

SPACE MARINE



SPACE MARINE™

HOW TO USE THE RULEBOOK

This rulebook is split into four main sections. The *Background* relates a brief history of the Imperium and the beginnings of the terrible civil war known as the Horus Heresy which for the first time pitted Marine against fellow Marine.

The *Vehicle Rules* give you everything you need to know for battles between armoured vehicles, allowing you to recreate the great armour battles of the Horus Heresy.

The *Infantry Rules* give you all the necessary information for fighting infantry battles, as well as mixed battles involving both infantry and armour.

The *Advanced Game* gives you various rules expansions to try once you're familiar with the main game rules. These include elite detachments, heroic actions by commanders and off-table support. This section also includes full rules for combining this game with *Adeptus Titanicus*, to fight epic battles with infantry, armour and Titans.

The three rules sections of the rules book are arranged in order of complication, so you will probably find it easiest to start with pure armour battles, adding infantry once you're comfortable with the vehicle rules and finally moving on to the advanced rules. Each section also includes ready-to-play battle scenarios, recreating the greatest conflicts of the Heresy.

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BACKGROUND

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

- Imperial Commander Rogal Dorn

It is a desperate time. Humanity's greatest champion has become its deadliest enemy. Now he leads an army against Terra itself. An army of the ultimate Human warriors - an army of Space Marines.



On the feral world of Davin, Imperial Warmaster Horus was possessed by a creature from the Warp. He has turned against the Imperium of Humanity, and so have the thousands of bio-engineered super-warriors who follow him. War rages across the galaxy between the loyalists and the rebels. The Emperor's palace on Terra is besieged. Rebellion and civil war flare up on millions of worlds. Brother fights brother, and Marine fights Marine. The greatest warriors Humanity has ever known, turned against each other.

The adjutant came smartly to attention before the vast wooden desk.

"The local representatives are outside, my lord Warmaster." The Warmaster nodded once, without looking up from the stack of reports.

"Thank you, Bejaind. Make them comfortable and tell them I shall join them directly." Bejaind cleared his throat nervously.

"Permission to speak freely... my lord?" This time, the Warmaster looked up. The adjutant tried to hold his ice-blue gaze, and failed.

"I know, Bejaind." said the Warmaster. "You're not happy about this warrior-lodge initiation."

"So soon after your illness, my lord..."

"From which I am fully recovered. I had the Apothacaria of five Space Marine chapters fighting for the honour of healing me. I've been back to full duties for a week now, with no ill-effects. Your concern is touching, but unnecessary." Bejaind shuffled uncomfortably.

"But, my lord, we don't know what's involved..."

"I have a reasonable idea. A little pain, to be endured without crying out; duels with a range of primitive weapons; trials of strength and speed; a few primitive rituals - little different from mystic warrior lodges in any other feral-world culture. You know Imperial policy; establish ties which can be exploited in later recruitment."

He paused.

"This really is bothering you, isn't it?"

The adjutant tried to meet his gaze, and failed again.

"Listen, Bejaind. You are an outstanding staff officer, and I value your loyalty and concern. But why does one warrior-lodge initiation on one feral world disturb you so? I've gone through more than twenty of these rituals in the past. I've been a Space Marine and a commander of Marines for more

than a century. You need have no fears for me."

"My lord, I..."

The Warmaster rose abruptly.

"Enough." His voice was softer, more dangerous. "I am Horus, General and Warmaster. The first soldier of the Imperium, subordinate only to the Emperor himself. Shall it be said that Horus ran away from a hutful of savages?"

Bejaind struggled for words.

"My lord... I have had - dreams..." His distress was genuine. Horus laid a hand on his shoulder.

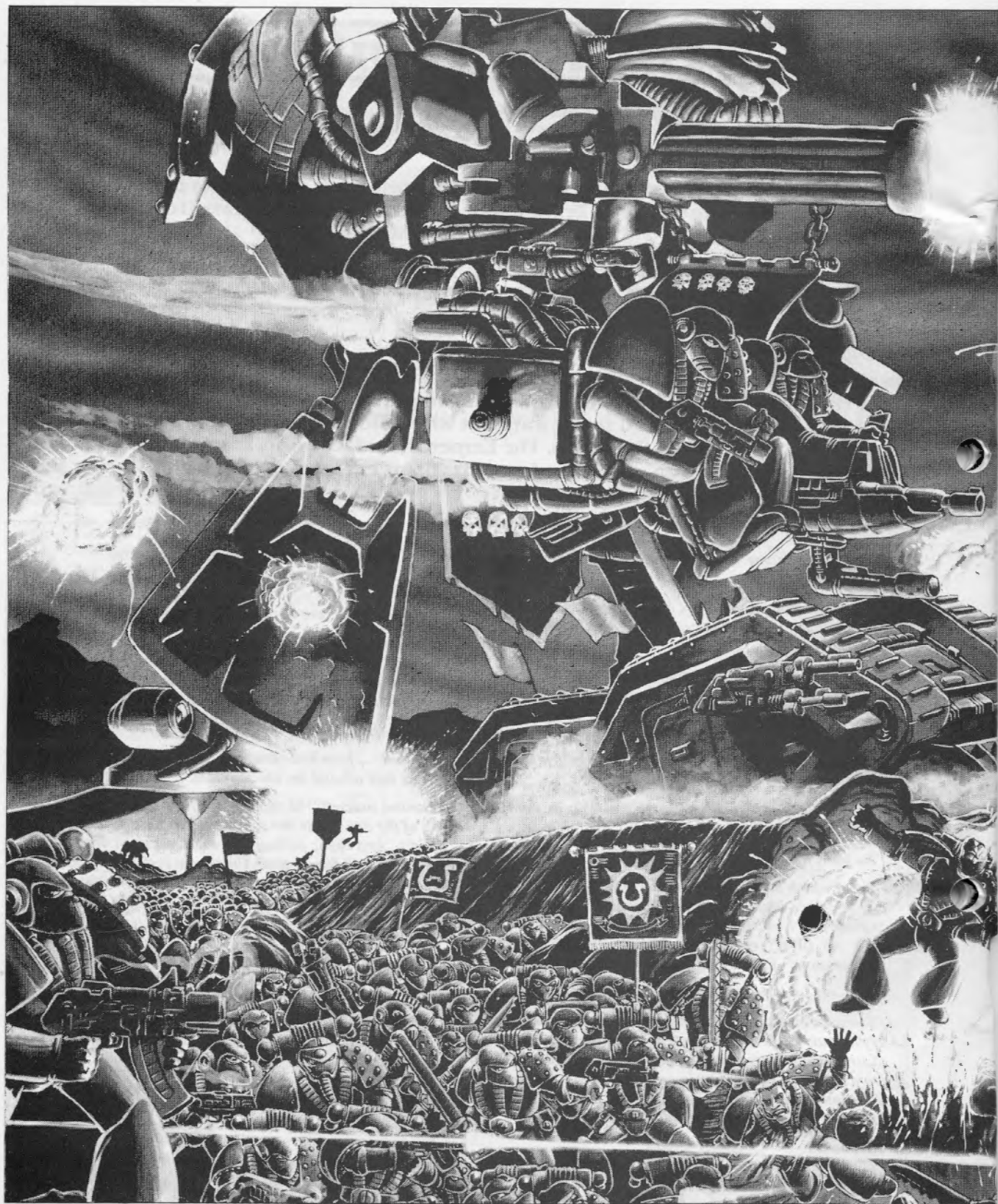
"Control yourself," he said gently. "You are excused for the rest of the day. Go to the Apothacarium for a psychological update. And then, perhaps, to the Chapel. A few hours' meditation will do you good. Unless you prefer to report these dreams and submit yourself to the Inquisition for psychic potential testing?"

Bejaind swallowed hard. "No, my lord."

"Well, then." Horus patted his shoulder gently. "Go now, and we'll say no more. Meanwhile, I must meet the elders of the Knife of Stone."

And in the Warp, something smiled.





Three hundred Sons of Horus waited in the gulch, watching the plume of dust as it approached. On the flat ground to the right, their small force of Rhinos stood in the shadow of a single Warhound. Brother-Captain Londas cast an eye over the Rebel positions, and switched his comlink to general address.

"Sons of Horus. Brothers. We shall hold this gulch against a full Company of Ultramarines. We may not hope to survive. But our blood will buy time for our Brothers elsewhere. Remember the sacrifice of great Horus, and the fate of our race which now rests on our shoulders. For Horus and Humanity!"



Three hundred voices echoed the battle-cry as the Ultramarines came into sight. Land Raiders sped to the flank, but the Warhound spewed fiery death among them. Four Rhinos charged to ram, blocking the Land Raiders with their own wreckage. For what seemed like hours, the Sons of Horus held out.

In the steep-sided gulley, the Ultramarines could not press their weight of numbers. On the flank, the Warhound killed Land Raiders like insects. Then the deadlock broke. The Warhound was engulfed in fire. The Ultramarines advanced again - behind a towering Warlord in the colours of the Imperial Hunters.

THE IMPERIUM

It is thirty thousand years since Humanity first ventured away from Terra. Early voyages were short and slow, restricted to sub-light speed. But the enormous scientific advances of the *Dark Age of Technology* - especially the development of the *warp drive* and the *Standard Template Construct* - enabled Humanity to expand and colonise throughout the galaxy.

