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40,000

SPACE MARINES



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SPACE MARINES



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INTRODUCTION

"Give me a hundred Space Marines. Or failing that give me a thousand other troops."

Attributed to Rogal Dorn,
Primarch of the Imperial Fists.



Greetings Brother, and welcome to Codex: Space Marines. Within these hallowed pages you will find all you need to guide you in collecting, painting and gaming with a Space Marine army in the Warhammer 40,000 game. Space Marine armies have immense destructive power and are made up of warriors that know no fear. They are led by

Uriel slashed his sword through a hormagaunt's midsection and kicked another's head from its shoulders as it clawed its way over the snow berm. Beside him, Pasanius's flamer seared a clutch of aliens as they attempted to scale their dead. Snow and ice steamed in the heat and flaming puddles of promethium melted small holes in the ice.

Uriel saw a brace of monsters drop into the trench further along the line and shouted to Pasanius. "With me, sergeant!"

He dropped from the firing step and sprinted towards the breach in the lines, firing his bolt pistol as he ran. The explosive shells blasted apart a handful of the creatures and he burst amongst the rest like a thunderbolt, slashing left and right with furious stokes of his power sword. Aliens died by the score as the two Space Marines smashed their way through their hissing bodies.

Claws scraped at their armour, their speed blinding, but these warriors were the very best of the Emperor's soldiers and none of the aliens' blows could halt them. Uriel felt ancestral hatred of these beasts pound in his veins as he slew, attacking, always attacking, with no thought to his own defence.

A pack of hormagaunts landed atop him, driving him to his knees. Chitinous claws hammered his armour, one penetrating the joint of his breastplate and hip. Blood burst from the wound, clotting instantaneously as his enhanced bloodstream formed a protective layer over the tear in his flesh. He rolled, crushing several of the beasts beneath his weight and thrashed like a madman to dislodge the others. He slammed his elbow downwards, feeling bone break, and swung his arm in a wide circle, leaving severed alien limbs and opened bellies in the wake of his blade.

Commanders, Chaplains and Librarians, each a veteran of a hundred campaigns, equipped with the finest weapons in the Imperium. At their command are the Space Marines, the greatest warriors that Humanity has ever produced, each of them linked by blood to the Emperor of Mankind.

SPACE MARINES

Space Marines are amongst the most powerful and dreaded warriors in Warhammer 40,000. They are not human at all but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Being few in number compared to the uncounted billions of Humanity, Space Marines are organised into small independent armies called Chapters. Each Chapter is responsible for its own recruitment, training, equipment, organisation and strategy. Their unswerving loyalty is to the Emperor of Mankind and no other.

WHY COLLECT A SPACE MARINES ARMY?

Space Marines are one of the best armies available in Warhammer 40,000, especially for first-time collectors. Why? Because they are as hard as nails! Even the most basic Space Marine trooper is a formidable model in the Warhammer 40,000 game. A Space Marine's characteristics equal or better those of the elite troops of other forces, combining both excellent hand-to-hand combat skills and shooting accuracy with a zealous determination to never give way before the vile and corrupt foes of Humanity.

Space Marines are also armed and armoured as befits an elite fighting force. They are equipped for battle with a wide selection of deadly weaponry ranging from the boltgun to the deadly assault cannon and Whirlwind multi-launchers. Best of all is their superb power armour, which in itself means that the majority of the wounds they would suffer will simply bounce off.

Space Marines also offer a number of advantages in terms of collecting an army. A Space Marine force is compact and efficient so a relatively small number of models are needed to field a battleworthy army. This makes Space Marines quick to paint up ready for action.

The colour schemes for many of the Space Marine Chapters are very simple to paint, or you could come up with your own Chapter colours. Adding extra detail to your models is just as easy to do because there is a wide selection of waterslide transfer sheets and self adhesive banners readily available for those of us who are all fingers and thumbs when it comes to doing detail work.



CAPTAIN URIEL VENTRIS OF THE ULTRAMARINES AT THE BATTLE FOR TARSIS ULTRA.



WARRIORS OF LEGEND

AN AGE OF STRIFE

The earliest days of Mankind's expansion to the stars is a time of dark myth and legend, unremembered by all save the Emperor of Mankind. Terrible wars and anarchy engulfed the galaxy at this time, and as human civilisation fragmented, alien races and vile creatures of the Warp seized their chance to plunder unprotected worlds and enslave their populations. Planets were sacked, their peoples slaughtered, and those that survived the onslaught were dragged into barbarism. Alone and beset by internal strife, the human worlds that survived were pitiful shadows of what they had once been. Humanity was on the brink of annihilation and never more were great heroes needed to stave off the hordes of darkness.



From the ashes of the Age of Strife arose a mighty leader, the man who would be known only as the Emperor. His origins are unrecorded and unknown, but it was on Terra, the cradle of Humanity, that he founded an empire that would unite the myriad worlds of the galaxy. 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. These were the Primarchs, twenty extraordinary individuals who would be his generals – great leaders who would conquer thousands of worlds in his name. Each Primarch would have powers and skills beyond those of any other warrior, rivalling even those of the Emperor himself. Disastrously though, in the early stages of their development, the Emperor's great work was almost undone when the Primarchs vanished, scattered throughout the galaxy by an unknown force.

CONQUEST OF THE GALAXY

But all was not lost, for the Emperor still had the genetic records of his beloved Primarchs and from these were created the Space Marines – the Angels of Death. Mustered into the great, ten thousand strong Legions of the First Founding, they were warriors of immense strength and unbreakable willpower, with an unflinching loyalty to the Emperor. Together with his Space Marine Legions, the Emperor set out from Terra to conquer the galaxy. Fighting with righteous zeal for their master, it was the Space Marines who first referred to their mission as the Great Crusade. World after world was reconquered, alien oppressors routed or annihilated in a series of epic wars and worlds infected with the taint of the Warp cleansed with apocalyptic orbital barrages.

During the Great Crusade the Space Marine Legions were reunited with their lost Primarchs, and the planets on which they had been raised (and now dominated) became the Legions' new homeworlds. With the Primarchs now leading their Legions, their power was at its zenith. Like gods they smote the battlefields of the Crusade and their names and legends would endure forever. Each was engineered to be a leader of men, a warrior and a hero; a mighty warlord whose martial prowess was only matched by his charisma and mental prowess. Nothing could stand in the way of the Emperor and his mighty armies and his heroic dream of a united galaxy was almost within his grasp. But in an act of vile treachery that echoes from a past of ten thousand years ago to the present day, the galaxy was soon to be damned forever.

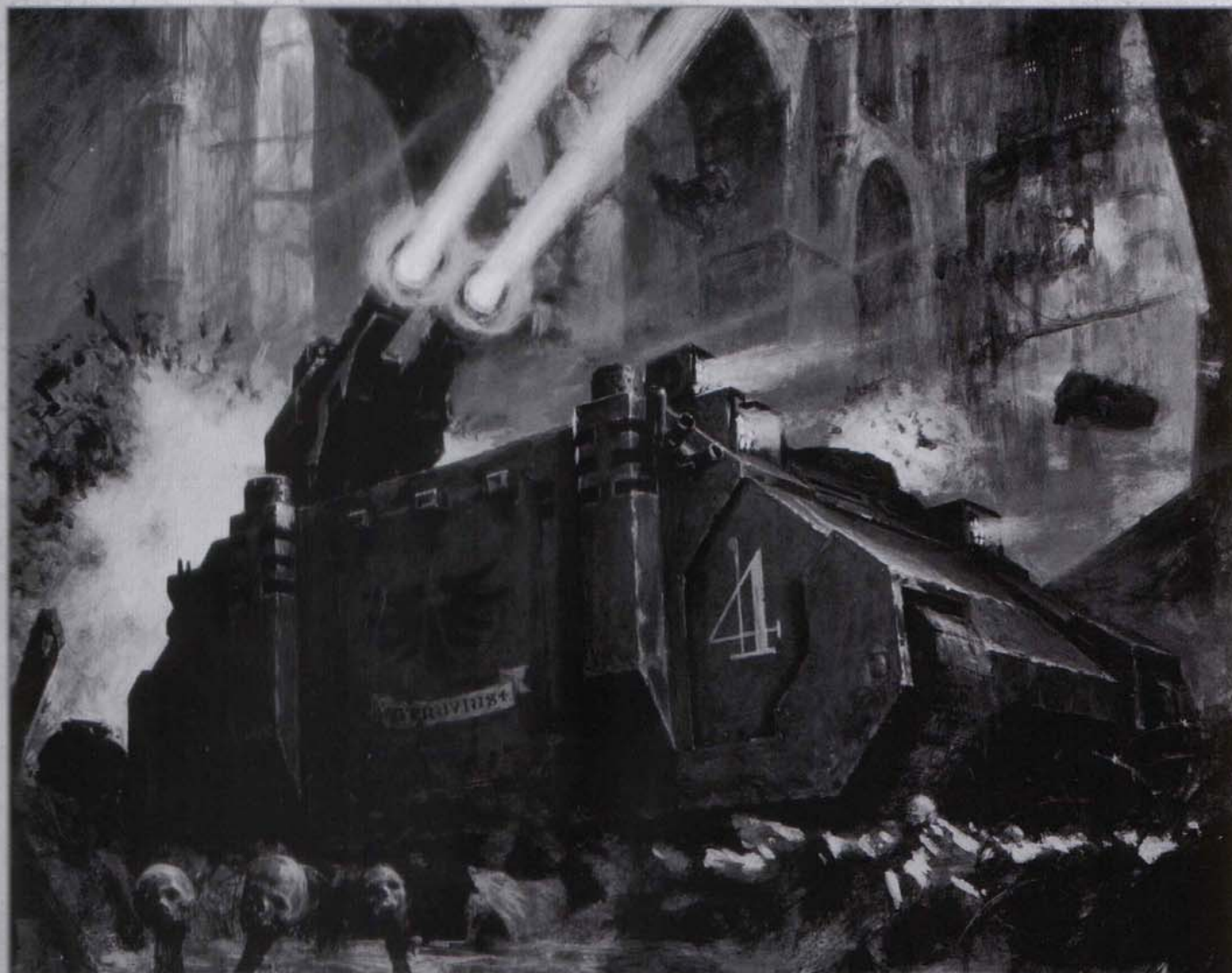
THE GREAT BETRAYAL

Horus, Primarch of the Sons of Horus and trusted Warmaster of the Emperor's armies, cast aside his oaths of loyalty and offered his fealty to the Dark Gods of Chaos, driving the Legions to turn upon one another as the Emperor stood on the very brink of his ultimate triumph. In what should have been their finest hour, brother fought brother and warriors that had stood shoulder to shoulder to carve the Emperor's realm from the flesh of the stars butchered one another in a civil war that set the galaxy afire. Worlds burned in the name of the Dark Gods and a terror unlike any seen before was unleashed. Much of the truth of these times has been lost, obscured by the mists of time or embellished to the point where giants bestrode worlds with thunderous steps and the planets themselves cracked and split at their tread.

The traitorous forces of the rebel Warmaster drove all before them until the warriors still loyal to the Master of Mankind stood at bay within the walls of the Emperor's Palace on Terra itself. Blind hate and malice met courage and steel on the blood-slick ramparts of the Emperor's last bastion, the corrupted Primarchs horrifyingly revealed as the abominations against nature they truly were. The forces of darkness pressed in around the guttering flame of Humanity, but desperate times called for desperate solutions and the Emperor and his most

trusted warriors took the fight to Horus upon his starship, facing the traitor in his inner sanctum. Sanguinius of the Blood Angels, most beatific of the Primarchs, was slain and the Emperor cast down, broken and wounded almost unto death. But the Emperor was infused with unimaginable power and struck Horus down with the last ounce of his strength, destroying the traitor utterly and breaking the power of his Legions.

The followers of the Ruinous Powers were defeated, but it was victory won at terrible cost. The brotherhood of the Primarchs was no more and the Emperor's dream lay in ruins, the last, best hope of its achievement lost forever. The conflict with Horus had shattered the Emperor's body; his immortal existence now sustained for all eternity by constant sacrifice and the baroque machineries of the Golden Throne. The galactic empire he had forged was all but destroyed and it was to take many more years of brutal warfare before all the traitor forces were defeated and driven into the hellish chaos of the Eye of Terror. The death toll numbered in the billions and uncounted worlds had been left as little more than corpse-haunted wastelands as the raging inferno of the Heresy was finally extinguished. In these dark times of anarchy and confusion, many human renegades and predatory xeno races sought to plunder the reeling worlds of the Emperor.



THE SCOURING

Mankind teetered on the very brink of annihilation. It seemed that the Emperor's realm had weathered the storm of the Horus Heresy only for it to collapse in flames and blood in its aftermath. Without the guidance of the God-Emperor, the greatest heroes of Mankind came to the fore to unite in the defence of His realm. Roboute Guilliman, Primarch of the Ultramarines, rallied the surviving loyalist warriors and, together with his Legion of Space Marines, stood as a bulwark against the tide of enemies that sought to deliver the deathblow to the Emperor's dominion. Tutored on the world of Macragge, Guilliman understood the logistics of warfare better than any man alive and, together with his surviving brother Primarchs and their Legions, held the scattered defenders of Humanity together through the nightmare days that followed.

Knowing of Guilliman's lethal efficiency in war, Horus had masterfully planned his heresy to begin while the Ultramarines were fighting far in the galactic south, and as a result, the Ultramarines had come through the terrible wars largely unscathed. Yet even these mighty warriors were stretched to the limit in buying time for other loyalist forces to regroup and rearm. Legends tell that Guilliman was everywhere in these times, rallying defenders on one world and leading them to victory before moving on to another where his awesome skills might best serve Humanity. The fearlessness of the Space Marines and their Primarchs in fending off the invaders who circled like vultures endures to the present day, and though the darkness looked sure to overwhelm them at every turn, not one amongst them took a backwards step, and so began the Age of the Imperium.



THE AGE OF IMPERIUM

With the threat of extinction lifted for the immediate future, Guilliman turned his attention to ensuring that such a catastrophe could never happen again, distilling his formidable wisdom into a mighty tome known as the Codex Astartes. This sacred text became the cornerstone upon which the future of the Imperium would be based. For all its multitudinous topics, the most lasting and contentious decree was that the existing Space Marine Legions be broken up into smaller organisations known as Chapters. Known as the Second Founding, each Chapter would be a thousand battle-brothers strong and look to its own recruitment, training and equipment. Each would take for itself a homeworld or fortress-monastery, and stand ready to defend the Imperium from all threats. Never

again would one man be able to command the awesome, terrifying power of a Space Marine Legion. Though many of his brother Primarchs initially railed against Guilliman's decree, all eventually accepted its necessity and thus the Space Marine Chapters of the Adeptus Astartes were born.

Though the Space Marines fight an endless war in the defence of Humanity, the memory of the Horus Heresy lives on through whispered tales and dark legends of hateful treachery. And though the heroism of the Space Marines held the Imperium together in its darkest hour and ensures its continued survival to this day, they themselves are part of those legends, the Angels of Death who bring fiery destruction from the stars.





CODEx CHAPTERS

Following the break up of the Legions, the newly-created Space Marine Chapters were known as those of the Second Founding. Exactly how many such Chapters were created is unknown, as a great many records were lost during the turbulent years that followed. The majority of these Chapters followed the strict organisational and tactical guidelines of the Codex Astartes (referred to as Codex Chapters), adhering to the Codex as the model for their organisation. Of all the First Founding Chapters, or Primogenitor Chapters as they are sometimes known, the most famous are the Ultramarines of Macragge, the Chapter of the Primarch Roboute Guilliman himself. The Codex is not enforced – indeed it is debateable whether any force exists that could do so – and there are many Chapters, such as the Blood Angels and Space Wolves, whose organisation varies from its teachings to a greater or lesser extent. It can be promoted, though, and successive foundings have mostly

favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. The history of the Imperium is stained by periods of anarchy and warfare, and it is therefore difficult to track every Chapter's history and origins. All that is known is that there are approximately a thousand Chapters in existence today, scattered throughout the galaxy. Of these, more than half are descended from the Ultramarines. By their reverent obedience to the tenets of the Codex, these Chapters do honour to their forebears, to Roboute Guilliman, and to the Emperor himself.

HOMEWORLDS

Most Chapters are based on a homeworld where they maintain their fortress-monastery and recruit new Space Marines. Different Chapters coexist in different ways with the human inhabitants of their homeworlds, some remaining

INQUISITION CYPHER OMNIS PRIMA ACCEPTED - GREETINGS, GRAND MASTER

FILE ORDER ACCEPTED - SEARCHING FOR [PLATE] PRIMITHOS ANGELICA MORTIS [NAME] FILE ORDER ACCEPTED - SEARCHING FOR [PLATE] QU' MYTHOS ANGELICA MORTIS [NAME]

LEGION	PRIMARCH	WORLD	SECOND FOUNDING CHAPTERS
Dark Angels	Lion ElJonson	[Caliban]	Angels of Absolution, Angels of Redemption, Angels of Vengeance
Emperor's Children	Fulgrim	[Chemos]	Excommunicate Traitoris
Iron Warriors	Perturabo	[Olympia]	Excommunicate Traitoris
White Scars	Jaghatai Khan	Mundus Planus	Marauders, Rampagers, Destroyers, Storm Lords
Space Wolves	Leman Russ	Fenris	Wolf Brothers
Imperial Fists	Rogal Dorn	Terra	Black Templars, Crimson Fists
Night Lords	Konrad Curze	[Nostramo]	Excommunicate Traitoris
Blood Angels	Sanguinius	Baal	Angels Encarmine, Angels Sanguine, Angels Vermilion, Blood Drinkers, Fleshtearers
Iron Hands	Ferrus Manus	Medusa	Red Talons, Brazen Claws
World Eaters	Angron	No Record	Excommunicate Traitoris
Ultramarines	Roboute Guilliman	Macragge	Novamarines, Patriarchs of Ulixis, White Consuls, Black Consuls, Libators, Inceptors, Praetors of Orpheus, Genesis Chapter
Death Guard	Mortarion	[Barbarus]	Excommunicate Traitoris
Thousand Sons	Magnus the Red	[Prospero]	Excommunicate Traitoris
Luna Wolves	Horus	[Cithonia]	Excommunicate Traitoris
Word Bearers	Lorgar	[Colchis]	Excommunicate Traitoris
Salamanders	Vulkan	Nocturne	None Known
Raven Guard	Corax	Deliverance	Black Guard, Revilers, Raptors
Alpha Legion	Alpharius	No Record	Excommunicate Traitoris

DARK ANGELS: For reasons undisclosed, the Dark Angels and their Second Founding successors refer to themselves as the Unforgiven.

