafted power weapon	Melee	6	2+	5	■2	2
Power fist	Melee	5	2+	8	-2	2

WARGEAR OPTIONS

- This model's bolt pistol, master-crafted bolter and close combat weapon can be replaced with one ofthe following:
  - 0 1 heavy bolt pistol and 1 power fist
  - 0 1 heavy bolt pistol and 1 master-crafted power weapon
  - ° 1 neo-volkite pistol and 1 power fist
  - ° 1 neo-volkite pistol and 1 master-crafted power weapon
  - ° 1 plasma pistol and 1 power fist
  - ° 1 plasma pistol and 1 master-crafted power weapon
  - ° 1 heavy bolt pistol, 1 master-crafted power weapon and 1 relic shield
- This model's close combat weapon can be replaced with one ofthe following:
  - 0 1 master-crafted power weapon
  - 0 1 power fist

LEADER

This model can be attached to the following units: Assault Inter cessor Squad, Bl adeguar d Veter an Souad*, Company Her oes, Hell blaster Squad*, Infer nus Squad, Inter cessor Squad, Ster nguar d Veter an Squad, Tactical Squad

** this model cannot be attached to a Bl adeguar o Veter an Souad unless this model is equipped with a relic shield, and cannot be attached to a Hell blaster Squad unless this model is equipped with a plasma pistol.*

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Finest Hour: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end ofthe phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

- 1 Captain

This model is equipped with: bolt pistol; master-crafted bolter; close combat weapon.

KEYWORDS: Infantry, Character, Grenades, Imperium, Tacticus, Captain

FACTION KEYWORDS: Adeptus Astartes



Captain with master-crafted bolter and power fist



Captain with master-crafted bolter



Captain with master-crafted bolter and master-crafted power weapon





CAPTAIN *IN GRAVIS ARMOUR*

M	T	SV	W	LD	OC
5"	6	3+	6	6+	1

4+ INVULNERABLE SAVE



Clad in a suit of indomitable Gravis armour, a Space Marine Captain can fearlessly stride into the very fiercest battlefield firestorms. To don Gravis armour is to demonstrate the greatest determination to crush the enemy, no matter how deeply they are entrenched.

o RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boltstorm gauntlet [pistol]	12"	3	2+	4	-1	1
Master-crafted heavy bolt rifle	30"	2	2+5-1			2

5^ MELEE WEAPONS	RANGE	A	WS	S	AP	0
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2
Relic blade [extra attacks]	Melee	2	2+	5	-2	2
Relic chainsword [extra attacks]	Melee	3	2+	4	-1	2
Relic fist [extra attacks]	Melee	1	2+	8	-2	2

WARGEAR OPTIONS

- This model's master-crafted heavy bolt rifle and master-crafted power weapon can be replaced with:
  - 1 boltstorm gauntlet, 1 power fist and 1 relic chainsword
  - 1 boltstorm gauntlet, 1 power fist and 1 relic blade
  - 1 boltstorm gauntlet, 1 power fist and 1 relic fist

LEADER

This model can be attached to the following units: Aggressor Squad, Eradicator Squad, Heavy Intercessor Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from yourarmy has already been targeted with that Stratagem this phase.

Refuse to Yield: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

UNIT COMPOSITION

- 1 Captain in Gravis Armour

This model is equipped with: master-crafted heavy bolt rifle; master-crafted power weapon.

KEYWORDS: Infantry, Character, Grenades, Imperium, Gravis, Captain

FACTION KEYWORDS: AdeptusAstartes



CAPTAIN *IN PHOBOS ARMOUR*



M	T	SV	W	LD	OC
6"	4	3+	5	6+	1

4+ INVULNERABLE SAVE

All Space Marines are trained in reconnaissance, stealth and sabotage while in the 10th Company. Donning their Phobos armour, a Captain will combine these skills with their incredible martial prowess and hard-won strategic expertise to lead strike forces of Vanguard warriors on dangerous covert missions.

£) RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Instigator bolt carbine [precision]	24"	1	2+	4	-2	2

X MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife	Melee	6	2+	4	0	1

LEADER

This model can be attached to the following units: Eliminator Squad, Incursor Squad, Infiltrator Squad, Reiver Squad, Scout Squad

ABILITIES

CORE: Infiltrators, Leader, Stealth

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from yourarmy has already been targeted with that Stratagem this phase.

Master of Deceit: After both players have deployed their armies and determined who has the first turn, if your army includes one or more models with this ability, you can select up to three friendly Adeptus Astartes Phobos or Adeptus Astartes Scout Squad units and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

UNIT COMPOSITION

■ 1 Captain in Phobos Armour

This model is equipped with: bolt pistol; instigator bolt carbine; combat knife.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, CAPTAIN**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

'A Captain leads from the front. By his example shall his men know what it is to be of the Adeptus Astartes, and from his teachings shall they learn the trade of battle in the Emperor's name.

No ordinary man can a Captain be, for many are the paths to victory and he must be master of them all. His very being shall be an extension of the Emperor's work. With every strike of his sword, with every word of his speech, does he reaffirm the ideals of our honoured master. He will vanquish darkness and heresy with every thought, word and deed. So shall his coming be a sign of deliverance to the dutiful, and a herald of dismay to all traitors. No living man shall stay his wrath.'

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

CAPTAIN *IN TERMINATOR ARMOUR*

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



Space Marine Captains are expected to fight from the front, and few kinds of armour enable them to do so as effectively as Terminator plate. Formidably resilient, such a suit protects the Captain against all but the most devastating enemy fire and enables them to deploy by teleport strike right into the heart of the foe.

<> RANGED WEAPONS	RANGE	A	BS	S	AP	D	■ABILITIES
Storm bolter [rapid fire 2]	24"	2	2+	4	0	1	
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1	

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Relic fist	Melee	5	2+	8	-2	2
Relic weapon	Melee	6	2+	5	-2	2

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 combi-weapon.
- This model's relic weapon can be replaced with 1 relic fist.

LEADER

This model can be attached to the following units: Terminator Assault Squad, Terminator Squad

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Unstoppable Valour: You can re-roll Charge rolls made forthis model's unit.

UNIT COMPOSITION

■ 1 Captain in Terminator Armour

This model is equipped with: storm bolter; relic weapon.

KEYWORDS: Infantry, Character, Imperium, Terminator, Captain

FACTION KEYWORDS: AdeptusAstartes



CAPTAIN *WITH JUMP PACK*

M	T	SV	W	LD	OC
12"	4	3+	5	6+	1

4+ INVULNERABLE SAVE



Many a Space Marine Captain favours fury and speed, and devises ingenious strategies to use these to devastating effect against their enemies. Being superlative warriors and inspiring leaders, they have no place but at the very forefront of battle. With a jump pack, Captains can lead their warriors as spearheads for their assaults.

0	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Hand flamer [ignores cover, pistol, torrent]	12"	06	N/A	3	0	1
	Heavy bolt pistol [pistol]	18"	1	2+	4	-1	1
▰	Plasma pistol - standard [pistol]	12"	1	2+	?	-2	1
▰	Plasma pistol - supercharge [hazardous, pistol]	12"	1	2+	8	-3	2

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	0
	Astartes chainsword	Melee	?	2+	4	-1	1
	Power fist	Melee	5	2+	8	-2	2
	Relic weapon	Melee	6	2+	5	-2	2
	Thunder hammer [devastating wounds]	Melee	5	3+	8	-2	2

WARGEAR OPTIONS

- This model's heavy bolt pistol can be replaced with one of the following:
  - 1 plasma pistol
  - 1 hand flamer
- This model's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 relic weapon
- This model's heavy bolt pistol and Astartes chainsword can be replaced with 1 thunder hammer and 1 relic shield.

LEADER

This model can be attached to the following units: Assault Intercessors with Jump Packs, Vanguard Veteran Squad with Jump Packs

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Angel's Wrath: While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

Rites of Battle: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

- 1 Captain with Jump Pack

This model is equipped with: heavy bolt pistol; Astartes chainsword.

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Infantry, Character, Jump Pack, Fly, Grenades, Imperium, Tacticus, Captain**

FACTION KEYWORDS: **Adeptus Astartes**

LIEUTENANT

M	T	SV	W	LD	DC
6"	4	3+	4	6+	1



Lieutenants, in addition to being extremely able tacticians and strategists, are highly skilled warriors. Experts in all the lethal weaponry of the battle-brothers they so often command and fight alongside, they bellow orders and coordinate their brothers' attacks even as they strike at the foe with their own arsenal of powerful weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [pistol]	12"	1	2+	4	0	1
Heavy bolt pistol [pistol]	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2
Neo-volkite pistol [devastating wounds, pistol]	12"	1	2+	5	0	2
Plasma pistol - standard [pistol]	12"	1	2+	?	-2	1
Plasma pistol - supercharge [hazardous, pistol]	12"	1	2+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2

WARGEAR OPTIONS

- This model's master-crafted bolter can be replaced with one of the following:
  - 1 plasma pistol
  - 1 master-crafted power weapon
  - 1 power fist
- This model's bolt pistol, master-crafted bolter and close combat weapon can be replaced with 1 neo-volkite pistol, 1 master-crafted power weapon and 1 storm shield.
- This model's bolt pistol can be replaced with 1 heavy bolt pistol.
- This model's close combat weapon can be replaced with one of the following:
  - 1 master-crafted power weapon
  - 1 power fist

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Company Heroes, Hellblaster Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

You can attach this model to one of the above units even if one Captain or Chapter Master *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Target Priority: This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- 1 Lieutenant

This model is equipped with: bolt pistol; master-crafted bolter; close combat weapon.

KEYWORDS: **Infantry, Character, Grenades, Imperium, Tacticus, Lieutenant**

FACTION KEYWORDS: **Adeptus Astartes**

LIEUTENANT *IN REIVER ARMOUR*

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



When a Space Marine commander needs the enemy broken in terror, he unleashes detachments led by Lieutenants clad in the wargear ofthe Reiver Squads. With the masterful leadership ofthe Lieutenant, these forces become more powerful than the sum of their parts, and drive contingents ofthe foe to flight.

<> RANGED WEAPONS	RANGE	A	BS	S	AP	D
Master-crafted special issue bolt pistol [PISTOL, PRECISION]	12"		12+	4	0	2

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Combat knife [PRECISION]	Melee	6	2+	4	0	1

LEADER

This model can be attached to the following unit: Reiver Squad

You can attach this model to the above unit even if one Captain *or* Chapter Master *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: Leader, Scouts 6"

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Deadly Terror: While this model is leading a unit, increase the range of that unit's Terror Troops ability by 3".

UNIT COMPOSITION

■ 1 Lieutenant in Reiver Armour

This model is equipped with: master-crafted special issue bolt pistol; combat knife.

KEYWORDS: Infantry, Character, Smoke, Grenades, Imperium, Phobos, Lieutenant, Lieutenant in Reiver Armour

FACTION KEYWORDS: Adeptus Astartes

LIEUTENANT *IN PHOBOS ARMOUR*

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Highly capable combat commanders, Lieutenants can lead independent reconnaissance, sabotage and assassination forces far beyond Imperial lines. They are deadly warriors, and the last sensation ofcountlessfoes has been the cold press of a Space Marine Lieutenant's knife to their neck.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	2+	4	0	1
Master-crafted bolt carbine	24"	2	2+	4	0	2

X MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	5	2+	4	0	1

LEADER

This model can be attached to the following units: Incursor Squad, Infiltrator Squad, Reiver Squad

You can attach this model to one ofthe above units even if one Captain *or* Chapter Master *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: Deep Strike, Infiltrators, Leader, Scouts 6"

FACTION: Oath of Moment

Tactical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Strategic Dispersal: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 06".

UNIT COMPOSITION

■ 1 Lieutenant in Phobos Armour

This model is equipped with: bolt pistol; master-crafted bolt carbine; paired combat blades.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, PHOBOS, LIEUTENANT

FACTION KEYWORDS: ADEPTUS ASTARTES

LIEUTENANT *WITH COMBI-WEAPON*

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Some Lieutenants in Phobos armour are tasked with operating behind enemy lines, acting as skilled assassins and intelligence gatherers. By the time the main Space Marine task force has arrived they have cast the enemy into disarray and collected incredible tactical data that will all but guarantee the assault's success.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [ANTI-INFANTRY 4+, SUSTAINED HITS 1]	Melee	5	2+	4	0	1

ABILITIES

CORE: Infiltrators, Feel No Pain 5+, Lone Operative, Stealth

FACTION: Oath of Moment

Priority Objective Identified: At the start of the first battle round, if your army includes one or more models with this ability, you can select one objective marker on the battlefield. Until the end of the battle, while one or more models with this ability are on the battlefield, each time a friendly Adeptus Astartes model makes an attack that targets an enemy unit that is within range of that objective marker, re-roll a Wound roll of 1.

Evade and Survive: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move.

UNIT COMPOSITION

■ 1 Lieutenant with Combi-weapon

This model is equipped with: combi-weapon; paired combat blades.

LAST SURVIVOR

This model cannot be selected as your Warlord.

KEYWORDS: Infantry, Character, Grenades, Imperium, Phobos, Lieutenant, Lieutenant with Combi-weapon

FACTION KEYWORDS: Adeptus Astartes

'To have no fear does not equate to spending one's life recklessly in the crucible of war. Never forget to make the enemies of the Imperium fear you. Never allow them one moment of reassurance that they have your measure, that they have enough strength, enough will, enough ammunition to end your life. You are a warrior in the Emperor's service; let your foes tremble at your capacity for endurance. Let your very survival be the anvil on which ultimate victory is forged.'

- Lieutenant Vor'nal, Salamanders 7th Company, addressing neophytes of the Chapter



LIBRARIAN

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Librarians are the Space Marines' battle-psykers and keepers of lore. Wielding terrifying empyric energies, with but a thought they can crush a foe's skull, throw up force shields to protect their brethren from incoming fire and hurl blasts of psychic power.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [pistol]	12"	13+40				1
Smite - witchfire [psychic]	24"	06	3+	5	-1	03
Smite - focused witchfire [devastating wounds, hazardous, PSYCHIC]	24"	D6	3+	6	-2	03

5? MELEEWEAPONS	RANGE	A	WS	S	AP	D
Force weapon [psychic]	Melee	4	3+	6	-1	03

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Desolation Squad, Devastator Squad, Hellblaster Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Mental Fortress (Psychic): While this model is leading a unit, models in that unit have a 4+ invulnerable save.

UNIT COMPOSITION

■ 1 Librarian

This model is equipped with: bolt pistol; Smite; force weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: Infantry, Character, Grenades, Psyker, Imperium, Tacticus, Librarian

FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN *IN PHOBOS ARMOUR*

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Many Librarians learn the arcane arts of obscuration and illusion as part of their long and dangerous training. Donning Phobos armour, they take to the field and use these skills to fog the minds of their enemies, prise vital battle plans from their foes' minds and turn the enemy's shadows against them.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

LEADER

This model can be attached to the following units: Eliminator Squad, Incursor Squad, Infiltrator Squad, Reiver Squad

ABILITIES

CORE: Infiltrators, Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Shrouding (Psychic): While this model is leading a unit, models in that unit have the Stealth ability and that unit cannot be targeted by ranged attacks unless the attacking model is within 12".

UNIT COMPOSITION

■ 1 Librarian in Phobos Armour

This model is equipped with: bolt pistol; Smite; force weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, PSYKER, IMPERIUM, PHOBOS, Librarian

FACTION KEYWORDS: Adeptus Astartes

LIBRARIAN *IN TERMINATOR ARMOUR*

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

4+ INVULNERABLE SAVE



The powers of a Chapter's Librarians lend a lethal psychic edge to its elite infantry spearheads. Whether it be gruelling boarding actions, ferocious urban combat or on the front line against overwhelming enemy numbers, Librarians in Terminator armour blast at the foe with their powerful psychic energies.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Combi-weapon **[ANTI-INFANTRY 4+,** devastating wounds, rapid fire i]	24"	1	4+	4	0	1
▰	Smite - witchfire [psychic]	24"	06	3+	5	-1	D3
▰	Smite - focused witchfire **[DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]**	24"	06	3+	6	-2	D3
	Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

	MELEE WEAPONS	RANGE	A	WS	S	AP	0
	Force weapon [psychic]	Melee	4	3+	6	-1	03

WARGEAR OPTIONS

- This model can be equipped with one ofthe following:
  - 1 combi-weapon
  - 1 storm bolter

LEADER

This model can be attached to the following units: Terminator Assault Squad, Terminator Squad

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Psychic Hood: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Veil of Time (Psychic): While this model is leading a unit, weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

UNIT COMPOSITION

- 1 Librarian in Terminator Armour

This model is equipped with: Smite; force weapon.

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: Infantry, Character, Psyker, Imperium, Terminator, Librarian

FACTION KEYWORDS: Adeptus Astartes



CHAPLAIN

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1

4+ INVULNERABLE SAVE



Cloak billowing in the heat of battle and absolvor pistol flaring, Chaplains stride purposefully into battle, the boom of their oration audible even over the furious din of conflict. Without rest they exhort their brothers to victory, steeling their hearts, minds and souls no matter the savagery of the enemy.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [pistol]	18"	1	3+	5	-1	2

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Hellblaster Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Spiritual Leader: Once per battle, at the start of any phase, you can select one friendly Adeptus Astartes unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

UNIT COMPOSITION

■ 1 Chaplain

This model is equipped with: absolvor bolt pistol; crozius arcanum.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, IMPERIUM, TACTICUS, CHAPLAIN

FACTION KEYWORDS: AdeptusAstartes

CHAPLAIN *IN TERMINATOR ARMOUR*

M	T	SV	W	LD	OC
5"	5	2+	5	5+	1

4+ INVULNERABLE SAVE



Every Space Marine is roused to war by the litanies of their Chaplains, and never is this spiritual fortification more vital than amidst the blood and horror of boarding actions and beachhead strikes. Thus, Chaplains are trained to wearformidable Terminator armour so they can fight alongside Veteran battle-brothers.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

X MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crozius arcanum	Melee	5	2+	6	-1	2

WARGEAR OPTIONS

■ This model's storm bolter can be replaced with 1 relic shield.

LEADER

This model can be attached to the following units: Terminator Assault Squad, Terminator Squad

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Recitation of Faith: While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against mortal wounds.

WARGEAR ABILITIES

Relic Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

■ 1 Chaplain in Terminator Armour

This model is equipped with: storm bolter; crozius arcanum.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TERMINATOR, CHAPLAIN

FACTION KEYWORDS: Adeptus Astartes

CHAPLAIN *ON BIKE*

M	T	SV	W	LD	OC
12"	5	3+	5	5+	1

4+ INVULNERABLE SAVE



When a Chaplain takes to the f ield on a Raider-pattern bike, he is able to keep pace with even the swiftest armoured advance or spearhead breakthrough. Fighting in such an action, he will urge his brothers to victory as he bellows his catechisms and charges headlong into the foe, crozius arcanum swinging.

0	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Absolvor bolt pistol [pist o l]	18"	1	3+	5	-1	2
	Twin bolt rifle [t win-l inked]	24"	2	3+	4	-1	1

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Crozius arcanum	Melee	5	2+	6	-1	2

LEADER

This model can be attached to the following unit: Out r ider Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Catechism of Fire: Each time this model's unit is selected to shoot, you can select one enemy unit within 12" of and visible to this model. Until the end ofthe phase, ranged weapons equipped by models in this model's unit have the [DEVASTATING WOUNDS] ability when targeting that enemy unit.

UNIT COMPOSITION

■ 1 Chaplain on Bike

This model is equipped with: absolvor bolt pistol; twin bolt rifle; crozius arcanum.

KEYWORDS: Mounted, Character, Grenades, Imperium, Chaplain

FACTION KEYWORDS: AdeptusAstartes



CHAPLAIN *WITH JUMP PACK*

M	T	SV	W	LD	OC
12"	4	3+	4	5+	1

4+ INVULNERABLE SAVE



Ever are the roared litanies of the Chaplains needed all over the battlefield, to stir the hearts of battle-brothers and drive fear into the enemy. With a jump pack a Chaplain can thunder to wherever he is most needed, or spearhead furious assaults into the enemy's positions himself.

O	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Boltgun	24"	2	3+	4	0	1
	Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
	Grav-pistol [anti-vehicle 2+, pistol]	12"	1	3+	4	-1	1
	Hand flamer [ignores cover, pistol, torrent]	12"	D6	N/A	3	0	1
	Inferno pistol [melta2, pistol]	6"	1	3+	8	-4	D3
▰	Plasma pistol - standard [pistol]	12"	1	3+	?	-2	1
▰	Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	-3	2
	Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Crozius arcanum	Melee	5	2+	6	-1	2
	Power fist	Melee	4	2+	8	-2	2

WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 boltgun
  - 1 combi-weapon
  - 1 grav-pistol
  - 1 hand flamer
  - 1 inferno pistol
  - 1 plasma pistol
  - 1 storm bolter
  - 1 power fist

LEADER

This model can be attached to the following units: Assault Intercessors with Jump Packs, Vanguard Veteran Squad with Jump Packs

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Litany of Hate: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Exhortation of Rage: Each time this model's unit is selected to fight, you can select one enemy unit within Engagement Range of this model's unit and roll one D6: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

UNIT COMPOSITION

■ 1 Chaplain with Jump Pack

This model is equipped with: bolt pistol; crozius arcanum.

KEYWORDS: Infantry, Character, Jump Pack, Fly, Imperium, Chaplain

FACTION KEYWORDS: AdeptusAstartes



TECHMARINE

M	T	SV	W	LD	OC
6"	4	2+	4	6+	1

Techmarines stride selflessly through oncoming fire to soothe the machine spirits of wounded war engines, deftly peeling back damaged armour plates to repair burnt-out cabling and bending warped panels back into shape with their servo-arms and mechadendrites.

0 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Forge bolter	24"	3	2+	5	-1	2
Grav-pistol [anti-vehicle 2+, pistol]	12"	1	2+	4	-1	2

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Omnissian power axe	Melee	4	3+	6	-2	2
Servo-arm [extra attacks]	Melee	1	3+	8	-2	3

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Desolation Squad, Devastator Squad, Intercessor Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Techmarine: While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, this model has the Lone Operative ability.

Blessing of the Omnissiah: In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to 03 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected forthis ability once perturn.

Vengeance of the Omnissiah: If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.

UNIT COMPOSITION

■ 1 Techmarine

This model is equipped with: forge bolter; grav-pistol; Omnissian power axe; servo-arm.

KEYWORDS: Infantry. Character, Grenades, Imperium,Tacticus, Techmarine

FACTION KEYWORDS: AdeptusAstartes

APOTHECARY

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



In addition to battlefield surgery, it is the Apothecary's duty to recover the gene-seed ofthe fallen, and thus preserve the Chapter for later generations. For this task the Apothecary is equipped to bring peace to those too wounded to save, and efficiently extract their precious progenoid glands.

o RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [pistol]	18"	1	3+	5	-1	2
Reductor pistol [pistol]	3"	1	3+	4	-4	2

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Desolation Squad, Devastator Squad, Hellblaster Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

You can attach this model to one ofthe above units even if one Captain, Chapter Master *or* Lieutenant *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Narthecium: While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding Character models) to that unit.

Gene-seed Recovery: When this model's Bodyguard unit is destroyed, roll one 06: on a 2+, you gain ICR

UNIT COMPOSITION

■ 1 Apothecary

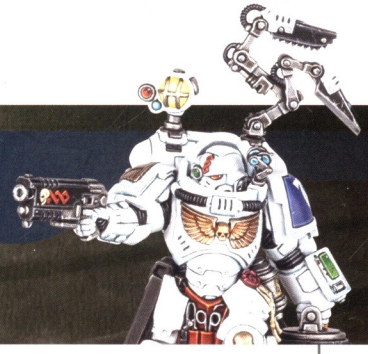
This model is equipped with: absolvor bolt pistol; reductor pistol; close combat weapon.