Warp space is a parallel dimension, where the laws of time and space are not the same as they are in the 'real' universe. By going through warp space, for instance, it is possible to make a journey of thousands of lightyears in the space of a few weeks. However, there are hazards. An infinitesimal miscalculation can land a ship on the wrong side of the galaxy, in deep space or in the heart of a sun. The eddies and currents in that weird dimension could give rise to devastating warp storms, making parts of warp space impassable and cutting off whole areas of the galaxy. And warp space was not uninhabited. Within its bounds dwelt beings of unimaginable strangeness, whose mere appearance was enough to drive a man mad. What was psychic to a man - the intangible stuff of dreams and visions - was solid, material reality to these beings; one result of the incomprehensible bonds which tie the realities together.

Literally millions of worlds were colonised during the great Human expansion. The resources available to the settlers varied enormously from world to world, but their needs were the same: shelter, transport, and basic machinery. The Standard Template Construct was perhaps the greatest gift of the Dark Age: a system of evolved planning programs which allow almost anything to be constructed out of locally available materials - whatever they might be. Buildings, vehicles and industrial machinery remained more or less identical throughout the colonies.

One product of Human expansion was the first contact with alien races, which led to the first alien wars. Two races, superficially the most Human-like - and therefore, arguably, the most dangerous - are a particular threat to the rule of Humanity: the Orkoids and the Eldar. More will be said later of these two races.

It was towards the end of the Dark Age of Technology that Humans began to develop psychic powers on a significant scale, throughout the colonised worlds. Why this happened at this time - or at all - is unknown. Untrained and unprotected, many emergent psykers succumbed to madness; others fell prey to superstition and fear, and were burnt as witches. But the greatest threat came from the

psychic predators which dwelt in warp space. The superstitious called them Daemons, the prosaic called them Warp Entities, but none could doubt their existence. They fed on the life-energy of unprotected psykers, and took over their bodies to further their own aims in the universe of Humanity.

Thus the Dark Age of Technology gave way to the *Age of Strife*. Human civilisation crumbled amid waves of superstition, hysteria, madness and daemonic possession. In most parts of the galaxy, the gifts of the Dark Age of Technology were lost or forgotten. For more than five thousand years, wars tore Humanity apart. Terra itself was cut off by a series of terrible warp storms, and elsewhere, whole systems were isolated and forgotten over the millennia. Cut off from vital supplies and contact with the rest of Humanity, some worlds reverted to barbarism. Others bred new, mutated forms of Humanity in answer to their planetary conditions; Abhumans like the stocky Squats, the powerful Ogryns - and the most heavily mutated of all, the Beastmen.

Finally, from the ruins of Terra, a saviour appeared. The wars were gradually brought to an end. The Emperor reunited Humanity under his own rule - the Imperium - and the Human race set out on the long road to recovery. The Emperor is the most powerful psychic the Human race has ever known, and he alone was able to counteract the terrible threats from warp space. Through a mixture of his own psychic power and his rigorous - often harsh - rule, he is able to protect Humanity from the worst of the daemonic attacks from warp space.

The Emperor is the undisputed master of Humanity. Throughout the Imperium, his will is carried out by two huge organisations: The Inquisition and the Adeptus Terra.

The **Inquisition** is the only organisation in the Imperium which lies outside the control of the Adeptus Terra. It is answerable directly to the Emperor. Inquisitors travel freely throughout the Imperium, searching out dissent, corruption and untrained psykers.

The **Adeptus Terra** has charge of everything else within the Imperium, from long-term military strategy on a galactic scale to the grain quotas on the smallest agricultural world.

The **Space Marines** are but one arm of the Adeptus Terra. Besides the military might of the Imperium, the Adeptus Terra oversees the vast civil service of the *Administratum*, the lawkeeping force of the *Adeptus Arbites*, the sanctioned psykers of the *Adeptus Astra Telepathica*, the *Adeptus Custodes* of the Emperor's personal bodyguard, and the Tech-Priests of the *Adeptus Mechanicus*.

The **Adeptus Mechanicus** is the most diverse of the Imperial agencies. Its Tech-Priests travel the galaxy in search of surviving technology which was lost during the Age of Strife. They also have a number of military arms. The best-known of these are the four branches of the *Collegia Titanica*, which operate and maintain the Titans, and the *Legio Cybernetica*, which is responsible for the Imperial battle-robots which sometimes fight alongside regular infantry forces.

Titans are the heaviest planetary war machines in the Imperial arsenal. Immense humanoid craft the height of a seven-storey building, they are capable of mounting the heaviest and most terrible of Imperial weaponry. Their void shields - the most powerful energy field known to Human science - make them almost impregnable. They can crush infantry and armoured vehicles underfoot like insects.



THE HORUS HERESY

General Horus was the finest military commander of his age. The Emperor granted him the title of Imperial Warmaster - a high honour, even in an age when brave deeds were commonplace. But the Imperium's hero was to become its deadliest enemy.

On the feral world of Davin, the Warmaster arranged to be inducted into a mystical warrior-lodge. This was not uncommon; Imperial policy approved of such links between feral-world natives and 'the Warriors from the Sky'. However, the warrior-lodge on Davin was not what it seemed. During the initiation, Horus became possessed by a Daemon from the warp. Those who had known Horus well began to speak of changes: lapses in memory, minor changes in habits, small things. Not until the Scouring of Istvan did the truth become clear.

The Imperial Commander of Istvan III had declared the system independent. Horus took five Space Marine Chapters to crush the rebellion: the World Eaters, Emperor's Children, Death Guards, Thousand Sons and his own Chapter, the Sons of Horus. He introduced the warrior-lodges to the Chapters, and the rot spread throughout his command. The Daemon-Horus planned to strike at the Imperium itself, and establish his rule throughout the galaxy. But first, Istvan had to be dealt with.

The Scouring of Istvan was a brutal affair. Istvan III was destroyed by a virus bomb; twelve billion died instantly. It is said that the psychic death-scream of the doomed world drowned out the signal of the Astronomican.

During the bombardment, the frigate *Eisenstein* was seized by a small group of loyal Space Marine officers. They fought

clear of the war-fleet and carried the news of Horus' corruption to Terra. Thus began the Horus Heresy wars.

The Imperium split almost evenly. The corruption of Horus' warrior-cult had spread from his command into several other units. Many more were attracted by his military reputation. Seven Space Marine Chapters - fully one-third of the Legiones Astartes - were sent against Horus. Four of these - the Word Bearers, Night Lords, Iron Warriors and Alpha Legion - joined the Rebels; the others have been purged from Imperial records.

While civil wars raged on a million worlds, Horus struck at Terra. The Adeptus Mechanicus workshops on Mars were quickly overrun, and as quickly besieged by the Loyalists. Of all the Titan Legions of the Divisio Militaris, only those on Terra remained loyal. Horus landed on Terra, and immediately laid siege to the Emperor's palace. On the 55th day of the battle, as the Inner Palace fell, the Emperor himself teleported into the Rebel command chamber with an elite force of Adeptus Custodes and Imperial Fist Marines. Horus was killed - although his body was never found - and the Emperor was so grievously wounded that he has been confined ever since to the biomechanical life-support unit known as the Golden Throne.

With Horus dead, the Rebels were thrown back from Terra. Soon the whole Sol system was recovered. But across the galaxy, the battles continue - the Rebels have been denied a swift victory, and the fate of Humanity still hangs in the balance. Throughout the Imperium there is war, the most dreadful war that Mankind has ever known. For the first time, Space Marines fight their fellow Marines - continents burn and planets are laid bare as the ultimate warriors meet in battle to decide the fate of all Mankind.

"You realise that you are preaching mutiny?" Brother-Captain Tarvitz nodded gravely. "Betray Horus or betray the Emperor. What choice is there?" The Space Marine officers looked at each other in silence for a few seconds. Tarvitz leaned forward across the table, resting on his fists.

"Fact: in the five Chapters under his command, Horus has installed this system of feral-world warrior lodges that he picked up on Davin. The standard Imperial organisations and command structures laid down in the Codex have been completely disregarded.

"Fact: the bulk of the Marines in our five Chapters have repudiated their Marine's oath and sworn loyalty to the feral world deities. Further, they have sworn loyalty to Horus personally. Heresy and blasphemy.

"Fact: the Istvan campaign has been conducted without even the pretence of orders from Terra. While I do not presume to speak for the Emperor, I cannot believe that the use of a virus bomb on Istvan III was justifiable. A single Company from a single Chapter dropped on the rebel headquarters would have answered the case.

"I say the Emperor must know what is happening here. Who is with me? Varren? What say the World Eaters?" A red-uniformed officer stood.

"There are fifteen men I can trust. They are yours."

"Garro?" A Captain of the Death Guards looked up.

"A dozen. I wish it were more."

"Ten from the Luna Wolves."

"Twenty from the Thousand Sons."

"Be sure they are all trustworthy. If you have the slightest doubt, do not commit them. Of my own Emperor's Children, there are ten I am sure of, including myself." There was a pause as the paucity of their force sunk in.