Source: Mythos Angelica Mortis [M38]

All records expunged from library. Order origination unknown.

SPACE WOLVES: The Space Wolves encourage genetic deviancy [i.e. extraordinary growth of canines] and show extreme unorthodoxy in their tactics and organisation.

Source: Personal Comment Inquisitor Horst [M37]

BLOOD ANGELS: Blood Angels and their successors follow unconventional and deviant gene-replication practices which has led to the debasement of their gene-seed.

Rumours of 'Red Thirst' and 'Black Rage' still perpetuate, despite investigation on numerous occasions.

Source: Authorised Report - Inquisitor Dunne [M34]

All records expunged from library. Order origination unknown.

ULTRAMARINES: These are the named Successors to the Ultramarines Legion (Apocrypha of Davio), though the Apocrypha of Skaros states there are 23 Second Founding Chapters but fails to name them.

Source: Compiler Annex [M40]

The Ultramarines Legion is responsible for nearly 3/5ths of the gene-core of the current Space Marine Chapters. The Ultramarines Chapter rules large empire in Galactic South-East, known as Ultramar, one of the most powerful institutions on the Eastern Fringe.

Source: Liber Astartes [M37]

LUNA WOLVES: The Lunar Wolves were renamed Sons of Horus (c125M30). After the death of Horus, they became known as the Black Legion.

Source: Grimoire Hereticus [M35]

LEGION: Name of Legion when founded.
PRIMARCH: Name of Primarch from which Legion allegedly drew its gene-seed.
WORLD: Where Legion was based.
Worlds in parentheses subsequently destroyed.

SECOND FOUNDING CHAPTERS - Chapters named in Apocrypha of Davio [M33].
EXCOMMUNICATE TRAITORIS - Those Legions who turned during the Great Heresy as reported in the Grimoire Hereticus [M35].

Imperium Data: 24/9/41

aloof and mysterious, while others mix freely with the local populace. A fortress monastery provides a fixed base where a Chapter can train its battle brothers and maintain its armoury and Librarium. As the name implies, fortress-monasteries are heavily protected with void shields, batteries of defence lasers and missile silos, as well as local defence systems. It is a courageous or desperate enemy that would dare attack a Space Marine Chapter in its own fortress. The monastery is also the spiritual home of the Chapter and contains its relics and most sacred chapels and reliquaries.

The Chapter will defend its homeworld against all threats and will often act in defence of the entire sub-sector. The power of a Space Marine Chapter is beyond imagining and not lightly do they make war, for they are not subject to Imperial rule, and are effectively autonomous fighting forces. An Imperial Commander must petition the Master of the Chapter for aid if he desires these superhuman warriors to fight alongside his own armies. Space Marines may also fight to honour ancient oaths or long-standing pacts with those they have sworn brotherhood with. Or, in some circumstances, they keep their own counsel as to where and when they will make war, often guided by the prescient visions of their Librarians. By their placement, Space Marine fortress-monasteries form both a formidable bulwark against possible attack and a base for aggressive raids and information gathering.

However, not all Space Marine Chapters maintain a fixed fortress-monastery, operating from mobile star fortresses or powerful fleets, such as the Imperial Fists or Black Templars. Some of these Chapters are often referred to as Crusaders, as they take the battle to the territory of Humanity's enemies, appearing without warning and laying waste to their foes before they are even aware they are under attack.

THE ANGELS OF DEATH

Space Marines are the greatest warriors that Humanity has ever produced, and each Chapter maintains battlefleets that are integral to their way of war and capable of razing an entire planet to a barren, lifeless wasteland. The largest vessel in the Space Marine fleet is the battle barge and it is comparable in fighting power to a battleship of the Imperial Navy. This massively powerful vessel can transport up to four Companies of Space Marines along with their tanks and Thunderhawk gunships. It can deliver powerful, sustained bombardments and is able to punch its way through orbital defences to deliver its deadly cargo. More numerous are the strike cruisers, fast and well armoured vessels that can carry a full Company of Space Marines, their vehicles and gunships. Like the battle barge, a strike cruiser is also able to deliver short but intensive planetary bombardments. Though these mighty vessels are the most powerful craft available to the Chapter, numerous other vessels, such as frigate and destroyer class ships also make up a Space Marine battlefleet.

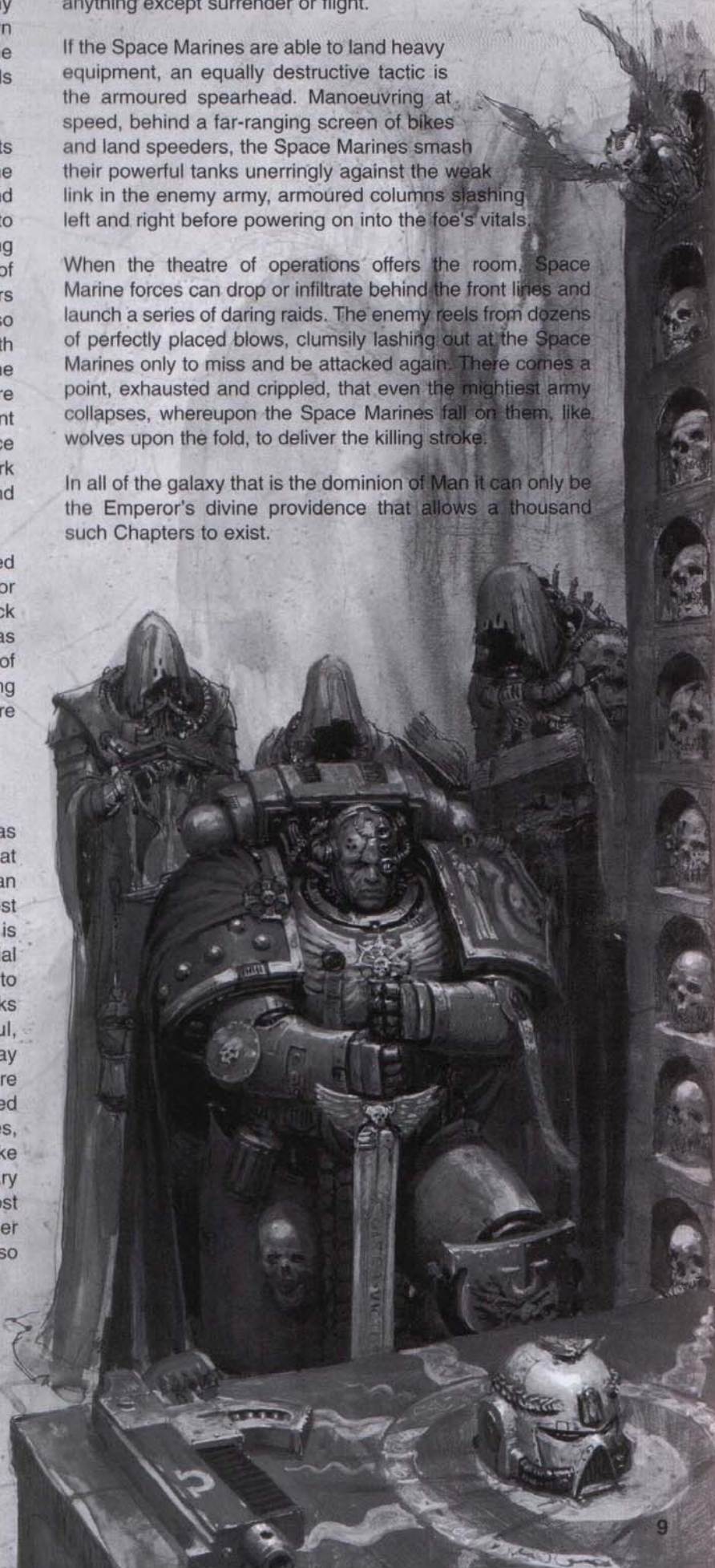
Once the Space Marines fleet has punched through to the planet of their enemy, they seek to deliver a decisive blow as quickly as possible, since they are not numerous and can normally expect to be outnumbered. There are three main tactics by which the Space Marines utilise to destroy their foes, the most brutal of which is

the orbital assault, known to the few that have survived such an attack as 'death from above'. The Space Marines drop into action in the wake of a devastating orbital bombardment, using drop pods and Thunderhawk gunships. With paralysing suddenness, they surgically destroy their targets, leaving the enemy leaderless and disorganised, incapable of anything except surrender or flight.

If the Space Marines are able to land heavy equipment, an equally destructive tactic is the armoured spearhead. Manoeuvring at speed, behind a far-ranging screen of bikes and land speeders, the Space Marines smash their powerful tanks unerringly against the weak link in the enemy army, armoured columns slashing left and right before powering on into the foe's vitals.

When the theatre of operations offers the room, Space Marine forces can drop or infiltrate behind the front lines and launch a series of daring raids. The enemy reels from dozens of perfectly placed blows, clumsily lashing out at the Space Marines only to miss and be attacked again. There comes a point, exhausted and crippled, that even the mightiest army collapses, whereupon the Space Marines fall on them, like wolves upon the fold, to deliver the killing stroke.

In all of the galaxy that is the dominion of Man it can only be the Emperor's divine providence that allows a thousand such Chapters to exist.





rites of initiation

Each battle brother of the Adeptus Astartes is a champion, a hero of a hundred campaigns. Even before their transformation from man to superhuman they are the bravest and most promising scions of their worlds, most hailing from fierce warrior cultures on the deadliest death worlds. When a Chapter selects a potential recruit for training they accept a new son into their family, and it is fitting, therefore, that they take the greatest care in his selection. Each Chapter recruits in its own way, be it by competition, scrutiny under adversity or the most sacred rituals. However, a Chapter can have but a thousand battle brothers and each recruit represents a critical use of its resources.

These Neophytes are subject to the most careful observation and rigorous testing before they can even begin their training.

The Chapter Apothecaries examine their flesh down to the cellular level to ensure that they are free of the taint of mutation and strong enough to survive the training. The Chapter's Librarians probe their minds for the slightest sign of corruption or weakness and, most vital of all, their warrior spirit is gauged by the Chapter Chaplains to ensure they are worthy of the Chapter's trust. Only Humanity's best can become a Space Marine, and to be part of such a sacred brotherhood is the greatest honour a warrior can aspire to.

Once a Neophyte begins his training, he severs all links with the world of his birth and his family, and begins a lifetime dedicated to the service of the Emperor and his Chapter. He will become one of the greatest defender's of Humanity, though by the end of his training he can no longer be considered human himself and stands apart



from those he is sworn to protect. Any chance for a normal life is gone forever and, though this is a great and terrible sacrifice, it is made willingly.

A Neophyte is trained in the art of death as laid down by the Codex Astartes, the tome of Roboute Guilliman, that defined, once and forever, the martial lore of the Space Marines. He is initiated into the brotherhood that is the Chapter, its history, its secrets and the responsibility that comes with its bloodline. He is equipped with the most deadly weaponry and armoured in the finest protection a warrior can have. But more important than all of this, a Neophyte begins the long and arduous rebirth through the implantation of the Chapter's gene-seed.

Over a period of years, the Neophyte receives each of the biological implants that will transform him beyond the pinnacle of human potential into a Space Marine battle brother. Some implants require hypnotic stimuli or chemical therapy to mature and require the most stringent monitoring and testing regime to develop properly. Needless to say, this is an exceptionally dangerous process, and not all Neophytes survive. In most Chapters this process is heavily ritualised, each stage accompanied by periods of fasting, prayer and devotions.

As a Neophyte receives the Chapter's gene-seed, his skeletal structure is increased in size and strength, and his muscle growth greatly enhanced. He is implanted with a secondary heart and superior lungs that enable him to survive wounds that would kill a normal man thrice over. His blood is enhanced by organs that allow him to ingest poison without harm, filter his body of toxins and clot his wounds in an instant. Other organs allow his senses to be made preternaturally sharp or resist the effects of radiation. No one of these and other implants make a Space Marine a superhuman, but taken together, they raise him to a level where he is a terrifying warrior of truly awesome potential. Towards the end of this process, a Space Marine is implanted with the progenoid glands, organs that are the repository of his genetic make-up. These represent the future of the Chapter, the embodiment of the sacred flesh of the Emperor himself, and without the progenoids there can be no Space Marines.

As the Neophyte nears the end of his training, but before he can become a full battle brother, he is inducted into the Scout Company to earn the right to wear blessed power armour and demonstrate in the fires of battle that he is ready for the final stage of his transformation – the implantation of the Black Carapace. Led by Veteran Sergeants, Scouts range ahead of Space Marine armies, gathering intelligence on enemy forces and acting in a support role of the Chapter's battle brothers. They often work behind enemy lines and it is a dangerous baptism of fire indeed, as Scouts are frequently called to fight their way clear of enemy warriors to return safely.

THE HOLY BOLTER



998 model bolter: Godwyn pattern with ammo counter, sinister/dexter locking mechanism and sickle magazine containing 30 rounds of 75 calibre bolts with diamantine tips, depleted deuterium core & mass reactive detonators. Fires in 4 round bursts.

The bolter is the preferred weapon of the Adeptus Astartes. Each bolter must be fashioned by hand, either in a Chapter's own armouries or on a forge world of the Adeptus Mechanicus. A bolter is a rare and treasured weapon; but in the hands of a Space Marine it is a divine instrument of the Emperor's wrath.

Once he has proved his valour and skill, a Scout is implanted with the Black Carapace, a subcutaneous membrane that allows his internal organs to interface directly with a suit of Space Marine power armour, making the armour a natural extension of his body. In a ceremony of great reverence, the newly elevated battle brother is honoured with his ancient suit of artificer-forged armour, which is his and his alone. He is now truly a Space Marine, possessed of great power, but sworn to use it in service of his Emperor and Humanity.

To be a Space Marine is the gravest responsibility, and often a lifetime of service is rewarded only by a violent end in the dark of space. The great bell on Terra tolls at the death of great heroes of the Imperium, but it would toll itself hoarse were it to ring for every Space Marine that falls in service of Humanity.

BLESSED ARMOUR

Space Marine power armour is the synthesis of several technologies that may pre-date even the Age of Strife. At the commencement of the Great Crusade, at the direction of the Emperor and by the devotion of the Mechanicum of Mars, all the lore that could be found was gathered and relearned to shape the armour of the Space Marines. Even so, it was not until the end of the Horus Heresy that the task was finished. The armour known as the MkVII or Imperator was the result, and remains the most familiar type in use.

Where older suits survive they are venerated by the Chapter's Techmarines, diligently preserved and often embellished. So precious is his armour that each Space Marine swears solemn oaths to maintain it and thus honour its spirit.

WARRIORS OF THE CHAPTER

BATTLE BROTHERS

Once a warrior has proved his courage in the Scout Company, he is elevated to the rank of battle brother and is inducted into one of the Chapter's Battle Companies. Here, a Space Marine fights and hones his craft of death, forging his hero's name and building his legend as a mighty champion. As each warrior further develops his fighting skills, those who develop a talent in one particular area of battle are gathered together in specialised squads.

Tactical squads are the most numerous type of squad in a Chapter and form the backbone of the fighting strength of any force. They are armed primarily with the holy bolter, though some squad members may carry more specialised weaponry, such as plasma guns or flamers. As their name suggests, they are highly flexible and have the tactical adaptability to deal with virtually any foe.

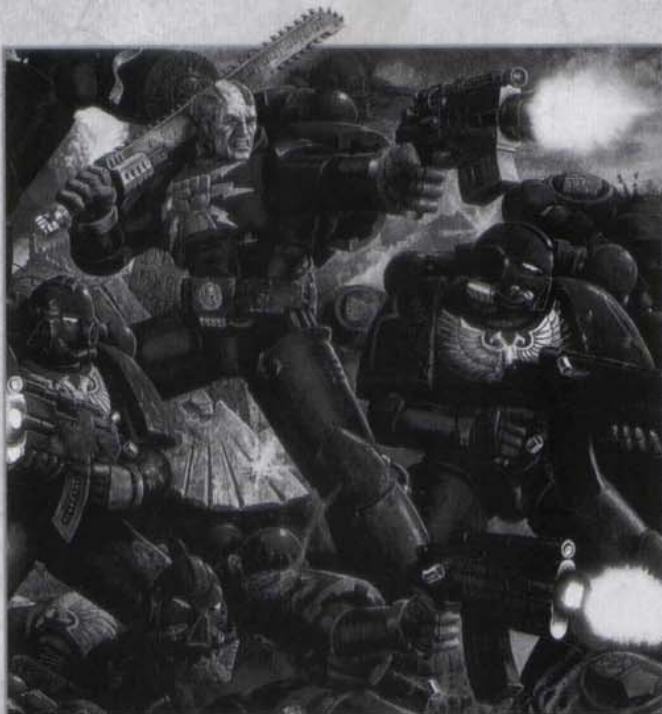
Those who excel in the fury of close combat are organised into Assault squads and equipped with jump packs that allow them to take the fight to the enemy in brutal close-quarter fighting. Armed with a mixture of pistols and swords, they are terrifying foes in battle, dropping from above like flaming angels of death.