KEYWORDS: Infantry, Character, Grenades, Imperium, Tacticus, Apothecary

FACTION KEYWORDS: Adeptus Astartes

APOTHECARY BIOLOGIS

M	T	SV	W	LD	OC
5"	6	3+	5	6+	3



Clad in Gravis armour, the Apothecary Biologis can advance through storms of enemy fire, vivispectrum at the ready to take bio-material samples for later analysis, whether that be xenos flesh, viral weapons casings or esoteric gene-tech.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [pistol]	18"	1	3+	5	-1	2 1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	■

LEADER

This model can be attached to the following units: Aggressor Squad, Eradicator Squad, Heavy Intercessor Squad

You can attach this model to one of the above units even if one Captain or Chapter Master *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Surgical Precision: While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

Vivispectrum: If this model's unit destroys an enemy unit as the result of a melee attack, until the end of the battle, this model has an Objective Control characteristic of 9.

UNIT COMPOSITION

■ 1 Apothecary Biologis

This model is equipped with: absolvor bolt pistol; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, GRAVIS, APOTHECARY, BIOLOGIS

FACTION KEYWORDS: AdeptusAstartes

ANCIENT

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1



Ancients bear the Chapter's precious standards. These glorious relics have been present in some of the Chapter's most notable battles, theirfinely worked designs commemorating countless campaigns and heroic deeds. They are symbols of selfless commitment and the unbreakable loyalty of brothers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [pistol]	12"	13+40				1
Bolt rifle [assault, heavy]	24"	2	3+4-1			1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1
Power weapon	Melee	5	2+	5	-2	1

WARGEAR OPTIONS

■ This model's bolt rifle and close combat weapon can be replaced with 1 power weapon.

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Desolation Squad, Devastator Squad, Hellblaster Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

You can attach this model to one of the above units even if one Captain, Chapter Master *or* Lieutenant *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Unbreakable Duty: While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

UNIT COMPOSITION

■ 1 Ancient

This model is equipped with: bolt pistol; bolt rifle; close combat weapon.

KEYWORDS: Infantry, Character, Grenades, Imperium,Tacticus, Ancient

FACTION KEYWORDS: Adeptus Astartes

ANCIENT *IN TERMINATOR ARMOUR*

M	T	SV	W	LD	OC
5"	5	2+	5	6+	1

4+ INVULNERABLE SAVE



Carrying the Space Marines' sacred banners is a most vital task. Symbols ofthe Chapter's might, Space Marines will gladly die to preserve them. This makes Ancients frequent targets. Clad in Terminator armour, they are near impervious to enemy fire, ensuring the standard always flies proud.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [anti-vehicle 3+]	Melee	4	3+	8	-2	2
Close combat weapon	Melee	5	2+	4	0	1
Power fist	Melee	4	2+	8	-2	2
Power weapon	Melee	5	2+	5	■2	1
Thunder hammer [devastating wounds]	Melee	4	3+	8	-2	2
Twin lightning claws [twin-linked]	Melee	6	2+	5	-2	1

WARGEAR OPTIONS

- This model's power fist can be replaced with one ofthe following:
  - ° 1 chainfist
  - ⁰ 1 close combat weapon
  - ⁰ 1 power weapon
  - ⁰ 1 thunder hammer
- ■ This model's storm bolter and power fist can be replaced with one ofthe following:
  - ° 1 twin lightning claws
  - ° 1 thunder hammer and 1 Terminator storm shield

LEADER

This model can be attached to the following units: Terminator Squad, Terminator Assault Squad

You can attach this model to one ofthe above units even if one Captain, Chapter Master *or* Lieutenant *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: Deep Strike, Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Keep the Banner High!: While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll if that unit is below its Starting Strength, and add 1 to the Wound roll as well if that unit is Below Half-strength.

WARGEAR ABILITIES

Terminator Storm Shield: The bearer has a Wounds characteristic of 6.

UNIT COMPOSITION

■ 1 Ancient in Terminator Armour

This model is equipped with: storm bolter; power fist.

KEYWORDS: Infantry, Character, Imperium,Terminator, Ancient

FACTION KEYWORDS: Adeptus Astartes

'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 ofthe Ultramarines



BLADEGUARD ANCIENT

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

4+ INVULNERABLE SAVE



Bladeguard Ancients bear the honour of carrying their Chapter's precious standards into battle. The most revered of these incorporate the remains of fallen heroes of the Chapter; in their presence, battle-brothers are inspired to emulate the legendary deeds of these paragons of old.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [pistol]	18"	1	3+	4	-1	

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	

LEADER

This model can be attached to the following unit: Bladeguard Veteran Squad

You can attach this model to the above unit even if one Captain, Chapter Master *or* Lieutenant *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Astartes Banner: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Deeds of Heroism: Once per battle, when this model's unit is selected to fight, this model can use this ability. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this model's unit.

UNIT COMPOSITION

■ 1 Bladeguard Ancient

This model is equipped with: heavy bolt pistol; close combat weapon.

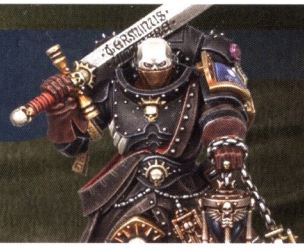
KEYWORDS: Infantry, Character, Grenades, Imperium, Tacticus, Ancient, Bladeguard Ancient

FACTION KEYWORDS: Adeptus Astartes

JUDICIAR

M	T	SV	W	LD	OC
6"	4	3+	4	5+	1

4+ INVULNERABLE SAVE
Against melee attacks only



Sworn to silence, Judiciars do not preach aloud, but instead their deeds are a litany of fury. Wielding an archeotech stasis relic known as a tempormortis in one hand and an immense blade in the other, they must prove their worth in battle to join the Chaplaincy proper, doing so through acts of devotion and the slaying of enemies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Absolvor bolt pistol [pistol]	18"	1	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Executioner relic blade [DEVASTATING WOUNDS, PRECISION]	Melee	5	2+	7	-2	2

LEADER

This model can be attached to the following units: Assault Intercessor Squad, Bladeguard Veteran Squad, Infernus Squad, Intercessor Squad, Sternguard Veteran Squad, Tactical Squad

ABILITIES

CORE: Leader

FACTION: Oath of Moment

Tempormortis: While this model is leading a unit, that unit has the Fights First ability.

Silent Fury: Each time this model destroys an enemy Character model, until the end of the battle, add 1 to the Attacks characteristic of its executioner relic blade.

UNIT COMPOSITION

■ IJudiciar

This model is equipped with: absolvor bolt pistol; executioner relic blade.

KEYWORDS: Infantry, Character, Imperium,Tacticus, Judiciar

FACTION KEYWORDS: Adeptus Astartes



COMPANY HEROES

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

A company's most heroic battle-brothersfight alongside a Chapter's high-ranking officers. These veterans and specialists serve as honour guards and provide vital support to a commander. Company Champions defend their Company's honour with martial excellence, Ancients guard its inspirational banners and Company Veterans lay down hails of fire from relic bolt weapons.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [pistol]	12"	1	3+	4	0	1
Bolt rifle	24"	2	3+	4	-1	1
Master-crafted bolt rifle [devastating wounds, rapid FIRE 1]	24"	2	2+	4	-1	2
Master-crafted heavy bolter [heavy, sustained hits 2]	36"	3	3+	5	-1	3

5^ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	3+	4	0	1
Master-crafted power weapon [precision]	Melee	6	2+	5	-2	2

ABILITIES

FACTION: Oath of Moment

Astartes Banner: While this unit contains an Ancient, add 1 to the Objective Control characteristic of models in this unit.

Command Squad: While a Character model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

UNIT COMPOSITION

- 1 Ancient
- 1 Company Champion
- 2 Company Veterans

The Ancient is equipped with: bolt pistol; bolt rifle; close combat weapon.

The Company Champion is equipped with: bolt pistol; master-crafted power weapon.

One Company Veteran is equipped with: bolt pistol; master-crafted heavy bolter; close combat weapon.

One Company Veteran is equipped with: bolt pistol; master-crafted bolt rifle; close combat weapon.

COMPANY HEROES

You must attach one Captain *or* Chapter Master *model to this unit. If this is not possible, this unit does not take part in the battle and counts as having been destroyed.*

KEYWORDS: Infantry, Grenades, Imperium,Tacticus, Companyheroes

FACTION KEYWORDS: Adeptus Astartes



Company Champion

Company Veterans

INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Intercessor Squads are capable of laying down punishing fire while advancing or holding ground against the enemy. They have access to a range of bolt weaponry suited to varied battlefield assignments, from engaging enemies at long range to cleansing bunker complexes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Astartes grenade launcher - frag [blast]	24"	D3	3+	4	0	1
Astartes grenade launcher - krak	24"	1	3+	9	-2	03
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Bolt rifle [assault, heavy]	24"	2	3+	4	-1	1
Hand flamer [ignores cover, pistol, torrent]	12"	06	N/A	3	0	1
Plasma pistol - standard [pistol]	12"	1	3+	7	-2	1
Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [devastating wounds]	Melee	3	4+	8	-2	2

WARGEAR OPTIONS

- The Intercessor Sergeant's bolt rifle can be replaced with one of the following:
  - 1 Astartes chainsword
  - 1 hand flamer
  - 1 plasma pistol
  - 1 power weapon
- The Intercessor Sergeant's close combat weapon can be replaced with one of the following:
  - 1 Astartes chainsword
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer
- For every 5 models in this unit, 1 model equipped with a bolt rifle can be equipped with 1 Astartes grenade launcher.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: Oath of Moment

Objective Secured: If you control an objective marker at the end of your Command phase and this unit is within range of that objective marker, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNIT COMPOSITION

- 1 Intercessor Sergeant
- 4-9 Intercessors

Every model is equipped with: bolt pistol; bolt rifle; close combat weapon.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Tacticus, Intercessor Squad

FACTION KEYWORDS: Adeptus Astartes



Intercessor Sergeant with hand flamer and thunder hammer



Intercessors with bolt rifles







Intercessor Sergeant with power weapon

ASSAULT INTERCESSORS *WITH JUMP PACKS*

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



Thanks to their powerful jump packs, these warriors soar over the battlefield, slamming into the foe and cutting them down with point-blank bolt pistol fire and furious chainsword hacks before shooting off to their next target.

0	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Hand flamer [ignores cover, pistol, torrent]	12"	D6	N/A	3	0	1
	Heavy bolt pistol [pistol]	18"	1	3+	4	-1	1
➤	Plasma pistol - standard [pistol]	12"	1	3+	?	-2	1
➤	Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	-3	2

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Astartes chainsword	Melee	4	3+	4	-1	1
	Power weapon	Melee	4	3+	5	-2	1
	Power fist	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Assault Intercessor with Jump Pack's heavy bolt pistol can be replaced with 1 plasma pistol.
- The Assault Intercessor Sergeant with Jump Pack's Astartes chainsword can be replaced with one of the following:
  - 1 power weapon
  - 1 power fist
- The Assault Intercessor Sergeant with Jump Pack's heavy bolt pistol can be replaced with one of the following:
  - 1 hand flamer
  - 1 plasma pistol

➤ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Hammer of Wrath: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one 06 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant with Jump Pack
- 4-9 Assault Intercessors with Jump Packs

Each model is equipped with: heavy bolt pistol; Astartes chainsword.

KEYWORDS: Infantry, Grenades, Jump Pack, Fly, Imperium, Tacticus, Assault Intercessors with Jump Packs

FACTION KEYWORDS: Adeptus Astartes



















Assault Intercessors with jump packs, heavy bolt pistols and Astartes chainswords

Assault Intercessor Sergeant with jump pack, hand flamer and power fist

ASSAULT INTERCESSOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hand flamer [ignores cover, pistol, torrent]	12"	D6	N/A	3	0	1
Heavy bolt pistol [pistol]	18"	1	3+	4	-1	1
Plasma pistol - standard [pistol]	12"	1	3+	?	-2	1
Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	■3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	■2	1
Thunder hammer [devastating wounds]	Melee	3	4+	8	-2	2

WARGEAR OPTIONS

- The Assault Intercessor Sergeant's heavy bolt pistol can be replaced with one ofthe following:
  - 1 hand flamer
  - 1 plasma pistol
- The Assault Intercessor Sergeant's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

FACTION: Oath of Moment

Targeted Intercession: Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range ofan objective marker, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- 1 Assault Intercessor Sergeant
- 4-9 Assault Intercessors

Every model is equipped with: heavy bolt pistol; Astartes chainsword.

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Tacticus, Assault Intercessor Squad

FACTION KEYWORDS: AdeptusAstartes

HEAVY INTERCESSOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	2



Clad in thick Gravis armour, Heavy Intercessors secure ground and are immovable in the defence. Always ready for any sign of enemy counterattack, they stand firm, laying down volleys of heavy fire that keep all but the most determined or foolhardy enemies at bay.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Heavy bolt rifle [assault, heavy]	30"	2	3+	5	-1	1
Heavy bolter [assault, heavy, sustained hits 1]	36"	3	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Heavy Intercessor's heavy bolt rifle can be replaced with 1 heavy bolter.

ABILITIES

FACTION: Oath of Moment

Unyielding in the Face ofthe Foe: While this unit is within range ofan objective marker you control, each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

UNIT COMPOSITION

- 1 Heavy Intercessor Sergeant
- 4-9 Heavy Intercessors

Every model is equipped with: bolt pistol; heavy bolt rifle; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, IMPERIUM, GRAVIS,** Heavy Intercessor Squad

FACTION KEYWORDS: AdeptusAstartes

INCURSORSQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Aggressive light infantry, Incursors specialise in storming enemy defences and destroying essential assets. With a formidable array ofauspexes and sensory equipment, they can see their enemies through walls and predict their movements -and with a burst of carbine fire or knife thrusts, cut them down.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Occulus bolt carbine [assault, ignores cover]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [sustained hits 1]	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- One Incursor can be equipped with 1 haywire mine.

UNIT COMPOSITION

- 1 Incursor Sergeant
- 4-9 Incursors

Every model is equipped with: bolt pistol; occulus bolt carbine; paired combat blades.

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Multi-spectrum Array: Each time this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly Adeptus Astartes unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

WARGEAR ABILITIES

Haywire Mine: Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one 06: on a 2+, that enemy unit suffers 03 mortal wounds, or 203 mortal wounds instead if it is a Vehicle unit.

KEYWORDS: **INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INCURSOR SQUAD**

FACTION KEYWORDS: Adeptus Astartes

INFILTRATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Infiltrator Squads are experts in covert operations and are drilled extensively in self-sufficiency and survival skills. Equipped with omni-scramblers that cripple enemy communications, they wreak havoc amongst their foes before cutting them down with hails of accurate bolt fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Marksman bolt carbine [heavy]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- 1 Infiltrator can be equipped with 1 helix gauntlet.*
- 1 Infiltrator can be equipped with 1 Infiltrator comms array.*

** These options cannot be taken on the same model.*

UNIT COMPOSITION

- 1 Infiltrator Sergeant
- 4-9 Infiltrators

Every model is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

ABILITIES

CORE: Infiltrators

FACTION: Oath of Moment

Omni-scramblers: Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.

WARGEAR ABILITIES

Helix Gauntlet: Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array: Each time you target the bearer's unit with a Stratagem, roll one 06: on a 5+, you gain ICR

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Phobos, Infiltrator Squad

FACTION KEYWORDS: Adeptus Astartes

TACTICAL SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



Tactical Squads have formed the backbone of Space Marine Chapters for ten thousand years. With access to a wide range of weapons, they can purge swathes of enemy infantry, scour battlefields clean of heavily armoured foes or punch burning holes through tanks.

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Flamer [ignores cover, torrent]	12"	D6	N/A	4	0	1
Grav-cannon [anti-vehicle 2+, heavy]	24"	3	4+	6	-1	3
Grav-gun [anti-vehicle 2+]	18"	2	3+	5	-1	2
Grav-pistol [anti-vehicle 2+, pistol]	12"	1	3+	4	-1	2
Heavy bolter [heavy, sustained hits 1]	36"	3	4+	5	-1	2
Lascannon [heavy]	48"	1	4+	12	-3	D6+1
Meltagun [melta 2]	12"	1	3+	9	-4	D6
Missile launcher - frag [blast, heavy]	48"	D6	4+	4	0	1
Missile launcher-krak [heavy]	48"	1	4+	9	-2	D6
Multi-melta [heavy, melta 2]	18"	2	4+	9	-4	D6
Plasma cannon - standard [blast, heavy]	36"	D3	4+	?	-2	1
Plasma cannon - supercharge [BLAST, HAZARDOUS, HEAVY]	36"	D3	4+	8	-3	2
Plasma gun - standard [rapid fire 1]	24"	1	3+	7	-2	1
Plasma gun - supercharge [hazardous, rapid fire 1]	24"	1	3+	8	-3	2
Plasma pistol - standard [pistol]	12"	1	3+	2	-2	1
Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	-3	2
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [devastating wounds]	Melee	2	4+	8	-2	2
Twin lightning claws [twin-linked]	Melee	4	3+	4	-2	1

WARGEAR OPTIONS

- 1 Tactical Marine's boltgun can be replaced with one of the following:
  - 1 flamer
  - 1 heavy bolter
  - 1 grav-cannon
  - 1 grav-gun
  - 1 lascannon
  - 1 meltagun
  - 1 missile launcher
  - 1 multi-melta
  - 1 plasma cannon
  - 1 plasma gun
- 1 Tactical Marine's boltgun can be replaced with one of the following:
  - 1 flamer
  - 1 grav-gun
  - 1 meltagun
  - 1 plasma gun
- The Tactical Sergeant's bolt pistol and boltgun can be replaced with 1 twin lightning claws, or two different weapons from the following list:*
  - 1 Astartes chainsword
  - 1 bolt pistol
  - 1 boltgun
  - 1 combi-weapon
  - 1 grav-pistol
  - 1 plasma pistol
  - 1 storm bolter
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer

** This model can only be equipped with two ranged weapons if one of them is a Pistol [and it can only have one Pistol).*

Before selecting targets for this weapon, select one of its profiles to make attacks with.

BASTIONS

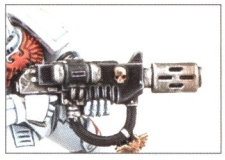
1 FACTION: Oath of Moment

Combat Squads: At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

UNIT COMPOSITION

- 1 Tactical Sergeant
- 9 Tactical Marines

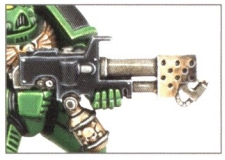
Every model is equipped with: bolt pistol; boltgun; close combat weapon.



Meltagun



Plasma gun



Flamer



Grav-gun



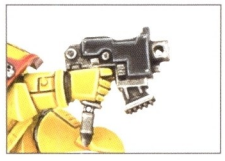
Combi-weapon



Plasma pistol



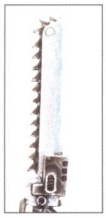
Missile launcher



Bolt pistol



Power weapon



Astartes chainsword

KEYWORDS: Infantry, Battleline, Grenades, Imperium, Tactical Squad

FACTION KEYWORDS: Adeptus Astartes

SCOUT SQUAD

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1



Space Marine neophytes, Scouts learn their deadly craft in daring missions independent ofthe main force. Led by seasoned Veteran Sergeants, they infiltrate enemy positions, clear potential drop zones, set ambushes, sabotage supply lines and complete all manner of other objectives to weaken the foe.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Astartes shotgun [assault]	18"	2	3+	4	0	1
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Boltgun	24"	2	3+	4	0	1
	Heavy bolter [heavy, sustained hits i]	36"	3	4+	5	-1	2
»-	Missile launcher - frag [blast, heavy]	48"	D6	4+	4	0	1
▰	Missile launcher - krak [heavy]	48"	1	4+	9	-2	D6
	Scout sniper rifle [heavy, precision]	36"	1	3+	4	-2	2

	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Astartes chainsword	Melee	4	3+	4	-1	1
	Close combat weapon	Melee	2	3+	4	0	1
	Combat knife	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- The Scout Sergeant's boltgun can be replaced with 1 Astartes chainsword.
- Any number of models can each have their boltgun replaced with one ofthe following:
  - 1 Astartes shotgun
  - 1 combat knife
- For every 5 models in this unit, 1 Scout's boltgun can be replaced with 1 Scout sniper rifle.
- For every 5 models in this unit, 1 Scout's boltgun can be replaced with one ofthe following:
  - 1 heavy bolter
  - 1 missile launcher

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: Infiltrators, Scouts 6"

FACTION: Oath of Moment

Guerrilla Tactics: At the end of your opponent's turn, if this unit is more than 6" away from all enemy models, you can remove this unit from the battlefield and place it into Strategic Reserves.

UNIT COMPOSITION

- 1 Scout Sergeant
- 4-9 Scouts

Every model is equipped with: bolt pistol; boltgun; close combat weapon.

KEYWORDS: Infantry, Grenades, Smoke, Imperium, ScoutSquad

FACTION KEYWORDS: Adeptus Astartes





Scouts with boltguns





Scouts with boltguns



Scout with Astartes shotgun



Scout with missile launcher



Scout with Astartes shotgun



Scout Sergeant with bolt pistol and Astartes chainsword

BLADEGUARD VETERAN SQUAD

M	T	SV	W	LD	OC
6"	4	3+	3	6+	1

4+ INVULNERABLE SAVE



Bladeguard Veterans are inexorable warriors, advancing relentlessly with blades held high - the very image of noble knights of myth. Members of their Chapter's elite 1st Company of Vetera ns, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.

O RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy bolt pistol [pist o l]	18"	1	3+	4	-1	1
Neo-volkite pistol [devast at ing wounds, pist o l]	12"	1	3+	5	0	2
Plasma pistol - standard [pist o l]	12"	1	3+	?	-2	1
Plasma pistol - supercharge [hazar dous, pist o l]	12"	1	3+	8	•3	2

5? MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

WARGEAR OPTIONS

- The Bladeguard Veteran Sergeant's heavy bolt pistol can be replaced with one of the following:
  - 1 neo-volkite pistol
  - 1 plasma pistol

ABILITIES

FACTION: Oath of Moment

Bladeguard: At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- Swords of the Chapter: Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- Shields of the Chapter: Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw ofl.

UNIT COMPOSITION

- 1 Bladeguard Veteran Sergeant
- 2-5 Bladeguard Veterans

Every model is equipped with: heavy bolt pistol; master-crafted power weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, IACTICUS,** Bladeguard Veteran Squad

FACTION KEYWORDS: Adeptus Astartes











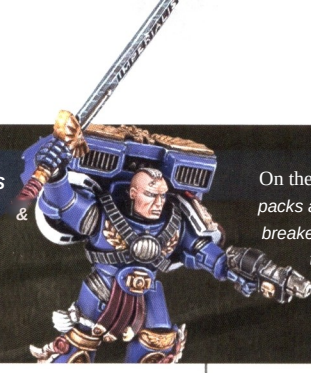
Bladeguard Veterans with heavy bolt pistols and master-crafted power weapons



Bladeguard Veteran Sergeant with neo-volkite pistol and master-crafted power weapon

VANGUARD VETERAN SQUAD *WITH JUMP PACKS*

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



On the battlefield, Vanguard Veteran Squads with jump packs are peerless rapid-response troops as well as line breakers. With great plumes of fire extending behind them they can arrive at the perfect time and place to ensure the decisiveness of an assault or utterly break an enemy incursion.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Grav-pistol [anti-vehicle 2+, pistol]	12"	1	3+	4	-1	1
	Hand flamer [ignores cover, pistol, torrent]	12"	D6	N/A	3	0	1
	Inferno pistol [melta 2, pistol]	6"	1	3+	8	-4	03
▰	Plasma pistol - standard [pistol]	12"	1	3+	7	-2	1
▰	Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	■3	2

	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Vanguard Veteran weapon	Melee	4	3+	5	-1	1

WARGEAR OPTIONS

- Any number of models can each have their bolt pistol replaced with one of the following:
  - 1 storm shield
  - 1 grav-pistol
  - 1 hand flamer
  - 1 inferno pistol
  - 1 plasma pistol

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Vanguard Assault: Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

WARGEAR ABILITIES

Storm Shield: The bearer has a 4+ invulnerable save.

UNIT COMPOSITION

- 1 Vanguard Veteran Sergeant with Jump Pack
- 4-9 Vanguard Veterans with Jump Packs

Every model is equipped with: bolt pistol; Vanguard Veteran weapon.