"Seventy Marines," said Brother-Captain Varren of the World Eaters, "The sum of our five Chapter numbers - a good omen, perhaps?" A couple of the others smiled, and the tension of the moment was broken. "Seventy Marines," repeated Tarvitz. "Enough for any task, I think. So, to work. Varren, your men will seize control of the frigate Eisenstein in three hours from now. It is on the edge of the fleet, and should be clear for the jump to Warp Space." Varren nodded.

"The Eisenstein has been having manoeuvre-drive trouble," he said, with exaggerated innocence. "She's been falling behind the fleet all day." Tarvitz grinned.

"Good. The rest of us will arrange for our ships to lag behind with her in case of...further trouble with the drives. Three hours from now, we will all assemble full crew for an emergency briefing. Meanwhile, our trusted men take control of the systems on all five ships. Clear all remaining ships from around the Eisenstein and keep her covered until she makes the jump to warp space. Then, cause as much damage as you can to the rest of the fleet. History will vindicate us."

He turned to Varren. "Your World Eaters are our only hope," he said, "Do not fail." Varren's eyes became serious. "We cannot fail," he said, "There is too much at stake. Your deaths will be avenged."

SPACE MARINES

The Chapter barge was quiet as the Space Wolves prepared themselves for the drop. There was an inner stillness beneath all the activity. Burning through every mind was a single question: How could this have happened? Even as they prepared to join the battle, that battle was still unthinkable.

All activity ceased as the chapel gong sounded over the internal comlink. It struck six times, the number of the Space Wolves Chapter. Then, silently, the Marines went to the Chapel. It was time for the Officio Praecertamen, the last devotions before the drop.

The vast hall was packed with thousands of silver-armoured Marines. They stood silently, unmoving, waiting. Waiting to know why.

In the Vestibulum to the great Chapel, Father-Captain Magran, Senior Chaplain to the Space Wolves, sat in meditation. He knew that his Marines were in shock.

It was impossible - inconceivable - that Marines should betray their faith. Yet five Chapters had declared for Horus. On top of the incomprehension came shame and rage; and behind rage, doubt. Horus had perverted four more Chapters out of the seven sent against him, and fully one-third of the Legiones Astartes were now in his power. Magran knew the insidious doubt that whispered in the mind of every loyal Marine: Could this also happen to me?

Murmuring the Litany of Devotion, Magran listed the feelings he must mould in ritual of the Praecertamen.

Where there is uncertainty, I shall bring light.

Where there is doubt, I shall sow faith.

Where there is shame, I shall point atonement.

Where there is rage, I shall show its course.

My word in the soul shall be as my bolter in the field.

Magran rose, and prepared to enter the Chapel.



The Space Marines are the product of genetic engineering, intensive training, biochemical alteration and implant surgery which takes them to the limits of Human development and beyond. A Space Marine can survive terrible wounds, heal with superhuman speed, and perform incredible feats of strength and endurance. A Marine is genetically related to all the other members of his Chapter, since each Marine carries some genetic material from the Chapter's founder, or Primarch - one of a small group of super-humans created by the Emperor and his scientists.

In numerical terms, the Space Marines are a small force compared to the countless billions of Imperial citizens, but their superhuman ability and fearsome reputation makes them worth many times their number in conventional troops. They are held in awe throughout the Imperium.

Each Space Marine Chapter is a fully self-sufficient fighting force, with its own space fleet and machine pools as well as support and technical personnel. The Techmarines are trained by the Adeptus Mechanicus, and can repair and maintain almost any piece of military equipment, from a bolter to a spaceship.

A Chapter's fleet is its home, providing accommodation, training facilities, machine shops, armouries, shuttle silos, chapels, a mausoleum and every other facility the Chapter requires. The fleet travels endlessly through the galaxy; task forces split off from it for individual missions or campaigns, and rejoin the fleet when their mission is accomplished.

The Chapter provides for all a Marine's needs. Tradition and ritual are of great importance, with as much emphasis on moral welfare as on physical training and combat skills. The Chapter is a Marine's family; all other ties of blood and loyalty are renounced. A Space Marine is devoted to the Emperor, to his Chapter, and to the craft of war; these things are his entire life.

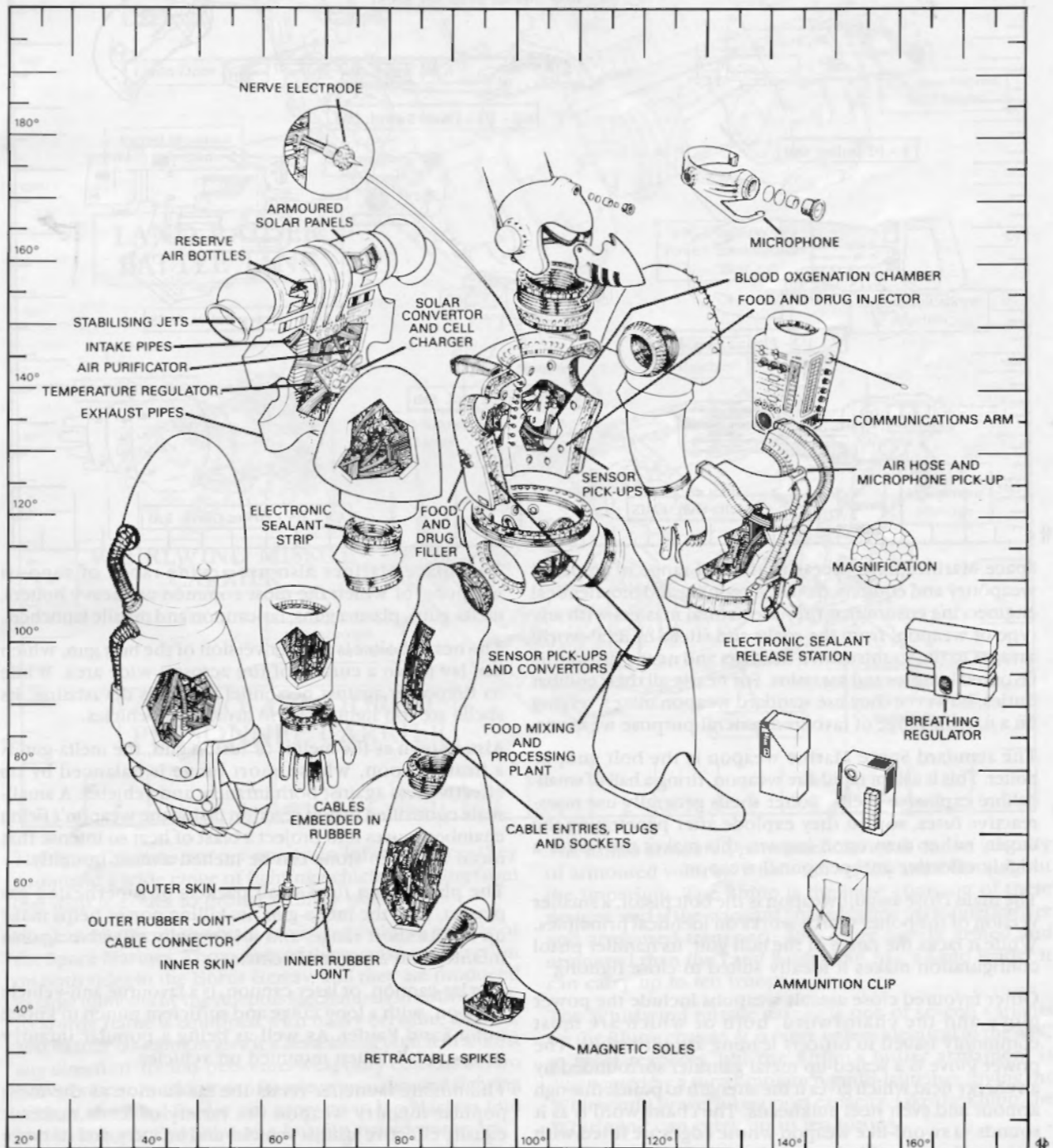
Each Chapter is headed by an Imperial Commander - during the Horus Heresy, most of the Commanders were Primarchs. In addition to their support and technical personnel, a Chapter contains tens of thousands of Marines. (Note that after the Heresy new Chapters were formed with far smaller complements so that no Commanders would ever wield the same power as Horus).