However, the art of death does not always need to be conducted at close quarters, and those Space Marines who develop a fine eye for shooting form the Chapter's Devastator squads. Carrying the heaviest weapons available to a Space Marine, these warriors are capable of laying down a fearsome amount of firepower. Typically, they are deployed when the Space Marines expect to meet heavily-armoured opposition or where there are fortifications that need to be broken open.

VETERAN SPACE MARINES

A Chapter's First Company is known as the Veteran Company and contains its bravest and most heroic Space Marines. Many of the First Company will have risen to the rank of Veteran Sergeant before being inducted to the First Company, though less experienced Space Marines are often accepted into its ranks for committing acts of exceptional courage. These Space Marines are mighty heroes whose legends have become part of the Chapter's history, and it is every

warrior's ambition to become one of their Chapter's elite. The First Company is invariably the most powerful Company in the Chapter, as many of its warriors are trained to take the field of battle wearing Tactical Dreadnought armour, or Terminator armour as it is more commonly known. All Space Marine Chapters maintain a number of suits of the revered and rightly feared Terminator armour and these are amongst a Chapter's most prized relics.



Massively bulky and armoured with heavy sheets of plasteel and ceramite, Terminator armour contains a full exoskeleton and a complex arrangement of fibre bundle muscles that allow a warrior to fight with deadly skill and ferocity in close quarters, where agility is secondary to protection. Incredibly ancient, the secrets of their construction has long since been lost and each one is revered by the Space Marines and lovingly maintained by the Chapter's Techmarines. Each suit of armour has a special place of honour within the First Company's Chapel and only warriors of the First Company and selected senior commanders may enter the armoury and don these holy artefacts.

It requires rigorous training to fight in Terminator armour and, once trained, a warrior is expected to perform above and beyond his brethren, acting as an example to the rest of the Chapter. Squads of Terminators are most often employed in boarding actions or where the fighting is certain to be close and bloody. Terminators can also be equipped with a varied selection of weaponry that allow them to fight at longer ranges, but it is for brutal assaults that they are primarily designed.

HEROES OF THE CHAPTER

CHAPTER MASTERS

Of the one thousand awesome and terrifying warriors that comprise a Space Marine Chapter there is but one Chapter Master, a leader with centuries of experience in the very crucible of battle. His own fighting skills will be unsurpassed with guns, blades and bare hands, his very rank speaking of a past littered with bloodied, beaten enemies of the most terrifying and inhuman sort. It is not enough, though, for the Master of a Chapter to be its foremost warrior. He must also be a superb tactician, grounded in the teachings of the Codex Astartes and honed through countless decisions made in the maelstrom of close action. His soldiers are also his brothers and he knows that they will give their lives at his command. He must preserve these magnificent fighters, but must also accomplish his mission and uphold the honour of his Chapter. He will be steeped in the lore of his Chapter and be sworn to keep its secrets. To many, he will be the living manifestation of the Chapter and must

conduct his diplomacy accordingly, for Space Marine Chapters maintain a web of time-proven oaths and honour debts and do not simply heed the commands of Imperial functionaries. Those that wish a Chapter Master to send his warriors into battle must give him good reason to do so. In addition to this, a Chapter Master will often be the ruler of his Chapter's homeworld, a resource that is too valuable for him to ignore. Amongst the greatest risks facing the Chapter Master is the very power he wields, for a Chapter of Space Marines is a force capable of devastating worlds at his order. Even a Space Marine can feel pride, ferocity and desire – it is after all their hero's soul that drives them to acts of selfless sacrifice. But in these things lie the seeds of hubris that can eventually lead to damnation. Any Space Marine, but especially a Chapter Master, must beware the short path to victory, must consider both the ends and the means, and must heed the example of Emperor and Primarch.

CAPTAINS

A Captain leads each of the ten Companies of a Space Marine Chapter. They are second in experience only to the Chapter Master and each is a warrior so deadly that he will rarely meet his match. Each Captain is an inspirational and determined leader, able to coordinate the Space Marines under his command whatever the opposition. In addition to leading Space Marines in battle, each Captain holds titles dependent on his other responsibilities with regard to the workings of the Chapter or its homeworld, such as Master of the Fleet or Master of the Marches.

Captain Catto Galenus, Master of the Marches, mighty Ultramarines Lord of a Hundred, rode to war on a comet of steel and flame. His banner, held proudly aloft, bore the Imperial Eagle and the Skull, for none was better versed in the craft of death than he. At his command, the Wardens of the Eastern Fringe, the blessed brothers of the Fifth, gave battle to the bestial Orks on Calth. At their head, Galenus, Master of the Black Company, wreathed in the light of the Emperor's just wrath, sundered the horde and drove them before him. By day's end a man could walk for miles without touching the ground, so thickly was it littered with the bodies of the slain. So great was the triumph that Lord Calgar granted the Laurels of Victory to be borne on the banner of the Fifth as testament to their piety.



TECHMARINES

The mastery of technology is knowledge that has long-since passed from the Imperium of Man. What remains is debased, mythical or has become such unthinking repetition that its true purpose has been forgotten. These scraps are jealously gathered together on Mars by the Adeptus Mechanicus, the devotees of the Machine God. Only those privy to such knowledge can hope to utilise any form of technology, and such individuals are rare indeed.

Ancient pacts sworn between the Adeptus Mechanicus and the Adeptus Astartes allow the Space Marines to send those warriors with an affinity for technology to Mars to train and begin the long, arduous journey of becoming a priest of the Machine God. Without the passing on of such ancient knowledge, the Space Marines would be unable to make war.



The aspiring Techmarines train for many years on Mars, learning the correct rites of activation, maintenance and how to call forth or placate the wrath of the war-spirits of the machines they will be entrusted with. When they return to their Chapter, they are changed individuals, aloof and mysterious, both tech-priests of the Machine God and battle brothers of their Chapter. Techmarines often stand apart from the battle brothers of the Chapter, becoming strange figures of superstitious awe. The knowledge they possess is held in great esteem by their battle brothers who recognise and acknowledge their skills in the arcane sciences pertinent to the dark secrets of technology. Though they possess great skill and knowledge regarding the mystical science of machines, they are warriors first and foremost and are often in the forefront of many of the fiercest battles. Should a vehicle or artefact of technology be lost, it is the Techmarines who fight hardest to retrieve it – as hard, if not harder, than their brethren fighting to recover a fallen comrade.

Before battle, the Techmarines observe the sacraments of battle to ready their charges for war, raising the anger of the war-spirits of the weapons and vehicles of their Chapter. Once deployed for battle, the Techmarines and their servitor thralls ritually bless the weapons and tanks of the force, uncaging the war-spirits and allowing them to see the targets of their wrath. Together with a retinue of cybernetically-altered servitors, the Techmarines can also effect battlefield repairs on vehicles, healing the damage done to armour and rekindling the war-spirit so that it may fight once more. At battle's end, each wound done to the vehicles and wargear issued by the Techmarines is reverently repaired, and it is not uncommon for some vehicles to remain in service for many hundreds, if not thousands, of years.

Techmarines employ a wide variety of esoteric tools and equipment not normally issued to their brethren. Many Techmarines are equipped with servo-arms or a full servo-harness, specialised auxiliary limbs grafted to the Techmarine's armour and linked to his neural network. These arms can be fitted with a multitude of las-torches, vibrosaws and power drills, or any number of arcane tools that aid the Techmarine in his battlefield role of vehicle maintenance and repair. Their gauntlets are also often heavily modified to include more delicate tools and some Techmarines have the organic components of their hands removed altogether and replaced with augmetic prosthetics. Some even go as far to incorporate mechanical interfaces that allow the Techmarine to commune directly with the Machine Spirit and allow them a greater connection to whatever machine they are ministering to.

In deference to their training on Mars and the close bond that exists between Techmarines and the Adeptus Mechanicus, Techmarines sometimes incorporate red into their armour or heraldry, though they are careful not to obscure their own Chapter's colours. Techmarines understand better than anyone the risks inherent in angering the war-spirit of battle gear and are careful to ensure that their Chapter symbol remains clear and unobscured.

DREADNOUGHTS

Dreadnoughts are death incarnate, towering war machines bearing powerful weapons to blast their foes, and lethal close combat weaponry crackling with deadly energies to tear them apart. Standing three times the height of a man, Space Marine Dreadnoughts are amongst the oldest war machines fighting on the battlefields of the 41st millennium, with some dating back thousands of years to when the Emperor himself walked amongst his people. Each Chapter's Dreadnoughts are treasured relics, a tangible link to its past heritage, and are only awoken from their slumber in times of great need. Each Dreadnought contains a living, sentient being, and the pilots encased in its shell often have memories stretching back over many thousands of years.

A Dreadnought is one of the Old Ones, a mighty Space Marine hero who has suffered grievous wounds in battle and whose life was saved by his interment within the Dreadnought's armoured sarcophagus. It is a great honour to be deemed worthy enough to continue to fight for the Emperor in this way, and a warrior's rebirth as a Dreadnought is a ceremony of great ritual significance. The Old One's flesh is suspended in amniotic fluids and surgically implanted within the armoured sarcophagus where mechanical senses allow him to perceive the world around him. In this way he can continue fighting for the Emperor for many centuries to come, never leaving his metal body until its destruction.

In battle, Dreadnoughts are terrifying foes, firing devastating weapons and fighting with all the skill and ferocity a Space Marine possesses. They advance forwards with thunderous strides as incoming fire spatters from their thick adamantium armour. The accumulated wisdom of their centuries of battle is a valuable resource to their Chapter, and their vast experience means that they have fought in almost every form of engagement imaginable. They are exceptionally difficult to slay and in most cases only the complete destruction of the sarcophagus will kill the pilot. Destroyed Dreadnoughts are only ever abandoned in the direst of circumstances, and Space Marines will fight with righteous fury to retrieve a fallen Dreadnought and lay its occupant to rest in the Chapter's sepulchres. The recovered shell will then be lovingly restored to full operation to await its next occupant...

The shadowed sepulchre that contains a Chapter's Dreadnoughts is a holy shrine, and the Techmarines tend to their ancient charges with great care, fastidiously applying the sacred oils and unguents while chanting the Litanies of Preservation. To honour these courageous warriors, the Techmarines allow the fallen heroes to sleep away the centuries, until once more they are called to war.

"We pray for our brethren who pilot the Dreadnoughts. Though they take new form, their souls, and their weapon mounts remain pure."

Marneus Calgar



APOTHECARIES

For a Space Marine Chapter to have a future it must carefully protect and preserve the organic implants that turn an initiate into a Space Marine. The genetic history of a Chapter is carefully monitored and recorded, no effort being spared to remove weaknesses and ensure that only the healthiest gene-seed is used to create new Space Marines. Each Space Marine carries two replicating organs known as progenoid glands. They absorb genetic material from the Space Marine's other implants and store them for later removal. If the Space Marine dies, the progenoids can be extracted and used

to grow fresh implants. In this way, even in death, a Space Marine gives life to his Chapter. Apothecaries are charged with the critical task of maintaining the genetic purity of the Chapter and recovering the progenoid glands of fallen battle brothers.

Whenever a Chapter goes into battle, the Apothecaries go too. They are formidable warriors in their own right as their sacred duty requires them to go into the midst of combat and defend themselves while they work. Should a Space Marine fall, an Apothecary will quickly attend him. Apothecaries are skilled medics and carry a wide variety of equipment, such as a reductor and a narthecium. A narthecium is a largely automated unit complete with sensors, probes, drugs and chemicals. With its aid the Apothecary can perform battle surgery with a good chance of success, particularly given the superhuman resilience of a Space Marine. If the Apothecary's best efforts are insufficient to save a fallen comrade, he will confer the Emperor's Mercy on him to end his suffering before using the reductor to extract fallen warrior's progenoid glands that he might live on through the creation of another Space Marine.



The Marines tensed as they heard the faint but unmistakable sound of an approaching mortar shell. Battle-brother Draeg was already moving before the earth began to bulge upwards, hurling himself flat onto the rising shell before his brothers even saw it. He was only fully aware of his action when his world exploded in white flame that hurled him into darkness.

It was the feel of cold air on his face and the acrid smell of burnt flesh that revived him to a dim awareness. He struggled to ignore the pain of his shattered body and made his remaining eye focus on the figure that knelt beside him.

"Your wounds are too grave, brother," he heard the Apothecary speak, as though from a great distance. "Do you desire the Emperor's Peace?"

The Apothecary raised the reductor, and Draeg was dimly aware of the click as the bolt was drawn back into the firing position. With what remained of his life, Draeg tried to speak. The Apothecary seemed to understand.

"The others? They are whole, brother. You saved them. Your name is entered in the Book of Honour."

Draeg nodded weakly and closed his eye. His gene-seed would return to the Chapter.

LIBRARIANS

If there is one thing the institutions of the Imperium of Man are vigilant for it is the mutant, and the Chapters of the Adeptus Astartes are, if anything, even more careful to ensure that their gene-seed is not polluted by mutation. The Chapters' Apothecaries rigorously screen potential recruits for any sign of genetic deviation, but not all mutation is physical. Psychic talent is a mutation too, and is at once the most dangerous and the most useful. Detecting and developing nascent psykers is one of the many responsibilities of the Chapters' Librarium.

The Librarium is also charged with the task of recording the annals of the Chapter, its honours won and the collective knowledge it has built up over the millennia. Amongst normal recruits only a small proportion survive training, enhancement and indoctrination to become fully-fledged Space Marines. Amongst Librarians, the attrition is far worse. Not only must the recruit endure everything a normal recruit would but he must be strong enough in spirit to withstand the moulding of his mind to wield his powers, and how to protect himself from the perils of the Warp. A prospective Librarian faces a thousand enemies before he even sets foot on a battlefield – to the creatures of the Warp he is a choice prize, with great sorcerous aptitude and flesh strong enough to contain daemonic essence. For the recruit, each day is a walk along a precipice where a single false step can send him tumbling into madness and possession.

Those that prevail join the Librarium as Lexicanium, rising through the ranks to become Codiciers and perhaps even Chief Librarians. Their abilities can pierce the Warp, provide the means for interstellar communication as well as identify more of their own kind and judge whether a potential candidate is too dangerous or too malleable. The Librarians of many Chapters will include weaker psykers who are not Space Marines to perform more mundane tasks. Whilst useful they can be a weak link and so are carefully monitored. In battle Librarians unleash their powers, both as powerful weapons and as tools of prescience and precognition. They sense the shifting of the currents of the Warp and can detect the presence and movement of Warp entities. Librarians' abilities set them apart from their comrades – after all, they wield abilities that every Space Marine is normally expected to abhor. In all of the Imperium there are few greater warrior-mystics, combining the prowess of the Adeptus Astartes with the steel discipline needed to contain and control their unearthly powers.

PSYCHIC HOODS

In battle, a Librarian relies on his psychic hood to suppress the enemies' use of psychic powers. The hood's psychically conductive wires penetrate the skull of the wearer, directly tapping into his brain, acting as an extension of the wearer's consciousness. It detects manipulation of the Warp and helps focus the Librarian's will to disrupt it through a series of augmetic crystals.



CHAPLAINS



The spiritual leaders of their Chapter, Chaplains are terrifying and sinister figures of holy purity, garbed in black power armour as befits such bringers of death. Their helmets are the deathly face of the Emperor, their armour hung with devotional tokens of battle and death. Awe-inspiring warrior priests, they fight wherever the battle is fiercest, leading their warriors from the fore and rejoicing in the slaughter of their enemies while rendering praise to the Emperor and their Primarch. They are among the greatest of the Chapter's heroes, forged in the heat of combat and veterans of many centuries of war, as befits those who carry the honour of the Chapter into battle.

Chaplains are regarded with awed respect by their brother Space Marines, their stern demeanour unforgiving of any lapse in devotion. They minister to the spiritual well-being of their Chapter's warriors, instilling in them its values and beliefs, as well as directing them in learning its catechisms and liturgies. Notoriously strict and fiery individuals, they are renowned for their sense of duty and responsibility to their battle brothers, knowing that only through faith can the Space Marines stand firm against the darkness. Chaplains fight and minister with the deadly *crozius arcanum*, both a badge of office and a lethal weapon of battle. This arcane and most holy of items reflects the ritual importance of battle to the Space Marines and is often topped with an Imperial Eagle or winged skull.

The central shrine where prayer and worship is conducted within a fortress monastery is known as the Reclusiam. It is a place of great spiritual reverence, containing the Chapter's most holy relics: fragments of the Primarch's armour, the sword of an ancient hero or a sacred banner from times of legend. Battle standards hang from its hallowed walls and the very stones tell the histories of ages past. But the Chaplains teach that the presence of a formal chapel is not always necessary, that the fires of battle are their places of worship, the roar of bolters their prayers and the slaughter of their foes an offering to the Emperor.

"At battle's end, speak the Liturgy in a clear voice. Respect the bravery of the living. Give the Rite of Passage to the fallen. Honour the battle gear of the dead. To do all this with reverence, even when exhausted by battle and weary from the field, is the duty of the Chaplain. It is his burden and his satisfaction."