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: Infantry, Grenades, Jump Pack, Fly, Imperium, Vanguard Veteran Squad, Vanguard Veteran Squad with Jump Packs

FACTION KEYWORDS: Adeptus Astartes



STERNGUARD VETERAN SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Sternguard Veterans are possessed ofan unshakeable calm, and are renowned amongst their brothers for their exemplary marksmanship in the fiercest battles. Proficient in all ofthe Chapter's ranged weaponry, they can always be found where their pinpoint volleys will best shatter the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Pyrecannon [ignores cover, torrent]	12"	D6+1	N/A	6	-1	1
Sternguard bolt pistol [devastating wounds, pistol]	12"	1	3+	4	0	1
Sternguard bolt rifle [ASSAULT, DEVASTATING WOUNDS, HEAVY, RAPID FIRE 1]	24"	2	3+	4	-1	1
Sternguard heavy bolter [DEVASTATING WOUNDS, HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	6	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Power weapon	Melee	5	3+	5	-2	1
Power fist	Melee	4	3+	8	-2	2

WARGEAR OPTIONS

- The Sternguard Veteran Sergeant's Sternguard bolt rifle can be replaced with one of the following:
  - 1 Astartes chainsword
  - 1 combi-weapon
  - 1 power weapon
  - 1 power fist
  - 1 Astartes chainsword and 1 Sternguard bolt rifle*
  - 1 power weapon and 1 Sternguard bolt rifle*
  - 1 power fist and 1 Sternguard bolt rifle*
- Any number of Sternguard Veterans can each have their Sternguard bolt rifle replaced with 1 combi-weapon.
- For every 5 models in this unit, 1 Sternguard Veteran's Sternguard bolt rifle can be replaced with one ofthe following:
  - 1 pyrecannon
  - 1 Sternguard heavy bolter

* *This model's Sternguard bolt rifle cannot be replaced.*

ABILITIES

FACTION: Oath of Moment

Sternguard Focus: Each time a model in this unit makes an attack that targets your Oath of Moment target, re-roll a Wound roll of 1.

UNIT COMPOSITION

- 1 Sternguard Veteran Sergeant
- 4-9 Sternguard Veterans

Every model is equipped with: Sternguard bolt pistol; Sternguard bolt rifle; close combat weapon.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Sternguard Veteran Squad

FACTION KEYWORDS: AdeptusAstartes







Sternguard Veteran with Sternguard bolt rifle



Sternguard Veteran Sergeant with combi-weapon



Sternguard Veteran with Sternguard heavy bolter



Sternguard Veteran with Sternguard bolt rifle

INFERNUSSQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Infernus Squads purge swathes of the enemy ranks with the incandescent firestorms they unleash from their pyreblasters. They are close-assault specialists, sending jets of burning promethium into enemy trench lines and bunkers, and through dense ruins and concealing vegetation, ensuring no foe escapes their fiery wrath.

o RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Pyreblaster [ignores cover, torrent]	12"	D6	N/A	5	0	1

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

FACTION: Oath of Moment

Incendiary Terror: In your Shooting phase, afterthis unit has shot, you can select one enemy Infantry unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test.

UNIT COMPOSITION

- 1 Infernus Sergeant
- 4-9 Infernus Marines

Every model is equipped with: bolt pistol; pyreblaster; close combat weapon.

KEYWORDS: **INFANTRY, GRENADES, IMPERIUM, TACTICUS, INFERNUS SQUAD**

FACTION KEYWORDS: Adeptus Astartes

AGGRESSOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



Capable of spearheading devastating offensives or shattering the most determined enemy assaults, Aggressors are walking ceramite strongpoints. They excel at close-quarters combat and laying down torrents of devastating fire before crushing their foes beneath their energised fists.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets [twin-linked]	18"	3	3+	4	0	1
Flamestorm gauntlets [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	□ 6+1	N/A	4	0	1
Fragstorm grenade launcher [blast]	18"	D6	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	a
Twin power fists [twin-linked]	Melee	3	3+	8	-2	2

WARGEAR OPTIONS

- All models in this unit can each have their flamestorm gauntlets replaced with 1 auto boltstorm gauntlets and 1 fragstorm grenade launcher.

ABILITIES

FACTION: Oath of Moment

Close-quarters Firepower: Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.

UNIT COMPOSITION

- 1 Aggressor Sergeant
- 2-5 Aggressors

Every model is equipped with: flamestorm gauntlets; twin power fists.

KEYWORDS: Infantry, Imperium, Gravis, Aggressor Squad

FACTION KEYWORDS: Adeptus Astartes

REIVER SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Rapid-insertion terror troops, Reiver Squads often deploy using grav-chutes and directional fins to land with pinpoint accuracy. Operating with near-perfect stealth to reach the optimum location to strike from, when ready they unleash their fury, surging forward with augmented guttural roars and blasts of weapons fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt carbine [precision]	24"	2	3+	4	0	1
Special issue bolt pistol [pistol, precision]	12"	1	3+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [precision]	Melee	4	3+	4	0	1

WARGEAR OPTIONS

- All models in this unit can each have their combat knife replaced with 1 bolt carbine and 1 close combat weapon.
- If the Reiver Sergeant is equipped with 1 bolt carbine, it can be equipped with 1 combat knife.
- All models in this unit can each be equipped with 1 Reiver grav-chute.
- All models in this unit can each be equipped with 1 grapnel launcher.

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

Fearsome Assault: At the start ofthe Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

Terror Troops (Aura): While an enemy unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

WARGEAR ABILITIES

Grapnel Launcher: Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.

Reiver Grav-chute: The bearer has the Deep Strike ability.

UNIT COMPOSITION

- 1 Reiver Sergeant
- 4-9 Reivers

Every model is equipped with: special issue bolt pistol; combat knife.

KEYWORDS: Infantry, Grenades, Smoke, Imperium, Phobos, Reiver Souad

FACTION KEYWORDS: AdeptusAstartes









Reivers with special issue bolt pistols, combat knives and grapnel launchers



Reiver with special issue bolt pistol, combat knife and Reiver grav-chute



Reiver Sergeant with bolt carbine and combat knife

TERMINATOR ASSAULT SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

4+ INVULNERABLE SAVE



Terminator Assault Squads are armed with devastating close-combat weaponry perfect forferocious assaults and savage boarding actions. They rush to engage the enemy's greatest warriors, shredding the foe with lightning claws or shattering their skulls with thunder hammers.

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Thunder hammer [devastating wounds]	Melee	3	4+	8	-2	2
Twin lightning claws [twin-linked]	Melee	5	3+	5	-2	1

WARGEAR OPTIONS

- Any number of models can each have theirthunder hammer and storm shield replaced with 1 twin lightning claws.

ABILITIES

CORE: Deep Strike

FACTION: **Oath of Moment**

Teleport Homer: At the start of the battle, you can set up one Teleport Homertoken forthis unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" horizontally of that token and not within 9" horizontally of any enemy models. That token is then removed.

Terminatus Assault: Each time this unit ends a Charge move, each enemy unit within Engagement Range of this unit must take a Battle-shock test.

WARGEAR ABILITIES

Storm Shield: The bearer has a Wounds characteristic of 4.

UNIT COMPOSITION

- 1 Assault Terminator Sergeant
- 4-9 Assault Terminators

Every model is equipped with: thunder hammer; storm shield.

KEYWORDS: **Infantry, Imperium, Terminator, Terminator Assault Squad**

FACTION KEYWORDS: **Adeptus Astartes**



TERMINATOR SQUAD

M	T	SV	W	LD	OC
5"	5	2+	3	6+	1

9 INVULNERABLE SAVE



Terminator armour is a marvel of technology that enables its wearer to survive almost anything, from the stresses of teleportation to earth-shaking artillery bombardments. So equipped, Terminator Squads can appear in the midst of the foe or stride unstoppably across the field towards them, firing their weapons all the while.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [devastating wounds]	24"	6	3+	6	0	1
Cyclone missile launcher - frag [blast]	36"	206	3+	4	0	1
Cyclone missile launcher - krak	36"	2	3+	9	■2	D6
Heavy flamer [ignores cover,torrent]	12"	06	N/A	5	-1	1
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainfist [anti-vehicle 3+]	Melee	3	4+	8	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- For every 5 models in this unit, 1 Terminator's storm bolter can be replaced with one of the following:
  - 1 assault cannon
  - 1 heavy flamer
  - 1 cyclone missile launcher and 1 storm bolter*
- Any number of models can each have their power fist replaced with 1 chainfist.
- The Terminator Sergeant's power fist can be replaced with 1 power weapon.

** This model's storm bolter cannot be replaced.*

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Teleport Homer: At the start of the battle, you can set up one Teleport Homer token forthis unit anywhere on the battlefield that is not in your opponent's deployment zone. If you do, once per battle, you can target this unit with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set this unit up within 3" of that token and not within 9" of any enemy models. That token is then removed.

Fury of the First: Each time a model in this unit makes an attack that targets your Oath of Moment target, add 1 to the Hit roll.

UNIT COMPOSITION

- 1 Terminator Sergeant
- 4-9 Terminators

Every model is equipped with: storm bolter; power fist.

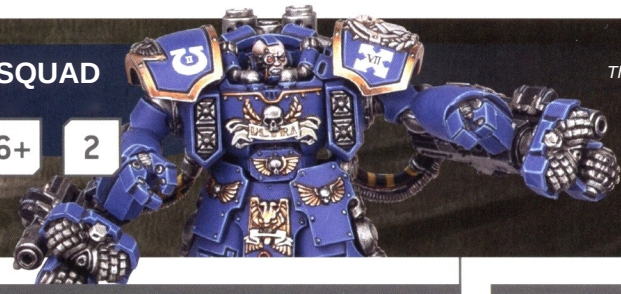
KEYWORDS: INFANTRY, IMPERIUM, TERMINATOR, TERMINATOR SQUAD

FACTION KEYWORDS: Adeptus Astartes



CENTURION ASSAULT SQUAD

M	T	SV	W	LD	OC
4"	7	2+	4	6+	2



There a re few technologies better adapted for siege warfare than the Centurion Warsuit. Wading into thunderous storms of enemy fire, Centurion Assault Squads use their roaring siege drills to crack open armoured bunkers and tear apart tanks.

<> RANGED WEAPONS	RANGE	A	IS	S	AP	D
Centurion bolters [rapid fire 3, twin-linked]	24"	3	3+	4	0	1
Twin flamer [ignores cover, torrent, twin-linked]	12"	D6	N/A	4	0	1
Twin meltagun [melta 2, twin-linked]	12"	1	3+	9	-4	D6

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Siege drills [twin-linked]	Melee	3	3+	10	-2	3

WARGEAR OPTIONS

- Any number of models can each have theirtwin flamer replaced with 1 twin meltagun.
- Any number of models can each have their Centurion bolters replaced with 1 Centurion assault launcher.

ABILITIES

FACTION: Oath of Moment

Annihilator Protocols: Melee weapons equipped by models in this unit have the [SUSTAINED HITS 2] ability when targeting **MONSTER**, **VEHICLE** or **FORTIFICATION** units.

WARGEAR ABILITIES

Centurion Assault Launcher: The bearer has the Grenades keyword.

UNIT COMPOSITION

- 1 Assault Centurion Sergeant
- 2-5 Assault Centurions

Every model is equipped with: twin flamer; siege drills; Centurion bolters.

KEYWORDS: Infantry, Imperium, Centurion, Centurion Assault Squad

FACTION KEYWORDS: Adeptus Astartes

CENTURION DEVASTATOR SQUAD

M	T	SV	W	LD	OC
4"	7	2+	4	6+	2



Centurion Devastator Squads dominate the field of battle, their presence dictating the flow of action. They frequently operate with Stormraven Gunships, which transport the Space Marines inside their bulky warsuits to the next position, where they function as an armoured firebase to clear enemy-held positions of all opposition.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Centurion bolters [rapid fire 3, twin-linked]	24"	3	3+	4	0	1
Centurion missile launcher [blast]	36"	D3	3+	9	-2	D3
Grav-cannon [anti-vehicle 2+]	24"	3	3+	6	-1	3
Twin heavy bolter [sustained hits i, twin-linked]	36"	3	3+	5	-1	2
Twin lascannon [twin-linked]	48"	1	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Centurion fists	Melee	3	4+	5	-1	2

WARGEAR OPTIONS

- Any number of models can each have their Centurion bolters replaced with 1 Centurion missile launcher.
- Any number of models can each have their grav-cannon replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin lascannon

ABILITIES

FACTION: Oath of Moment

Decimator Protocols: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Hit roll instead.

UNIT COMPOSITION

- 1 Devastator Centurion Sergeant
- 2-5 Devastator Centurions

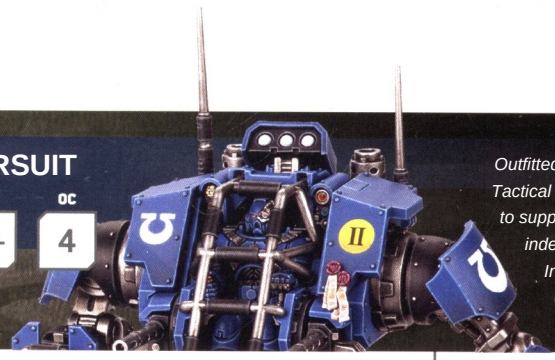
Every model is equipped with: grav-cannon; Centurion bolters; Centurion fists.

KEYWORDS: INFANTRY, IMPERIUM, CENTURION, CENTURION DEVASTATOR SQUAD

FACTION KEYWORDS: AdeptusAstartes

INVICTOR TACTICAL WARSUIT

M	T	SV	W	LD	OC
8"	8	3+	12	6+	4



Outfitted with silent reactors and servos, the Invictor Tactical Warsuit is a combat walker ideally suited to support Vanguard operations and function independently from a main Space Marine strike force. In battle they are piloted by hand-picked warriors dedicated to defending their battle-brothers.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Fragstorm grenade launcher [blast]	18"	D6	3+	4	0	1
	Heavy bolter [sustained hits 1]	36"	3	3+	5	-1	2
	Incendium cannon [ignores cover, torrent]	12"	D6+3	N/A	6	-1	1
	Twin ironhail autocannon [twin-linked]	48"	3	3+	9	-1	3
	Twin ironhail heavy stubber **[RAPID FIRE 3, TWIN-LINKED]**	36"	3	3+	4	0	1

	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Invictor fist	Melee	5	3+	14	-2	3

WARGEAR OPTIONS

- This model's incendium cannon can be replaced with 1 twin ironhail autocannon.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: Deadly Demise D3, Scouts 8"

FACTION: Oath of Moment

Vanguard Support: Once per turn, in your opponent's Shooting phase, when a friendly Adeptus Astartes Phobos Infantry unit within 6" of this model is selected as the target of an attack, one model from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

UNIT COMPOSITION

- 1 Invictor Tactical Warsuit

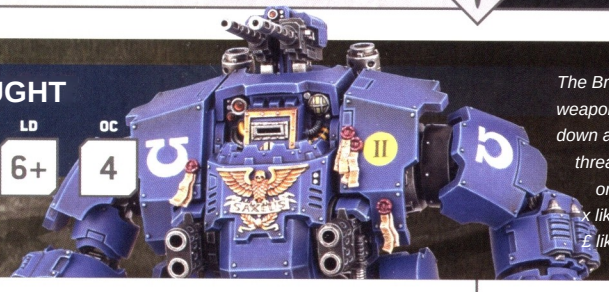
This model is equipped with: fragstorm grenade launcher; heavy bolter; incendium cannon; twin ironhail heavy stubber; Invictor fist.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, PHOBOS, INVICTOR TACTICAL WARSUIT

FACTION KEYWORDS: AdeptusAstartes

BRUTALIS DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



The Brutalis Dreadnought is a line breaker and a terror weapon. As it storms towards the enemy lines it lays down a hail of anti-personnel fire. Yet the greatest threat lies in its massive ceramite-sheathedfists or talons, which can crush an armoured warrior like spoiled fruit or punch through a bunker wall like parchment.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Brutalis bolt rifles [twin-linked]	24"	4	3+	4	-1	1
	Twin heavy bolter [sustained hits 1, twin-linked]	36"	3	3+	5	-1	2
	Twin Icarus ironhail heavy stubber **[ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]**	36"	3	3+	4	0	1
	Twin multi-melta [melta 2, twin-linked]	18"	2	3+	9	-4	D6

	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Brutalis fists [twin-linked]	Melee	6	3+	12	-2	3
▰	Brutalis talons - strike [twin-linked]	Melee	6	3+	12	-2	3
▰	Brutalis talons - sweep [twin-linked]	Melee	10	3+	2	-2	1

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin multi-melta.
- This model's Brutalis fists and Brutalis bolt rifles can be replaced with 1 Brutalis talons.

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Brutalis Charge: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one 06: on a 2-3, that enemy unit suffers 03 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers 03+3 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Brutalis Dreadnought

This model is equipped with: twin Icarus ironhail heavy stubber; twin heavy bolter; Brutalis bolt rifles; Brutalis fists.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Brutalis Dreadnought

FACTION KEYWORDS: AdeptusAstartes

DREADNOUGHT

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3



Dreadnoughts are bipedal combat walkers piloted by centuries-old fallen heroes of the Chapter, kept alive by esoteric technologies in an ancient sarcophagus at the Dreadnought's heart. Equipped with devastating heavy weapons, they can annihilate the enemy from afar or crush them to paste in brutal melee.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Assault cannon [devastating wounds]	24"	6	3+	6	0	1
	Heavy flamer [ignores cover, torrent]	12"	D6	N/A	5	-1	1
➤	Heavy plasma cannon - standard [blast]	36"	D3	3+	2	-2	2
➤	Heavy plasma cannon - supercharge **[BLAST, HAZARDOUS]**	36"	D3	3+	8	-3	3
➤	Missile launcher - frag [blast]	48"	□ 6	3+	4	0	1
➤	Missile launcher - krak	48"	1	3+	9	-2	06
	Multi-melta [melta]	18"	2	3+	9	-4	D6
	Storm bolter [rapid fire 2]	24"	2	3+	4	0	1
	Twin lascannon [twin-linked]	48"	1	3+	12	-3	□ 6+1

*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	5	3+	6	0	1
	Dreadnought combat weapon	Melee	5	3+	12	-2	3

WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
  - 1 heavy plasma cannon
  - 1 multi-melta
  - 1 twin lascannon
- This model's Dreadnought combat weapon and storm bolter can be replaced with one of the following:
  - 1 missile launcher and 1 close combat weapon
  - 1 heavy flamer and 1 Dreadnought combat weapon

➤ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: Deadly Demise 1

FACTION: Oath of Moment

Wisdom of the Ancients (Aura): While a friendly Adeptus Astartes Infantry unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

UNIT COMPOSITION

- 1 Dreadnought

This model is equipped with: assault cannon; storm bolter; Dreadnought combat weapon.

KEYWORDS: Vehicle, Walker, Smoke, Imperium, Dreadnought

FACTION KEYWORDS: Adeptus Astartes



REDEMPTOR DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



Redemptor Dreadnoughts are some of the largest of their kind ever fielded by the Adeptus Astartes. Armed to the teeth, they can be equipped to utterly destroy almost any kind of battlefield target with hails of solid shot or super-heated plasma.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [ignores cover, torrent]	12"	D6	N/A	5	-1	1
Heavy onslaught gatling cannon **[DEVASTATING WOUNDS]**	24"	12	3+	6	0	1
Icarus rocket pod [anti-fly 2+]	24"	D3	3+	8	-1	2
Macro plasma incinerator - standard [blast]	36"	D6+1	3+	8	-3	2
Macro plasma incinerator - supercharge **[BLAST, HAZARDOUS]**	35"	□ 6+1	3+	9	-4	3
Onslaught gatling cannon [devastating wounds]	24"	8	3+	5	0	1
Twin fragstorm grenade launcher **[BLAST, TWIN-LINKED]**	18"	D6	3+	4	0	1
Twin storm bolter [rapid fire 2, twin-linked]	24"	2	3+	4	0	1

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Redemptor fist	Melee	5	3+	12	-2	3

WARGEAR OPTIONS

- This model can be equipped with 1 Icarus rocket pod.
- This model's heavy flamer can be replaced with 1 onslaught gatling cannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 macro plasma incinerator.
- This model's twin fragstorm grenade launcher can be replaced with 1 twin storm bolter.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

9 DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

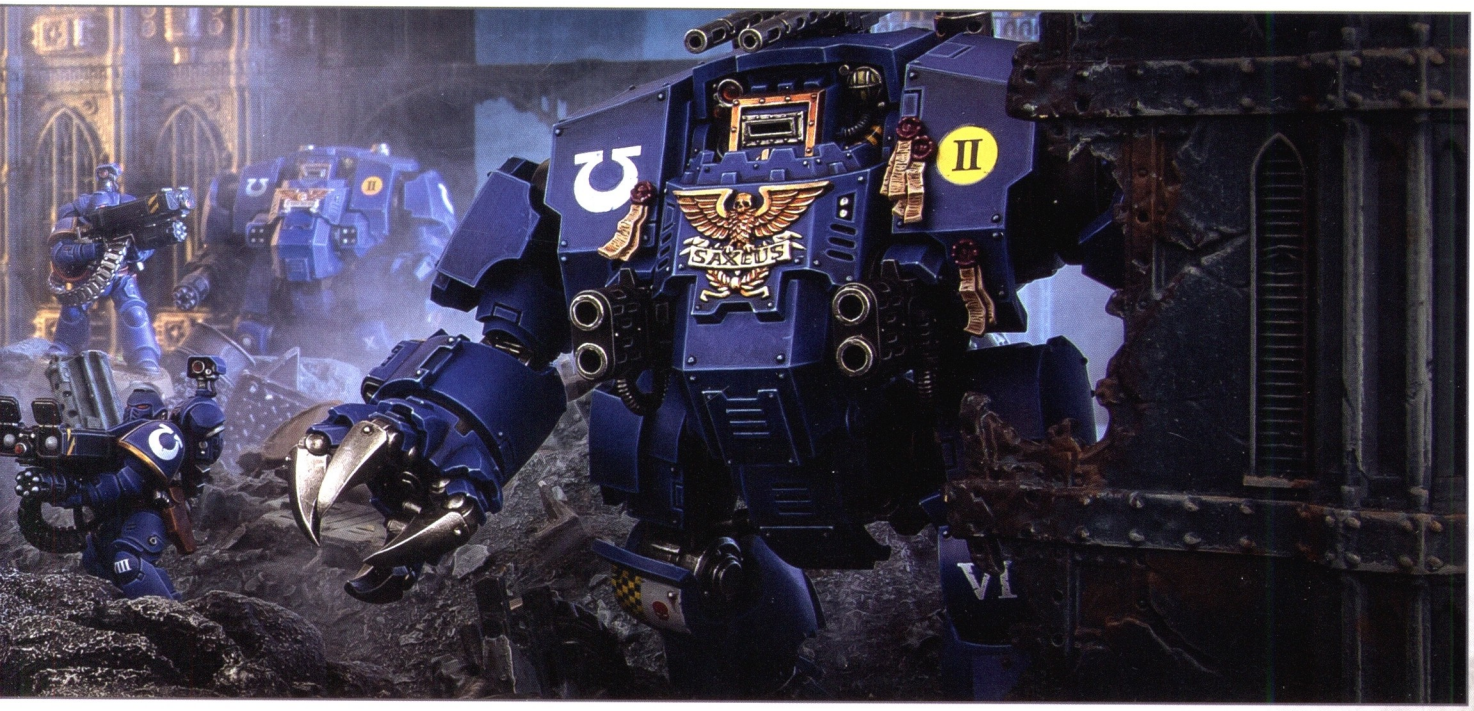
UNIT COMPOSITION

- 1 Redemptor Dreadnought

This model is equipped with: twin fragstorm grenade launcher; heavy flamer; heavy onslaught gatling cannon; Redemptor fist.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Redemptor Dreadnought

FACTION KEYWORDS: Adeptus Astartes



BALLISTUS DREADNOUGHT

M	T	SV	W	LD	OC
8"	10	2+	12	6+	4



Ballistus Dreadnoughts are walking gun emplacements. Within a shielded sarcophagus at these combat walkers' core lies the mortal remains of a fallen Chapter hero. Through webs of neural links, they pilot the war engine, targeting enemy armour or elite infantry with banks of devastating heavy weapons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Ballistus missile launcher - frag [blast]	48"	2D6	3+	5	0	1
Ballistus missile launcher - krak	48"	2	3+	10	-2	06
Ballistus lascannon	48"	2	3+	12	■3	06+1
Twin storm bolter [rapid fire 2, twin-linked]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	0
Armoured feet	Melee	5	3+	?	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Ballistus Strike: Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

UNIT COMPOSITION

■ 1 Ballistus Dreadnought

This model is equipped with: Ballistus missile launcher; Ballistus lascannon; twin storm bolter; armoured feet.