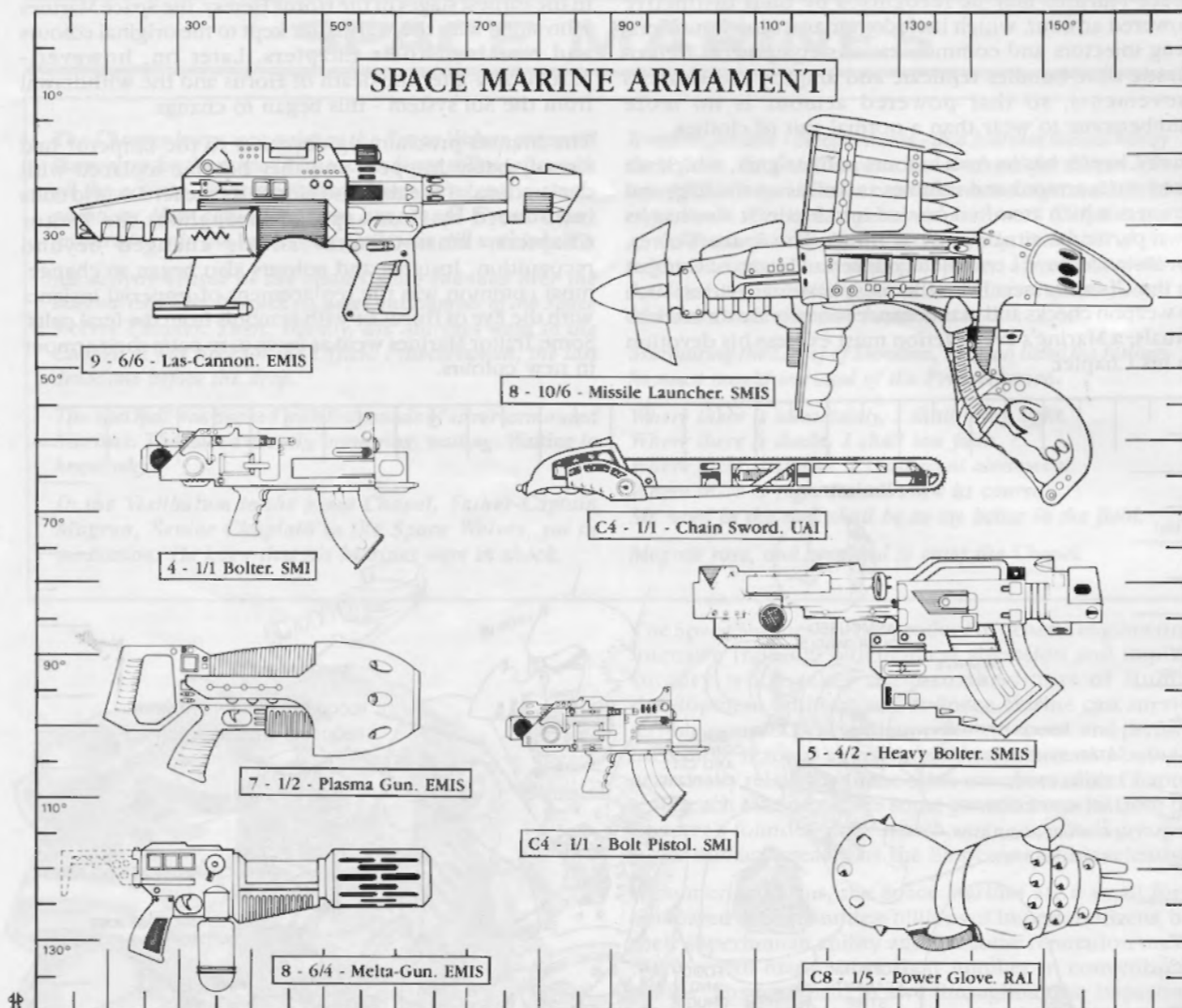
Space Marines may be recognised by their distinctive powered armour, which includes air and blood purifiers, drug injectors and communications equipment. Neuroplastic fibre-bundles replicate and amplify the wearer's movements, so that powered armour is no more cumbersome to wear than a normal suit of clothes.

Each Chapter has its own colours and insignia, which are used on its armour and vehicles as well as on the flags and banners which are often carried into battle. It also has its own particular rituals and traditions. The Space Wolves, for instance, have a completely different Litany of Combat to the Ultramarines. Even the most basic activities, such as weapon checks and maintenance routines are turned into rituals; a Marine's every action must express his devotion to his Chapter.

In the earliest stages of the Horus Heresy, the Space Marines who sided with the Warmaster kept to the original colours and rituals of their Chapters. Later on, however - particularly after the death of Horus and the withdrawal from the Sol system - this began to change.

The litanies proclaiming devotion to the Emperor had already been dropped, and they became replaced with declarations of allegiance to Horus. As the feral-world cults introduced by Horus spread throughout the Traitor Chapters, most Chapter rituals changed beyond recognition. Insignia and colours also began to change; most common was the replacement of Imperial insignia with the Eye of Horus or with symbols from the feral cults. Some Traitor Marines went as far as to re-paint their armour in new colours.





Space Marines have access to the full range of Imperial weaponry and equipment. Their training and biochemical engineering ensure that they are natural masters with any type of weapon, from the rocks and sticks of feral-world savages to the sophisticated needlers and neuro-disruptors favoured by spies and assassins. For nearly all their combat duties, however, they use standard weapon mixes, relying on a narrow range of favoured general-purpose weapons.

The standard Space Marine weapon is the bolt gun, or bolter. This is a light rapid-fire weapon, firing a hail of small-calibre explosive shells. Bolter shells generally use mass-reactive fuses, so that they explode after penetrating the target, rather than upon impact; this makes the bolter a highly effective anti-personnel weapon.

The main close assault weapon is the bolt pistol, a smaller version of the bolter which works on identical principles. While it lacks the range of the bolt gun, its handier pistol configuration makes it ideally suited to close fighting.

Other favoured close assault weapons include the power glove and the chainsword, both of which are most commonly issued to officers leading assault troops. The power glove is a scaled-up metal gauntlet surrounded by an energy field which gives it the strength to punch through armour and even steel bulkheads. The chainsword is as it sounds - a sword-like weapon whose edges are fitted with a loop of moving blades.

The Space Marines also use a wide range of support weapons, of which the most common are heavy bolters, melta-guns, plasma guns, las-cannon and missile launchers.

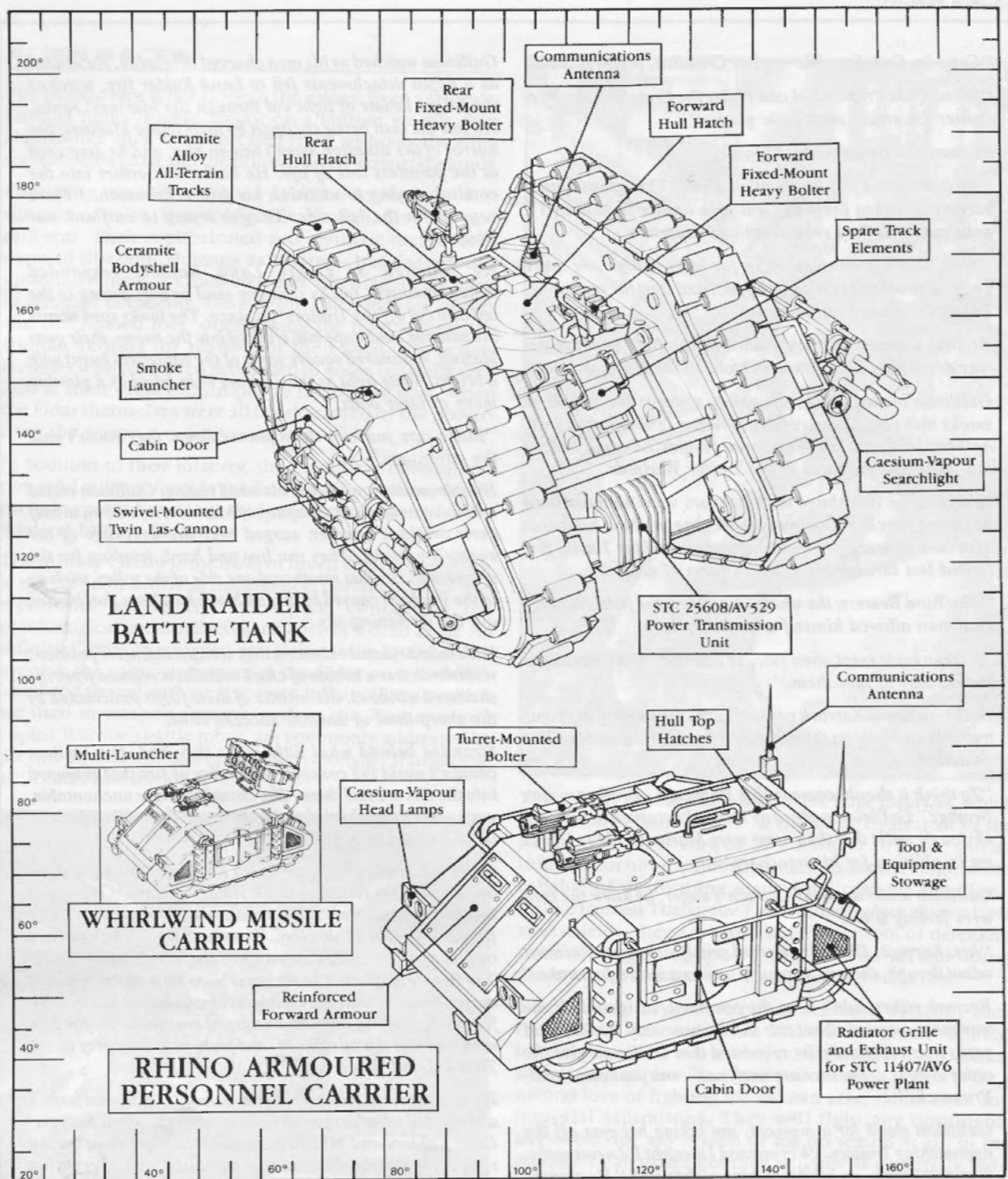
The heavy bolter is a larger version of the bolt gun, which can lay down a curtain of fire across a wide area. While its firepower against personnel targets is devastating, its shells are too light to harm armoured vehicles.