Adeptus Astartes - The Book of Faith





AN ETERNITY OF WAR

The history of the Ultramarines' realm of Ultramar and the Chapter's chronicles of war are inextricably linked, with litanies of courage, battle banners and trophies of war filling the colossal Honour Vaults within the Fortress of Hera. Ancient scribes and sanctified quill-servitors maintain the vaults, ensuring that every honour won is recorded in the great tome of war that meticulously details ten millennia of battle.

DEFENDERS OF ULTRAMAR

Situated deep in the galactic frontier of south-eastern Ultima Segmentum, Ultramar is unique in the Imperium in that, while most Chapters operate from asteroid bases, lonely fortress-monasteries or isolated worlds, the Ultramarines' realm comprises no fewer than eight nearby systems, titularly controlled from their homeworld of Macragge.

The worlds surrounding Macragge are largely industrial in nature, though they are not polluted, poison-choked wastelands like Armageddon. These worlds are not required to pay Imperial tithes and when threatened, can call upon the protection of the Ultramarines. Neither are these worlds expected to levy troops for the Imperial Guard, but such is the prosperity and highly organised nature of the Ultramarines' realm, that they do so anyway. The worlds of Ultramar provide recruits for the Ultramarines, and it is a source of fierce pride when a particular family can point to an ancestor who became a Space Marine.

The worlds surrounding Macragge also provide the Chapter with raw materials, supplies and all manner of support. Close ties have been maintained between Macragge and these planets, and it is not surprising that many of them share a commonality in language, culture and architecture. But these worlds are not identical, each having its own particular character and distinctiveness.

Macragge is a rocky world, protected by numerous orbital defences and two vast polar defence grids. It is here, in the harsh and unforgiving mountains that the Ultramarines have their fortress, housing the shrine of the Primarch himself. Here the legendary Primarch's body is held within a stasis field and is a place of great pilgrimage for all loyal citizens of the Imperium. Talassar is a turbulent planet of tempests and violent seas while, in contrast, the three worlds of Quintarn, Tarentus and Masali are desolate and arid, with huge, domed agri-cities enclosing verdant greenery and hundreds of square miles of agricultural land. Calth's populace live underground, far from the deadly rays of its sun, in vast caverns, so fresh and spacious as to make a man forget that he is underground. Calth's shipyards are justly famous and construct a sizeable proportion of the vessels in the Ultramarines fleet.

Both Iax and Espandor are sparsely populated worlds towards the edge of Ultramar. Iax is the very model of an agri-world and is one of the most productive worlds in the Imperium. Espandor is primarily composed of forests and

is rumoured to have been settled when traders were blown off course by a warp storm during the earliest colonisation of the galaxy. The crowning glory of Ultramar was once Prandium, its temperate climate and its natural beauty marking it as one of the most beautiful planets in the galaxy. But the arrival of the alien race known as the Tyranids was to change this world completely.

Ultramar is as close to the perfect model of civilisation as exists in the Imperium and the Ultramarines have fought with courage and honour to defend it over the millennia. From the irradiating of Calth's sun by the Word Bearers to the Honour Company's battles against the Despoiler's Thirteenth Black Crusade, the Ultramarines have a history of honourable battle that is the envy of almost any other Chapter of Space Marines. The very names of these battles echoes throughout the Imperium with a resonance that reaches from Ultramar to the western Halo Stars. Said in the same breath as such legendary conflicts as Armageddon or the Battle of the Fang, the wars the Ultramarines have fought are the stuff of legend upon which the Imperium is built: the Siege of Tulwa to destroy the Iron Warriors' Fortress of Pain, the Purgation of Jhanna, the Battle for Macragge and hundreds more.

THE TYRANNIC WARS

On the furthest frontier of the Imperium, Ultramar is the bulwark against extra-galactic threats from the east, and no more dangerous a foe has emerged from this region of space than the hive fleets of the Tyranids. All-consuming predators, the Tyranids first came to the attention of the Imperium when the renowned Inquisitor Kryptman uncovered their predations in the furthest reaches of space. Devouring everything in their path, the bio-ships of the Tyranid hive fleet, named *Behemoth*, were headed directly for Ultramar. Tyran was the first world to fall to the Tyranids, then Prandium, the Jewel of Ultramar. Nothing now remains of Prandium save a scoured, lifeless rock, stripped of everything living to feed the rapacious geno-organs of the Tyranid Norn Queens. The Ultramarines fleet held the alien menace at bay for as long as it could before Marneus Calgar, Chapter Master of the Ultramarines, pulled the fleet back to Macragge in a desperate gamble.

THE BATTLE FOR MACRAGGE

The Tyranids closed on Macragge, only to be met by its fearsome planetary defences; multiple defence laser batteries and thousands of orbital torpedo launchers. Hundreds of bio-ships were obliterated, but even such mighty defences could not hold the aliens at bay forever. The outcome of this war was to be decided by strength of arms on the surface of Macragge itself. Despite horrendous losses, Tyranid organisms were able to land on Macragge and assault the mighty polar fortresses that held the planetary defences together. The fires of battle have never burned hotter than upon the icy wastelands of the polar reaches of Macragge in these dark times. The skies boiled with fiery streamers of Tyranid reinforcements, but the brave warriors of the

Ultramarines and their defence auxilia made the invaders pay in foul alien blood for every yard of ground grudgingly given. But courage and honour can only last for so long, and while Lord Calgar and the newly-arrived Battlefleet *Tempestus* destroyed the Tyranid fleet at the great Battle of Circe, the veterans of the First Company in the northern defence fortress fought to the last man before being wiped out. Through their noble sacrifice, the invaders forces were all but destroyed, and with the destruction of the few remaining Tyranid organisms by the Third and Seventh Companies, the Battle for Macragge had been won. The death of the First Company endures in heroic legend to this day, though their loss was a grievous blow. It is only now, two hundred and fifty years later, that the Chapter has returned its First Company to full strength.

KRAKEN AND LEVIATHAN

For many years it was thought that the Tyranid menace had been defeated at Macragge, but such evil does not die easily and, within two centuries, the Tyranids had returned. Having learnt from their defeat at Macragge, the Tyranids attacked across a wider front this time, rather than the sledgehammer blow *Behemoth* had attempted. This invasion was named *Kraken* and, following a bow wave of unrest, rebellion and confusion, the hive fleet destroyed dozens of Imperial worlds and cost the lives of millions before being defeated on the hive world of Ichar IV. Once again, the Ultramarines led the fight, Lord Calgar assuming overall command of the Imperial forces and Chaplain Cassius acting as his chief counsel. Though much of the planet's surface was laid waste in the great battles, the world was saved thanks to the combined efforts of the Space Marines, Imperial Guard and alien Eldar forces. Though the largest tendril



of Hive Fleet *Kraken* had been defeated, many more splinter fleets had broken past the Imperial cordon and even now ravage Imperial space. Worlds deep in Segmentum Solar and Segmentum Tempestus now suffer invasion and death at the claws of the Tyranids. Ancient oaths were honoured and once again the Ultramarines took the fight to the Tyranids, this time on a world liberated by Roboute Guilliman during the Great Crusade, Tarsis Ultra. With the help of the Deathwatch, the Chamber Militant of the Ordo Xenos, the Ultramarines Fourth Company were able to defeat a swarm of yet another hive fleet, this time known as *Leviathan*. Attacking from below the galactic plane, *Leviathan* represents a new facet of the Tyranids' cunning and it is certain that the Ultramarines will be called to war against their alien nemesis once more.

THE ORKS OF CHARADON

Ork empires wax and wane on the strength of the Warlord who rules them, and when a particularly mighty Warlord brings enough warriors to his banner, a huge, system-spanning invasion, known as Waaagh! is launched. A Waaagh! lays waste to all before it in a frenzy of looting, warfare and destruction that is beyond imagination. Chief Librarian Tigurius, one of the few survivors of the Ork invasion of Boros – the culmination of the Balur Crusade – has, for many decades, counselled his Chapter Master on the most efficient methods of combating the threat of the nearest Ork empire to Ultramar, that of Charadon. Through wise counsel and prescient vision, Tigurius has proven to be the acknowledged expert on war against the Ork menace. Carefully planned attacks and precisely executed crusades against key Ork worlds have destabilised the empire of Charadon to the extent that no Waaagh! of any great size has been launched from there in decades. The Corinth Crusade was but the latest of these campaigns, and much honour was won before the walls of Corinth itself. But great also was the sorrow as Ancient Galatan, bearer of the Banner of Macragge, was slain in the great breach though, even in death, he did not allow the banner to fall.

THE GALACTIC FRONTIER

The threat of alien races and the Ruinous Powers is a constant danger on the Eastern Fringe, where the divine light of the Astronomican grows dimmer and the might of Terra is a distant power. Such distance makes the enemies of the Imperium grow bold and engenders the desire to extend their domains into the realm of the Emperor. One such enemy is the Tau, a dynamic, technologically advanced race who have taken advantage of the recent redeployment of Imperial forces bound for Segmentum Obscurus and the beleaguered Cadian Gate to further expand their empire. The forces of the Ultramarines have fought the Tau before, during the Damocles Gulf Crusade in 742.M41, where a combined force of Iron Hands, Ultramarines and the Scythes of the Emperor fought on the Tau Sept world of Dal'yth Prime. As well as the threat of alien races, there exists an especial hatred for the Sons of Guilliman amongst the forces of the Ruinous Powers. It was Roboute Guilliman's vision and genius that held the Imperium together in the days following the treachery of the Great Betrayer, and it is ever the way of Chaos to punish those who have stood against them. Though far from the dreaded Eye of Terror, the reach of the Dark Powers is great and the malign influence of the Gods of Chaos strikes out towards the Eastern Fringe.

SPACE MARINE SPECIAL RULES

"AND THEY SHALL KNOW NO FEAR..."

This rule is as described in the Universal Special rules section of the Warhammer 40,000 rulebook.

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

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

SPACE MARINE CHARACTERS

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

1. All may operate independently, joining and leaving units as described in the Warhammer 40,000 rules for Characters.

2. All may lead a Command squad. The character and the unit are a single HQ choice. The character is a member of the unit and may not leave it. If the squad is destroyed the character may operate independently.

3. Librarians and Chaplains may be attached to another character's Command squad. Only one character of a given type may be attached to a single Command squad. The attached character, the squad and the character leading it are a single HQ choice. The attached character is a member of the unit and may not leave it. If the unit is destroyed the attached character and leading character may operate independently.

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

DROP POD ASSAULT

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

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

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



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

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

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

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

Roboute Guilliman,
Primarch of the Ultramarines



ARMOURY

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

SINGLE-HANDED WEAPONS

Bolt pistol	1 point
Chainfist † (models in Terminator armour only)	30 points
Close combat weapon	1 point
Single lightning claw †	25/15 points
Pair of lightning claws † (count as two weapons)	30 points
Plasma pistol	15/10 points
Power fist †	25/15 points
Power weapon †	15/10 points
Storm shield †	10 points
Thunder hammer †	30 points



TWO-HANDED WEAPONS

Bolter	1 point
Combi-meltagun †	15/10 points
Combi-plasma gun †	15/10 points
Combi-flamer †	10/5 points
Storm bolter †	5 points

WARGEAR

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

WARGEAR – RELICS & ARTEFACTS

(Each army may have a single item from this list)

Chapter banner † (Standard Bearer only)	25 points
Holy relic † (Reclusiam Standard Bearer only)	30 points
Iron Halo	25 points
Sacred standard † (Standard Bearer only)	20 points
Adamantine mantle †	35 points

VEHICLE UPGRADES

Dozer blade	5 points
Extra armour	5 points
Hunter-killer missile	15 points
Pintle-mounted storm bolter	10 points
Power of the Machine Spirit	30 points
Searchlight	1 point
Smoke launchers	3 points

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

ADAMANTINE MANTLE

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

ARTIFICER ARMOUR

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

AUSPEX

An auspex is a short-ranged scanner used by Space Marines to detect hidden enemy troops. If enemy models with the Infiltrate special rule set up within 4D6" of a model with an auspex, then that model is allowed to take a 'free' shot at them (or sound the alarm if Sentries are being used). If the model is part of a unit then the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrators to fall back. Otherwise, the normal shooting rules apply.

BIONICS

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

CHAINFIST

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

CHAPTER BANNER

The Chapter Banner is the physical representation of the honour of the Chapter. No Space Marine will ever allow it to fall into enemy hands. It allows any Space Marine unit with a model within 12" of the banner to re-roll failed Morale checks. In addition, if an enemy model charges and contacts the unit containing the banner, all members of the unit gain the Counter-attack ability (see the Universal Special Rules section of the Warhammer 40,000 rulebook) and will have +1 Attack for that turn only.

COMBAT SHIELD

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

COMBI-WEAPONS

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

COMPANY BANNER

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

CROZIUS ARCANUM

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

CYCLONE

MISSILE LAUNCHER

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

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

FAMILIAR

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

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

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

HOLY RELIC

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

IRON HALO

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

JUMP PACKS

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

MASTER-CRAFTED WEAPONS

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

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

NARTHECIUM/REDUCTOR

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

In order to use this equipment, the Apothecary cannot be Falling Back, Locked in close combat or Pinned. He may treat any friendly non-vehicle model within 6" of him. Once per turn, he may use his narthecium to allow a treatable model to ignore a failed Save (of any sort). It is, however, of no use against an attack that causes Instant Death or a close combat attack that ignores Armour Saves.

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

PSYCHIC HOOD

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

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

PURITY SEALS

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

ROSARIUS

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

SACRED STANDARD

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

SERVO-ARM

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

SIGNUM

The signum is a special form of communication device that allows the Techmarine to access a myriad of useful battlefield targeting information, and then pass it on to his fellow battle brothers. In game terms it allows you, each turn, to re-roll one missed to hit shooting roll for the Techmarine or any squad that the Techmarine belongs to or has joined.

SPACE MARINE BIKE

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



STORM SHIELD

A storm shield is a small metal shield that has an energy field generator built into it. The energy field is too small to be of much use against ranged attacks, but is very useful in close combat. A model that has a storm shield may take a 4+ Invulnerable Save in close combat instead of its normal Armour Save. It may not be combined with a Rosarius or Iron Halo save and a model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons.

TELEPORT HOMER

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

TERMINATOR ARMOUR

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

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

TERMINATOR HONOURS

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

THUNDER HAMMER

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

SPACE MARINE VEHICLE UPGRADES

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

DOZER BLADE

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

EXTRA ARMOUR

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

HUNTER-KILLER MISSILE

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

PINTLE-MOUNTED STORM BOLTER

Pintle-mounted storm bolters are fixed to the outside of a vehicle and can either be used by a crewman from an open hatch

or by remote from inside the vehicle. They are treated as an additional defensive weapon.

POWER OF THE MACHINE SPIRIT

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

SEARCHLIGHT

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

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

SMOKE LAUNCHERS

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



SPACE MARINE LIBRARIAN PSYCHIC POWERS

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

STORM OF THE EMPEROR'S WRATH

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

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

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

FURY OF THE ANCIENTS

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

The power is used in the Librarian's Shooting phase instead of firing a weapon. The psychic construct will move in a straight line from the Librarian to any point on any table edge. Every unit in its path will suffer D3 Strength 5, AP - hits and must take a Pinning test. If the construct would hit a friendly unit or a unit Locked in close combat it will dissipate just before impact and has no further effect.

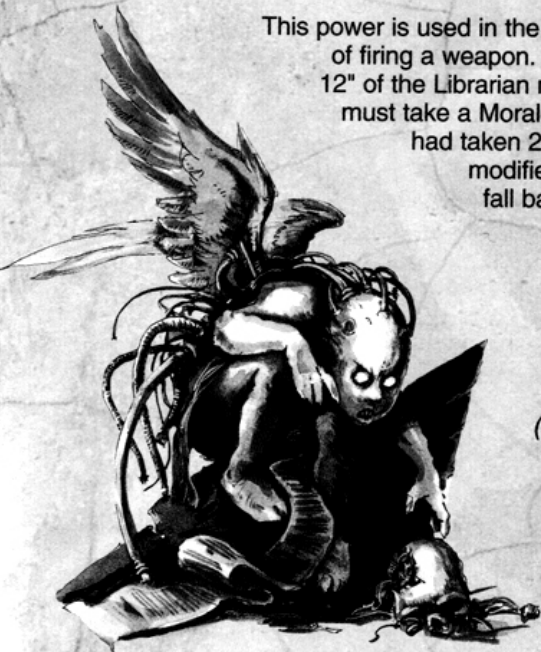
Cost: +3 points (Epistolary +9 points)

FEAR OF THE DARKNESS

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

This power is used in the Shooting phase instead of firing a weapon. Every enemy unit within 12" of the Librarian not Locked in an assault must take a Morale check (as though they had taken 25% casualties) with a -2 modifier to their Leadership, or fall back. All normal modifiers and/or exceptions apply (ie, units that never fall back are immune to this power).

Cost: +5 points (Epistolary +15 points)



MIGHT OF HEROES

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

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

Cost: +5 points (Epistolary +15 points)

VEIL OF TIME

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

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

Cost: +10 points (Epistolary +30 points)

VORTEX OF DOOM

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

This power is used in the Shooting phase instead of firing a weapon. Place the small Blast marker over any enemy unit not Locked in an assault within 12" of the Librarian. Once you have placed the Blast marker, roll the Scatter dice – on a Hit, the rift opens beneath the Blast marker, otherwise move the Blast marker D6" in the direction of the arrow. This power has no effect on vehicles or monstrous creatures, as they are too large to be pulled into the Warp rift. Enemy models fully covered by the template must roll equal to or under their Initiative characteristic on a D6 or they will be sucked into the depths of the Warp and destroyed instantly, without recourse to a Saving throw of any kind! Note that a roll of a 6 is always a failure, regardless of the target's Initiative characteristic. Models only partially beneath the template will only be affected by the Warp tear on the D6 roll of a 4+.