9 DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: Vehicle, Walker, Imperium, Dreadnought, Ballistus Dreadnought

FACTION KEYWORDS: Adeptus Astartes

SUPPRESSOR SQUAD

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1



Girded in armour that can tolerate the vicious recoil of their weapons and the terrible stresses ofgrav-drops, Suppressors rapidly take up key positions on the battlefield. From there, they unleash deluges of armour-piercing rounds that decimate enemy infantry and force the survivors to dive for cover.

RANGED WEAPONS	RANGE	A	BS	S	AP	0
Accelerator autocannon [heavy]	48"	3	4+	8	-1	2
Bolt pistol [PISTOL]	12"	1	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Suppression Fire: In your Shooting phase, afterthis unit has shot, select one enemy unit hit by one or more of those attacks made with an accelerator autocannon. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

■ 1 Suppressor Sergeant

■ 2 Suppressors

Every model is equipped with: accelerator autocannon; bolt pistol; close combat weapon.

KEYWORDS: Infantry, Grenades, Smoke, Jump Pack, Fly, Imperium, Suppressor Squad

FACTION KEYWORDS: AdeptusAstartes

OUTRIDER SQUAD

M	T	SV	W	LD	OC	
12"	5	3+	4	6+	2	OUTRIDER
12"	5	3+	8	6+	2	INVADER ATV



Outrider Squads advance ahead of the main Space Marine lines, guard flanks of larger formations and hunt down enemy infiltrators. When battle is joined, they conduct lightningfast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of the Chapter.

O	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Heavy bolt pistol [pistol]	18"	1	3+	4	-1	1
	Multi-melta [melta 2]	18"	2	3+	9	-4	06
	Onslaught gatling cannon [devastating wounds]	24"	8	3+	5	0	1
	Twin bolt rifle [twin-linked]	24"	2	3+	4	-1	1

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Astartes chainsword	Melee	4	3+	4	-1	1
	Close combat weapon	Melee	5	3+	4	0	1

WARGEAR OPTIONS

- An Invader ATV's onslaught gatling cannon can be replaced with 1 multi-melta.

ABILITIES

FACTION: Oath of Moment

Turbo-boost: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

UNIT COMPOSITION

- 1 Outrider Sergeant
- 2-5 Outriders
- 0-1 Invader ATV

The Outrider Sergeant and every Outrider is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword.

An Invader ATV is equipped with: bolt pistol; twin bolt rifle; onslaught gatling cannon; close combat weapon.

KEYWORDS: Mounted, Grenades, Imperium, Outrider Squad

FACTION KEYWORDS: Adeptus Astartes

INVADER ATV

M	T	SV	W	LD	OC
12"	5	3+	8	6+	2



The Invader is a highly flexible all-terrain vehicle, perfectly adapted to an aggressive reconnaissance role. Outfitted with either a multi-melta or onslaught gatling cannon, it can rapidly deliver punishing fire against vulnerable parts of the enemy line, or swiftly engage and destroy scouting elements of opposing forces.

O	RANGED WEAPONS	RANGE	A	BS	S	AP	0
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Multi-melta [melta 2]	18"	2	3+	9	-4	06
	Onslaught gatling cannon [devastating wounds]	24"	8	3+	5	0	1
	Twin bolt rifle [twin-linked]	24"	2	3+	4	-1	1

*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	5	3+	4	0	1

WARGEAR OPTIONS

- This model's onslaught gatling cannon can be replaced with 1 multi-melta.

ABILITIES

FACTION: Oath of Moment

Outrider Escort: Once per turn, in your opponent's Shooting phase, when another friendly Adeptus Astartes Mounted unit within 6" of this model is selected as the target of an attack, one model from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

UNIT COMPOSITION

- 1 InvaderATV

This model is equipped with: bolt pistol; twin bolt rifle; onslaught gatling cannon; close combat weapon.

KEYWORDS: Mounted, Grenades, Imperium, Invader **ATV**

FACTION KEYWORDS: AdeptusAstartes

INCEPTOR SQUAD

M	T	SV	W	LD	OC
10"	6	3+	3	6+	1



Equipped with heavy jump packs, Inceptor Squads are superb spearhead troops that deliver overwhelming blows to the enemy. Plummeting to the surface from the very edge of a world's atmosphere, they strike with devastating force, unleashing a hurricane of fire that turns whole squads of enemy infantry to bloody mist.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault bolters [ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED]	18"	3	3+	5	-1	2
Plasma exterminators - standard [ASSAULT, PISTOL, TWIN-LINKED]	18"	2	3+	?	-2	2
Plasma exterminators - supercharge [ASSAULT, PISTOL, HAZARDOUS, TWIN-LINKED]	18"	2	3+	8	-3	3

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- All models in this unit can each have their assault bolters replaced with 1 plasma exterminators.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deep Strike

FACTION: Oath of Moment

Meteoric Descent: When this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

UNIT COMPOSITION

- 1 Inceptor Sergeant
- 2-5 Inceptors

Every model is equipped with: assault bolters; close combat weapon.

KEYWORDS: Infantry, Jump Pack, Fly, Imperium, Gravis, Inceptor Squad

FACTION KEYWORDS: Adeptus Astartes

STORM SPEEDER HAILSTRIKE

M	T	SV	W	LD	OC
14"	9	3+	11	6+	3



The Hailstrike is so heavily armed that it can annihilate entire swathes of infantry in fusillades of blistering projectiles. Speeding over the battlefield, its specialised loadout shatters charging formations and shreds barricades and defences.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [blast]	18"	06	3+	4	0	1
Onslaught gatling cannon [devastating wounds]	24"	8	3+	5	0	1
Twin ironhail heavy stubber [RAPID FIRE 3, TWIN-LINKED]	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Hailstrike: Each time this model has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the end of the phase, each time a friendly Adeptus Astartes unit makes a ranged attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

UNIT COMPOSITION

- 1 Storm Speeder Hailstrike

This model is equipped with: 2 fragstorm grenade launchers; onslaught gatling cannon; twin ironhail heavy stubber; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, STORM SPEEDER HAILSTRIKE

FACTION KEYWORDS: ADEPTUS ASTARTES

STORM SPEEDER THUNDERSTRIKE

M	T	SV	W	LD	OC
14"	9	3+	11	6+	3



Thunderstrikes outmanoeuvre the foe at every turn, targeting vulnerable points in armour, fuel stores and missile hoppers to turn tanks into raging fireballs. Just a single Thunderstrike is capable of destroying armoured breakthrough attempts, and when one is on the battlefield, few enemies are safe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Stormfury missiles	48"	1	2+	12	-3	D6+1
Thunderstrike las-talon	36"	2	2+	9	-3	D6+1
Twin Icarus rocket pod [anti-fly 2+, twin-linked]	24"	D3	3+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Thunderstrike: Each time this model has shot, select one enemy Monster or Vehicle unit hit by one or more of those attacks. Until the end ofthe phase, each time a friendly Adeptus Astartes unit makes a ranged attack that targets that enemy unit, add 1 to the Wound roll.

UNIT COMPOSITION

■ 1 Storm Speeder Thunderstrike

This model is equipped with: stormfury missiles; Thunderstrike las-talon;twin Icarus rocket pod; close combat weapon.

KEYWORDS: Vehicle, Fly, Imperium, Storm Speeder Thunderstrike

FACTION KEYWORDS: AdeptusAstartes

STORM SPEEDER HAMMERSTRIKE

M	T	SV	W	LD	OC
14"	9	3+	11	6+	3



The Hammerstrike excels at rooting out enemies from trench and bunker networks. Sweeping low over the battlefield, it employs searing melta blasts and volleys of rockets to crack the foe's defence lines wide open.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hammerstrike missile launcher	36"	2	3+	9	-3	D6
Krakstorm grenade launcher	18"	1	3+	9	-1	D3
Melta destroyer [melta2]	18"	3	3+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike

FACTION: Oath of Moment

Hammerstrike: Each time this model has shot, select one enemy unit hit by one or more of those attacks. Until the end ofthe phase, that enemy unit cannot have the Benefit of Cover.

UNIT COMPOSITION

■ 1 Storm Speeder Hammerstrike

This model is equipped with: Hammerstrike missile launcher; 2 krakstorm grenade launchers; melta destroyer; close combat weapon.

KEYWORDS: Vehicle, Fly, Imperium, Storm Speeder Hammerstrike

FACTION KEYWORDS: Adeptus Astartes

HELLBLASTER SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Few foes can survive the incandescentfury of a Hellblaster Squad. Whether they be Tyranid Hive Tyrant, Ork Warboss or Heretic Astartes battle tank, all are reduced to ash and slag by searing, well-aimed plasma fire pouring from the Hellblasters'ferocious weapons.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
▰	Plasma incinerator - standard [ASSAULT, HEAVY]	24"	2	3+	2	-2	1
▰	Plasma incinerator - supercharge [ASSAULT, HAZARDOUS, HEAVY]	24"	2	3+	8	-3	2
▰	Plasma pistol - standard [pistol]	12"	1	3+	2	-2	1
▰	Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	-3	2

	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- The Hellblaster Sergeant's bolt pistol can be replaced with 1 plasma pistol.

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

FACTION: Oath of Moment

For the Chapter!: Each time a model in this unit is destroyed, roll one 06: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play. When resolving these attacks, any Hazardous tests taken for that attack are automatically passed.

Designer's Note: *This ability is triggered even when a model in this unit is destroyed as the result of failing a Hazardous test, meaning such a model may be able to shoot twice in the same phase.*

UNIT COMPOSITION

- 1 Hellblaster Sergeant
- 4-9 Hellblasters

Every model is equipped with: bolt pistol; plasma incinerator; close combat weapon.

KEYWORDS: **Infantry, Grenades, Imperium, Tacticus, Hellblaster Squad**

FACTION KEYWORDS: **Adeptus Astartes**

ELIMINATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Eliminator Squads are peerless assassins, deadly marksmen who haunt the shadows of the battlefield unseen by the enemy. For hours they will lie in wait to take the perfect shot, their sophisticated scopes feeding them essential data to ensure they never fail to make the kill.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Bolt sniper rifle [heavy, precision]	36"	1	3+	5	-2	3
	Instigator bolt carbine [precision]	24"	1	3+	4	-2	2
	Las fusil [HEAVY]	36"	1	3+	9	-3	D6

*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- The Eliminator Sergeant's bolt sniper rifle can be replaced with one ofthe following:
  - 1 instigator bolt carbine
  - 1 las fusil
- All Eliminators in this unit can each have their bolt sniper rifle replaced with 1 las fusil.

ABILITIES

CORE: Infiltrators, Stealth

FACTION: Oath of Moment

Reposition Under Covering Fire: In your Shooting phase, after this unit has shot, if it contains an Eliminator Sergeant equipped with an instigator bolt carbine, this unit can make a Normal move. If it does, until the end ofthe turn, this unit is not eligible to declare a charge.

Mark the Target: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

UNIT COMPOSITION

- 1 Eliminator Sergeant
- 2 Eliminators

Every model is equipped with: bolt pistol; bolt sniper rifle; close combat weapon.

KEYWORDS: Infantry, Grenades, Imperium, Phobos, Eliminator Squad

FACTION KEYWORDS: AdeptusAstartes

ERADICATOR SQUAD

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1



Before the molten ire of an Eradicator Squad, heavy armour and defended positions stand little chance. Eradicators wear the heavier Gravis-pattern of Mk X power armour, allowing them to stride unharmed through waves of incoming fire before bringing their own destructive weaponry to bear at close range.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Melta rifle [heavy, melta 2]	18"	1	3+	9	-4	D6
Multi-melta [heavy, melta 2]	18"	2	4+	9	-4	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- For every 3 models in this unit, 1 Eradicator's melta rifle can be replaced with 1 multi-melta.

ABILITIES

FACTION: Oath of Moment

Total Obliteration: Each time a ranged attack made by a model in this unit targets a Monster or Vehicle model, you can re-roll the Hit roll, you can re-roll the Wound roll and you can re-roll the Damage roll.

UNIT COMPOSITION

- 1 Eradicator Sergeant
- 2-5 Eradicators

Every model is equipped with: bolt pistol; melta rifle; close combat weapon.

KEYWORDS: Infantry, Grenades, Imperium, Gravis, Eradicator Squad

FACTION KEYWORDS: AdeptusAstartes

DESOLATION SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Desolation Marines specialise in unleashing widespread devastation throughout the enemy ranks. Whether direct-firing warheads into massed infantry or enemy armour, or raining salvoes down upon the enemy with their castellan launchers, these warriors reap a grievous toll amongst the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Castellan launcher [blast, indirect fire]	36"	03	3+	4	0	1
Superfrag rocket launcher [blast, heavy]	48"	D6+1	4+	5	0	1
Superkrak rocket launcher [heavy]	48"	1	4+	10	-2	06+1
Vengor launcher [blast, indirect fire]	48"	06	2+	?	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- All of the models in this unit can each have their superfrag rocket launcher replaced with 1 superkrak rocket launcher.
- The Desolation Sergeant's superfrag rocket launcher or superkrak rocket launcher can be replaced with 1 vengor launcher.

ABILITIES

FACTION: Oath of Moment

Targeter Optics: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability and can ignore the penalty to their Hit rolls when making attacks with Indirect Fire weapons against targets that are not visible to them.

UNIT COMPOSITION

- 1 Desolation Sergeant
- 4-9 Desolation Marines

Every model is equipped with: bolt pistol; castellan launcher; superfrag rocket launcher; close combat weapon.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Desolation Squad

FACTION KEYWORDS: AdeptusAstartes

DEVASTATOR SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1



Devastator Squads pound the enemy at long range with overwhelming heavy weapons fire, annihilating any caught in the ferocious blasts. Once they have secured the perfect firing position, they hold it firmly, providing their battle-brothers with intense covering fire as they advance.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Grav-cannon [anti-vehicle z+, heavy]	24"	3	4+	6	-1	3
Grav-pistol [anti-vehicle 2+, pistol]	12"	1	3+	4	-1	2
Heavy bolter [heavy, sustained hits i]	36"	3	4+	5	-1	2
Lascannon [heavy]	48"	1	4+	12	-3	D6+1
Missile launcher - frag [blast, heavy]	48"	06	4+	4	0	1
Missile launcher - krak [heavy]	48"	1	4+	9	-2	D6
Multi-melta [heavy, melta 2]	18"	2	4+	9	-4	D6
Plasma cannon - standard [blast, heavy]	36"	03	4+	2	■2	1
Plasma cannon - supercharge [BLAST, HAZARDOUS, HEAVY]	36"	03	4+	8	■3	2
Plasma pistol - standard [pistol]	12"	1	3+	7	■2	1
Plasma pistol - supercharge [hazardous, pistol]	12"	1	3+	8	■3	2
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power fist	Melee	2	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer [devastating wounds]	Melee	2	4+	8	-2	2

WARGEAR OPTIONS

- Up to 4 Devastator Marines can each have their boltgun replaced with one ofthe following:
  - 1 grav-cannon
  - 1 heavy bolter
  - 1 lascannon
  - 1 missile launcher
  - 1 multi-melta
  - 1 plasma cannon
- The Devastator Sergeant's bolt pistol and boltgun can be replaced with two different weapons from the following list:*
  - 1 Astartes chainsword
  - 1 bolt pistol
  - 1 boltgun
  - 1 combi-weapon
  - 1 grav-pistol
  - 1 plasma pistol
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer

** This model can only be equipped with two ranged weapons if one of them is a Pistol (and it can only have one Pistol)*

ABILITIES

FACTION: Oath of Moment

Signum: Each time this unit Remains Stationary, until the start of your next Movement phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

Armorium Cherub: Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Designer's Note: *Place an Armorium Cherub token next to the unit, removing it once this ability has been used.*

UNIT COMPOSITION

- 1 Devastator Sergeant
- 4-9 Devastator Marines

Every model is equipped with: bolt pistol; boltgun; close combat weapon.



Plasma Cannon



Multi-melta



Lascannon



Heavy Bolter

■>- *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: Infantry, Grenades, Imperium, Devastator Souad

FACTION KEYWORDS: AdeptusAstartes

FIRESTRIKE SERVO-TURRETS

M	T	SV	W	LD	OC
3"	6	2+	6	6+	2



Primarily a defensive weapon, the Firestrike Servo-turret lays down withering volleys of fire to secure flanks or the Space Marines' base of operations. Mounted on gravitic ventral plates, they can hover across the battlefield to ideal firing positions from which to slaughter attacking enemies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin Firestrike autocannon [TWIN-LINKED]	48"	3	2+	9	-1	3
Twin Firestrike las-talon [TWIN-LINKED]	36"	2	2+	10	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- Any number of models can each have their twin Firestrike las-talon replaced with 1 twin Firestrike autocannon.

ABILITIES

FACTION: Oath of Moment

Sentinel Protocols: Each time you select this unit for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

UNIT COMPOSITION

- 1-2 Firestrike Servo-turrets

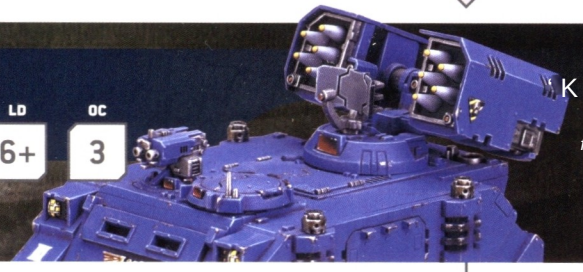
Every model is equipped with: twin Firestrike las-talon; close combat weapon.

KEYWORDS: Artillery, Vehicle, Imperium, Firestrike Servo-turrets

FACTION KEYWORDS: Adeptus Astartes

WHIRLWIND

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Hails of missiles saturate the ground whenever a Whirlwind strikes, creating a carpet of explosions that launches deadly shrapnel or scorching flames in all directions. The Whirlwind fires from concealed positions in support of Space Marine attacks, utilising its speed to keep pace with the assault.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [one shot]	48"	1	2+	14	-3	06
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1
Whirlwind vengeance launcher [blast, indirect fire]	22"	D6+3	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Pinning Bombardment: In your Shooting phase, after this model has shot, if one or more of those attacks made with a Whirlwind vengeance launcher scored a hit against an enemy INFANTRY unit, that unit must take a Battle-shock test.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Whirlwind

This model is equipped with: Whirlwind vengeance launcher; armoured tracks.

KEYWORDS: Vehicle, Smoke, Imperium, Whirlwind

FACTION KEYWORDS: Adeptus Astartes

GLADIATOR VALIANT

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

The Valiant lays down blistering volleys of fire as it escorts transports or supports infantry in ferocious fighting, crossing rushing watercourses, sucking marshlands and bubbling lava lakes with equal ease. Its twin las-talons spit death at the foe, making short work of enemy armour and cracking open fO fortified positions.

£> RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [anti-fly 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [rapid fire 3]	36"	3	3+	4	0	1
Multi-melta [melta2]	18"	2	3+	9	-4	D6
Twin las-talon [twin-linked]	36"	2	3+	10	-3	D6+1

5? MELEE WEAPONS	RANGE	A	WS	S	EX1
Armoured hull	Melee	3	4+	6	

0 *

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Priority Target Acquisition: Each time this model makes an attack with its twin las-talon that targets the closest eligible Monster or Vehicle unit, add 1 to the Hit roll.

9 DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Gladiator Valiant

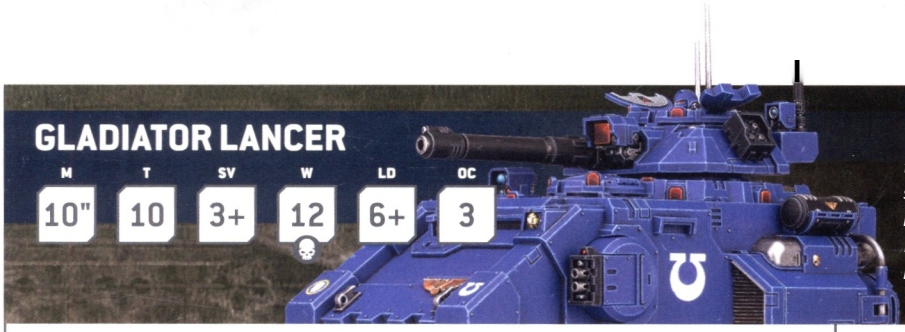
This model is equipped with: 2 multi-meltas; twin las-talon; armoured hull.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, GLADIATOR VALIANT

FACTION KEYWORDS: ADEPTUS ASTARTES



Gladiator Valiant with twin las-talon and multi-meltas



GLADIATOR LANCER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

With pinpoint accuracy, the Gladiator Lancer picks off the heaviest enemy armour, laser destroyer punching smouldering holes in their hulls. Such is the range of its heavy cannon that it can eliminate threats to the Space Marines before they encounter them, storming past burning wrecks to claim their objectives.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher [blast]	18"	DS	3+	4	0	1
Icarus rocket pod [anti-fly 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [rapid fire 3]	36"	3	3+	4	0	1
Lancer laser destroyer [heavy]	22"	2	3+	14	-4	D6+3
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Aquilon Optics: Each time this model is selected to shoot, you can re-roll one Hit roll, you can re-roll one Wound roll and you can re-roll one Damage roll when resolving those attacks.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

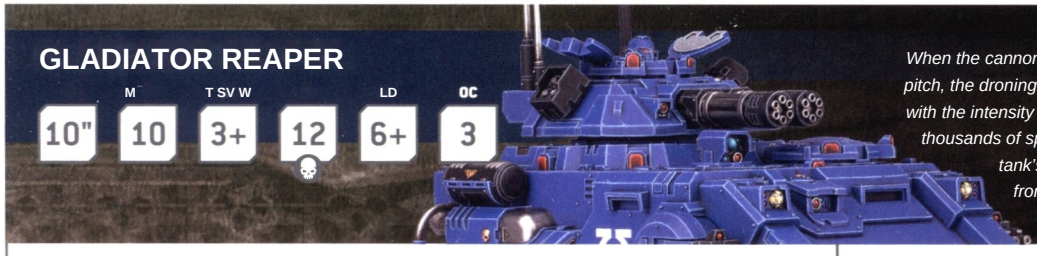
UNIT COMPOSITION

- 1 Gladiator Lancer

This model is equipped with: Lancer laser destroyer; 2 storm bolters; armoured hull.

KEYWORDS: Vehicle, Smoke, Imperium, Gladiator Lancer

FACTION KEYWORDS: AdeptusAstartes



GLADIATOR REAPER

M	T	SV	W	LD	OC
10"	10	3+	12	6+	3

When the cannons ofthe Gladiator Reaper spin to full pitch, the droning makes the teeth of all nearby itch with the intensity ofthe vibrations. Within seconds, thousands of spent casings pour over the battle tank's armoured hide as enemies are erased from existence by the storm of fire.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus rocket pod [anti-fly 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [rapid fire 3]	36"	3	3+	4	0	1
Tempest bolter [rapid fire4]	24"	4	3+	4	-1	1
Twin heavy onslaught gatling cannon **[DEVASTATING WOUNDS, TWIN-LINKED]**	24"	12	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP
Armoured hull	Melee	3	4+	6	0

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Reaping Tally: This model's twin heavy onslaught gatling cannon has the [SUSTAINED HITS 2] ability when targeting Infantry units.

9 DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Gladiator Reaper

This model is equipped with: 2 tempest bolters; twin heavy onslaught gatling cannon; armoured hull.