Also known as the melter or fusion gun, the melta-gun is a heat weapon, whose short range is balanced by its effectiveness against both infantry and vehicles. A small-scale controlled fusion reaction inside the weapon's firing chamber causes it to project a blast of heat so intense that metal and even stone can be melted almost instantly.

The plasma gun fires small packets of superheated gas plasma. Like the melta-gun, its killing power helps make up for its short range, and it is equally effective against infantry and armoured vehicles.

The las-cannon, or laser cannon, is a favourite anti-vehicle weapon, with a long range and sufficient punch to knock out a Land Raider. As well as being a popular infantry weapon, it is often mounted on vehicles.

The missile launcher rivals the las-cannon as the most popular infantry weapon. Its variety of loads makes it equally effective against vehicles and infantry, and its range is equal to that of a las-cannon.



The Space Marines are not purely an infantry force; they command a wide range of fighting vehicles, ranging from one-man jetcycles to orbital artillery platforms.

The Land Raider is the main armoured fighting vehicle of the Space Marines. Thousands of these tanks are in action on both sides in the Horus Heresy, and they are produced in large numbers by the Adeptus Mechanicus in both camps. Its sturdy frame is equipped with heavy ceramite armour, and its four las-cannon give it a devastating punch in almost any direction. Its anti-personnel weaponry consists of two heavy bolters. In addition to its role as an armoured fighting vehicle, the Land Raider can carry up to ten Marines into battle; it is very popular as a heavily-armed transport.

The Rhino armoured personnel carrier is one of a family of armoured vehicles which are widely used throughout the Imperium. The Rhino is the most common of these designs, and is the standard Space Marine personnel carrier and armoured transport. It is more lightly armed and armoured than the Land Raider, but like a Land Raider it can carry up to ten troops.

The Whirlwind missile carrier is one of several variants on the Rhino chassis. It is more or less identical to the APC in most respects, but the Rhino's bolter armament is augmented by a turret-mounted multi-launcher, giving the Whirlwind a powerful support capacity. Like the Rhino, the Whirlwind can carry up to ten troops.

"Come in, Crotaline. War-cruiser Crotaline, please respond."

"It's no good Primarch. I can't raise the Crotaline; the War-cruiser Lacertian must have got her."

Roboute Gulliman nodded gravely.

"We'll just have to take them on alone. Though without a barrage to soften them up, it'll be a harder fight than I'd anticipated. It may even delay our departure."

"Still, that's a consideration for later. There are more pressing problems. Prepare the men and start the ceremony; I shall be along in a moment."

Brother-Captain Karrack nodded as carefully he made his way down the treacherous rockface to the command post.

Gulliman looked across the valley, towards the clouds of smoke that sprawled across the horizon. Though they were half-hidden by the thick red-brown plumes, he could just see the flattened carapaces of the Traitor Warlords.

At this range their huge back banners were no more than tiny black specks fluttering in the breeze, and the hundreds of armoured machines that swarmed around the Titans' feet looked less threatening than a swarm of ants.

"The Word Bearers; the whole Chapter on the field at once." Gulliman allowed himself a ironic smile.

"A remarkable event, even more so now that the Ultramarines stand ready to face them."

Gulliman heard Karrack coming back, the noise of his boots trying to get a grip on the rockface breaking Gulliman's silent contemplation.

"To think it should come to this Primarch - Brother versus Brother." Gulliman nodded as Karrack returned to his side, obviously upset that the enemy were Marines. "May Horus rot in oblivion for his treachery."

Gulliman understood the Captain's anger; he knew the men were feeling it too.

"Aye, Karrack. Damn his eternal soul if you want. You must admit though, the way he caught us was a masterful stroke."

Karrack either didn't hear the comment, or ignored it; he was more worried about the enemy, now only hundreds of yards away. Urgently, he requested that Gulliman give the order to fight. "The men are ready and await your command, Primarch."

Gulliman stood for a moment, not taking his eyes off the approaching Traitors. "A command I thought I'd never make, Karrack; even in my most terrifying nightmares." He glanced over his shoulder at the uncomfortable Captain. "Give them the command to charge, Captain, and pray the Emperor will forgive us all. Tell them they must kill their Brother Marines."

A sheet of shells arced across the sky, a curtain of death that burst the Word Bearers' ranks in a storm of greasy, black smoke and shrapnel.

The first wave of troops disappeared as the ground melted, the rock becoming molten around their feet. Fifty vehicles vanished in a mist of vapourised metal as they were slowly sucked into the lake of steaming plasma, the dull crump of their power units sending columns of flame into the air as they exploded.

Gulliman watched as his men charged into battle. He winced as a dozen detachments fell to Land Raider fire, watched the bright beams of light cut through the Marines' ranks. He saw his men being cut apart by their fellow Marines; the horror of the situation wasn't lost on him, and he despaired at the pointless loss of life. He barked his orders into the comlink, trying to outthink his fellow Primarch. "More support on the left side. They're trying to outflank our Rhinos."

He watched as eighty Land Raiders responded instantaneously, tracks spraying mud as they swung to the left and cut off the Traitors' advance. The tanks sped across the battered landscape and crashed into the enemy, their guns blazing. A hundred square yards of the battlefield burnt with a bright, white light as the Traitors were felled by a glowing mesh of laser bolts.

"Make sure you keep them pinned down; they musn't gain the advantage."

His adrenalin flowing and his mind racing, Gulliman reeled out his commands. A company of Marines, now down to half their original number, surged over the wreckage of the enemy's vehicles. They ran low and hard, heading for the abandoned city that smothered one side of the valley, sticking to the shadows caused by the tall black buildings that blotted out the darkening sky.

With indoctrinated calmness they set up a defensive position; within minutes a stream of crack missiles screamed from the shattered windows, the whistle of their flight punctuated by the sharp thud of another successful hit.

Stranded behind what little cover they had, the Traitors couldn't avoid the concentrated volley of fire that thumped into the dirt around them. The casualties were uncountable, many were simply buried under the crumbling rock. The price in geneseed was high.

Gulliman nodded his approval to Karrack. "We have them on the run, my friend. I think victory is close." He stared into the Captain's eyes, his mouth tensed into a line. "The Emperor is with us this day. We enjoy his..." The sentence trailed away as Gulliman watched the Word Bearers rally. The first Traitors that broke cover were torn apart, but with each successive wave they made more ground, until they were finally assaulting the Ultramarines' positions. Gulliman's men had lost the advantage, and were now easy prey to the Traitor Land Raiders.

He had expected losses - but even Roboute Gulliman hadn't anticipated what happened next: as one, the Word Bearers' Land Raiders and Whirlwind missile carriers spun on the spot and sprayed the nearest building with everything they had. The Librarium shook for a moment, then caved in on itself in a cloud of dust. There was a deathly silence as the rubble settled. Two hundred Ultramarines were buried alive.

Gulliman cursed, and thumped a nearby rock in frustration. The outcrop exploded in a hail of chippings as his fist slammed into it, the impact of the power field blasting the granite apart.

"Karrack!" Gulliman spun round and snapped at the stunned Captain. "Get me the Crotaline now! We need enough supporting fire to blast that scum off the face of this planet." He turned to look at the Traitors, his voice dropping to a harsh whisper. "Even if they are Marines."

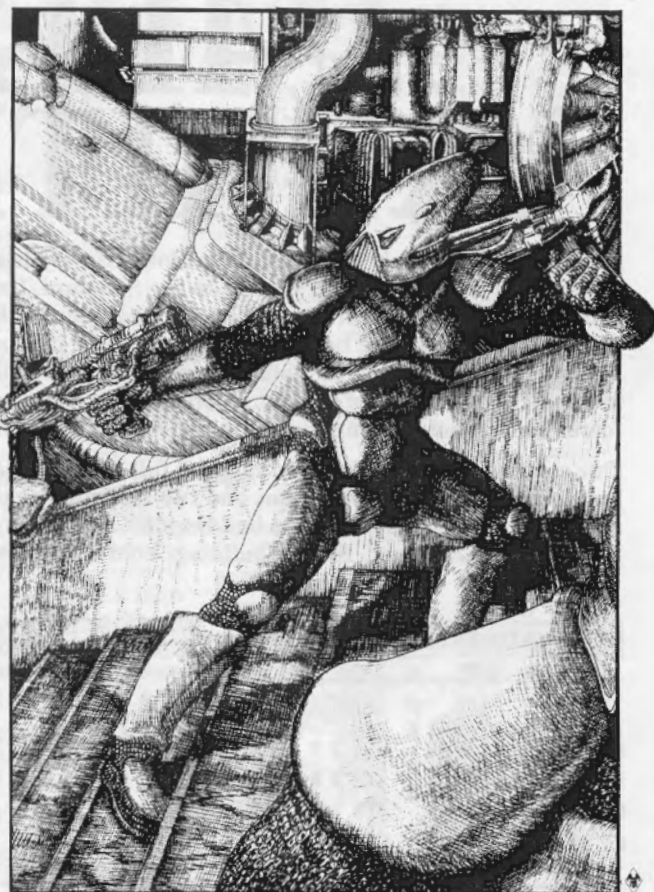
ALIEN RACES

The Human race is not alone in the galaxy. Even as Human Loyalist fights Human Traitor on a million worlds, two Human-like alien races threaten from without: the slim, sophisticated Eldar and the brutish, green-skinned Orkoids.