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

Cost: +10 points (Epistolary +30 points)

ARMY LIST

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

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

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

USING A FORCE ORGANISATION CHART

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

USING THE ARMY LISTS

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

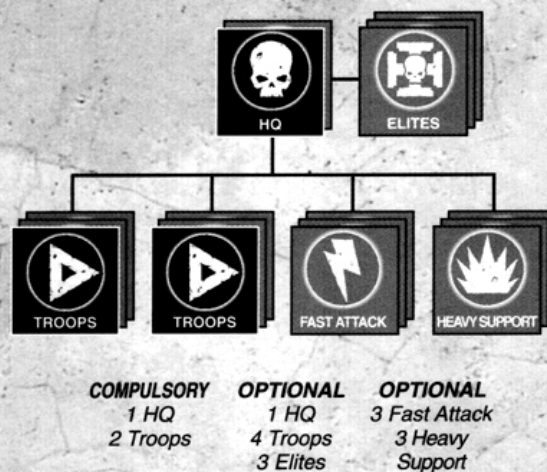
Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Now you are ready to purge the alien and the heretic from the Imperium.

ARMY LIST ENTRIES

Each army list entry consists of the following:

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

STANDARD MISSIONS



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

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

Weapons: These are the unit's standard weapons.

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

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



COMMANDER



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Master	75	5	5	4	4	3	5	3	10	3+
Captain	60	5	5	4	4	2	5	3	9	3+

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

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

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

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



CHAPTER CHAPLAIN



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Master of Sanctity	100	5	5	4	4	3	5	3	10	3+
Reclusiarch	85	5	5	4	4	2	5	3	9	3+

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

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

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

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

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

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



CHAPTER LIBRARIAN



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Epistolary	115	5	5	4	4	3	5	3	10	3+
Codicier	100	5	5	4	4	2	5	3	9	3+

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

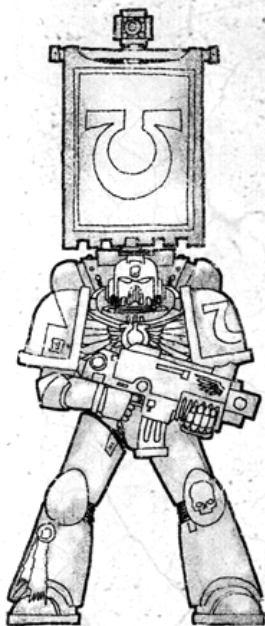
Options: A Librarian can be given any equipment allowed from the Space Marine Armoury.

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

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

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





	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	8	3+



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

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

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

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

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

Specialists

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

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

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

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

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

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

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a Command squad (including leading/attached Characters) may be upgraded to have one of the following skills: *Furious Charge*; *Tank Hunters*; *Infiltrate* (may only be selected if the squad does not have a transport vehicle). (See the Universal Special Rules section of the Warhammer 40,000 rulebook).





TERMINATOR COMMAND SQUAD

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

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

Number/squad: Sergeant and 3-9 Terminators.

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

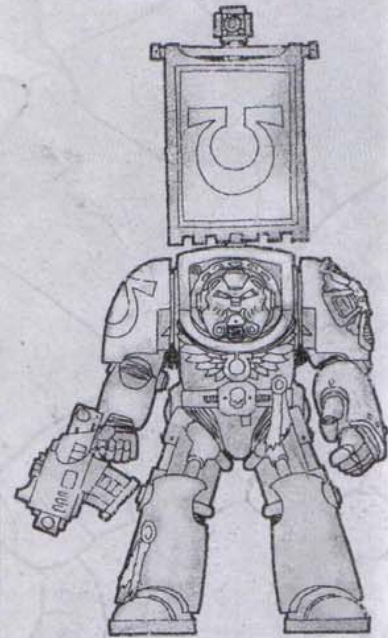
Options: Up to two Terminators may replace their storm bolter with an assault cannon at +20 points or a heavy flamer at +10 points or may add a cyclone missile launcher to their existing weaponry at +25 points. Any model with a power fist may replace it with a chainfist at +5 points.

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

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

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a Terminator Command squad (including leading/attached Characters) may be upgraded to have one of the following skills: *Furious Charge*, *Tank Hunters*. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

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



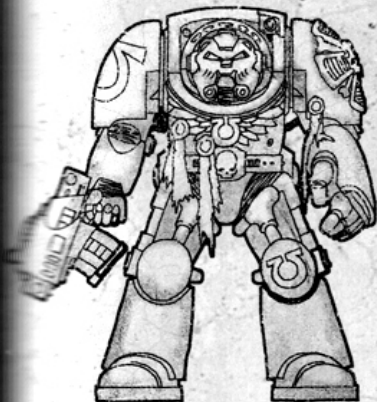
THE ENEMIES OF
THE EMPEROR FEAR
MANY THINGS.

THEY FEAR
DISCOVERY, DEFEAT,
DESPAIR AND DEATH.

YET THERE IS ONE
THING THEY FEAR
ABOVE ALL OTHERS.

THEY FEAR THE
WRATH OF THE
SPACE MARINES!





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

Number/squad: Sergeant and 4-9 Terminators

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

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

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

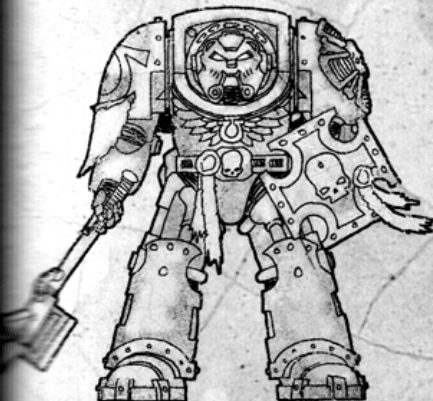
Transport: A Terminator squad which numbers five models or less may select a Land Raider transport. See the Heavy Support entry for details.

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a squad may be upgraded to have one of the following skills: *Furious Charge*; *Tank Hunters*. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

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



TERMINATOR SQUAD



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

Number/squad: Sergeant and 4-9 Terminators

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

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

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

Special Skills: Deadly veterans of a thousand campaigns, Space Marines quickly master innumerable battlefield techniques to better destroy their foes. At a cost of +3 points per model, all models in a squad may be upgraded to have one of the following skills: *Furious Charge*; *Tank Hunters*. (See the Universal Special Rules section of the Warhammer 40,000 rulebook).

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



TERMINATOR ASSAULT SQUAD

"As our bodies are armoured with adamantium, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?"

Chaplain Fergus Nils

VETERAN SQUAD



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	18	4	4	4	4	1	4	1	8	3+

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

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

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

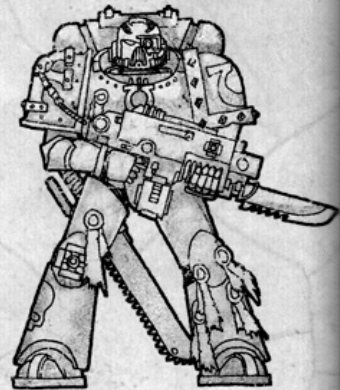
One Space Marine can be armed with a weapon from the following list at the cost indicated: heavy bolter at +5 points; missile launcher or multi-melta at +10 point; lascannon at +15 points; plasma cannon at +20 points; a pair of lightning claws at +30 points or a power fist at +25 points.

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

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

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

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



DREADNOUGHT



ARMOUR									
Pts	Front	Side	Rear	WS	BS	S	I	A	
105	12	12	10	4	4	6(10)	4	2	

Type: Walker **Crew:** One Space Marine

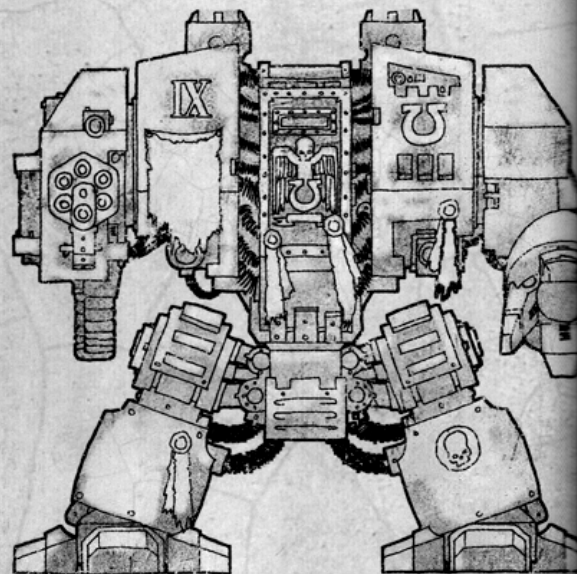
Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon that has a built-in storm bolter. The Dreadnought's right arm is equipped with an assault cannon.

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

Venerable: As well as fearsome warriors, the accumulated wisdom of a Dreadnought's centuries of battle is an invaluable resource, and their vast experience means that they have fought in almost every conceivable form of engagement. One Dreadnought per detachment may be upgraded to Venerable at +20 points. Venerable Dreadnoughts are extremely hard to kill and whenever they suffer a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage tables. However, you must accept the second result, even if it is worse!

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

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



ELITES



TECHMARINE

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	65	4	4	4	4	2	4	2	9	3+
Tech Servitor	10	3	3	3	3	1	3	1	8	5+
Combat Servitor	25	4	3	3	3	1	3	1	8	4+
Gun Servitor 10 +gun	3	4	3	3	3	1	3	1	8	4+

Number/squad: A Techmarine and 0 to 4 Servitors

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

Options: The Techmarine may upgrade his equipment to a full servo-harness at +35 pts. The servo-harness incorporates the following features: artificer armour (improving his Armour Save to 2+), a second servo-arm (giving him two servo-arm attacks), a plasma cutter (which counts as a twin-linked plasma pistol) and a flamer. In the Shooting phase, the Techmarine may fire both harness-mounted weapons or one harness-mounted weapon and one of his personal weapons. A Techmarine with a servo-harness may re-roll the dice when attempting to repair a damaged vehicle (See Blessing of the Omnissiah special rule).

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

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

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

Gun Servitors: Augmented with a variety of heavy weapons, these Servitors provide fire support for the Techmarine while he works. They must be armed with one of the following weapons: multi-melta at +25 pts; heavy bolter at +15 pts; plasma cannon at +35 pts. Note that only one plasma cannon armed Gun Servitor can be taken per Techmarine.

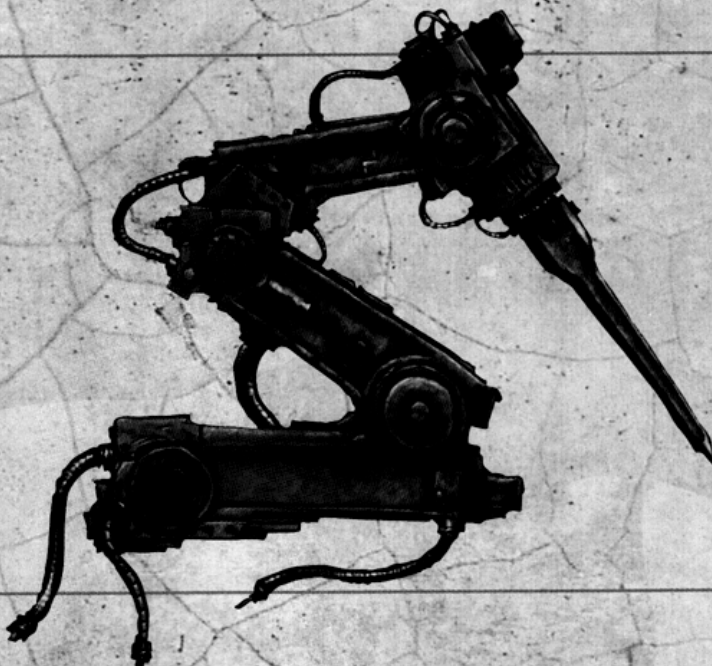
Combat Servitors: Mono-tasked with defending a Techmarine from enemy assaults, these Servitors are equipped purely to fight in close combat. They are armed with a power fist and a close combat weapon.

Technical Servitors: A relatively common sight in the Imperium, these Servitors are not intended for combat, but are very useful in helping in the repair of damaged vehicles. For each Technical Servitor in the Techmarine's retinue add +1 to the dice when rolling to repair damaged Space Marine vehicles, to a maximum score of 6 (see Blessing of the Omnissiah special rule). Technical Servitors are armed with a single close combat weapon.

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

SERVO-ARMS

A Techmarine servo-harness is fitted with an array of servo arms carrying drills, welders and cutters, and is worn over power armour, connecting to its external ports. Space Marine armour is fitted with gyro-stabilisers and electrically-triggered fibre bundles that react to the movements of the wearer. When a servo harness is worn, it overrides the power armour controls to maintain balance while handling massive weights and operating heavy power tools. Multiple servo-arms fitted to a servo-harness enable a Techmarine to heft armoured plates and tracks with ease and carry enough weaponry to ensure that he is not disturbed while doing so.



TROOPS

TACTICAL SQUAD



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	8	3+

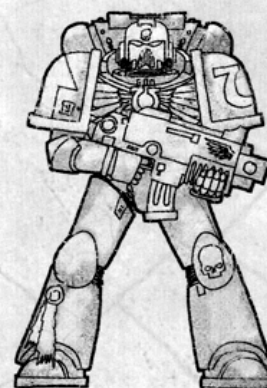
Number/squad: Sergeant and 4 to 9 Space Marines

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

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

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

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



SCOUT SQUAD



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

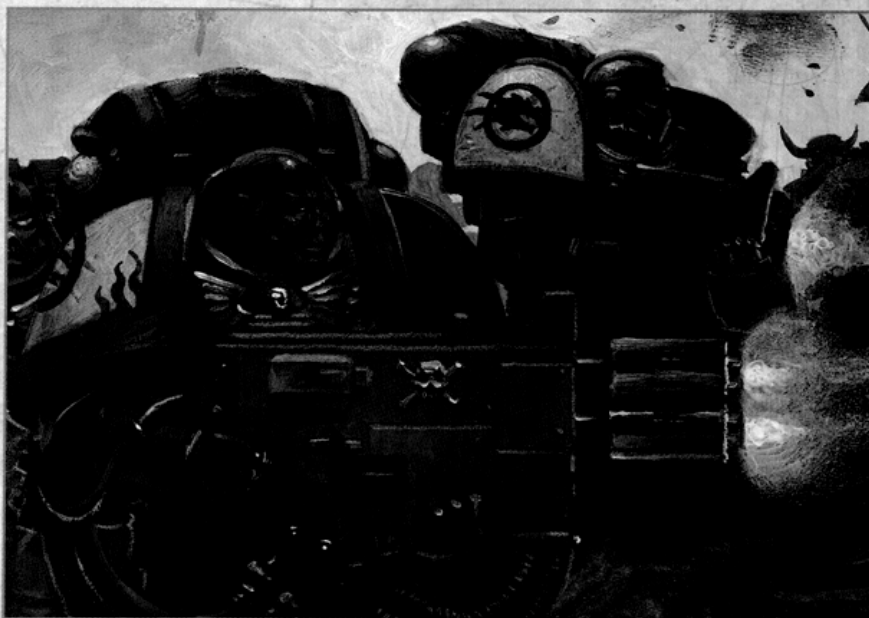
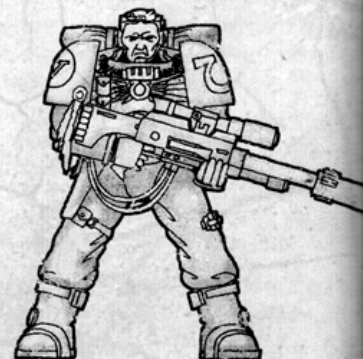
Number/squad: Sergeant and 4 to 9 Space Marine Scouts

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

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

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

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



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

He that may fight, heal him.

He that may fight no more, give him peace.

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

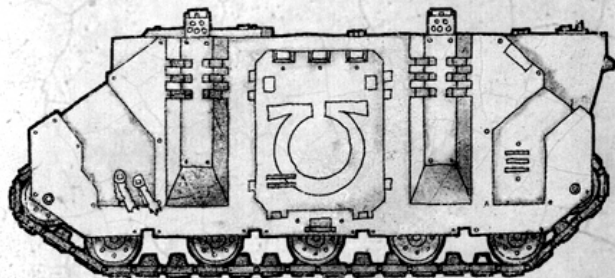


TRANSPORT VEHICLES

Certain Space Marine units have the option of selecting a transport vehicle. These vehicles do not use up any additional force organisation chart selections, but otherwise function as separate units. The vehicles described here may only transport the units they are selected with, and may not be used to transport other units during the course of a battle. See the Warhammer 40,000 rules for details of dedicated transports. Land Raiders may be selected by some units as dedicated transports. See the entry in the Heavy Support section for details. Because Land Raiders are such formidable vehicles they do not count as dedicated transports for the purposes of holding objectives and scoring Victory Points. Treat them as Vehicles instead.

RHINO

ARMOUR									
Pts	Front	Side	Rear	WS	BS	S	I	A	
50	11	11	10	n/a	4	n/a	n/a	n/a	



Type: Tank.

Crew: One Space Marine.

Weapons: The Rhino is armed with a storm bolter.