KEYWORDS: Vehicle, Smoke, Imperium, Gladiator Reaper

FACTION KEYWORDS: AdeptusAstartes

PREDATOR DESTRUCTOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Predator Destructors have served the Emperor for more than ten thousand years with resolute steadfastness, proving themselves by slaughtering hordes of enemy infantry, shattering assaults and 3 laying waste to light vehicles. To the always-outnumbered Space Marines, theirfirepower has long been vital.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolter [sustained hits i]	36"	3	3+	5	-1	2
Hunter-killer missile [one shot]	48"	1	2+	14	■3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Predator autocannon [rapid fire 2]	48"	4	3+	9	-1	3
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with one ofthe following:
  - 0 2 heavy bolters
  - 0 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Destructor: Each time this model makes a ranged attack that targets an Infantry unit, improve the Armour Penetration characteristic of that attack by 1.

9 DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Predator Destructor

This model is equipped with: Predator autocannon; armoured tracks.

KEYWORDS: Vehicle, Smoke, Imperium, Predator Destructor

FACTION KEYWORDS: Adeptus Astartes

PREDATOR ANNIHILATOR

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3



Predator Annihilators excel at leading armoured spearheads, moving at high speed and firing all the while. Their crews take pride in their particularly ferocious machine spirits, and gladly thunder into the fiercest fighting to blow apart enemy armoured columns and dense bunker complexes.

o RANGED WEAPONS	RANGE	A	BS	S	AP	D
Predatortwin lascannon [twin-linked]	48"	1	3+	14	-3	D6+1
Heavy bolter [sustained hits i]	36"	3	3+	5	-1	2
Hunter-killer missile [one shot]	48"	1	2+	14	•3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	06+1
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

MELEEWEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- ■ This model can be equipped with one ofthe following:
  - ° 2 heavy bolters
  - ° 2 lascannons
- ■ This model can be equipped with 1 hunter-killer missile.
- ■ This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Annihilator: Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1.

f DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Predator Annihilator

This model is equipped with: Predator twin lascannon; armoured tracks.

\ KEYWORDS:Vehicle, Smoke, Imperium, PredatorAnnihilator

FACTION KEYWORDS: AdeptusAstartes

VINDICATOR

M	T	SV	W	LD	OC
9"	11	2+	11	6+	3



The Vindicator is a dedicated siege tank. It can smash obstacles aside with its massive shield, rumbling into the perfect firing position to unleash its demolisher cannon, a weapon so destructive it can blow apart enemy fortifications, annihilate columns of infantry and shatter armoured tanks with terrifying ease.

RANGED WEAPONS	RANGE	A	BS	S	rsra
Demolisher cannon [blast]	24"	D6+3	3+	14	-3 D6
Hunter-killer missile [one shot]	48"	1	2+	14	-3 DG
One Shot: The bearer can only shoot with this weapon once per battle.					
Storm bolter [rapid fire 2]	24"	2	3+	4	0 1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Siege Shield: When making ranged attacks with its demolisher cannon, this model can target enemy units within Engagement Range of it (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

J DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Vindicator

This model is equipped with: demolisher cannon; armoured tracks.

KEYWORDS: Vehicle, Smoke, Imperium, Vindicator

FACTION KEYWORDS: AdeptusAstartes



LAND RAIDER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



Land Raiders are mobile fortresses that bear squads of Space Marines through the most furious firestorms without so much as a scratch. Their machine spirits are so potent that if the crew are slain they will take over, making the tank a truly formidable asset.

o RANGED WEAPONS	RANGE	A	BS	S	AP	O
Godhammer lascannon	48"	2	3+	12	-3	D6+1
Hunter-killer missile [one shot]	48"	1	2+	14	■3	□6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [melta 2]	18"	2	3+	9	-4	D6
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1
Twin heavy bolter [sustained hits 1, twin-linked]	36"	3	3+	5	-1	2

5? MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

9 DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Land Raider

This model is equipped with: twin heavy bolter; 2 godhammer lascannons; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, LAND RAIDER**

FACTION KEYWORDS: **ADEPTUS ASTARTES**



LAND RAIDER CRUSADER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



The Land Raider Crusader is a superlative assault tank. Its bulk enables it to crush enemy defences, and its prodigious firepower cuts their defenders to ribbons. With an enhanced transport capacity, once it has stormed enemy defences, Space Marines pour from its hatches to slaughter those foes who remain.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [one shot]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Hurricane bolter [rapid fire 6, twin-linked]	24"	6	3+	4	0	1
Multi-melta [melta a]	18"	2	3+	9	-4	06
Storm bolter [rapid fire a]	24"	2	3+	4	0	1
Twin assault cannon **[DEVASTATING WOUNDS, TWIN-LINKED]**	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

9 DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Land Raider Crusader

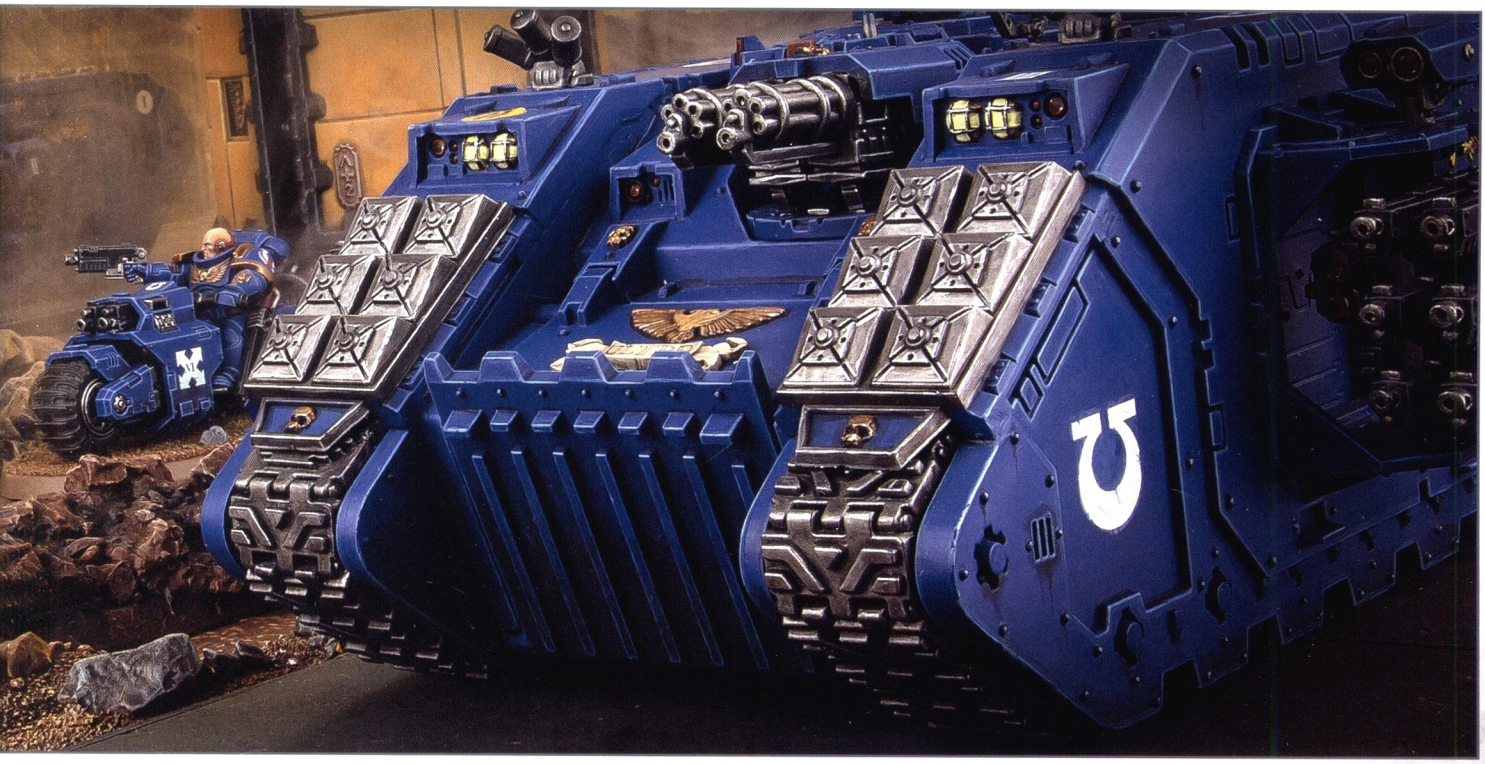
This model is equipped with: 2 hurricane bolters; twin assault cannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 16 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

KEYWORDS: Vehicle, Smoke, Grenades, Transport, Imperium, Land Raider Crusader

FACTION KEYWORDS: Adeptus Astartes



LAND RAIDER REDEEMER

M	T	SV	W	LD	OC
12"	12	2+	16	6+	5



In brutal urban combat, it can be impossible to root out entrenched foes. Not so for the Land Raider Redeemer. When it engages its flamestorm cannons, any caught in the raging inferno of burning promethium that follows are doomed, and bunkers, pillboxes, ruined factorums and shattered hab-blocks are cleansed ofthe enemy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flamestorm cannon [ignores cover, torrent]	12"	D6+3	N/A	6	-2	2
Hunter-killer missile [one shot]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Multi-melta [melta2]	18"	2	3+	9	-4	D6
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1
Twin assault cannon [devastating wounds, twin-linked]	24"	6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 multi-melta.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

$ DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Land Raider Redeemer

This model is equipped with: 2 flamestorm cannons; twin assault cannon; armoured tracks.

TRANSPORT

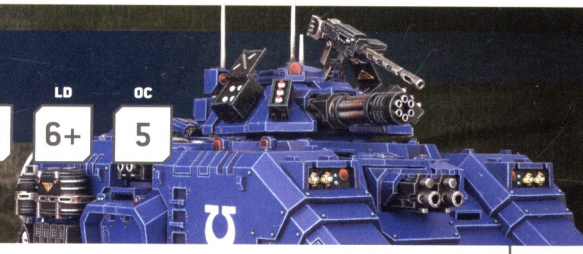
This model has a transport capacity of 14 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, GRENADES, TRANSPORT, IMPERIUM, LAND RAIDER REDEEMER**

FACTION KEYWORDS: **ADEPTUS ASTARTES**

REPULSOR

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5



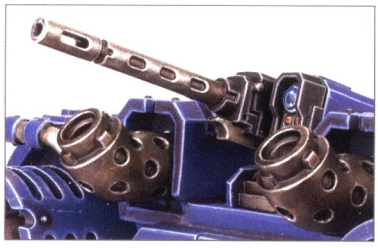
Clad in advanced armour plating and armed for any battlefield situation, the Repulsor not only transports its passengers safely, it also provides superb fire support. Dangerous terrain is little impediment to it, its ventral plates channelling gravitic energies that crush obstacles beneath the vehicle's mass.

O	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Heavy onslaught gatling cannon **[DEVASTATING WOUNDS]**	24"	12	3+	6	0	1
	Hunter-slayer missile [indirect fire, one shot]	48"	1	2+	14	-3	D6
	One Shot: The bearer can only shoot with this weapon once per battle.						
	Las-talon	36"	2	3+	10	-3	D6+1
	Repulsor defensive array	24"	18	3+	4	0	1
	Twin heavy bolter [sustained hits i, twin-linked]	36"	3	3+	5	-1	2
	Twin lascannon [twin-linked]	48"	1	3+	12	-3	D6+1

*	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Armoured hull	Melee	6	4+	8	0	1

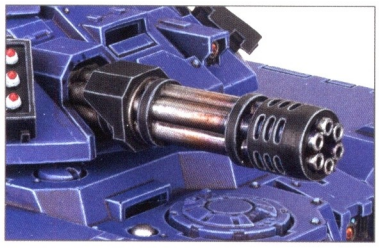
WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model's heavy onslaught gatling cannon can be replaced with 1 las-talon.

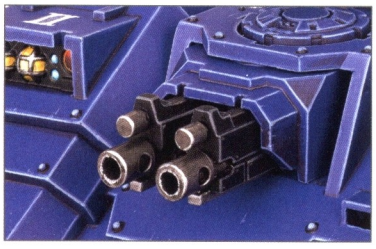




Repulsor defensive array



Heavy onslaught gatling cannon



Twin heavy bolter

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Emergency Combat Embarkation: Once perturn, in your opponent's Charge phase, after an enemy unit has selected targets for its charge but before it makes a Charge move, you can select one Adeptus Astartes unit from your army that was selected as a target of that charge. Provided that unit is not within Engagement Range of one or more enemy units and every model in that unit is within 3" of this Transport, it can embark within this Transport. The charging unit can then select new targets for its charge.

9 DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Repulsor

This model is equipped with: heavy onslaught gatling cannon; hunter-slayer missile; Repulsor defensive array; twin heavy bolter; armoured hull.

TRANSPORT

This model has a transport capacity of 12 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, IMPERIUM, REPULSOR**

FACTION KEYWORDS: Adeptus Astartes

REPULSOR EXECUTIONER

M	T	SV	W	LD	OC
10"	12	3+	16	6+	5

Based on the Repulsor chassis, the Repulsor Executioner sacrifices some transport capacity to accommodate powerful turret weaponry. Even the largest battle tanks can be crippled by the beam of a heavy laser destroyer, while the incinerating blasts of a macro plasma incinerator can obliterate infantry formations.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy laser destroyer [heavy]	22"	2	3+	16	-4	D6+4
Heavy onslaught gatling cannon **[DEVASTATING WOUNDS]**	24"	12	3+	6	0	1
Icarus rocket pod [anti-fly 2+]	24"	D3	3+	8	-1	2
Ironhail heavy stubber [rapid fire 3]	36"	3	3+	4	0	1
Macro plasma incinerator - standard [blast]	36"	D6+1	3+	8	-3	2
Macro plasma incinerator - supercharge **[BLAST, HAZARDOUS]**	36"	D6+1	3+	9	-4	3
Repulsor Executioner defensive array	24"	10	3+	4	0	1
Twin heavy bolter [sustained hits 1, twin-linked]	36"	3	3+	5	-1	2
Twin Icarus ironhail heavy stubber **[ANTI-FLY 4+, RAPID FIRE 3, TWIN-LINKED]**	36"	3	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

WARGEAR OPTIONS

- This model's macro plasma incinerator can be replaced with 1 heavy laser destroyer.
- This model can be equipped with 1 ironhail heavy stubber.
- This model can be equipped with 1 Icarus rocket pod.

1^ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: Deadly Demise D6

FACTION: Oath of Moment

Executioner: Each time this model makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

$ DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Repulsor Executioner

This model is equipped with: heavy onslaught gatling cannon; macro plasma incinerator; Repulsor Executioner defensive array; twin heavy bolter; twin Icarus ironhail heavy stubber; armoured hull.

TRANSPORT

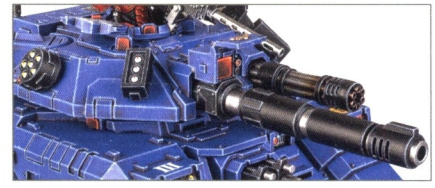
This model has a transport capacity of 6 Adeptus Astartes Infantry models. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes upthe space of 3 models.

KEYWORDS: Vehicle, Smoke, Transport, Imperium, Repulsor Executioner

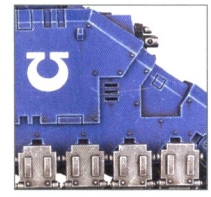
FACTION KEYWORDS: Adeptus Astartes

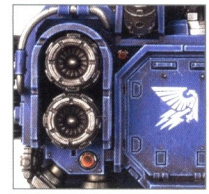


Repulsor Executioner with heavy laser destroyer











RHINO

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2



The Rhino transport has served the Space Marines for ten thousand years, and forms a part of many of their strike forces. With robust self-repair systems, the Rhino is a rugged vehicle that can swiftly navigate nightmare battlefields to deliver its deadly cargo of Space Marines into the heart of battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [one shot]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 2

FACTION: Oath of Moment

Self Repair: At the end of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

- 1 Rhino

This model is equipped with: storm bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Phobos, Gravis, Centurion, Terminator orTACTicus models (excluding Tacticus Character models that began the battle attached to a non-TACTICus unit).

KEYWORDS: Vehicle, Smoke, Transport, Dedicated Transport, Imperium, Rhino

FACTION KEYWORDS: Adeptus Astartes

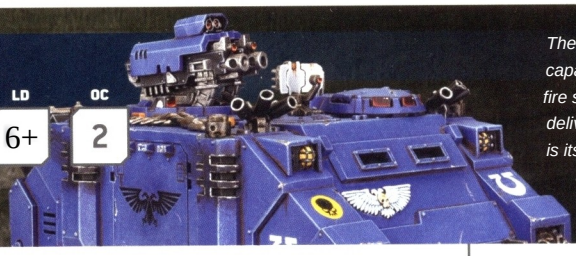


Ft

RAZORBACK

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

SgasM



The Razorback replaces some of the Rhino's transport capacity with a heavy weapon turret, and provides fire support for armoured infantry assaults while delivering its own cargo of warriors to battle. Such is its success that for many Chapters it performs additional functions, notably as a mobile command centre.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [one shot]	48"	1	2+	14	-3	D6
One Shot: The bearer can only shoot with this weapon once per battle.						
Storm bolter [rapid fire a]	24"	2	3+	4	0	1
Twin heavy bolter [sustained hits i,twin-linked]	36"	3	3+	5	-1	2
Twin lascannon [twin-linked]	48"	1	3+	12	■3	06+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with 1 twin lascannon.
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

UNIT COMPOSITION

- 1 Razorback

This model is equipped with: twin heavy bolter; armoured tracks.

TRANSPORT

This model has a transport capacity of 6 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Phobos, Gravis, Centurion, Terminator ot Tacticus models (excludingTACTicus Character models that began the battle attached to a non-TACTicus unit).

KEYWORDS: Vehicle, Smoke, Transport, Dedicated Transport, Imperium, Razorback

FACTION KEYWORDS: Adeptus Astartes



IMPULSOR

M	T	SV	W	LD	OC
12"	9	3+	11	6+	2



Equipped with vectored thrusters that make it faster than any other gravitic tank in the Space Marines' armouries, the Impulsoris a highly adaptable transport used by all Space Marines for rapid insertion and flanking manoeuvres. It is particularly favoured by Vanguard forces.

0	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bellicatus missile array - frag [blast]	48"	D6	3+	4	0	1
	Bellicatus missile array - Icarus [anti-fly 2+]	48"	D3	3+	8	-1	2
	Bellicatus missile array - krak	48"	1	3+	8	-2	D6
	Fragstorm grenade launcher [blast]	18"	D6	3+	4	0	1
	Ironhail heavy stubber [rapid fire 3]	36"	3	3+	4	0	1
	Ironhail skytalon array [anti-fly4+, sustained hits i]	36"	8	3+	4	0	1
	Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	0
	Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 ironhail heavy stubber.
- This model's 2 storm bolters can be replaced with 2 fragstorm grenade launchers.
- This model can be equipped with one ofthe following:
  - 1 bellicatus missile array
  - 1 ironhail skytalon array
  - 1 orbital comms array
  - 1 shield dome

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 6

FACTION: Oath of Moment

Assault Vehicle: Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.

WARGEAR ABILITIES

Orbital Comms Array (Aura): While a friendly Adeptus Astartes unit is within 6" ofthe bearer, each time you target that unit with a Stratagem, roll one 06: on a 5+, you gain ICR

Shield Dome: The bearer has a 5+ invulnerable save.

UNIT COMPOSITION

- 1 Impulsor

This model is equipped with: 2 storm bolters; armoured hull.

TRANSPORT

This model has a transport capacity of 6 Tacticus or Phobos Infantry models. It cannot transport Jump Pack models.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Imperium, Impulsor

FACTION KEYWORDS: AdeptusAstartes



STORMRAVEN GUNSHIP

M	T	SV	W	LD	OC
20+"	10	3+	14	6+	0



The Stormraven superbly combines the role of reliable combat dropship and deadly aerial combatant. A capacious troop bay and thick layers of armour allow it to effectively transport squads of Space Marines - and, thanks to its magna-grapples, even a Dreadnought - into the very heart of battle.

0	RANGED WEAPONS	RANGE	A	BS	S	AP	0
	Hurricane bolter [rapid fire 6, twin-linked]	24"	6	3+	4	0	1
	Stormstrike missile launcher	48"	1	3+	10	-2	3
	Twin assault cannon [devastating wounds, twin-linked]	24"	6	3+	6	0	1
	Twin heavy bolter [sustained hits 1, twin-linked]	36"	3	3+	5	-1	2
▰	Twin heavy plasma cannon - standard **[BLAST, TWIN-LINKED]**	36"	D3	3+	?	-2	2
▰	Twin heavy plasma cannon - supercharge **[BLAST, HAZARDOUS, TWIN-LINKED]**	36"	D3	3+	8	-3	3
	Twin lascannon [twin-linked]	48"	1	3+	12	-3	D6+1
	Twin multi-melta [melta 2, twin-linked]	18"	2	3+	9	-4	06
▰	Typhoon missile launcher - frag [blast]	48"	2D6	3+	4	0	1
▰	Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

5?	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Armoured hull	Melee	6	4+	80		1

WARGEAR OPTIONS

- This model's twin assault cannon can be replaced with one ofthe following:
  - 1 twin heavy plasma cannon
  - 1 twin lascannon
- This model's typhoon missile launcher can be replaced with one ofthe following:
  - 1 twin heavy bolter
  - 1 twin multi-melta
- This model can be equipped with 2 hurricane bolters.

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

abilities

CORE: Deadly Demise D6, Hover

FACTION: Oath of Moment

Armoured Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

$ DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Stormraven Gunship

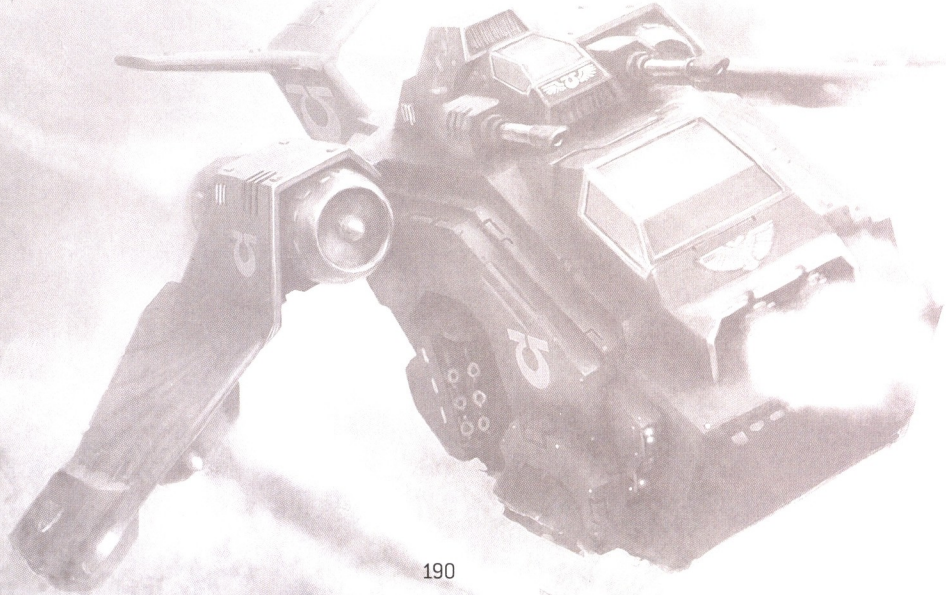
This model is equipped with: 2 stormstrike missile launchers; twin assault cannon; typhoon missile launcher; armoured hull.

TRANSPORT

This model has a transport capacity of 12 Adeptus Astartes Infantry models and 1 Dreadnought model. Each Jump Pack, Wulfen, Gravis orTERMiNATDR model takes up the space of 2 models and each Centurion model takes up the space of 3 models.

KEYWORDS: **VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORMRAVEN GUNSHIP**

FACTION KEYWORDS: **ADEPTUS ASTARTES**



STORMHAWK INTERCEPTOR



M	T	SV	W	LD	OC
20+"	9	3+	10	6+	0

Stormhawk Interceptors are high-altitude fighter craft designed solely for achieving aerial supremacy. Dropped from mag-cradles aboard orbiting craft, these ceramite-plated vehicles engage enemy air assets in brutal dogfights and are protected by countermeasures that launch blazing flares.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus stormcannon [anti-fly 2+]	48"	6	3+	7	-1	2
Las-talon	36"	2	3+	10	-3	06+1
Skyhammer missile launcher [anti-fly 2+]	48"	3	3+	8	-1	D3
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [sustained hits 1, twin-linked]	36"	3	3+	5	-1	2
Typhoon missile launcher - frag [blast]	48"	2D6	3+	4	0	1
Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's sky hammer missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 typhoon missile launcher
- This model's las-talon can be replaced with 1 Icarus stormcannon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Interceptor: Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll.