Physically, the Eldar are very similar to Humans, but slimmer of build. Psychologically, though, they are very different. Their sophisticated and aesthetic nature leads them to discount Humans as foolish - but dangerous - upstarts. Humans, for their own part, often regard the Eldar as arrogant decadents. Despite this, the Eldar are deadly and determined foes, often taking the field against the Human Traitors for reasons of their own. Those few Humans who have been privileged to know the Eldar well hint at some great catastrophe in the distant past, when the Eldar themselves were all but destroyed by the powers from the warp.

In addition to their infantry, the Eldar have developed a powerful military force in the *Scurathainn* walkers, which include crewed versions and walkers operated by the mystical Infinity Circuit.

The Infinity Circuit is the basis of much Eldar technology. It is a blend of artificial intelligence, burial chamber and electronic personality construct, containing the psychological and intellectual essence of a dead Eldar. An Infinity Circuit is regarded as a living thing by the Eldar, keeping the name and status of the Eldar on which it is based and treated with great respect. Infinity Circuits which are used in weapon systems, such as the *Tannascurath* ('Spirit Warrior') battle robot, are commonly addressed by the title *Tuisich-Novasmair*, which is roughly translatable as "Lord-Phoenix".



The Infinity Circuit is also used in the huge *Caurifel*, which is generally considered to be the Eldar equivalent of the Battle Titan. It is crewed by a number of Eldar and an Infinity Circuit, psychically linked to form a single mind capable of performing many simultaneous functions. Unlike Human Titans, the Eldar *Caurifellian* do not have void shields; they are protected by a system of defensive screens, using holographic processes to refract and scatter the machine's image and disrupt enemy targeting.

The Orkoids may be more than one race; certainly they themselves believe so. All Orkoids are green-skinned humanoid, with a low level of culture and a brutal, cunning and violent nature. Their main motivation seems to be a natural love of fighting for its own sake, rather than any imperial aspirations. They will fight any opponent, anywhere, for any reason or for no reason at all; in the absence of an opponent they will just as cheerfully fight among themselves. The stronger race, called Orks, exercise a harsh domination over the weaker, called Gretchins. Their technology is crude and often unreliable, and their tactics are simple but often effective, relying on firepower rather than strategy. Human commanders may look down on Orkoids, but only a fool underestimates them.

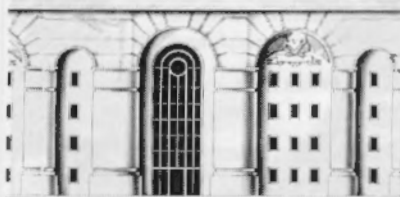
The Orks have developed a number of weapon systems in imitation of Human and Eldar technology they have encountered, and a few other weapons of their own design. Their technician caste of *Mechaniacs*, or *Mekboyz* as they are generally known, is highly adept at evaluating and imitating discovered technology, and so Orks have their own style of dreadnought, and their own style of Titan. Like most Orkish weaponry, the Ork Titan is of a simple and sturdy construction, relying on a large crew rather than sophisticated technology.

IMPERIAL ARCHITECTURE

Much of the fighting in the wars of the Horus Heresy has taken part in and around cities, refinery complexes, and similar groups of buildings. Thanks to the Standard Template Construct, buildings of several common types are constructed on most Imperial worlds using locally available materials. Using the Standard Template Construct means that the appearance of a building is determined by its function rather than the materials of which it is constructed. According to the resource base of the planet in question, this can be stone, brick, wood, coral, volcanic ash, compacted inorganic waste or any of a hundred other materials. Thus, buildings of more or less identical appearance may be found throughout the Imperium, regardless of all considerations other than function.

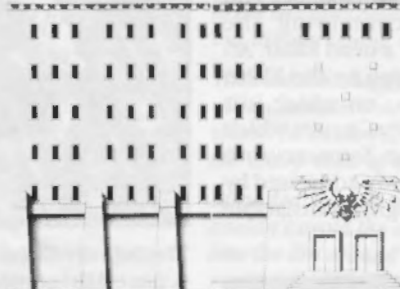
One component of this game is a range of full-colour building pieces, with plastic roof elements. There are two basic building shapes: cross and T-bar, and two heights. Regardless of the building height, cross-shaped buildings hold 5 infantry stands, and T-shaped buildings hold 4 infantry stands. If you have the expanded polystyrene buildings, from *Adeptus Titanicus*, the tall buildings hold 6 infantry stands and the low buildings hold 8 infantry stands.

ADMINISTRATUM



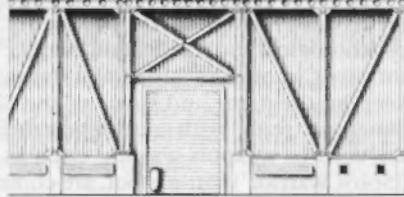
The complex organisation of the Adeptus Ministratum, or Administratum, is responsible for the administration of the whole of the Imperium; it manages over a million inhabited worlds. Planetary government buildings, records offices, taxation centres, and many more are controlled by the Administratum; they are usually distinguished by the sign of the Imperial eagle over the main door. Many bloody assaults and valiant defences have taken place in and around urban and planetary government buildings; they are natural command points, and the fall of the Administratum normally indicates the fall of the city. This building is often the attacker's primary target.

CASTRA EXERCITUS



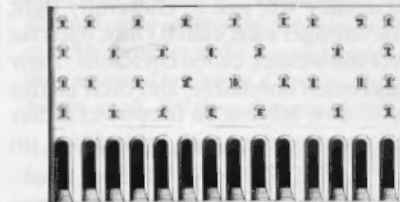
According to the provisions of the *Codex Exercitus*, every Imperial world has a duty to raise and maintain its own planetary defence force. Additionally, each city or world forms part of a precinct where Imperial laws are enforced by the Judges of the Adeptus Arbites. One or more barracks will be found in most Imperial cities, providing accommodation, training areas and armouries for the forces they house. Much fighting has centred around these strongholds.

CELLARIUM



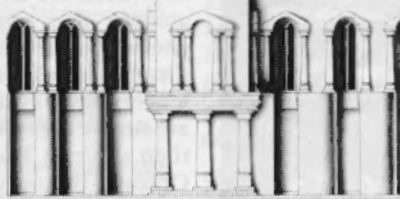
No world is an island within the Imperium; each gains something from the rest of the galaxy, and each must pay its way. The worlds of the Imperium provide foodstuffs, machinery, minerals and many other things according to their resources. Few Imperial cities are without vast warehouse complexes where these goods are collected ready for shipment to other areas and worlds, and where incoming goods are placed ready for distribution.

AUDITORIUM



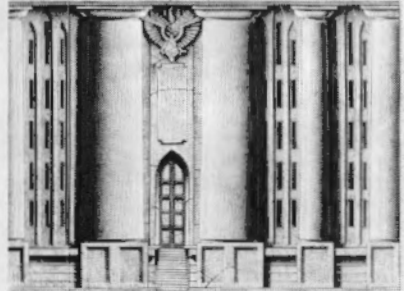
Most Imperial cities have at least one auditorium, where the populace assemble at great rallies organised by the Administratum and the Inquisition. A visiting dignitary, such as an Inquisitor or a Space Marine commander, will often be requested to lead such a rally. It is common practise to use the main auditorium - if it still stands - to announce the 'liberation' of a city by one side or the other.

CHAPEL



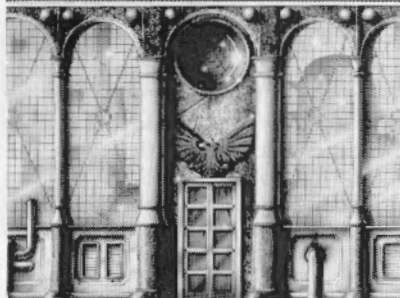
Chapels are found throughout the Imperium, and this is a typical example from a world of medieval or higher technology. On many worlds which have fallen to the force of Horus, chapels have been desecrated and torn down; on some Traitor worlds they have even been turned over to the feral-world cults favoured by the Warmaster and his followers. In such a case, the Inquisition normally demands the chapel's complete destruction.

CENSORIUM



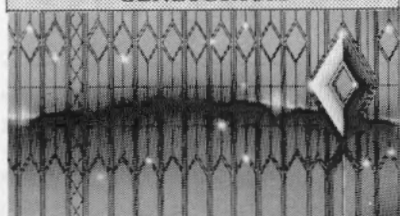
Countless clerks and officials labour on a million worlds for the Administratum, most of them confined to dark offices in grim, towering administrative blocks. These buildings house vast quantities of information on their worlds; population, economy, levels of production and taxation, resources, industrial and agricultural quotas - the whole of the world is recorded, filed, indexed and updated by an army of bureaucrats. The valuable data in a Censorium can make it a prime target.