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

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

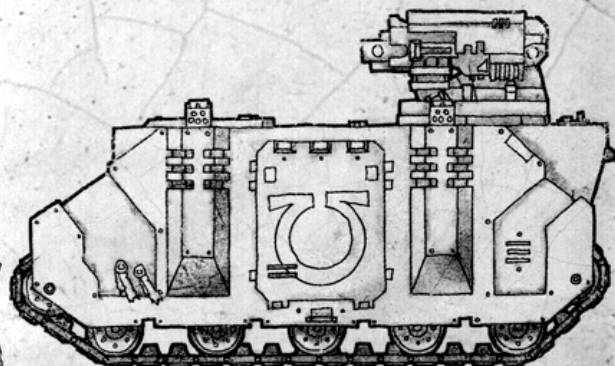
Access Points: Rhinos have a hatch on each side of the hull and one ramp at the rear.

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

Repair: Rhinos are exceptionally resilient vehicles and can often be repaired by their crew in the heat of battle. If a Rhino is immobilised for any reason, then in subsequent turns the driver may attempt to effect a temporary repair instead of shooting. Roll a D6 in the Shooting phase, and on a 6 the vehicle is free to move in its next turn.

RAZORBACK

ARMOUR									
Pts	Front	Side	Rear	WS	BS	S	I	A	
70	11	11	10	n/a	4	n/a	n/a	n/a	



Type: Tank. **Crew:** One Space Marine.

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

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

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

Fire Points: None

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

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

DROP POD

ARMOUR									
Pts	Front	Side	Rear	WS	BS	S	I	A	
30	12	12	12	n/a	2	n/a	n/a	n/a	

Type: Vehicle, Immobile, Open-topped.

Crew: None.

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

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

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

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

Fire Points: None

Access Points: Open-topped vehicle.

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

FAST ATTACK

ASSAULT SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	22	4	4	4	4	1	4	1	8	3+

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

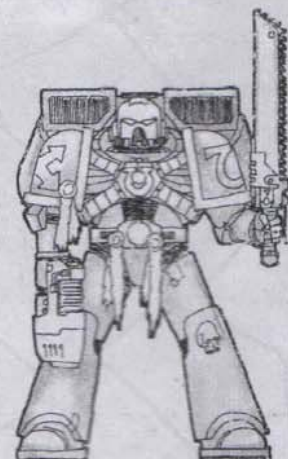
Weapons: The entire squad is armed with a bolt pistol and close combat weapon. They are also equipped with frag grenades and jump packs.

Options: The entire squad may be equipped with krak grenades at +1 pt per model and/or meltabombs at +2 pts per model. Up to two Space Marines can be armed with a weapon from the following list: flamer at +6 pts or plasma pistol at +5 pts.

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

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

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



LAND SPEEDER SQUADRON

Pts	ARMOUR				WS	BS	S	I	A
	Front	Side	Rear						
50	10	10	10	n/a	4	n/a	n/a	n/a	n/a

Type: Fast, Skimmer.

Crew: Two Space Marines.

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

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

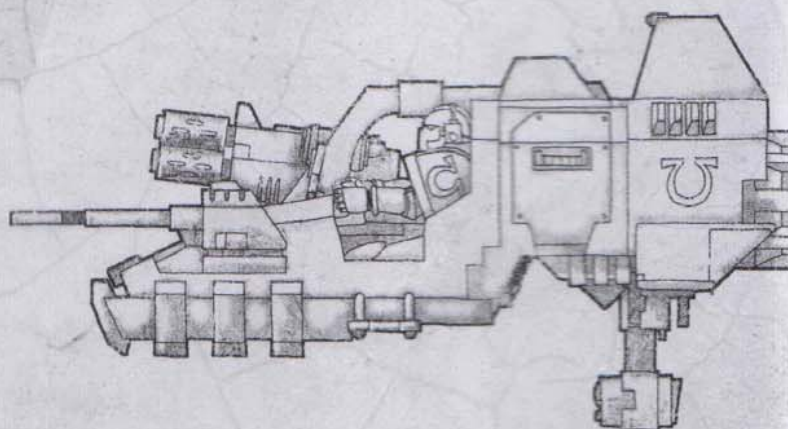
Options: Any Land Speeder may replace its heavy bolter with a multi-melta at +15 pts each. They may additionally be upgraded as a Tornado or Typhoon, although you may not use both Tornado and Typhoon upgrades on the same model. All types of Land Speeders can be combined in a single squadron.

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

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

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

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



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



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

FAST ATTACK



BIKE SQUADRON

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

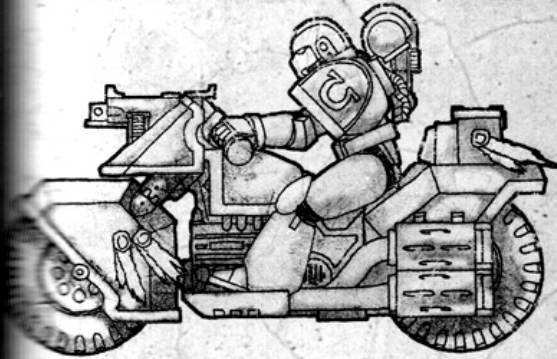
Number/squad: Sergeant and 2 to 4 Space Marine Bikers.

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

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

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

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



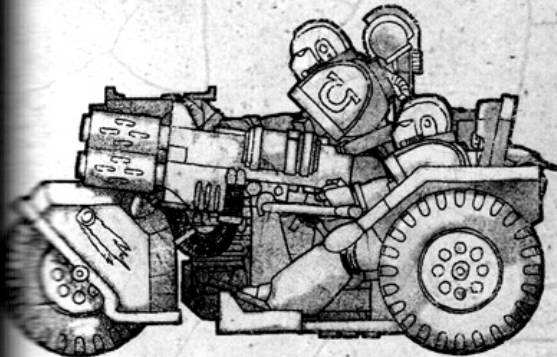
ATTACK BIKE SQUADRON

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	50	4	4	4	4(5)	2	4	2	8	3+

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

Weapons: Each Attack Bike is armed with twin-linked bolters and a heavy bolter. All Bikers are equipped with frag grenades.

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



SCOUT BIKE SQUADRON

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Scout Biker	25	4	4	4	4(5)	1	4	1	8	4+

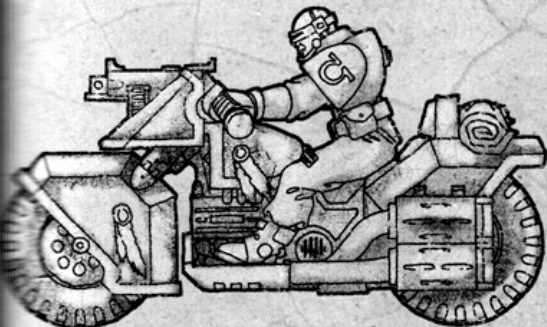
Number/squad: Sergeant and 2 to 4 Space Marine Scout Bikers.

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

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

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

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



HEAVY SUPPORT



DEVASTATOR SQUAD

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	8	3+

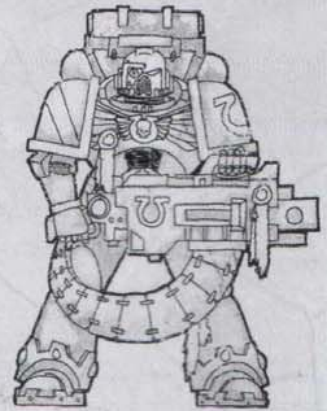
Number/squad: Sergeant and 4 to 9 Space Marines

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

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

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

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



VINDICATOR

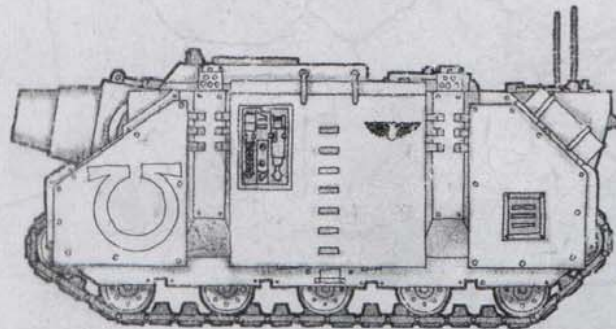
Pts	ARMOUR				WS	BS	S	I	A
	Front	Side	Rear						
125	13	11	10	n/a	4	n/a	n/a	n/a	n/a

Type: Tank

Crew: Two Space Marines

Weapons: The Vindicator is armed with a hull-mounted Demolisher cannon and a storm bolter.

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



PREDATOR ANNIHILATOR

Pts	ARMOUR				WS	BS	S	I	A
	Front	Side	Rear						
120	13	11	10	n/a	4	n/a	n/a	n/a	n/a

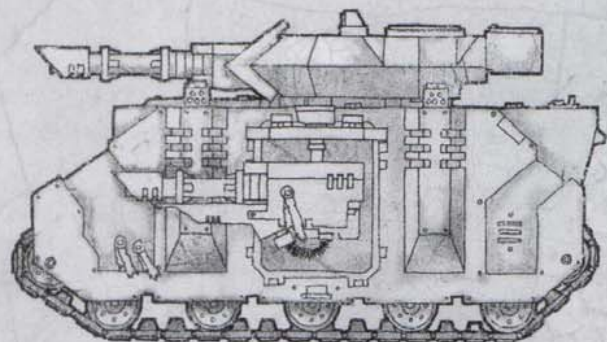
Type: Tank

Crew: Two Space Marines

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

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

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

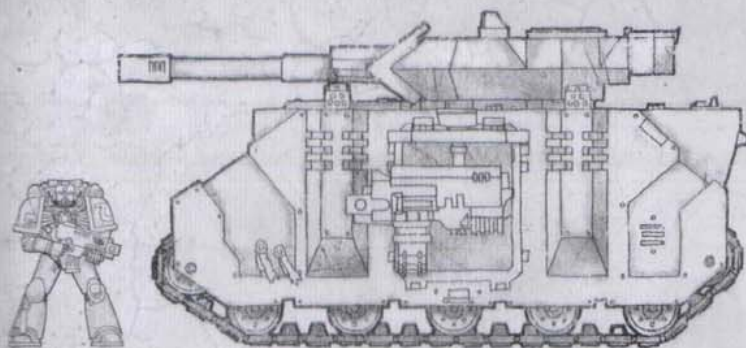


HEAVY SUPPORT

ARMOUR								
Pts	Front	Side	Rear	WS	BS	S	I	A
100	13	11	10	n/a	4	n/a	n/a	n/a



PREDATOR
DESTRUCTO R



Type: Tank

Crew: Two Space Marines

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

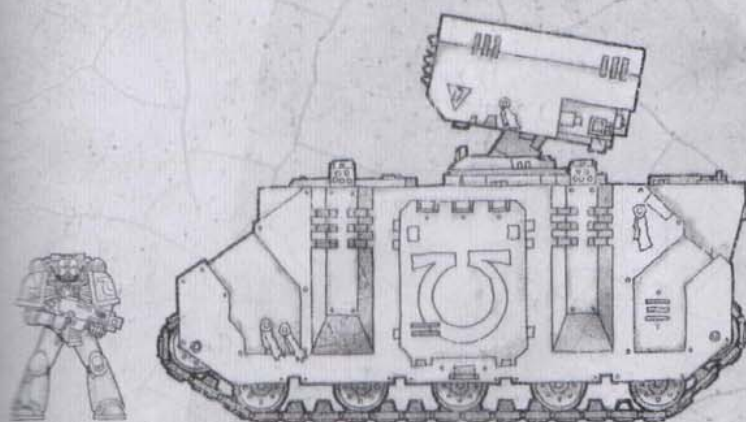
Options: The DestructoR may also be armed with two side sponsons with either heavy bolters at +10 pts or lascannons at +25 pts.

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

ARMOUR								
Pts	Front	Side	Rear	WS	BS	S	I	A
85	11	11	10	n/a	4	n/a	n/a	n/a



WHIRLWIND



Type: Tank

Crew: Two Space Marines

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

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

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

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

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

Anon.

HEAVY SUPPORT

LAND RAIDER



Pts	Front	ARMOUR			WS	BS	S	I	A
		Side	Rear						
250	14	14	14		n/a	4	n/a	n/a	n/a

Type: Tank

Crew: Three Space Marines

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

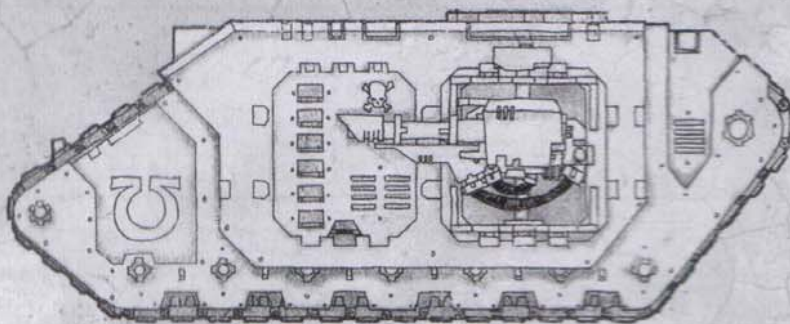
Fire Points: None.

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

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

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

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



LAND RAIDER CRUSADER



Pts	Front	ARMOUR			WS	BS	S	I	A
		Side	Rear						
265	14	14	14		n/a	4	n/a	n/a	n/a

Type: Tank.

Crew: Three Space Marines.

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

Frag Assault Launchers: The front of the Crusader is studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit which charges into close combat on the same turn as it disembarks from the Crusader counts as having frag grenades.

Fire Points: None.

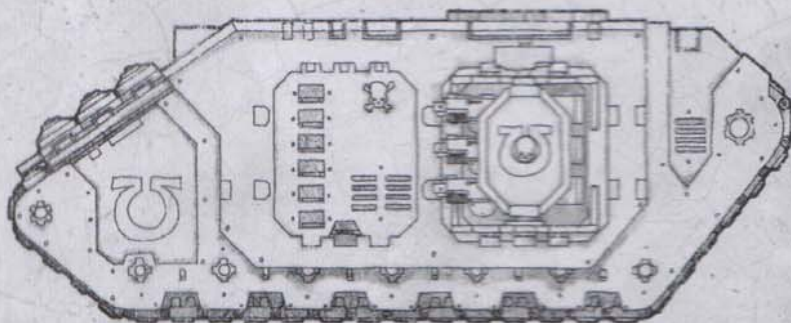
Access Points: A Land Raider Crusader has a front assault ramp and two side hatches.

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

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

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

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



SPACE MARINES SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Master	5	5	4	4	3	5	3	10	3+
Captain	5	5	4	4	2	5	3	9	3+
Master of Sanctity	5	5	4	4	3	5	3	10	3+
Reclusiarch	5	5	4	4	2	5	3	9	3+
Epistolary	5	5	4	4	3	5	3	10	3+
Codicier	5	5	4	4	2	5	3	9	3+
Familiar	3	3	3	3	1	3	1	8	6+
Space Marine	4	4	4	4	1	4	1	8	3+
Terminator	4	4	4	4	1	4	2	9	2+
Techmarine	4	4	4	4	2	4	2	9	3+
Tech Servitor	3	3	3	3	1	3	1	8	5+
Combat Servitor	4	3	3	3	1	3	1	8	4+
Gun Servitor	3	4	3	3	1	3	1	8	4+
Scout	4	4	4	4	1	4	1	8	4+
S/Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Scout Biker	4	4	4	4(5)	1	4	1	8	4+
Attack Bike	4	4	4	4(5)	2	4	2	8	3+

Armour

	Front	Side	Rear	BS
Rhino	11	11	10	4
Razorback	11	11	10	4
Land Speeder	10	10	10	4
Whirlwind	11	11	10	4
Predator	13	11	10	4
Vindicator	13	11	10	4
Land Raider	14	14	14	4

Armour

	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	4	4	6(10)	12	12	10	4	2

RANGED WEAPONS

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

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

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

ORDNANCE

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





CHAPTER TRAITS

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

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

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

CODEx CHAPTERS

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

DIVERGENT CODEx CHAPTERS

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

	ADVANTAGES	DRAWBACKS
MINOR DIVERGENCE	Select one advantage from any one Trait.	Select one minor drawback
NOTABLE DIVERGENCE	Select two advantages from any one Trait.	Select one major drawback
SIGNIFICANT DIVERGENCE	Select two different advantages from any two different Traits.	Select one major drawback and one minor drawback

THE QUALITIES OF A SPACE MARINE

This diagram above shows the essential Traits of the Space Marine. A member of a Codex Chapter is expected to have all these Traits in equal measure. Divergent Chapters emphasise one or two of the divergent Traits at the expense of some other aspect of their training.



TRAITS

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

*Carry the Emperor's Will
as your torch*

Trait advantages

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

PIOUS

Zeal is its own excuse

Trait advantages

- Blessed be the warriors
- Uphold the honour of the Emperor
- Take the fight to them

ZEALOUS

*Faith without deeds
is worthless*

Trait advantages

- Never despair
- No mercy, no respite
- Honour your wargear

DUTIFUL

Knowledge is power, guard it well

Trait advantages

- Heed the wisdom of the ancients
- Scions of Mars
- Honour your wargear

WISE

HONOUR THE TEACHINGS OF THE CODEX

CODEx

*For a warrior, the only crime
is cowardice*

Trait advantages

- See but don't be seen
- Be swift as the wind
- Trust your battle-brothers

COURAGEOUS

*Life is a prison,
death a release*

Trait advantages

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

SOMBRE

*Death is the servant
of the righteous*

Trait advantages

- Cleanse and purify
- Suffer not the alien to live
- No mercy, no respite

STERN

*Ruthlessness is the
kindness of the wise*

Trait advantages

- No mercy, no respite
- Take the fight to them
- Blessed be the warriors

FIERCE

TRAIT ADVANTAGES

BE SWIFT AS THE WIND

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

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

BLESSED BE THE WARRIORS

May take Assault Squads as Elites and/or as Fast Attack.