UNIT COMPOSITION

- 1 Stormhawk Interceptor

This model is equipped with: twin assault cannon; skyhammer missile launcher; las-talon; armoured hull.

KEYWORDS: Vehicle, Fly, Aircraft, Imperium, Smoke, Stormhawk Interceptor

FACTION KEYWORDS: Adeptus Astartes

STORMTALON GUNSHIP



M	T	SV	W	LD	OC
20+"	8	3+	10	6+	0

Fast and manoeuvrable, the Stormtalon is an aerial interceptor optimised for escorting Storm raven Gunships. While fast enough to engage in aerial combat, its pilot can switch on the Stormtalon's repulsor systems, making it agile enough to closely support infantry in defence or on the attack.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Skyhammer missile launcher [ANTI-FLY 2+, TWIN-LINKED]	48"	3	3+	8	-1	03
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
Twin heavy bolter [sustained hits 1, twin-linked]	36"	3	3+	5	-1	2
Twin lascannon [twin-linked]	48"	1	3+	12	-3	D6+1
Typhoon missile launcher - frag [blast]	48"	2D6	3+	4	0	1
Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's sky hammer missile launcher can be replaced with one of the following:
  - 1 twin heavy bolter
  - 1 twin lascannon
  - 1 typhoon missile launcher

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: Deadly Demise D3, Hover

FACTION: Oath of Moment

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot Fly, add 1 to the Hit roll.

UNIT COMPOSITION

- 1 Stormtalon Gunship

This model is equipped with: skyhammer missile launcher; twin assault cannon; armoured hull.

KEYWORDS: Vehicle, Fly, Aircraft, Imperium, Stormtalon Gunship

FACTION KEYWORDS: Adeptus Astartes

DROP POD

M	T	SV	W	LD	OC
-	7	3+	8	6+	2



Launched from ships in low orbit, Drop Pods full of Space Marines slam into the battlefield, their hatches blowing open upon the violent impact. Within seconds, the squad bursts out with weapons firing. Such deadly strikes send the foe into disarray as their lines are torn apart in the furious assault.

O RANGED WEAPONS	RANGE	A	BS	S	AP	D
Deathwind launcher [blast]	12"	D6+1	3+5		0	1
Storm bolter [rapid fire 2]	24"	2	3+	4	0	1

WARGEAR OPTIONS

- This model's storm bolter can be replaced with 1 deathwind launcher.

ABILITIES

CORE: Deadly Demise 1, Deep Strike

FACTION: Oath of Moment

Drop Pod Assault: This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

UNIT COMPOSITION

- 1 Drop Pod

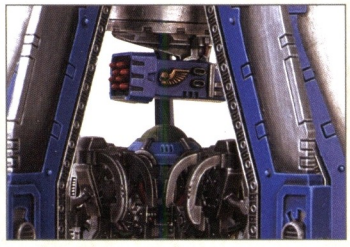
This model is equipped with: storm bolter.

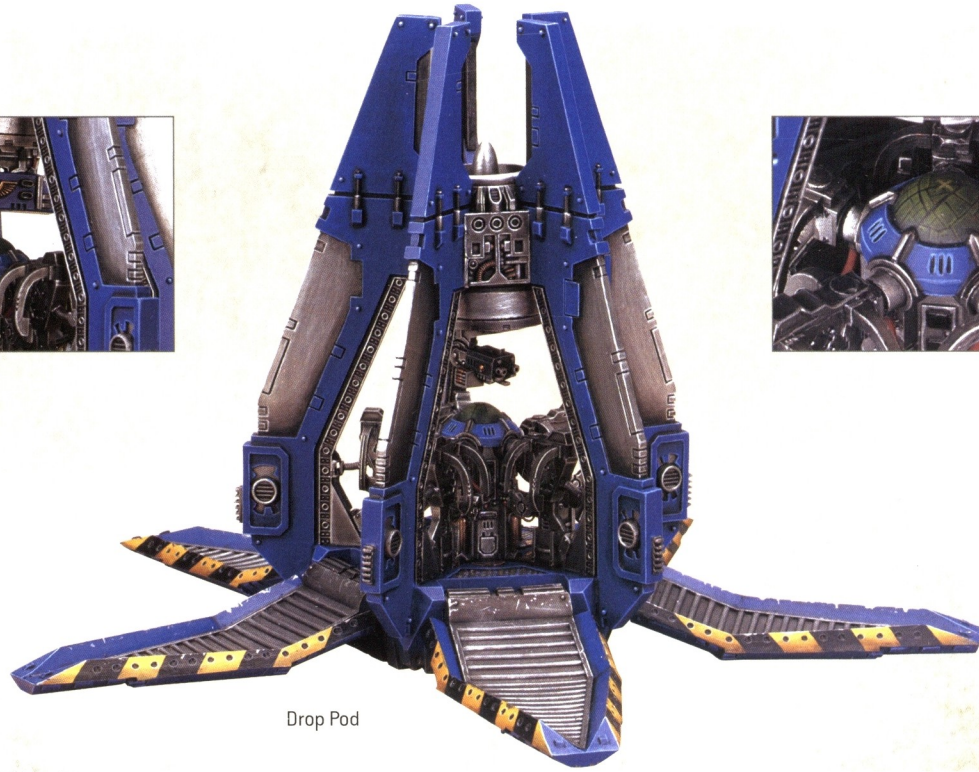
TRANSPORT

This model has a transport capacity of 10 Adeptus Astartes Infantry models. It cannot transport Jump Pack, Wulfen, Gravis, Centurion or Terminator models.

KEYWORDS: Vehicle, Transport, Imperium, Drop Pod

FACTION KEYWORDS: Adeptus Astartes





Drop Pod

HAMMERFALL BUNKER



M	T	SV	W	LD	OC
-	12	2+	14	6+	0

Hammerfall Bunkers are launched from Space Marine warships in the same manner as Drop Pods. Automated area-denial assets crewed by hard-wired servitors, they have all kinds of battlefield roles, including securing beachheads, hampering enemy assaults and wreaking havoc behind the foe's lines.

	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Hammerfall heavy bolter array [SUSTAINED HITS 1, TWIN-LINKED]	36"	6	4+	5	-1	2
	Hammerfall heavy flamer array [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	2D6	N/A	5	-1	1
▰	Hammerfall missile launcher - superfrag [BLAST]	48"	206+2	4+	5	0	1
▰	Hammerfall missile launcher- superkrak	48"	2	4+	10	-2	06+1

WARGEAR OPTIONS

- This model's Hammerfall heavy bolter array can be replaced with 1 Hammerfall heavy flamer array.

▰ *Before selecting targets for this weapon, select one of its profiles to make attacks with*

ABILITIES

CORE: Deadly Demise 06

FACTION: Oath of Moment

Fortification: While an enemy unit is only within Engagement Range of one or more Fortifications from yourarmy:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ceramite Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Defensive Array: You can target this Fortification with the Fire Overwatch Stratagem for OCP, and can do so even if you have already targeted another unit with that Stratagem this turn. This Fortification can only be targeted with that Stratagem once per turn.

9 DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- 1 Hammerfall Bunker

This model is equipped with: Hammerfall heavy bolter array; Hammerfall missile launcher.

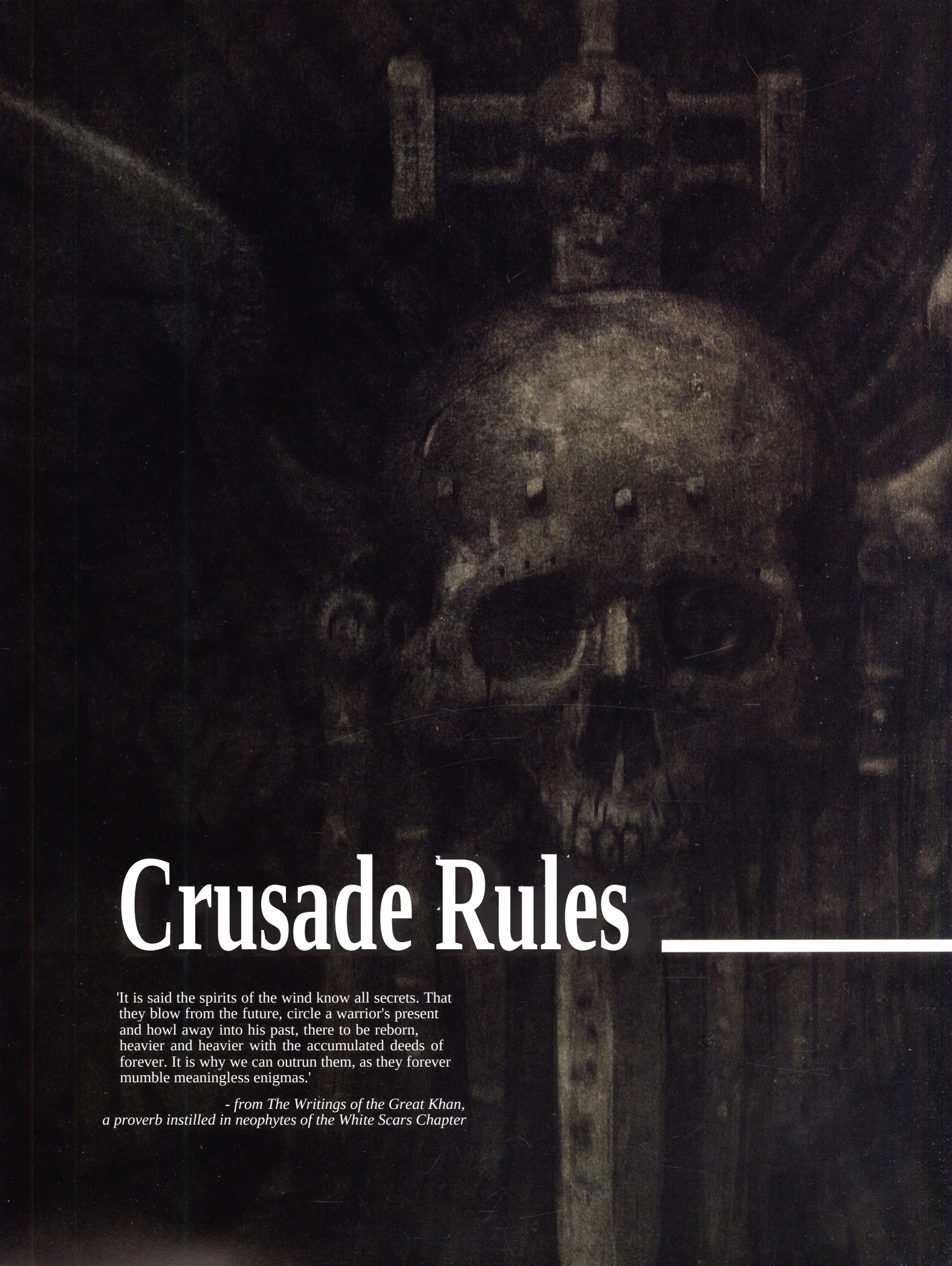
KEYWORDS: Fortification, Vehicle, Imperium, Hammerfall Bunker

FACTION KEYWORDS: AdeptusAstartes

'Look to your battle-gear and it will protect you. We guard it with our lives. Your armour is your Soul, and your Soul's dedication its armour. The soul of a warrior is the shield of Humanity. Honour the craft of death. Only the Emperor is higher in our devotion. Honour the battle-gear of the Dead. We ask only to serve.'

- part of the Warrior's Catechism of Worship





Crusade Rules

'It is said the spirits of the wind know all secrets. That they blow from the future, circle a warrior's present and howl away into his past, there to be reborn, heavier and heavier with the accumulated deeds of forever. It is why we can outrun them, as they forever mumble meaningless enigmas.'

- from The Writings of the Great Khan, a proverb instilled in neophytes of the White Scars Chapter



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to Adeptus Astartes units. You can find out more about Crusade armies in the main Crusade rules.

'Our duty is to kill, and kill again, until our bootprints swill with the blood of the unrighteous. Those who doubt our resolve need but look at the worlds we leave burning in our wake.'

- Dorrek Recravan, Imperial Fists Phalanaian Guard

This section contains the following rules:

OATHSWORN CAMPAIGNS
These rules represent focused strategic goals your Crusade force can seek to achieve. They detail how, after gaining sufficient Honour points, you can promote Characters to Chapter Command and reassign your units to other tactical roles.

AGENDAS
Adeptus Astartes armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the factions' goals and their particular methods of waging war.

REQUISITIONS
Adeptus Astartes armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS
As they gain experience and prowess, Adeptus Astartes units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS
In addition to the Crusade Relics presented in other Crusade publications, Adeptus Astartes Character models can claim one of the Crusade Relics found here.

CRUSADE BADGES
Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once you have achieved one, you could set yourself a new goal, or lake the opportunity to start a new Crusade force.



OATHSWORN CAMPAIGNS

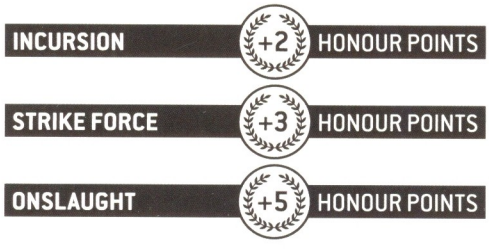
Space Marines of the Adeptus Astartes have a duty to safeguard the Imperium from the threats that assail it. These warriors fight in the name ofthe Emperor and swear oaths to uphold their Chapter's honour in the missions to come. Such forces conduct precision strikes, sudden purges and evacuations of artefacts and individuals. They may be expected to relieve sieges, break the backs of enemy assaults, execute the foe's champions and more, before moving onto the next conflict. To represent this, your Crusade force can embark on short Oathsworn Campaigns, each focused on a key thematic goal while being open to interpretation as befits your army's background.

Each battle offers the opportunity to earn Honour points for your Crusade force, which reflect the glorious accomplishments of your warriors on a personal and collective level. Characters can use Honour points to become high-ranking members of Chapter Command and access new abilities, while your units can adopt different battlefield roles or be promoted through the Chapter, starting in the Scout Company and eventually progressing to the 1st Company as decorated veterans with access to a wide array of Battle Traits.

A NOBLE UNDERTAKING

To begin, select an Oathsworn Campaign from those presented on the following pages. An Oathsworn Campaign lasts for three battles, and each one has unique Bonus Agendas and Requisitions for you to take advantage of. If you wish to abandon a campaign for any reason, you can do so at any time. Your Crusade force can only participate in one Oathsworn Campaign at a time.

Each time you win a battle, your Crusade force earns Honour points relative to the battle size, as shown below.



HONOUR POINTS

Honour points for your Crusade force are earned by winning battles and completing Bonus Agendas. Keep track of your Honour points by noting them on your Order of Battle. At the end of an Oathsworn Campaign, you can spend Honour points to promote Adeptus Astartes Characters from your Order of Battle to be members of Chapter Command. You can also spend Honour points to promote various units from the Scout Company to the Reserve and Battle Companies, and then to the 1st Company.

After an Oathsworn Campaign has ended, your Honour points are reset to 0. For every 5 unspent Honour points lost in this way, you can grant 1XP to a unit of your choice from your Order of Battle.



On the following pages, Honour points are presented as shown on the left.

OATHSWORN CAMPAIGN REQUISITIONS

While your Crusade force is embarked on an Oathsworn Campaign, you have access to special Requisitions you can only purchase during that campaign. These represent your Crusade force taking actions best suited to their goals, such as commandeering local resources or bolstering defences as necessary.

BONUS AGENDAS

Each Oathsworn Campaign features unique Bonus Agendas that are always selected in addition to your two chosen Agendas. For the duration of the Oathsworn Campaign, when you select Agendas for a battle, consult the table associated with your chosen Oathsworn Campaign to select a Bonus Agenda for that battle that best suits your Crusade army or your narrative goals.

UNFLINCHING BULWARK

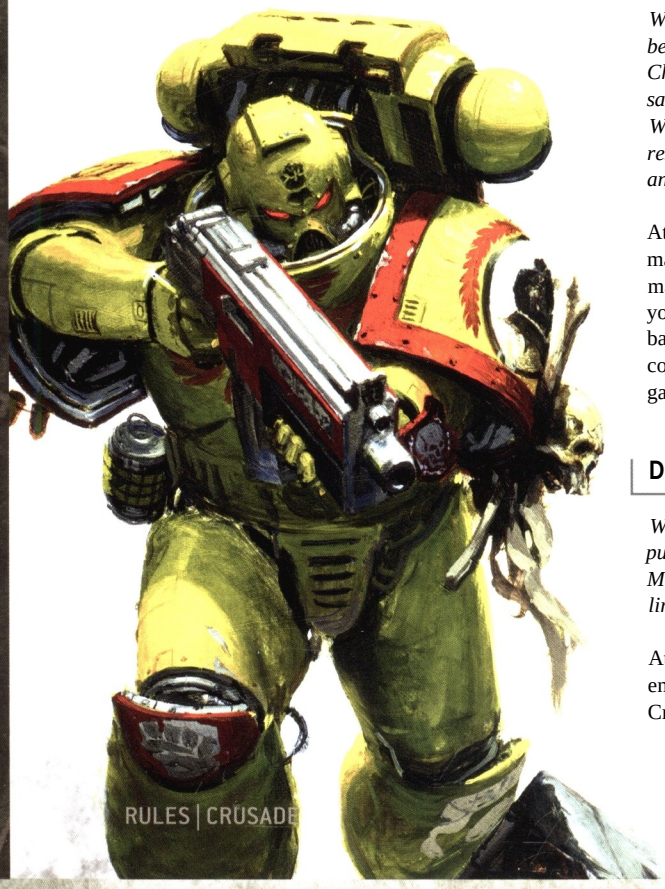
The Adeptus Astartes confront and drive back invasions of every loathsome kind across the Imperium's worlds. Destructive hordes spreading carnage through a planet's macro-cities must be halted in their tracks to enable desperate evacuations. Predatory raiders plundering frontier settlements or void ships must be corralled into efficient kill zones. From the walls of vital Imperial fortifications, Space Marines hold positions that would otherwise have fallen. Enemy assaults are thrown back as the battle-brothers unleash a deluge of firepower to cut them down. Ute Space Marines' aggressive defence grants other Imperial forces the chance to regroup and exploit the gains won by the sudden intervention, even as the Angels of Death themselves leave for the next war zone.

REQUISITION

FORTIFICATION NETWORK 1RP

The strategic brilliance of a strike force's commanders means Space Marines can often ensure the enemy fights them only on their terms, drawing the Imperium's foes into carefully chosen battle sites. Utilising the full extent of their siegecraft, the Space Marines erect solid redoubts, fortified walls and dedicated kill zones. Any forces attempting to invade the area find their advance swiftly halted by these masterful creations and their determined defenders.

Purchase this Requisition before a battle. Do not roll off to determine the Attacker and Defender for that battle. Instead, you are automatically the Defender. If your opponent uses the same or a similar rule to become the Defender, ignore both rules and instead determine the Attacker and Defender normally.



BONUS AGENDAS D6

PRIORITY KILL ZONE

The Adeptus Astartes are utterly focused on their mission parameters. Those Space Marines sworn to the defence of their battle lines will take not one backward step nor be lured into reckless assaults. Any foe who dares venture into these warriors' priority kill zones are subjected to a thunderous fusillade of long-range firepower that scours them from critical battlefield targets.

Each time an Adeptus Astartes unit from your Crusade army that is within your deployment zone destroys an enemy unit that is within range of an objective marker, your Crusade force gains 1 Honour point (to a maximum of 3).

DEFIANCE UNFURLED

While some of a defensive Space Marine force may be tasked with counter-assaults, others stamp the Chapter's presence upon the war zone by planting a sacred banner or ancient sigil in full view of the foe. With undisguised bombast, the action proclaims the resolve of the battle-brothers to retake the battlefield and signals to the foe their imminent destruction.

At the start ot the battle, select one objective marker in No Man's Land. If there is an objective marker within 6" of the centre of the battlefield, you must choose that one. At the end of the battle, if an Adeptus Astartes unit from your army controls that objective marker, your Crusade force gains 4 Honour points.

DRIVE THEM BACK!

Whether safeguarding an extraction or in a final push towards the foe's last redoubt, the Space Marines have vowed to cleanse the enemy from their lines and allow none to slip past.

At the end of the battle, if there are two or fewer enemy units within your deployment zone, your Crusade force gains 4 Honour points.

PRECISION STRIKE

Space Marine strike forces excel in pinpointing the enemy's strategic weaknesses and attacking with sudden and overwhelming strength in a series of focused assaults. Simultaneous strikes by coordinated elements of the Space Marine force against the foe's munitions stores, communications hubs and supply lines can cripple an enemy advance. Other targets identified by infiltrating battle-brothers or orbiting scry-satellites include heretical shrines and twisted xenos fortifications, as well as enemy warriors or war engines lauded as symbols of the foe's superiority whose destruction can sunder morale. What marks the Space Marines' attacks against these critical targets is their sheer speed, striking from unexpected vectors before rapidly relocating, leaving ruin in their wake.

REQUISITION

STORM-SWIFT DESTRUCTION 1RP

Space Marines are the ultimate assault force. Deploying from orbiting strike cruisers or drop ships, roaring into the fray in armoured transports or charging from ambush, they are capable of surprise attacks that hit with meteoric force. Such assaults are unleashed after rapid and incisive assessment of carefully harvested intelligence filtered through the warriors' long years of combat experience, and can catch even the most alert of sentries flat-footed.

Purchase this Requisition before a battle. Do not roll oft to determine the Attacker and Defender for that battle. Instead, you are automatically the Attacker. If your opponent uses the same or a similar rule to become the Attacker, ignore both rules and instead determine the Attacker and Defender normally.

BONUS AGENDAS D6

| PUNISH THEIR DARING

Any advances or gains made by the enemy must be taken from them by swift and unremitting force. None can be left in any doubt that to stand against the Adeptus Astartes is to feel the wrath of the Emperor himself.

Each time an Adeptus Astartes unit from your Crusade army destroys an enemy unit that is within range of an objective marker in your opponent's deployment zone or No Man's Land with a melee attack, your Crusade force gains 1 Honour point (to a maximum of 5).

THETIPOFTHESPEAR SB

Space Marine commanders do not orchestrate victory from the safety of a strategium, but as the speartip of their strike force that plunges into the enemy's heart.

At the end of the battle, if your Warlord's unit is within 6" of your opponent's battlefield edge (or wholly within your opponent's deployment zone if your opponent does not have a battlefield edge), your Crusade force gains 3 Honour points.

ALPHA-THREAT PROTOCOLS 88®

Adapting their priorities on the move with post-human cogitation, Space Marines will rapidly assess the most dangerous threats amongst the foe. Any that pose a risk to the battle-brothers' mission targets will be picked out for eradication.

At the start of the battle, your opponent must select three units from their Crusade army to be Priority Target units. At the end of the battle, for each Priority Target unit that was destroyed by a unit from your Crusade army, your Crusade force gains 1 Honour point.

OATHSWORN CAMPAIGN

THE FORGING OF LEGENDS

In millennia-old archives are accounts of the supernatural heroism of the Adeptus Astartes' champions. A Chapter's honour is of utmost importance to its warrior-knights. In campaigns where it can be upheld or avengea - the recovery of a fallen battle-brother or relic, the hunting down of a reviled foe or the reclamation of a Chaptei bastion - personal heroism surges to the fore. The greatest of a force's combatants lead their battle-brothers in wrath-filled charges to topple enemy champions and strike down the largest of threats. Such strength and skill can crush an enemy's cohesion as the foe witnesses their best and greatest cast down by a single warrior.

REQUISITION

THE ESTEEM OF THE CHAPTER 1RP

Space Marine commanders are entrusted with great latitude in dispensing honours - and summary justice - upon their battle-brothers. Even amongst some of the Imperium's greatest heroes, there are those leaders whose courage and skill exceeds even their commander's lofty expectations. Such valour in the Emperor's name is deserving of recognition.