GENERATORIUM



A city or industrial complex requires vast quantities of energy, and power supplies are a favourite target for attacking forces. The nature of a generator will vary from world to world. Fertile planets often use organic or fossil fuels, while fusion grids and plasma reactors are common on industrialised worlds. Solar generators and geothermal energy are also used where local conditions permit. These power sources, and the secrets of their operation, are jealously guarded by the Adeptus Mechanicus.

GENETORIUM



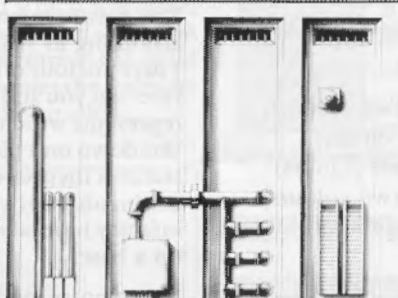
Most planets in the Imperium maintain a gene-pool of plant and animal species for terraforming, agriculture, resource management and other purposes. Native species are studied with a view to assessing their usefulness elsewhere, and introduced species are bio-engineered to adapt them for use in local conditions. The scientists of the Adeptus Mechanicus who run these establishments also monitor the genetic purity of the planet's population, and co-operate with the Inquisition in their task of rooting out mutation and other undesirable traits.

LIBRARIUM



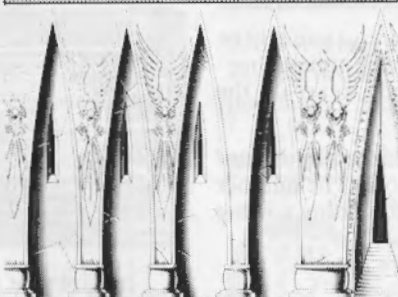
During the terrible wars of the Age of Strife, untold quantities of knowledge were lost, and preserving that which remains has become a holy task shared by the Administratum and the Adeptus Mechanicus. In many of the larger cities of the more advanced Imperial worlds, an imposing Librarium building will house thousands of books and records, and make them available to those Imperial servants whose rank entitles them to access.

MANUFACTORIUM



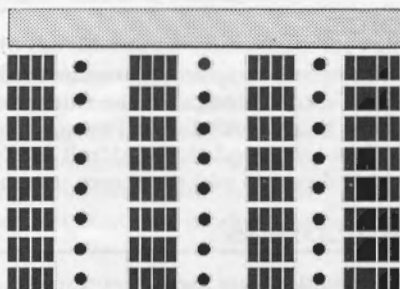
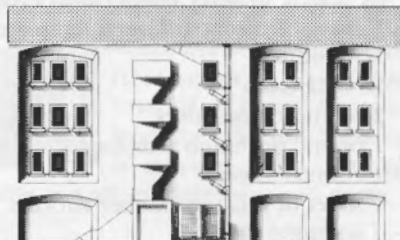
Although much technology was lost during the fifteen centuries of the Age of Strife, the Imperium is by no means technically backward. Industrial complexes across the galaxy produce billions of items, from clothing to plasma bombs. All of these installations are closely controlled by the Administratum and the Adeptus Mechanicus, and it is not uncommon for the workers in a factory to be completely unaware of the end-product of their labours. The occupation or destruction of the Manufactorium or industrial complex can deny precious resources to the enemy.

MAUSOLEUM



For the vast bulk of the citizens of the Imperium, death is not the end of their service to the Emperor. They are quickly forgotten by everyone except the record-keepers of the Administratum and their bodies are recycled into foodstuffs, fertilisers, and other useful products. More prominent members of society may receive the honour of entombment in an Imperial mausoleum, where the masses may read of their deeds and be inspired by their example. With its halls of entombed heroes, a Mausoleum can become the focus of a fanatical defence, and its destruction can deal a severe blow to the defenders' morale.

RESIDENTIAL



The population of the Imperium is vast, and only the Administratum has the means to begin to estimate it. The bulk of this population lives in cities, ranging from the huge complexes of the hive worlds to the smaller garden cities of the more advanced agricultural worlds and the grim tenements of the industrial worlds. While worlds and cities may differ, the residential blocks follow a limited number of standard patterns laid down by the Standard Template Construct.

Living space in the cities varies widely, according to wealth and social standing. Most people live in residential blocks of one kind or another, but the living space permitted to an individual can range from a spacious luxury apartment to a cramped and filthy cubby-hole with barely room to turn round. According to the type of world on which it is found and the status of its occupants, a residential block can house a few dozen or several thousand.

Brother Captain Costan stared at the holo trying to make some sense of the buildings. One of them, he knew, was the command centre for the reactionary Imperials; the others, in all probability, were well-laid traps. He had known Gregorius of the Ultramarines a long time - he had once called him friend - and this guessing game was a defensive technique at which he excelled. The World Eaters needed a swift, precise victory; it was up to him. The scout Rhinos began to report. A white eagle settled on one building. Administratum - too obvious; it must be a trap. Other icons appeared: a chapel, three residential blocks, a generatorium. Costan smiled briefly - the plasma reactor must be trapped; Gregorius couldn't resist it. A mausoleum, Costan paused. To fight under the eyes of dead heroes - just Gregorius' style. That was the command centre. He issued orders for the assault.

COMPONENTS

Your **Space Marine** game box should contain the following components:

- 16 plastic Land Raiders (8 in each of two colours)
- 32 plastic Rhinos (16 in each of two colours)
- 320 plastic Infantry (160 in each of two colours)
- 16 plastic banner poles (8 in each of two colours)
- 64 plastic infantry bases (16 in each of four colours)
- 1 sheet of cardboard burst templates
- 14 buildings
- 16 data cards
- 2 plastic range rulers
- 1 plastic deviation template
- 1 counter sheet
- 1 sheet of infantry banner stickers
- 4 six-sided dice

DICE

All dice rolls in *Space Marine* are made with standard six-sided dice. Throughout the rules, the abbreviation 'D6' refers to a six-sided dice. For example, 'roll a D6' means roll one six-sided dice, and 'roll 2D6' means roll two six-sided dice and add the scores together.

BUILDINGS

The buildings are used to represent the terrain you will be fighting over. Keep them in the box for the time being - you won't need them until you are ready to set up the scenery for your first game.

The buildings are assembled from one of the plastic roof pieces and either two or three wall sections. The number of wall sections depends on the shape of building you are making:

Cross-piece shaped buildings

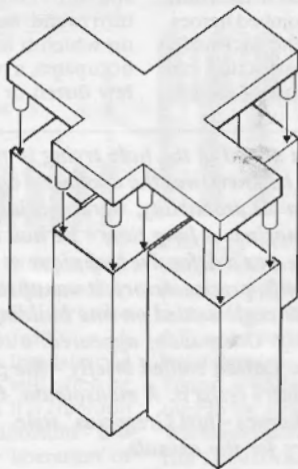
You will need one long wall section and two short wall sections.

T-bar-shaped buildings

You will need one long and one short wall section.

Punch the walls out, fold them into rectangular cross-sections, and insert them into the building tops. The walls should fit snugly between the round pegs and the outer lip of the plastic building top. Make sure that the blank part of the wall section faces into another piece of wall so that it can't be seen.

Each wall section indicates which building it is for (eg Mausoleum, Librarium, etc). The wall sections come in different heights and architectural styles, so make sure you get the right wall sections for each building.



ASSEMBLING THE INFANTRY STANDS

The plastic infantry bases in this box are colour-coded according to what type of infantry unit they represent. There are four different colours of base. You should make sure that you and your opponent both agree which colour represents which type of infantry - it's a good idea to note this down on a piece of paper before the battle begins. The Marines themselves come in two colours so that you can distinguish between Loyalist and Traitor Marines. Each infantry base takes five models; never mix model colours on a base.

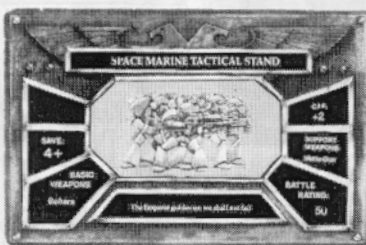
The infantry models can be push-fitted into the bases, and need no glue. Separate them from the sprue with a modelling knife, and make sure that the underside of the base is smooth.

One in four of the infantry bases has a socket for a banner pole. The banners are used to indicate the presence of a detachment commander.

INFANTRY BANNER STICKERS

The sheet of banner stickers allow your forces to fly the colours of several famous Space Marine Chapters on either side of the Horus Heresy. Simply fold the sticker around the banner pole before fixing it to the base.

DATA CARDS

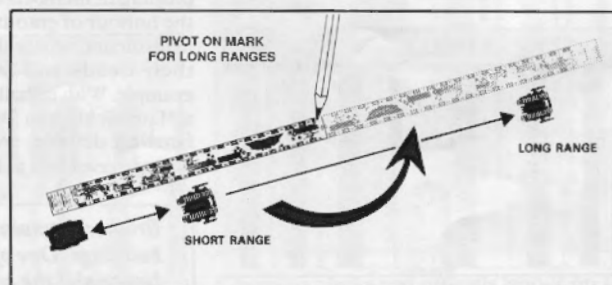


INFANTRY DATA CARD

The data cards give you the relevant details of the infantry units and vehicles used in the game. There are two types of data card in this game: *armoured vehicle data cards* and *infantry stand data cards*.