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

CLEANSE AND PURIFY

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

HEED THE WISDOM OF THE ANCIENTS

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

HONOUR YOUR WARGEAR

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

NEVER DESPAIR

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

NO MERCY, NO RESPITE

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

PURITY ABOVE ALL

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

TAKE THE FIGHT TO THEM

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



SCIONS OF MARS

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

SEE, BUT DON'T BE SEEN

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

SUFFER NOT THE ALIEN TO LIVE

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

This ability costs 1 point per model.

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

SUFFER NOT THE WORKS OF HERETICS

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

TRUST YOUR BATTLE-BROTHERS

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

UPHOLD THE HONOUR OF THE EMPEROR

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

MAJOR DRAWBACKS

ASPIRE TO GLORY

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

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

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

May not take any relics or artefacts from the Armoury.

EYE TO EYE

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

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



FLESH OVER STEEL

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

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

May not use Land Raider Crusader or Predator Annihilator.

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

MINOR DRAWBACKS

DEATH BEFORE DISHONOUR

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

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

DIE STANDING

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

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

May not use the Drop Pod assault special rules.

FAITHFUL UNTO DEATH

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

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

HAVE FAITH IN SUSPICION

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

viewed with fearful awe as well as respect.

May not use Librarians.

May not use any allies with Psychic powers.

HAVE PRIDE IN YOUR COLOURS

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

No models may use the Infiltrate or Scouts special rules.

WE STAND ALONE

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

May not use any Allies.

CHAPTERS OF LEGEND

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

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

IMPERIAL FISTS

Pious: Suffer Not the Works of Heretics
Drawback: Death Before Dishonour

RAVEN GUARD

Fierce: Blessed be the Warriors & No Mercy, No Respite
Drawback: Flesh over Steel

SALAMANDERS

Sombre: Cleanse and Purify & Never Despair
Drawback: Eye to Eye

WHITE SCARS

Courageous: Be Swift as the Wind & Trust Your Battle Brothers
Drawback: Flesh over Steel

CRIMSON FISTS

Stern: Suffer not the Alien to Live (Orks)
Drawback: Faithful unto Death

IRON HANDS

Wise: Heed the Wisdom of the Ancients & Scions of Mars
Drawback: Eye to Eye

BLOOD RAVENS

Courageous: See But Don't Be Seen & Trust Your Battle Brothers
Drawback: Flesh Over Steel

KAYVAAN SHRIKE OF THE RAVEN GUARD

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

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

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

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Shrike	175	5	5	4	4	3	5	4	10	3+

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

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

SPECIAL RULES

Independent Character: Shrike is an Independent Character.

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

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

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

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

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	51	4	4	4	4	1	4	2	9	3+

Number/squad: 4 to 9 Space Marines.

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

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

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

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

Kayvaan Shrike,
Shadow Captain of the 3rd Company



CAPTAIN LYSANDER OF THE IMPERIAL FISTS

The name Lysander first appeared on the Liber Honorus of the Imperial Fists Chapter in 567.M40 when, as a sergeant of the 2nd Company, he was victorious over the heretics of Iduno at the battle of Colonial Bridge. This was but the first Imperial Laurel of many. In 585.M40 he took command of the 2nd Company after successfully boarding and capturing the Eldar cruiser, *Blood of Khaine*.

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

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

In battle Captain Lysander led the 1st Company to the heart of the enemy for many years, determined to be the first Imperial Fist to confront the enemy and never to retreat before them. His courage bordered on the foolhardy, but fortune favoured him until the appointed day of his death. To the Imperial Fists he is testament to the fact that only a warrior who is willing to sacrifice everything can be victorious.

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

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

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

SPECIAL RULES

Independent Character: Captain Lysander is an Independent Character.

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

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

Command Squad: Lysander may lead a Terminator Command squad chosen as normal from the army list. The squad may have other characters attached to it as normal.

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

Excerpt from the Liber Honorus
Imperial Fists Chapter, Legions Astartes



CHAPLAIN CASSIUS OF THE ULTRAMARINES

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

"The blasphemy of the Tyranids is such that only one solution is acceptable. Extermination."

Chaplain Cassius, Ultramarines Master of Sanctity

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Cassius	160	5	5	4	4	2	5	4	9	3+

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

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

SPECIAL RULES

Independent Character: Chaplain Cassius is an Independent Character.

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

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

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

Great Knowledge: Any Ultramarine unit within 6" of Cassius may re-roll their Morale checks, accepting the second result as final. Note that this ability can be used even if a Morale check is passed on the first roll, so you can use it to try make sure Ultramarines fall back in disadvantageous or outright dangerous situations (Cassius counsels with both strength and wisdom).

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



TIGURIUS, CHIEF LIBRARIAN OF THE ULTRAMARINES

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

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

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

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

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

Equipment: Tigurius wears the Hood of Hellfire and carries a bolt pistol and the Rod of Tigurius. In addition, he has frag and krak grenades.

SPECIAL RULES

Independent Character: Tigurius is an Independent Character.

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

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

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

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



TYRANNIC WAR VETERANS

In the two hundred and fifty years since the arrival of Hive Fleet *Behemoth*, Ultramar has been the bastion of the eastern fringe. Time and time again the Ultramarines have sallied forth to face the Tyranids, sparing others the terror and death that accompanies them, but the price has been a steep one. During the Battle for Macragge, the Ultramarines 1st Company was utterly wiped out in a heroic last stand beneath the northern polar fortress. The 1st Company contained the Chapter's finest veteran warriors, equipped with Tactical Dreadnought armour – or Terminator armour – a precious and ever-dwindling resource, and such losses are not easily replaced.

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

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

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	32	4	4	4	4	1	4	2	9	3+
Space Marine	17	4	4	4	4	1	4	1	8	3+

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

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

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

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

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

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

Special Ammunition: Early in the Tyrannic Wars, a special round was developed for use against the Tyranids known as a Hellfire round. It consists of thousands of needles full of mutagenic acid encased in a ceramic shell. Tyrannic War Veteran heavy bolters always have Hellfire rounds available. A round is chambered singly and can be used as an alternative to the normal heavy bolter profile as follows:

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

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

Krak Grenades: Tyrannic War veterans have learnt that even the largest creatures can be killed with a well-placed krak grenade. When in close combat they can therefore choose to use krak grenades as a close combat weapon. Regardless of the number of attacks on a model's profile and modifiers for charging or having two weapons each model may only make one attack with a krak grenade, hitting on a 6+ normally, 3+ if against a Preferred Enemy. Any hits are resolved at Strength 6, ignoring Armour Saves.



ULTRAMARINES HONOUR GUARD

The Ultramarine Chapter is rightfully proud of its adherence to the Codex Astartes and of its own traditions. Courage in battle and excellence are recognised with a range of honours common to the Adeptus Astartes. These include the Iron Skull, the Imperial Laurel, the Marksman's Honour and the purity seal. Unique to the Ultramarines, however, are the Axes of Ultramar. Far from being decorative, such Axes are formidable close combat weapons, crafted in the Chapter's forge by the Techmarines and composed of rare ores discovered deep beneath the surface of the lifeless wastelands of Prandium.

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

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

HONOUR GUARDS AS COMMAND SQUADS

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ancient	80	5	4	4	4	2	4	2	9	2+
Champion	75	5	4	4	4	2	4	3	9	2+
Honour Guard	30	4	4	4	4	1	4	2	9	3+

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

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

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

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

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

Honour Blades. The Honour blades are a matched broadsword and poniard that are presented to the Ultramarines Chapter Champion. In the hands of the Chapter Champion they confer +1 Attack (for an additional close combat weapon), count as a master-crafted power weapon and grant a 4+ Invulnerable Save in close combat.

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

HONOUR GUARDS IN NORMAL SQUADS

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



MARNEUS CALGAR, ULTRAMARINES CHAPTER MASTER

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

Leaders Of The Adeptus Astartes, A Most Secret Report,
Compiled For His Most Supreme Excellency The Paternal Envoy
By His Humble Servant Master Maximus Pliay

Profile	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Calgar	185	5	5	4	4	4	5	4	10	2+

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

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

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

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

SPECIAL RULES

Independent Character: Marneus Calgar is an Independent Character.

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

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

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

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

"Know this, son of Guilliman. The father of our Chapter watches over us always. He knows your soul, your strengths and, aye, even your doubts. The chain of command must not be broken or we are nothing. Discipline and order are everything on the battlefield and the army that lives by that credo will always triumph."

Marneus Calgar, Chapter Master of the Ultramarines





LORD MACRAGGE, MARNEUS CALGAR OF THE ULTRAMARINES.

HEADQUARTERS



Marneus Calgar



Captain Sicarius leads the Ultramarines 2nd Company against the horror of the Necrons.



Chief Librarian Tigurius



Librarian Daceus makes a final stand against the oncoming Tyranid horde.



Librarian in Terminator armour



Chaplain Cassius,
Master of Sanctity



Chaplain



Chaplain Galatian brings the Emperor's Wrath to the heretics of Gotria.



Surrounded by his Command squad, Captain Sicarius surveys the results of an orbital bombardment.



Clad in ancient suits of Terminator armour, Chaplain Clausel and his Command squad prepare to defend the Hecatta Pass against the forces of Chaos.



Terminator Captain



Company Standard Bearer



ELITES



Deep in the bowels of the space hulk Forlorn Hope, Terminator Squad Calidus confronts the horror of the Tyranids.



Sergeant Glavinus leads his Veteran squad in the purging of the Forgeworld of Lokastus.



The guns of Ideus Ferrous, Dreadnought of the 2nd Company, lay waste to a marauding band of Eldar.



Armoured
Dreadnought
power plant.



Dreadnought with twin-linked lascannon
and missile launcher



After an epic battle, a Terminator Assault squad finally breaches the outer defences of a Necron crypt.

ELITES



Gun Servitor with heavy bolter



Servitor



Techmarine in full servo-harness



Gun Servitor with multi-melta



Servitor



Techmarine



Techmarine Andronicus orders his Gun Servitors into defensive positions as he prepares to attend to the Chapter's war machines.

PAINTING ULTRAMARINES

This is a guide to painting the Space Marines of the Ultramarines 2nd Company. Below, you'll find details of how to paint a Space Marine in power armour. There is also information on the signature colours of the Chapter specialists.



GOLD TRIMS

- Paint Shining Gold over a basecoat of Brazen Brass; then highlight with a mix of Shining Gold and Mithril Silver.



LENSES

- Using a Detail Brush, paint Blood Red onto the lenses.



GUN METAL

- Drybrush Boltgun Metal over a Chaos Black undercoat.



LEATHER

- Paint Scorched Brown onto a Chaos Black undercoat, then highlight with a mix of Scorched Brown and Bleached Bone.



PURITY SEALS

- Paint Bleached Bone onto the parchment, then highlight it with a mix of Bleached Bone and Skull White. Use Chaos Black for script.

ARMOUR PLATING

- Drybrush Ultramarines Blue over a Chaos Black undercoat and then highlight with a mix of Ultramarines Blue and Skull White.

APPLYING TRANSFERS



Chaplain
Apply Codex Grey highlights to a Chaos Black basecoat.

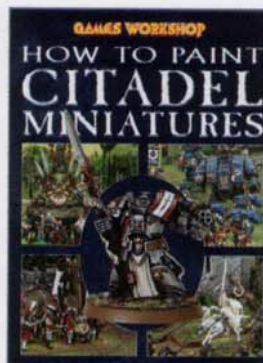


Apothecary
Apply a layer of Skull White over a basecoat of Shadow Grey.



Techmarine
Paint with a mix of Scab Red and Blood Red then, highlight it with Blazing Orange.

For a wealth of useful techniques and ideas about painting your models, read *How to Paint Citadel Miniatures*.





TROOPS



Tactical Squad Argentus advances through the ruins of Vernatus.



Space Marine Scouts battle the Pathfinders of the Tau for control of a vital outpost.



Scout with missile launcher



Scout with shotgun



Scout with sniper rifle



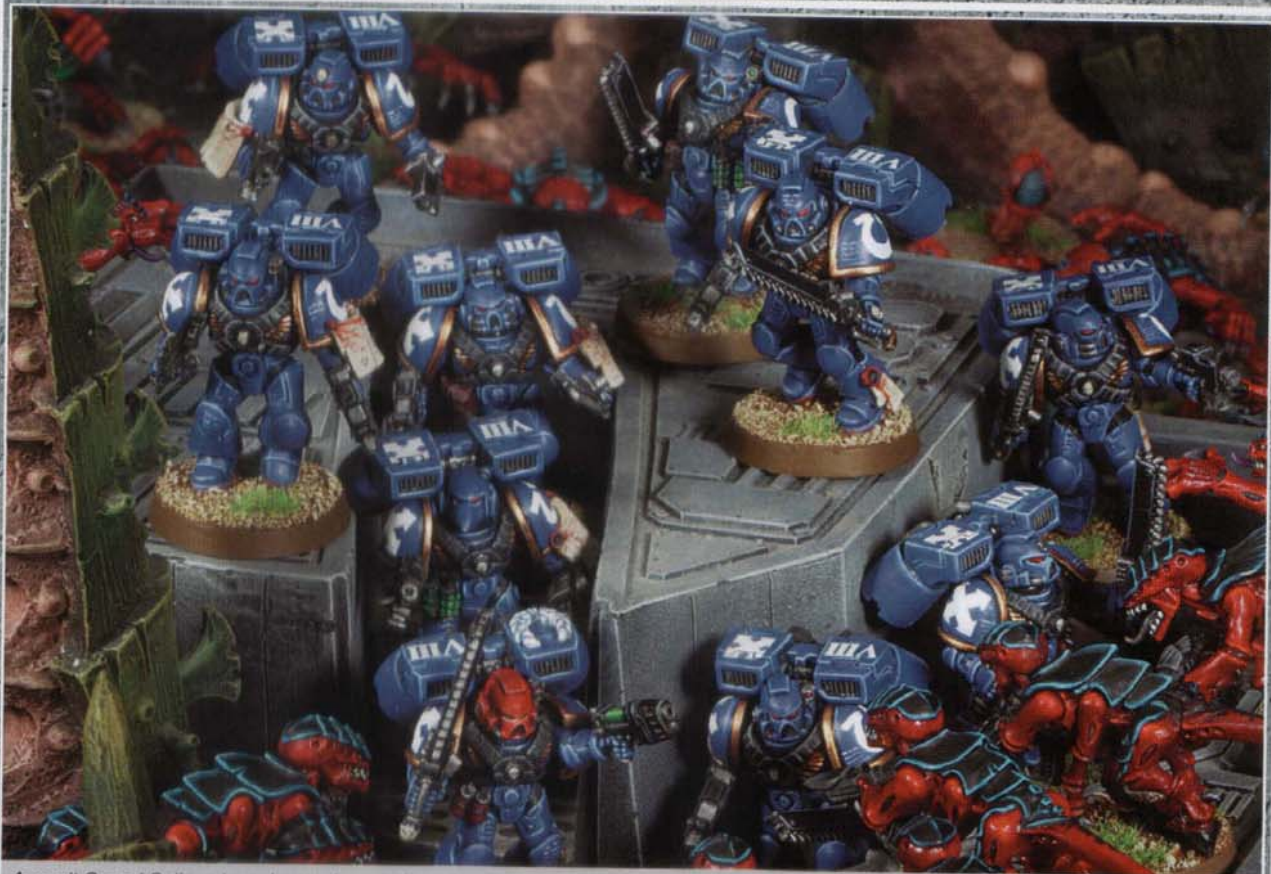
Razorback with twin-linked lascannon



Heavy bolter



Tactical squad Calunatus prepares to launch an assault from their Rhino APC.



Assault Squad Solinus launches a devastating assault on the Tyranid horror.





HEAVY SUPPORT



Sergeant Cornelus directs the fire of his Devastator squad at the Battle for Ursulun Hive.



Whirlwind loaded with Castellon missiles



Army Badge



Chapter Symbol



Sacred Text



Predator Destructor



Predator Annihilator Mordatus spearheads the Ultramarines' assault on a Kroot mercenary outpost.

HEAVY SUPPORT



Terminator Squad Galus pour from their Land Raider Crusader at the climax of the siege of Gareah.



Land Raider

PAINTING ULTRAMARINES TANKS

This is a guide to painting the tanks of the Ultramarines 2nd Company. Below you'll find detailed information on how to paint a Rhino APC, complete with Tactical squad insignia.

HULL ARMOUR

- Drybrush Ultramarines Blue over a Chaos Black undercoat, followed by a lighter drybrushing with a mix of Ultramarines Blue and Skull White.

IMPERIAL EAGLE

- Paint the eagle with a layer of Shadow Grey then, drybrush with Skull White.

TRACK LINKS

- Drybrush Boltgun Metal over a Chaos Black undercoat.