Purchase this Requisition after a battle in which your Warlord was not destroyed. Select one Character unit that participated in that battle (excluding your Warlord); that Character unit gains 5XP.



BONUS AGENDAS D6

DUEL OF HONOUR

Chapter legend recounts many epic duels in which the greatest of its warriors cast down the most heinous enemies in fights that shook the firmament and awed those who witnessed them. These legends are a potent source of inspiration to those who would uphold their brotherhood's honour.

Each time a Character unit from your Crusade army destroys an enemy Character unit with a melee attack, your Crusade force gains 2 Honour points (to a maximum of 4).

HUNTING THE BEHEMOTH

The battlefield echoes to the roaring engines or guttural howls of an enemy monstrosity. Through tactical consideration of their threat to his battle-brothers, as well as being a matter of personal pride, a Chapter's noble champion will make its slaying their personal vow.

Each time a Character unit from your Crusade army destroys an enemy Monster or Vehicle unit with a melee attack, your Crusade force gains 2 Honour points (to a maximum of 4).

A SHOW OF DOMINION

The heroic commanders of a Space Marine strike force lead from the front in stunning displays of their combined strategic acumen and martial skill. They stamp their presence onto the battlefield so that none are left in doubt as to the power of the Angels of Death.

At the end of the battle, if your Warlord's unit controls an objective marker that is in No Man's Land, your Crusade force gains 1 Honour point. If that objective marker is in your opponent's deployment zone, your Crusade force gains 3 Honour points instead.

CHAPTER COMMAND

After an Oathsworn Campaign ends, if you have enough Honour points to do so, you can promote one or more Characters to be members of Chapter Command. To do so, select a Character you wish to promote, then subtract that promotions Honour points cost from your total and select one of that promotion's Battle Honours for that Character to gain. Each Character can only have one of these Battle Honours, even if you gain enough Honour points to promote them again. Each of these Battle Honours is unique - you can only have one instance of each in your Order of Battle. When gaining one of these Battle Honours, if that Character already has their maximum number of Battle Honours, you can choose to replace one with a Chapter Command Battle Honour.

Designer's Note: *If your Order of Battle contains an* Epic Hero *who is already known to hold a position in Chapter Command (e.g. Pedro Kantor being a Chapter Master), you should not promote another* Character *to that position.*



CHAPTER MASTER

25

CAPTAIN ONLY

Chapter Masters are some of the greatest military minds in the galaxy. There are few elements of strategy and tactics they have not studied and mastered, and they have tested their skills against innumerable enemies. They are magnificent leaders, able to inspire their warriors to acts of legendary valour. There is no task to which they will set their battle-brothers that they have not completed themselves, and when they lead from the front, they wield their blades with incomparable ability, slaughtering more of the foe than any of their warriors.

CHOOSE ONE

Master ofthe Codex

BATTLE HONOUR

Once per battle, after you have selected your Oath of Moment target, select a second enemy unit. Until the start of your next Command phase, that second enemy unit also counts as your Oath of Moment target.

OR

Master of Combat

BATTLE HONOUR

Once per battle, in your Command phase, this model can use this ability. If it does, until the end of the turn, add 2 to the Damage characteristic of weapons equipped by this model.



CHIEF APOTHECARY

10

APOTHECARY ONLY

Chief Apothecaries are the most senior surgeons and battle medics available to Space Marine Chapters. Calm and resolute, they maintain the life force of their battle-brothers on and off the battlefield. Most importantly, they are responsible for their Chapters' future in the preservation of Space Marine gene-seed. With vast experience to draw upon, a Chapters' Chief Apothecary is its ultimate practitioner ofthe healer's art.

CHOOSE ONE

Selfless Healer

BATTLE HONOUR

Tacticus Apothecary model only. While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

OR

Battlefield Chirurgy

BATTLE HONOUR

At the end of the battle, if your Crusade army included this model and it was not destroyed during the battle, you can ignore up to two failed Out of Action tests taken for Infantry units from your Crusade army - those tests are treated as having been passed instead.

MASTER OF SANCTITY

20

CHAPLAIN ONLY

Masters of Sanctity are the High Chaplains ofthe Space Marine Chapters. They maintain the spiritual well-being of their brothers, ensuring none falter in their responsibilities. Their mere presence inspires fervent aggression amongst their kin, though they are just as capable of delivering retribution first-hand.

CHOOSE ONE

Wise Orator

BATTLE HONOUR

Once per battle, at the start of the battle round, this model can use this ability. If it does, until the end of the turn, this model has the following ability:

Wise Orator (Aura): Each time a friendly Adeptus Astartes unit within 6" of this model makes a melee attack, add 1 to the Wound roll.

OR

Mantra of Strength

BATTLE HONOUR

Once per battle, at the start ofthe Fight phase, this model can use this ability. If it does, until the end of the phase, add 2 to the Attacks, Strength and Damage characteristics of melee weapons equipped by this model.

MASTER OF THE FORGE

15

TECHMARINE ONLY

Masters ofthe Forge are the chief artificers of the Space Marines, responsible for maintaining the arms, armour and vehicles of their Chapter. Having distinguished themselves from their brother Techmarines, Masters ofthe Forge oversee the Chapter's Armoury, and have an intimate knowledge of its workings and the machine spirits that reside there.

CHOOSE ONE

Liturgy of Resanctification

BATTLE HONOUR

Each time this model uses its Blessing of the Omnissiah ability, the selected Vehicle regains up to D3+3 lost wounds instead of up to D3.

OR

Shielded by the Machine God

BATTLE HONOUR

Each time this model uses its Blessing of the Omnissiah ability, until the start of your next Command phase, the selected Vehicle has a dr-invulnerable save (in addition to that ability's other effects).

HONOUR GUARD

10

Company heroes ONLY

For a Space Marine to have become one ofthe Chapter's Honour Guard is to have fulfilled many centuries of exceptionally courageous service. In battle, they act as personal retinues for the strike force's leaders, ensuring their safety with selfless valour.

CHOOSE ONE

Ardent Protectors

BATTLE HONOUR

While a Character model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

OR

Roused to Fury

BATTLE HONOUR

Once per battle, at the start of either player's Command phase, this unit can use this ability. If it does, until the end of the turn, add 1 to the Attacks characteristic of weapons equipped by models in this unit.

CHIEF LIBRARIAN

15

Librarian ONLY

At the head of each Chapter's Librarius can be found the Chief Librarian. Battle scholars with vast experience and immense psychic power, they are as much invaluable warriors as they are dependable advisors. When mastery of the warp is required, none are better equipped to deal with its turbulent nature. On the battlefield, Chief Librarians direct the energies of the immaterium with unrivalled precision and power.

CHOOSE ONE

Psychic Scourge

BATTLE HONOUR

At the start of your Shooting phase, you can select one enemy unit within 12" of and visible to this model and roll one D6: on a 3-5, that unit suffers D6 mortal wounds; on a 6, that unit suffers D6 mortal wounds and, until the start of your next turn, halve that unit's Move characteristic and halve the result of Charge rolls and Advance rolls made for that unit.

OR

Empyric Castellan

BATTLE HONOUR

Once per battle, at the start of any phase, this unit can use this ability. If it does, until the start of your next turn, this model has the following ability:

Empyric Castellan (Aura, Psychic): While an Adeptus Astartes unit from your army is within 6" of this model, models in that unit have a 4+ invulnerable save.

CHAPTER ANCIENT

15

Ancient ONLY

Only the most distinguished Space Marines are granted the title of Chapter Ancient. Given the sacred task of bearing the Chapter's standard to war, they selflessly fly the colours even as they slay their foes. The sight of such a holy relic flying high above the battlefield inspires the Ancients' brethren to give their all. The mere presence of the Chapter's standard is worth a fortified bastion to the warriors of the Adeptus Astartes.

CHOOSE ONE

Steadfast Example

BATTLE HONOUR

Once per battle, at the start of your Command phase, this model can use this ability. If it does, until the end of the turn, this model has the following ability:

Steadfast Example (Aura): While an Adeptus Astartes unit from your army is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

OR

Pennant of the Fallen

BATTLE HONOUR

While this model is leading a unit, each time a Bodyguard model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.



ASSIGNMENT AND PROMOTION

During their long years, Space Marines advance through their Chapter's companies, gaining new skills and a wealth of experience on their journey.

In addition to spending Honour points on Chapter Command promotions, you can also spend them to assign or promote other units to new positions within the Chapter's structure. After an Oathsworn Campaign ends, just as with Chapter Command promotions, you can spend the required number of Honour points to assign or promote a unit, but if you do, instead of selecting a Battle Honour for that unit, you must instead remove it from your Order of Battle and replace it with another unit from those listed. When a unit is replaced in this way, the new unit starts with the same XP as the one it replaced.

RESERVE AND BATTLE COMPANY ASSIGNMENT



Once deemed worthy, a neophyte is elevated from the Scout Company to the status of full battle-brother and serves in the first ofthe Reserve Companies. Should they continue to distinguish themselves, they may progress to the Battle Companies and throughout their lives learn to fight in many different roles. Experienced battle-brothers of the Scout Company's Vanguard complement may be requisitioned to support other companies, their battle prowess granting them a potent reputation.

Select one of the following units:

- Eliminator Squad
- Incursor Squad
- Infiltrator Squad
- Reiver Squad
- Scout Squad
- Suppressor Squad

You can spend 5 Honour points to replace that unit with one of the following units:

- Aggressor Squad
- Assault Intercessor Squad
- Assault Intercessors with Jump Packs
- Desolation Squad
- Eradicator Squad
- Heavy Intercessor Squad
- Hellblaster Squad
- Inceptor Squad
- Infernus Squad
- Intercessor Squad

1ST COMPANY PROMOTION



Elevation to the elite 1st Company of a Chapter is never automatic, no matter how long a battle-brother serves with the incredibly high levels of skill expected of all Space Marines. To be so honoured, they must have proved superior even amongst an entire brotherhood of post-human champions. Each has performed legendary deeds of bravery and mastered all ofthe Chapter's ways of war. They are master marksmen, exceptional duellists and incredible pilots, with tactical insight far beyond any mortal soldier and a devotion to duty that is fierce in its intensity. They truly are the heroes of their Chapter.

Select one Adeptus Astartes Infantry or Adeptus Astartes Mounted unit (excluding Characters and Scout Squads). You can spend 5 Honour points to replace the selected unit with one of the following units. If the selected unit has the Terminator Honours Battle Trait, this promotion costs 0 Honour points.

- Bladeguard Veteran Squad
- Company Heroes
- Sternguard Veteran Squad
- Terminator Assault Squad
- Terminator Squad

COMPANY COMMAND PROMOTION



The honour of command amongst the Adeptus Astartes recognises a battle-brother whose past is littered with conquered enemies. Yet it is not enough to be a skilled fighter; they must also have an unassailable grasp of strategy and tactics. Centuries of battlefield experience have taught them every facet of war, trained them in the tools of slaughter and honed their wits to the level of instinct. To lead the Emperor's greatest shock troops in battle, to marshal their strength and mete it out efficiently to maximise its potential against the ceaseless waves of foes that embattle the Imperium, is a singular and grave responsibility.

Select one Lieutenant model. You can spend 10 Honour points to replace that model with one Captain model (excluding Epic Heroes).

AGENDAS

If your Crusade army includes any Adeptus Astartes units, you can select Agendas from those presented here.

ANGELS OF DEATH

For *the Space Marines, only the total destruction of the Emperor's enemies is acceptable.*

At the end of the battle, if there are no enemy units on the battlefield, each Adeptus Astartes unit from your Crusade army that is on the battlefield gains 2XP and your Crusade force gains 2 Honour points.

KNOW NO FEAR

The Space Marines know no fear. Superhuman courage in the face of terrifying horrors and overwhelming odds are expected from each and every battle-brother. Fleeing from the conflict is as anathema to them as allowing the enemies of the Emperor to draw breath.

At the end of the battle, each Adeptus Astartes unit from your Crusade army that did not fail a Battle-shock test during the battle gains 1XP. If that unit did not fail a Battle-shock test and is also Below Half-strength, it gains 2XP instead.

ARMOURED ASSAULT

Battle-brothers who pilot their Chapters' war engines often have a natural affinity for their mechanical steeds. With prayers to the vehicles' machine spirits, the crews urge them forth in unstoppable spearheads. Those war engines that leave a great wake of the foe's twisted corpses are immortalised for their deeds with devotional seals and trophies in a dedicated shrine within the Chapter's Armoury.

At the end of the battle, each Vehicle unit from your Crusade army that is not destroyed gains 1XP, and each Vehicle unit from your Crusade army that is destroyed but itself destroyed two or more enemy units during the battle gains 1XP.

QUEST OF ATONEMENT

The warriors ofthe Chapter who bear the Mark of Censure have submitted themselves to the Reclusiam for their failures, and been set upon a quest for absolution in their Chapter's eyes. Only by striking down the mightiest foes ofthe Emperor will their shame be absolved.

When you select this Agenda, select one Adeptus Astartes unit from your Crusade army that has one or more of the following Battle Scars: Battle-weary; Disgraced; Mark of Shame. At the end of the battle, if the selected unit destroyed one or more enemy Character, Monster or Vehicle units with a melee attack during the battle, it loses one of those Battle Scars of your choice and gains 5XP.



REQUISITIONS

If your Crusade army includes any Adeptus Astartes units, you can spend Requisition points (RP) on any of the following Requisitions.

A LEGACY PRESERVED 1RP

Death in battle is the fate of almost all Space Marines. But if the Chapter's Apothecaries can preserve the gene-seed of fallen battle-brothers, then something of them can live on in a new generation of warriors. The heroic warrior-chirurgeons make their battle-brothers' death an honoured gift of legacy to the Chapter.

Purchase this Requisition after an Adeptus Astartes Infantry or Adeptus Astartes Mounted unit from your Crusade army gains a Battle Scar, if your Order of Battle includes one or more Apothecary models. Remove the unit that just gained that Battle Scar from your Order of Battle, and your Crusade force gains 5 Honour points.

VAUNTED TRIUMPH 1RP

To triumph in spectacular and glorious fashion over the Imperium's enemies is reward enough for those heroes who bought the victory with deadly skill and unflinching conviction.

Purchase this Requisition after a battle that you won. You can select a second unit to be Marked for Greatness. You can only purchase this Requisition once per Oathsworn Campaign.

ENDURING DUTY 2RP

On occasion, the Space Marines' famously rapid and efficient campaigns must be extended. They may uncover evidence of a deeper conspiracy that must be broken or details of hidden enemy reserves that must be crushed. Whatever new intelligence comes to light, the Adeptus Astartes will not shirk from acting upon it to ensure their final victory is total.

Purchase this Requisition after the third battle in an Oathsworn Campaign. You may participate in one additional battle before that Oathsworn Campaign ends.

EVEN IN DEATH I STILL SERVE 1RP

A mortally wounded Space Marine may be interred in the sarcophagus of a Dreadnought, allowing them to bring death to their foes in a new form.

Purchase this Requisition when an Adeptus Astartes Infantry Character or Adeptus Astartes Mounted Character unit from your Crusade army would gain a second or subsequent Battle Scar. Remove that unit from your Order of Battle and replace it with an Adeptus Astartes Walker unit (excluding Invictor Tactical Warsuits). You cannot purchase this Requisition if doing so would cause your total Crusade points to exceed your Crusade force's Supply Limit. The new unit starts with the same number of XP as the unit it replaced and gains the appropriate number of Battle Honours for its rank.



BATTLE TRAITS

When an Adeptus Astartes unit gains a Battle Trait, you can use one ot the tables presented here to determine which Battle Trait that unit has gained.

'To be honoured by the Chapter is not a recognition of the xenos a brother has killed, of the heretics he has ground beneath his boot, for is not each ofthe Emperor's warriors made for such duty. No, the honour is a measure of how a warrior has unleashed this tempered fury while upholding the name of his brotherhood, and in so doing has honoured the Primarch and the Emperor in his turn.'

- Severus Agemman, Ultramarines First Captain



Infantry AND Mounted UNITS D6

Excluding Characters

MARKSMAN'S HONOURS

Awarded to those warriors who prove their accuracy in combat, these badges are constructed by coating spent bolter shell casings, ejected from the weapons of great heroes, in gold.

Improve the Ballistic Skill characteristic of ranged weapons equippedbymodelsin this unit by 1.

BLADESMAN'S HONOUR

Awarded to the most superlative duellists ofthe Chapter, this honour badge is shaped like a dagger and proclaims the bearer's skill at arms.

Improve the Weapon Skill characteristic of melee weapons equippedbymodelsinthisunitbyl.

SERVICE STUDS

These rivets are stamped into a warrior's cranium to record ten, fifty ora hundred years' service. Though described in the Codex, the awarding of studs is not officially required.

Atthe end ofthe battle, ifthis unit is not destroyed, it gains an additional 1XP.

PURITY SEALS

Purity seals record not so much honours as blessings given by the Chapter's Chaplains before battle. When a battle-brother receives a seal, the Chaplains chant litanies before ajfixing it to the Space Marine's armour.

Models in this unit have the Feel No Pain 5+ ability against Psychic Attacks.

TERMINATOR HONOURS

Veterans who have earned the honour of waging war in Terminator armour are permitted to wear these badges - smaller representations ofthe Crux Terminatus - when fighting.

Select one model in this unit [ifthis unit contains a unit champion, such as a Space Marine Sergeant, you must select that model). Add 1 to the Attacks characteristic ofthe selected model's melee weapons and, unless the selected model is a Character, add 1 to its Wounds characteristic.

AQUILA IMPERIALIS

Awarded to those who have shown great resolve, this eagle emblem is emblazoned on the warrior's chest plate.

This unit can still be selected as the target of a Stratagem while it is Battle-shocked. In addition, each time an Out of Action test is failed forthis unit, you can re-roll thattest.

THE SIMULUS CHAMBERS

Arguably the Iron Hands' most strategically valuable - and controversial - devices are their simulus chambers. They stand in humming banks along the walls of their warships' conditioning decks, and also throughout the Halls of Conquest of the clan companies, those mobile fortresses that serve as a brotherhood's combined armoury, barracks, reliquary and more.

A simulus chamber houses a harness-throne, lit with flickering electro-candles and recessed into an ornately frescoed alcove. When a battle-brother is strapped into the throne, neural plugs engage at the base of the spine and plunge the user into a trance-like state in which massive quantities of data can be inloaded or exloaded. The battle-brother's mind can be stimulated to provide artificial combat scenarios or conduct super-efficient debriefs. Further, subconscious strategic protocols can be uploaded to prepare the Space Marine for any eventuality. Outside the Chapter, rumours persist that on rare occasions the simulus chambers have driven their users insane, the battle-brothers' minds becoming hopelessly entangled from the data they were accessing.

The Iron Hands make use of simulus chambers to test a battle's manifold outcomes before ever a shot is fired. Some warriors, such those of Clan Company Raukaan, have reduced their use of them, as they strive to rely less on mechanisms that can suppress their emotional wrath instead of harnessing and channelling it productively. By contrast, the Chapter's veteran 1st Company, the Avernii, maintain simulus data-tethers even during combat, applying pre-cogitated solutions to developments as they occur. Such drastic procedures lead to a horrific attrition rate due to neural damage, but surviving the ordeal is considered a test of worthiness. Each implant is a valued relic that is carefully extracted upon death and preserved in archival vaults, awaiting a new host. Implanted with an arcane technological artefact that has been carried by champions uncounted, the veteran Iron Hand is able to more closely approach the Chapter's ideal of perfection.

SCOUT COMPANY UNITS D6

Eliminator Squao, Incursor Squad, Infiltrator Squad, Reiver Squad, Scout Squad

EXECUTION ORDER

Enemy *champions and the guardians who shelter them are priority targets for this sguad of skilled assassins.*

Each time this unit makes an attack that targets a Character unit, add 1 to the Hit roll.

TACTICAL REPOSITIONING

Adept in the sudden unbalancing oftheirfoes, this agile squad can evade closing foes and leave them exposed.

Once perturn, in youropponent's Charge phase, after anenemyunithas selected this unit as a target for its charge but before it makes a Charge move, this unit can choose to retreat. If it does, it can make a Normal move of up to 3". The charging unit can then select new targets forthat charge.

DEATH'S OWN SHADOW

These Chapter warriors are shades made manifest, using every sensory distraction to veil their advance and utilising every scrap of cover to their advantage.

Each time a ranged attack targets this unit, it has the Benefit of Cover against that attack.

1ST COMPANY UNITS D6

Bladeguard Veteran Squad,Company Heroes, Sternguard Veteran Squad, Terminator Assault Squad, Terminator Squad, Vanguard Veteran Squad

ABIDING DUTY

Tasked with holding theirground, the veterans ofthe 1st Company will stand as intimidating sentinels, throwing the broken foe back unto their very last breaths.

While this unit is Below Half-strength, you can re-roll Battle-shocktests taken forit.

ECHOESOFTHE PRIMARCH

These veterans can unleash a flurry of masterful blows said to reflect their Primarch's martial perfection.

Once per battle, atthe start ofthe Fight phase, this unit can use this ability. If it does, until the end of the turn, weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.

DEFENDERS OF HUMANITY

These veteran battle-brothers have sworn to banish the shades of the Imperium's enemies in every benighted reach they fight in. While they stand, the light of Humanity will never fade.

Once per battle, atthe start of your Command phase, this unit can use this ability. If it does, until the start of your next Command phase, add 1 to the Objective Control characteristic of models in this unit.

Vehicle MODELS 06

BELLICOSE MACHINE SPIRIT

This *machine spirit seeks to grind its foes beneath the ironclad hull it inhabits.*

Each time this model makes a Charge move, select one melee weapon it is equipped with; until the end oftheturn, add 2 tothe Strength characteristic of that weapon.

RESILIENT MACHINE SPIRIT

The might of this indomitable machine spirit is legendarg.

Add2 to thismodel's Wounds characteristic.

FOCUSED MACHINE SPIRIT

Even under duress, the attacks of this machine remain precise.

This model does not sufferthe penalty to its Hit rolls forfiring at enemy units that are within Engagement Range of it.



CRUSADE RELICS

When an Adeptus Astartes Character model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

ADAMANTINE CUIRASS

This chest plate bears an aquila crest wrought in adamantine, rendering it proof against even the mightiest blow.

Add 1 to the bearer's Toughness and Wounds characteristics.

ASTARTES TELEPORTATION TRANSPONDER

Incorporating arcane technology found in suits of Terminator armour, this unassuming device allows the bearer to be teleported accurately into the thick of battle from their orbiting spacecraft.

During the Declare Battle Formations step, ifthis model is attached to a unit, until the end ofthe battle, that unit has the Deep Strike ability.

HALO INDOMITUS

This iron halo protects the bearer from harm, while proclaiming them to be a mighty hero of the Imperium.

- The bearer has a 4+ invulnerable save.
- The bearer has the Feel No Pain 4+ ability against mortal wounds.



ANTIQUITY RELICS

PARAGON BLADE

This blade is a relic oj the Great Crusade and is rumoured to have been crafted on Terra. It is now borne by only the greatest heroes ofthe Space Marine Chapters.

The bearer is equipped with the following melee weapon in addition to its other weapons:

MELEE WEAPONS	RANGE	A	WS	S	AP	0
Paragon Blade	Melee	6				2+6-33

STANDARD OF RIGHTEOUS HATRED

This bloodstained banner lists the atrocities and injustices committed by the Emperor's foes, a reminder ofthe duty ofthe Adeptus Astartes to purge the stars ofthe heretic and the alien.

Ancient model only. While the bearer is leading a unit, add 1 to the Strength characteristic ot melee weapons equipped by models in that unit.

LEGENDARY RELICS

VORTEX BOLT

Crafted long ago in forges lost to the mist of time, these immensely rare rounds create a miniature vortex within the target upon their detonation. Such an event causes catastrophic damage to even the largest enemies, and psykers who miraculously survive are driven mad by the creatures ofthe warp that flow from the tear in reality.