SQUAD INSIGNIA

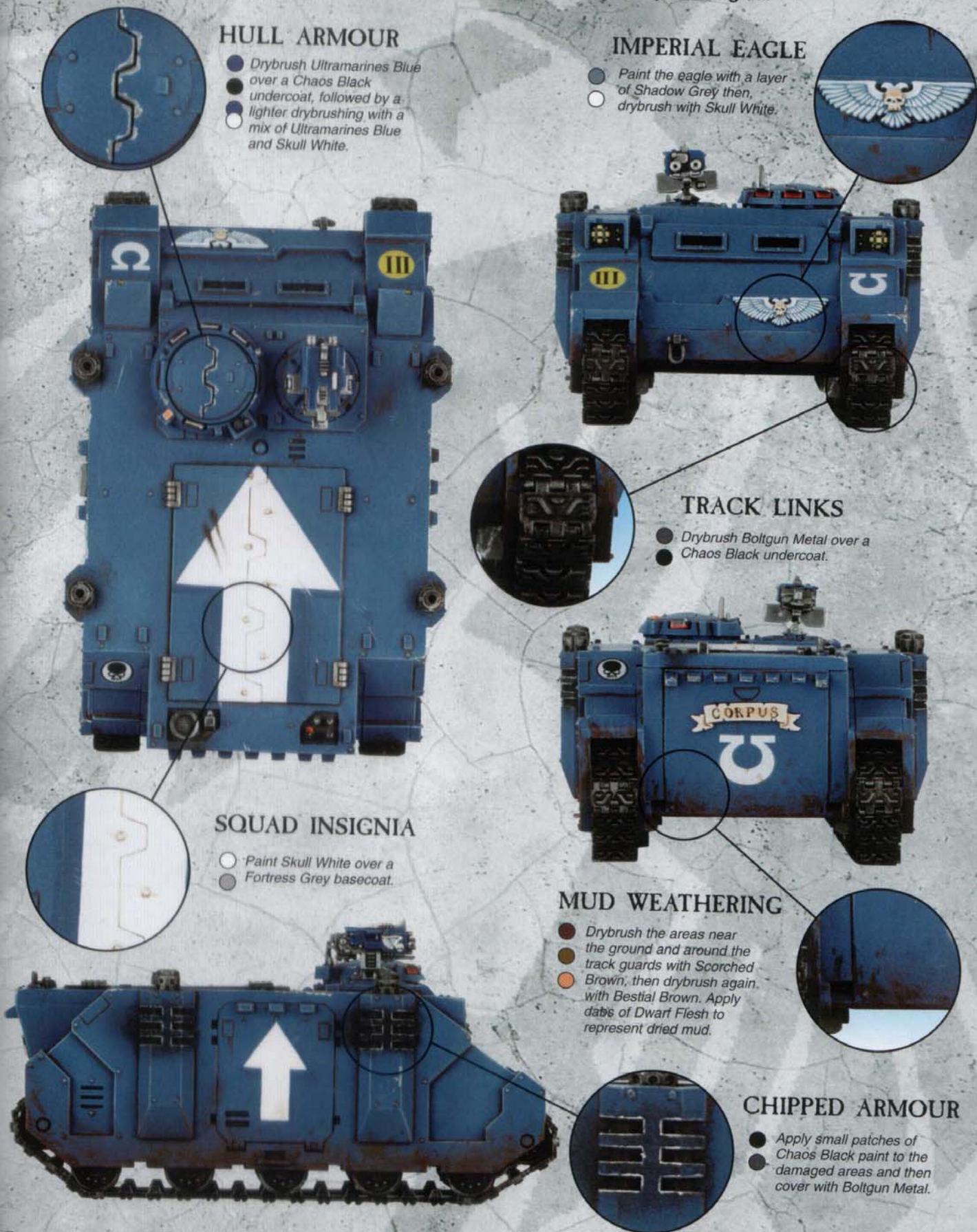
- Paint Skull White over a Fortress Grey basecoat.

MUD WEATHERING

- Drybrush the areas near the ground and around the track guards with Scorched Brown, then drybrush again with Bestial Brown. Apply dabs of Dwarf Flesh to represent dried mud.

CHIPPED ARMOUR

- Apply small patches of Chaos Black paint to the damaged areas and then cover with Boltgun Metal.



ULTRAMARINES COMPANY COLOURS

A Codex Chapter consists of ten Companies each of one hundred Space Marines. A Company consists of ten squads each of ten warriors including a Sergeant. In addition to this, each Company has its own Captain, Apothecary, Chaplain and Standard Bearer. Each Company has its own colours attached to it, and these are commonly incorporated onto the rims of the Space Marines' shoulder guards, banners and vehicles. In these pages we've used the Ultramarines Chapter to demonstrate the principles of Space Marine insignia.

ASTRA IMPERATOR GLORIA IN

EXTERMINATUS EXTREMIS



ORGANISATION

At the core of the Codex Astartes is the organisation of the Chapter. A Chapter comprises ten Companies, each consisting of a hundred Space Marines.

ARMOURY
Technicians & Servitors
Whirlwinds
Vindicators
Predators

HEADQUARTERS STAFF

Master of the Chapter
Senior Officers
Administrative Staff
Support Personnel

LIBRARIANS
Chief Librarian
Epistoleries
Codifiers
Lexicaniums

VETERANS

1ST (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
20 Terminator
or 10 Veteran

SUPPORT:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2ND-5TH COMPANIES

Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
6 Tactical
2 Assault
2 Devastator

SUPPORT:
Dreadnoughts
Rhinos, Bikes
Land Raiders

RESERVE COMPANIES

6TH-7TH COMPANIES

Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
10 Tactical

SUPPORT:
Dreadnoughts
Rhinos
Land Raiders

8TH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
10 Assault

SUPPORT:
Dreadnoughts
Rhinos
Land Raiders
Bikes

9TH COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
10 Devastator

SUPPORT:
Dreadnoughts
Rhinos

Battle Companies form the main battle strength of a Chapter, with the other Companies providing support. Once a campaign is underway, casualties in the Battle Companies are replaced from the Reserve Companies to keep them near to full strength. Most Chapters prefer not to commit their entire force to any one campaign as heavy losses could effectively destroy the Chapter.

SCOUTS

10TH (SCOUT) COMPANY

Captain, Chaplain, Apothecary
Squads: Scouts



1st (Veteran) Company



2nd Company



3rd Company



4th Company



5th Company



6th Company



7th Company



8th Company



9th Company



10th (Scout) Company

SHOULDER GUARD VARIANTS

The Codex Astartes describes how Space Marines' insignia should be represented on their armour, but even in the hallowed pages of this holy tome there exists scope for variation. The style of marking chosen for each squad type can vary between Companies and even within a Company itself, but all are equally valid Codex insignia. Squad markings such as these are displayed on the right shoulder guard.

COMMAND

Command squad insignia often incorporates elements of its Captain's personal heraldry, campaign badges or kill markings.



ELITES

Veteran and Terminator squads are the elite warriors of a Chapter and, as such, have greater freedom in choosing their insignia.



TACTICAL

Tactical squads can also vary their insignia, incorporating squad numbers, campaign badges or devotional litanies.



DEVASTATOR

Devastator squads can incorporate variant markings, or even vary the background colour of the shoulder guards.



ASSAULT

Assault squads have a number of variant shoulder guard designs, many of which incorporate skulls and other tokens of death.



BANNERS

Space Marine banners are possibly the most revered of all the Chapter's artefacts, having proudly flown over hundreds of battlefields in their long existence. Each Company – with the exception of the Scout Company – has its own banner that bears its heraldry and roll of honour. Especially heroic Captains or great victories may be commemorated by a devotional icon or litany woven into their sacred fabric.



1st (Veteran) Company



The 1st Company are known as the 'Warriors of Ultramar'. Their banner bears a Crux Terminatus and honorific emblem for the fallen of the Battle for Macragge, while their shoulder guards display heraldry of one of the Chapter's greatest heroes, Captain Agerman.



2nd Company



The banner of the 2nd Company, the 'Guardians of the Temple', bears Imperial motifs, such as laurels and skulls, alongside the Chapter symbol. Captain Sicarius of the Company displays heraldic symbols from action in the Damocles Gulf Crusade.



3rd Company



Known as the 'Scourge of the Xenos', the 3rd Company's banner displays a battle honour won in the First Tyrannic War. To honour his warriors, Captain Ardias took his Company colours and worked them into his own heraldry.



4th Company



The 'Defenders of Ultramar', the 4th Company, and their banner both show the Iron Gauntlet of its former Captain, Idaeus, which indicates he was a mighty hero. In the interim, they currently have an acting leader who bears Idaeus' heraldry.



5th Company



The 5th Company are the 'Wardens of the Eastern Fringe' and Captain Galenus is also the Master of the Marches. The banner and his armour display the eagle that is his badge of office. Space Marines often honour such ranks by displaying them on their armour.



6th Company



Though one of the Ultramarines Reserve Companies, the 6th Company has won much honour, notably in the defence of the Gerio sector. Captain Epathus is the Master of the Rites, and his shoulder guard bears the skull insignia of his company.



7th Company



8th Company



9th Company

The Banner of Macragge is the most sacred relic of the Ultramarines. Below, Marneus Calgar's banner bears his title of Lord Macragge and icons of the Gauntlets of Ultramar.



COLOUR VARIANTS

It is estimated that there are around a thousand Space Marine Chapters in existence at any time, each with its own unique uniform and system of heraldry. As well as illustrating the patterns favoured by the first Founding Chapters who still adhere closely to the Codex Astartes, this section also shows a variety of Chapters founded in subsequent centuries. While the examples below can serve as a guide if you want to recreate one of these Chapters, it should also provide some inspiration for designing one of your own.

IMPERIAL FISTS



● Golden Yellow ● Blood Red

BLOOD RAVENS



● Red Gore ● Bleached Bone

SALAMANDERS



● Snot Green ● Chaos Black

CRIMSON FISTS



● Regal Blue ● Red Gore

MENTORS



○ Skull White ● Dark Angels Green

IRON HANDS



● Chaos Black ● Chainmail

STORM LORDS



● Blood Red ● Golden Yellow

WHITE CONSULS



○ Skull White ● Enchanted Blue

HAWK LORDS



● Liche Purple ● Shining Gold

REVILERS



○ Codex Grey ● Chaos Black

DOOM EAGLES



○ Chainmail ● Blood Red

RAVEN GUARD



● Chaos Black ● Blood Red

RED TEMPLARS



● Red Gore ● Golden Yellow

WHITE SCARS



○ Skull White ● Blood Red

COURAGE AND HONOUR

The Ultramarines are the epitome of a Codex Chapter, following the letter of their Primarch's holy tome – the *Codex Astartes*. Dedicated to the ideals of courage and honour, they are amongst the most stalwart defenders of Humanity from the myriad horrors of the galaxy. While investigating the disappearance of an Ordo Xenos Kill-team on the supposedly dead world of Angelis, Marneus Calgar and the Space Marines of the 2nd Company were attacked by the monstrous warriors of the Necrontyr. Their defences however, were in no state to withstand the assault of these silver-skinned constructs and thus Lord Calgar ordered the Ultramarines to launch a devastating counter-attack; through executing his bold plan, the Ultramarines broke through the attacking lines, linking up with nearby allied forces and encircling the alien horrors. None of the Necrontyr escaped alive.



Marneus Calgar





ONE MORE DAY ON MIRAL, ONE MORE DAY FOR ROGAL DORN

The Imperial Fists are known for fighting on when they might be better served by retreat. Never has this been more apparent than when the Tyranid Hive Fleet *Leviathan* attacked from below the galactic plane and posed a threat to Holy Terra itself.

Captain Lysander's battle group intercepted a splinter fleet of *Leviathan* on the verdant world of Miral. The Imperial Fists set up a fire base in time to meet the Tyranid onslaught and for six days, fighting fearlessly from their defences, they held firm against constant attack by overwhelming numbers.

By this time, tactical analysis indicated that another day on Miral would see the Imperial Fists over run but despite this their Chaplains walked amongst them, demanding one more day for the honour of Rogal Dorn. Inspired by the memory of their Primarch, the Imperial Fists fought on. Many fell, but by the end of the seventh day their banner still flew over the base and the Tyranids were gone.



Lysander





STRIKING FROM THE SHADOWS

Famed for their lethal surgical strikes and fearsome stealth tactics, the Raven Guard rarely engage in a frontal assault unless there is no other option. Attacking behind the lines, the Raven Guard strike where their assaults will do the most damage then withdraw before their foes can react. On the contested world of Nimbosa, the forward elements of the Tau Empire claimed this world in the name of the Greater Good, in defiance of the will of the Immortal Emperor. Quick to react, Captain Kayvaan Shrike led the warriors of the Raven Guard in a daring attack on a Tau landing and surveillance facility to deny the aliens a means to land more supplies and monitor Imperial movements. Though the Tau mounted a strong defence, the speed and ferocity of the Raven Guard assault was unstoppable.



Shrike





SHOWCASE



**Salamanders Captain and
Standard Bearer**
Tim Lison



Blood Ravens Captain
Chris Straw



**Sons of Orar
Company Champion**
Keith Robertson



**Herald of Vengeance
Space Marine**
Seb Perbet



**Angels of Iron
Space Marine**
Aly Morrison



**Angels of Iron
Space Marine**
Aly Morrison



Ultramarines Veterans
Neil Green



Ultramarines
Dave Andrews



Space Marine Dreadnought Morentz
Tim Wollweber

THE WARRIOR PILGRIMAGE

Ruins of Caliban - Dark Angels

EYE OF TERROR
SEGMENTUM
OBSCURUS

Medusa - Iron Hands

Feris - Space Wolves

SEGMENTUM
PACIFICUS

Holy Terra

Chogoris - White Scars

ULTIMATUM
SEGMENTUM

Nocturn - Salamanders

SEGMENTUM
SOLAR

Deliverance - Raven Guard

SEGMENTUM
TEMPESTUS

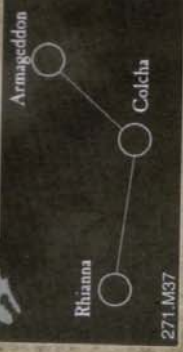
Rynn's World - Crimson Fists

Macragge - Ultramarines

Preface to Chapter V: Warrior Pilgrimages of the Angels of Death

The final destination on my Warrior Pilgrimage to Rynn's World was my voyage to the Jadeberry Hill Necropolis. Upon that blasted knoll are to be found hundreds of hand-carved headstones, each one a memorial to a fellow battle brother of the Crimson Fists. Each stone is engraved with the battle honours of a hero whose mortal remains will never be recovered, his sacrifice an example to us all. I lingered at that bleak place for a day and a night, meditating upon the foes I had defeated and the terrible battles I had fought to return here and atone for my weakness. Come the morn, I was struck by a revelation. Though many of them had died here, my brethren had prevailed in the face of adversity. I would strive to emulate their example and prove myself worthy of the trust placed in me by my Chapter.

SALAMANDERS



271.M37

Great was the lamentation when Captain T'sen took it upon himself to seek atonement. The heretics of Rhanna felt his wrath, as did the soldiers of Bucharis on Colcha. Upon the fields of Armageddon did he finally lay his burden to rest.

ULTRAMARINES



827.M40

The Shield Bearers of Aludra, heroes all, smote the Orks of Ryza before laying waste to the jungles of Calathan. Their quest and pilgrimage came to an end at the Great Shrine of Arkios where the Battle King did receive them.

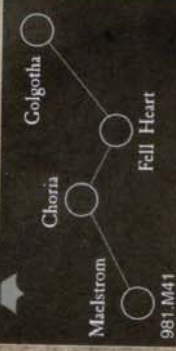
WHITE SCARS



237.M38

The green savages of V'run cast Subodal of the White Scars upon his pilgrimage, yet he smote them mightily before cleaving their kin of Jurn in twain. But the Taleris Belt was his undoing and great was his ending upon the field of Nemeth.

IMPERIAL FISTS



981.M41

A hundred renegades fell before the blade of Taelos, yet still it was not enough. The Chorian underlings died, yet still it was not enough. Fell Heart led to Golgotha and the Beast of all Greenskins. Here his tale ends, for none now live that know his end.

MACRAGGE

UL01.01
Orb. Dist. 2.01AU
1.48G/Temp 23°C
Adeptus Asiarum Homeworld
Tithes Grade: Adeptus Non
Aestimates: D0
Population: 400,000,000
Defeat of Hive Fleet Behemoth
(qt: Battle for Macragge 745.M41)

"We commend our souls to the Emperor. Let the story of our sacrifice burn across history like a shooting star. For death and for glory - for the Ultramarines!"

Veteran Sergeant Lucian Ventris. 745.M41



WARHAMMER 40,000

SPACE MARINES™

In the darkness of the forty-first millennium, mankind is assailed on all fronts by perfidious aliens, degenerate traitors and treacherous rebels. There is no escape from the horror and slaughter, the only alternative is to meet the threats and defeat them. This is the destiny of the Space Marines of the Adeptus Astartes, fearless champions of humanity and unforgiving crusaders against the enemies of the Emperor of Mankind.

"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."

Roboute Guilliman – Primarch of the Ultramarines

Inside you will find:

- **ARMY LIST.** The complete Space Marine army list, which allows you to choose your forces for a tabletop battle. Also included are special rules for selecting unique traits to personalise your own Chapter.
- **BACKGROUND.** Details of the legendary origins of the Space Marines, their illustrious battle history and their current methods of recruitment, training and fighting.
- **HOBBY SECTION.** Guidance on the iconography and heraldry of the Space Marines, together with expert tips on collecting, painting and modelling a Space Marine army.
- **SPECIAL CHARACTERS.** Complete rules and background information for five special characters: Lord Marneus Calgar, Chief Librarian Tigurius, Chaplain Cassius, all of the Ultramarines Chapter, Captain Lysander of the Imperial Fists and Captain Shrike of the Raven Guard. In addition there are rules for two special Ultramarine units, the Honour Guard of the Chapter Banner and Tyrannic War Veterans.



WARHAMMER 40,000
SPACE MARINES CODEX



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