Select one ranged weapon equipped by the bearer; that weapon is now a Crusade Relic. Note this on the bearer's Crusade card and give that weapon a suitable name. Once per battle, when the bearer shoots with that weapon, you can choose for it to fire a vortex bolt instead of shooting that weapon normally. If it does, resolve that shooting using with the following profile:

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Vortex bolt	24"			12+40		D3+3
[ANTI-INFANTRY 3+ ANTI-PSYKER 2+, DEVASTATING WOUNDS]						

RELIC OFTHE PRIMARCH

In the deepest vaults of every Chapter are ancient relics inherited from the personal wargear of their gene-sire. Only in the direst circumstances are these brought to the field of war to inspire battle-brothers to even greater deeds; if these relics were to be lost, it would be a tragedy on par with the blackest days in the Chapters history.

Once per battle, in your Command phase, the bearer can unveil the Relic of the Primarch. If it does, until the start of your next Command phase, the bearer has the following ability:

Relic ofthe Primarch [Aura]

- While a friendly Adeptus Astartes unit is within 6" of this model, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.
- If the bearer is destroyed, after removing it from play, set up one new objective marker as close as possible to the bearer's last location; this represents the Relic of the Primarch. You immediately gain the Recover the Relic Agenda (see below) in addition to any other Agendas being used for the battle.

RECOVER THE RELIC

The loss of one of the Primarch's priceless relics is an unthinkable shame that cannot be allowed to pass.

At the end of the battle, if you control the Relic of the Primarch objective marker, you can select one unit from your Crusade army that is within 3" of that objective marker; that unit gains 3XP. If you do not control that objective marker at the end of the battle, you lose 10VP (to a minimum of 0).

SAVAGE SCARIFICATION

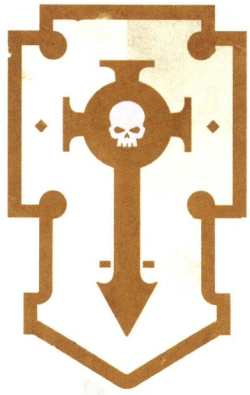
Long ridges of pale scar tissue run down the face of every gene-son of Jaghatai Khan, marking out warriors of the White Scars Chapter - and those of many of their successor brotherhoods - from Space Marines of other fellowships. Many Space Marines have battle wounds from their long lives of unending war, but the White Scars carry ritually inflicted scars adopted during their induction and of which they are fiercely proud. White Scars tradition holds that this practice dates back to the Legion's unification with the Primarch, a custom said to have been practised by the tribespeople amongst whom Jaghatai dwelled. Certainly many Chogorian tribes maintain similar rituals in the 41st Millennium.

Space Marine biology is ferociously adaptive, and commonly only the most terrible wounds result in lasting scar tissue. Those ritually applied by the White Scars themselves are treated with rare substances to ensure the pale scars endure. Besides the single long mark to signal a warrior's formal entry into the Chapter, others are incised across their body to mark binding oaths and honours, prey killed, memento mori of fallen battle-brothers, years of service to the White Scars, and many other events and deeds of import to this honour-focused Chapter. The scars' lengths and angles, the depths to which they are cut and the artistry with which they are applied are all elements of a language instantly recognisable to others of the Chapter but indecipherable to outsiders.

As they are usually hidden under the heavy battle plate a White Scars warrior wears to war, some scars may be mirrored in bold and jagged markings on the armour itself. These blood-red and bone-white patterns are seen splayed across helmets and greaves or emblazoned on the armoured flanks of war engines. Others appear to be gouged roughly into weapon casings - in truth the careful artistry involved would make master artificers weep - and there are minute scars micro-etched into chainsword teeth and the tips of bolt shells. More are embroidered into sacred banners that whip in the slipstream of the Chapter's hunters.

CRUSADE BADGES

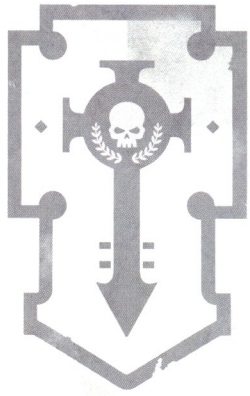
When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



OATHSWORN CRUSADERS

Your strike force's battles against the myriad dangers facing the Imperium have seen your Space Marines hailed as true crusaders and enactors of the Lord Commander's vision. Each of your successful assaults against Humanity's enemies has helped liberate Imperial worlds through fire and blood. You have pushed back the hateful tide of heretics, mutants and xenos, but in spreading the Emperor's light you have discovered new vistas of invasion and corruption. Honour demands you cannot stop now.

- You have completed one Oathsworn Campaign and promoted one or more Characters to Chapter Command.
- You have won two or more battles.



OATHSWORN VICTORS

Proving the nobility of your Chapter in the Emperor's service, your force has won a tally of victories. Bastions of Mankind's foes have been breached, invasions held and pushed back, and abominations purged. Your experienced warriors have been highly honoured by their Chapter, but with each surge into the darkness, your foes - and the chances to lay them low - multiply.

- You have completed three Oathsworn Campaigns and promoted two or more Characters to Chapter Command.
- You have won six or more battles.
- You have replaced one or more units as described in the Reserve and Battle Company Assignment section (see Assignment and Promotion).

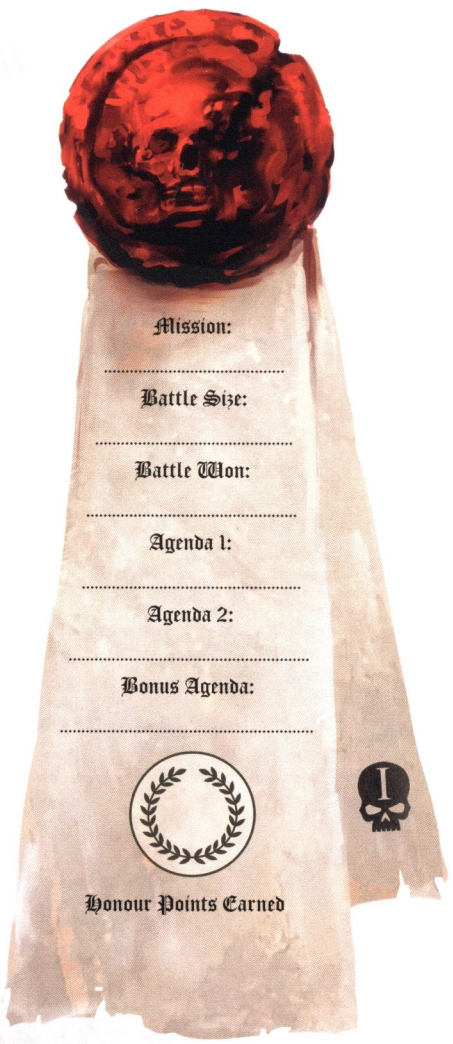


OATHSWORN VETERANS

Your heroic battle-brothers have visited death and destruction upon worlds thought beyond the Imperium's reach. Your Chapter lords lead blistering assaults of veteran battle-brothers in strikes so swift and overwhelming that none may stay their wrath. You are the vengeance ofthe Emperor made manifest and a shining exemplar of your gene-sire's martial doctrines!

- You have completed five Oathsworn Campaigns and promoted five or more Characters to Chapter Command.
- You have won ten or more battles.
- You have replaced three or more units as described in the Reserve and Battle Company Assignment and/or 1st Company Promotion sections (see Assignment and Promotion).

Oathsworn Crusade Tracker



Mission:

Battle Size:

Battle Won:

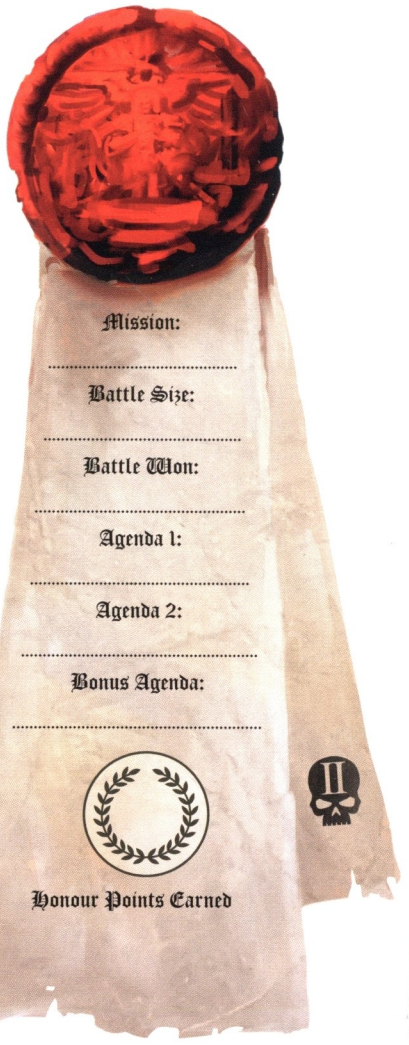
Agenda 1:

Agenda 2:

Bonus Agenda:

Honour Points Earned

Battle 1



Mission:

Battle Size:

Battle Won:

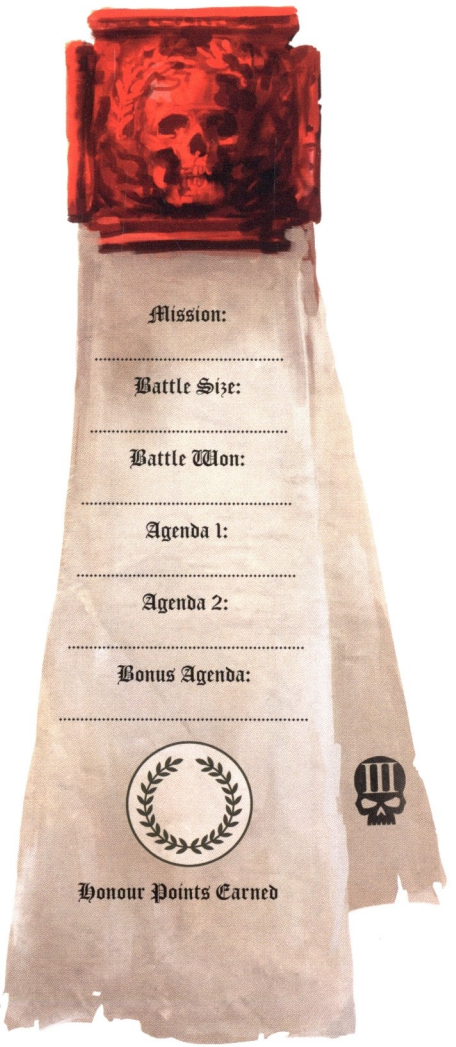
Agenda 1:

Agenda 2:

Bonus Agenda:

Honour Points Earned

Battle 2



Mission:

Battle Size:

Battle Won:

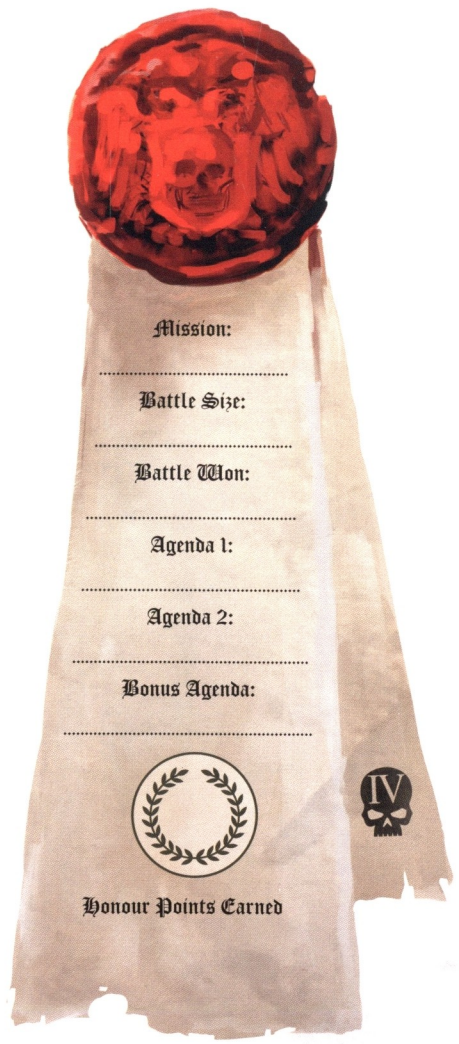
Agenda 1:

Agenda 2:

Bonus Agenda:

Honour Points Earned

Battle 3



Mission:

Battle Size:

Battle Won:

Agenda 1:

Agenda 2:

Bonus Agenda:

Honour Points Earned

Battle 4

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POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

AdraxAgatone
1 model ..... 95 pts

Aggressor Squad
3 models. ..... 110 pts
6 models. ..... 220 pts

Ancient
1 model ..... 55 pts

Ancient in Terminator Armour
1 model ..... 85 pts

Apothecari J
1 model ..... 55 pts

Apothecary Biologis
1 model ..... 55 pts

Assault Intercessor Squad
5 models... ..... 90 pts
10 models ..... 180 pts

Assault Intercessors with Jump Packs
5 models... ..... 90 pts
10 models ..... 180 pts

Ballistus Dreadnought
1 model ..... 160 pts

Bladeguard Ancient
1 model ..... 50 pts

Bladeguard Veteran Squad
3 models. ..... 100 pts
6 models. ..... 200 pts

Brutalis Dreadnought
1 model ..... 210 pts

Captain
1 model ..... 70 pts

Captain in Gravis Armour
1 model ..... 85 pts

Captain in Phobos Armour
1 model ..... 75 pts

Captain in Terminator Armour
1 model ..... 95 pts

Captain Sicarius
1 model ..... 85 pts

Captain with Jump Pack
1 model ..... 95 pts

Centurion Assault Squad
3 models. ..... 170 pts
6 models. ..... 340 pts

Centurion Devastator Squad
3 models. ..... 200 pts
6 models. ..... 400 pts

Chaplain
1 model ..... 65 pts

Chaplain in Terminator Armour
1 model ..... 85 pts

Chaplain on Bike
1 model ..... 75 pts

Chaplain with Jump Pack
1 model ..... 85 pts

Chief Librarian Tigurius
1 model ..... 85 pts

Company Heroes
4 models. ..... 95 pts

Darnath Lysander
1 model ..... 110 pts

Desolation Squad
5 models... ..... 120 pts
10 models ..... 240 pts

Devastator Squad
5 models... ..... 120 pts
10 models ..... 200 pts

Dreadnought
1 model ..... 155 pts

Drop Pod
1 model ..... 65 pts

Eliminator Squad
3 models. ..... 85 pts

Eradicator Squad
3 models. ..... 95 pts
6 models. ..... 190 pts

Firestrike Servo-turrets
1 model... ..... 75 pts
2 models. ..... 150 pts

Gladiator Lancer
1 model ..... 135 pts

Gladiator Reaper
1 model ..... 145 pts

Gladiator Valiant
1 model ..... 145 pts

Hammerfall Bunker
1 model ..... 175 pts

Heavy Intercessor Squad
5 models... ..... 115 pts
10 models ..... 230 pts

Hellblaster Squad
5 models... ..... 125 pts
10 models ..... 250 pts

Impulsor
1 model ..... 85 pts

InceptorSquad
3 models. ..... 110 pts
6 models. ..... 220 pts

Incursor Squad
5 models... ..... 90 pts
10 models ..... 180 pts

Infernus Squad
5 models... ..... 95 pts
10 models ..... 190 pts

Infiltrator Squad
5 models... ..... 90 pts
10 models ..... 180 pts

Intercessor Squad
5 models... ..... 95 pts
10 models ..... 190 pts

InvaderATV
1 model ..... 75 pts

Invictor Tactical Warsuit
1 model ..... 155 pts

Iron Father Feirros
1 model ..... 105 pts

Judiciar
1 model ..... 70 pts

Kayvaan Shrike
1 model ..... 110 pts

Kor'sarro Khan
1 model ..... 70 pts

Land Raider
1 model ..... 260 pts

Land Raider Crusader
1 model ..... 245 pts

Land Raider Redeemer
1 model ..... **280 pts**

Librarian
1 model ..... 65 pts

Librarian in Phobos Armour
1 model ..... **75 pts**

Librarian in Terminator Armour
1 model ..... 90 pts

Lieutenant
1 model ..... 65 pts

Lieutenant in Phobos Armour
1 model ..... 60 pts

In addition to the points values printed here - which you can always use in agreement with your opponent - this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. Scan this QR code to see the latest points values for your army.

DETACHMENT ENHANCEMENTS

1st Company Task Force

Fear Made Manifest	30 pts
Iron Resolve	15 pts
Rites of War	10 pts
The Imperium's Sword.	25 pts

Anvil Siege Force

Architect of War	25 pts
Fleet Commander.	15 pts
Indomitable Fury.	20 pts
Stoic Defender	15 pts

Firestorm Assault Force

Adamantine Mantle	20 pts
Champion of Humanity	10 pts
Forged in Battle	15 pts
War-tempered Artifice...	25 pts

Gladius Task Force

Adept ofthe Codex	20 pts
Artificer Armour	10 pts
Fire Discipline	25 pts
The HonourVehement	15 pts

Ironstorm Spearhead

Adept ofthe Omnissiah	25 pts
Master of Machine War.	20 pts
Target Augury Web	40 pts
The Flesh Is Weak	10 pts

Stormlance Task Force

Feinting Withdrawal	20 pts
Fury ofthe Storm	25 pts
Hunter's Instincts....	10 pts
Portents of Wisdom	15 pts

Vanguard Spearhead

Execute and Redeploy.	20 pts
Ghostweave Cloak	15 pts
Shadow War Veteran....	30 pts
The Blade Driven Deep.	25 pts

Lieutenant in Reiver Armour
1 model ..... 65 pts

Lieutenant with Combi-weapon
1 model ..... 20 pts

Marneus Calgar
1 model ..... 200 pts

Outrider Squad
3 models ..... 120 pts
6 models ..... 240 pts
Invader ATV. ..... +25 pts

Pedro Kantor
1 model ..... 100 pts

Predator Annihilator
1 model ..... 120 pts

Predator Destructor
1 model ..... 130 pts

Razorback
1 model ..... 90 pts

Redemptor Dreadnought
1 model ..... 220 pts

Reiver Squad
5 models... ..... 95 pts
10 models ..... 190 pts

Repulsor
1 model ..... 190 pts

Repulsor Executioner
1 model ..... 220 pts

Rhino
1 model ..... 25 pts

Roboute Guilliman
1 model ..... 345 pts

Scout Squad
5 models... ..... 20 pts
10 models ..... 140 pts

Sternguard Veteran Squad
5 models... ..... 100 pts
10 models ..... 200 pts

Storm Speeder Hailstrike
1 model ..... 130 pts

Storm Speeder Hammerstrike
1 model ..... 150 pts

Storm Speeder Thunderstrike
1 model ..... 150 pts

Stormhawk Interceptor
1 model ..... 155 pts

Stormraven Gunship
1 model ..... 240 pts

Stormtalon Gunship
1 model ..... 165 pts

Suppressor Squad
3 models. ..... 95 pts

Tactical Squad
10 models ..... 165 pts

Techmarine
1 model ..... 60 pts

Terminator Assault Squad
5 models... ..... 195 pts
10 models ..... 390 pts

Terminator Squad
5 models... ..... 200 pts
10 models ..... 400 pts

Tor Garadon
1 model ..... 100 pts

Uriel Ventris
1 model ..... 25 pts

Vanguard Veteran Squad with Jump Packs
5 models... ..... 125 pts
10 models ..... 250 pts

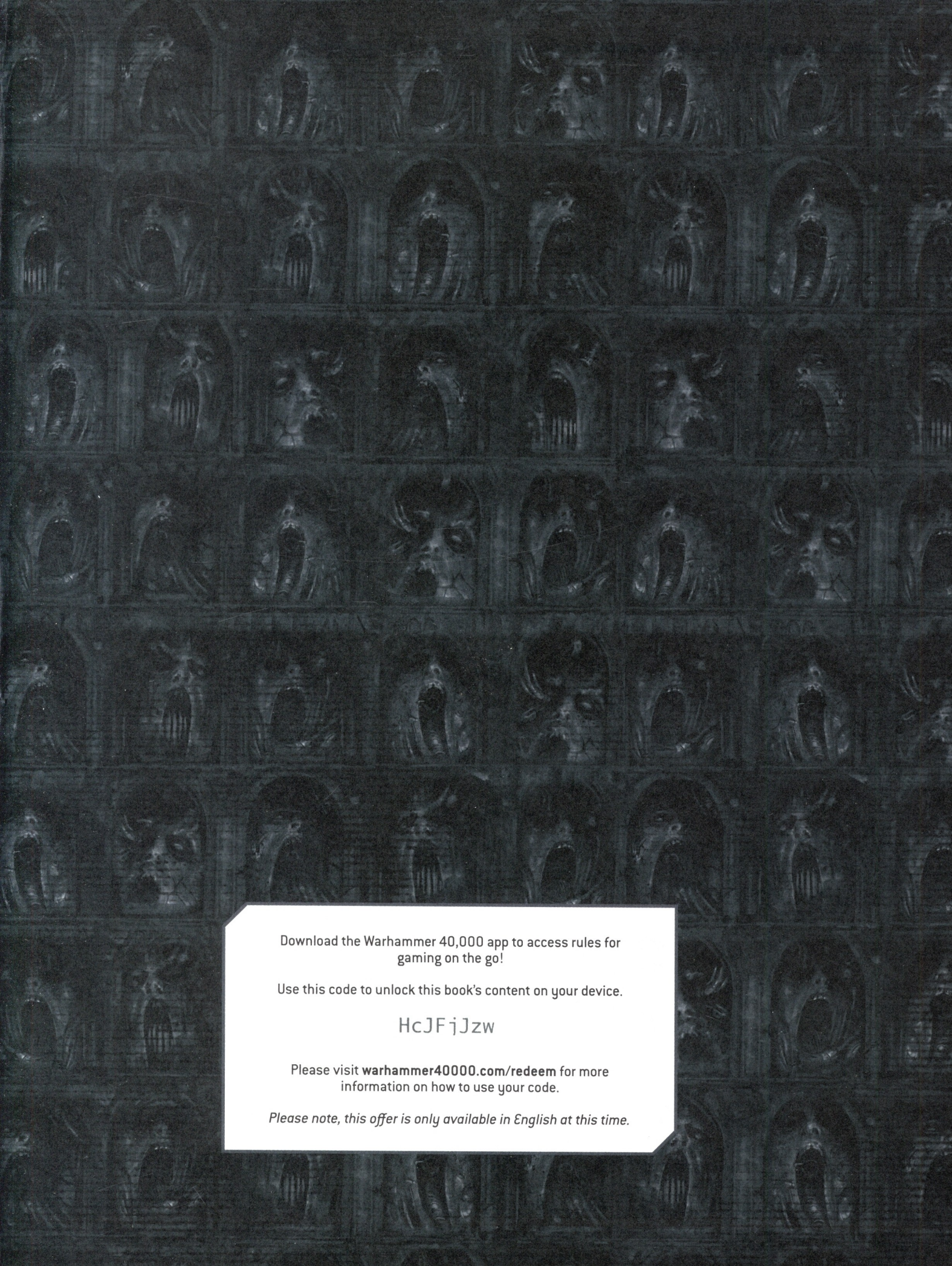
Vindicator
1 model ..... 195 pts

Vulkan He'stan
1 model ..... 85 pts

Whirlwind
1 model ..... 115 pts







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Space Marines are genetically augmented warriors created as Humanity's ultimate shock troops. Formally known as the Adeptus Astartes, the Space Marines have helped to defend the Imperium of Mankind for ten thousand years. They go to war armed and armoured with the best wargear the Imperium can provide, complementing their enhanced strength, speed and resilience. They are steeled in mind, body and soul to endure ceaseless war, facing the most monstrous threats throughout the galaxy and knowing no fear. These steadfast warrior knights each belong to a Chapter. Each of these close-knit brotherhoods dispatch strike forces of Space Marines, supported by transport vehicles, battle tanks and combat walkers, hurtling attack craft and powerful artillery in lightning assaults of blistering speed and power. All fear them as the Angels of Death, for the Space Marines are the Emperor's fury made manifest.

INSIDE YOU WILL FIND:

- The legendary origins and battle-filled histories of the Space Marine Chapters, along with details of the wars and crusades that these heroic brotherhoods wage in defence of Humanity.
- All the rules you will need to assemble your collection of Space Marine Citadel miniatures into a shockingly effective tabletop army ready to engage in Combat Patrol, Crusade or matched play games of Warhammer 40,000.
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