RANGE AND MOVEMENT RULER

This is a clear plastic ruler marked in 1cm increments. It is used to measure distance for movement and weapon ranges. To measure distances over 36cm, simply pivot the ruler around the marked point.

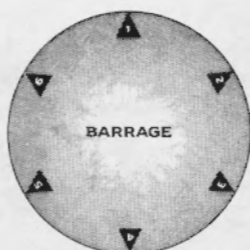
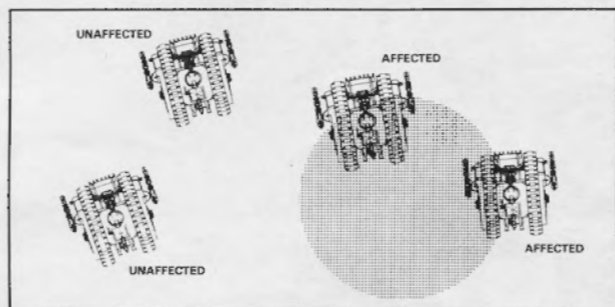


The range ruler is marked with the dice scores needed to hit a target for all of the weapons covered in *Space Marine*. Some of these weapons have different scores to hit vehicles/Titans and infantry. The scores to hit vehicles and Titans are indicated by 'V', the scores to hit infantry by 'I'. Where the scores are the same, the figure is marked 'V/I'.

The end of the ruler also shows the to hit modifiers against vehicle and infantry targets.

BURST CIRCLE TEMPLATES

Some weapons create a huge explosion which will affect any target within the *burst radius*. When such a weapon is used, a burst circle is placed with its centre at the point of aim. Any unit or vehicle which falls under the template (even if only partially) is affected by the attack.



All of the burst circles are marked with numbered arrows on their perimeter. These are used to determine the deviation of shots that do not land in the intended place, and are fully explained in the *Advanced Game* rules.

FIRST PLAYER MARKER



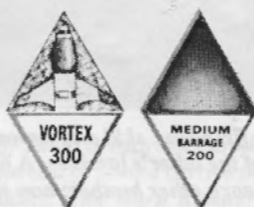
During the game, it is important to know who is *First Player*, because this determines the order in which actions are carried out. The First Player marker is used to keep track of this; the player who is First Player keeps it on the table beside him.

ORDER COUNTERS



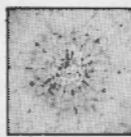
The order counters are used to record the orders given to an infantry or vehicle detachment for each turn. Each detachment in the game will need four order counters, one each of *First Fire*, *Advance*, *Charge* and *Fall Back*. The use of order counters is explained in *The Order Phase* section of each set of rules.

SUPPORT FIRE COUNTERS



In the advanced game, it is possible to call down supporting fire from off the table. The use of support fire counters is explained in the *Advanced Game* section.

BUILDING DAMAGE COUNTERS



Buildings that are attacked will eventually become unstable and collapse. The chance of a building collapsing is measured by the number of critical hits it takes. These are recorded by placing one *building damage counter* on the building for each critical hit it receives.

RUBBLE COUNTERS



When a building is destroyed, it is reduced to *rubble*; instead of being removed from the table, the building is marked with a rubble counter, since rubble can affect movement and cover.

HIDDEN SET-UP COUNTERS



In the *Advanced Game* there are rules for hidden set-up, where your opponent doesn't know where your forces are at the start of the game. When you use the hidden set-up rules, you put hidden set-up counters on the table rather than models, and convert the counters to models as your forces are discovered.

Hidden set-up counters are numbered 1 to 12 so that you can record which counter represents which infantry detachment and which are dummies to fool your opponent.

SNAP FIRE MARKERS



One of the combat options in the game is *Snap Fire*. This is explained in the rules for *The Combat Phase*. When a detachment of troops or vehicles has used Snap Fire, a Snap Fire Marker is placed beside them on the table.

FOLDER SPINE INSERT

This rulebook is punched for storage in a Games Workshop ring binder, so that you can keep the main rules and supplementary material from *White Dwarf* and elsewhere all in the same place for ease of reference. The binder has a clear pocket on the cover to take the rulebook cover, and another clear pocket on the spine to take the spine insert - then you can tell at a glance which folder holds which game rules.

THE PLAYING SURFACE

This is one component that you won't find in the box. *Space Marine* is designed so that it can be played on any flat surface the size of the average dining table. Larger areas can make for bigger and more interesting games - so if you have a wargames table so much the better - but as long as your table is at least 3 feet by 2 (100 x 60 cm), you'll be able to have an enjoyable game. You can also use a clear area of floor, of course, but for the sake of simplicity we refer to the *table* throughout these rules.



On the white sand of the Tevlarc Plain, the Loyalist forces gathered to smother the flame of heresy. Wave after wave of Marines crashed against their foes. The result was always the same: a boiling storm of plasma fire and a mountain of bodies.

The opposing forces were equal in firepower, skill and fervour. But each was uncomprehending of the other's loyalties. A few weeks ago they would have called each other brother; now the differences between them made them mortal enemies.



The Titans of both sides strode above the battlefield, their banners held taut by a wind carried that carried the stench of a thousand deaths. The Warp Runners confronted the Deaths Heads, pausing in their advance only to level their weapons and fire.

The air was split by the swelling boom of auto cannon. A Traitor Titan reeled backwards from the impact, its splintered carapace showering down onto the Marines below. Its brother Titans readied their multi-launchers and prepared for revenge.

VEHICLE RULES

The rules in this section tell you everything you need to know to fight the huge armour battles of the Horus Heresy. The armies of both the Imperium and the Rebels include large numbers of armoured fighting vehicles, and many engagements consist of pure armour battles, without infantry or Titans.

VEHICLE DATA CARDS

These rules cover the two most common classes of armoured fighting vehicles used in the wars of the Horus Heresy: the Land Raider main battle tank, and the Rhino armoured personnel carrier, with its Whirlwind variant.

Each type of vehicle has its own data card, which provides all the necessary information to use it in the game.

A vehicle data card looks like this:



Name: The name and type of the vehicle.

Weapons: The locations of the weapons carried by the vehicle.

Close Assault Factor (CAF): This number represents how effective the vehicle is in a close assault against infantry, and is only used with the *Space Marine* infantry rules. The higher the number the better.

Some vehicles have two numbers, separated by a slash (/); the first number is used when making an *overrun* attack, and the second number is used in all other circumstances.

Armour Rating (AR): This represents the effectiveness of the vehicle's armour. The *lower* the number the better.

Saving Throw: This number represents how well the vehicle can stand up to superficial damage. The *lower* the number the better.

Speed: There are two numbers for speed, separated by a slash (/). The first number is the vehicle's *advance* rate, and the second number is its *charge* rate.

Battle Rating (BR): This number represents the vehicle's effectiveness in battle. The higher the BR, the deadlier the vehicle is. Battle ratings are used in some scenarios, where players are given a certain number of points to spend and allowed to pick their own forces. The BR is the vehicle's 'points cost' in these circumstances.

Remarks: Any further information about the vehicle is covered here.

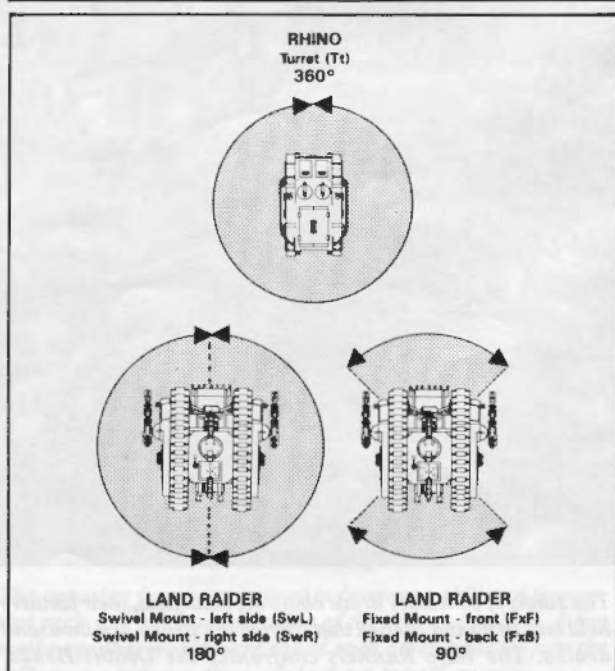
WEAPON LOCATION CODES

Each of the weapons listed on the data card is followed by a *location code*. This is a short string of digits describing the weapon's location, fire arc and number of barrels. These codes are explained in the *Weapon Location Codes Table*.

WEAPON LOCATION CODES		
Location	Code	Fire Arc
Armoured Vehicles		
Turret	Tt	360°
Swivel Mount - left side	SwL	180°
Swivel Mount - right side	SwR	180°
Swivel Mount - front	SwF	180°
Swivel Mount - back	SwB	180°
Fixed Mount - front	FxF	90°
Fixed Mount - back	FxB	90°

Where the code is followed by a number, this indicates the number of *barrels* the weapon has. Weapon types, arcs of fire and barrels are explained in the section of these rules on *The Combat Phase*.

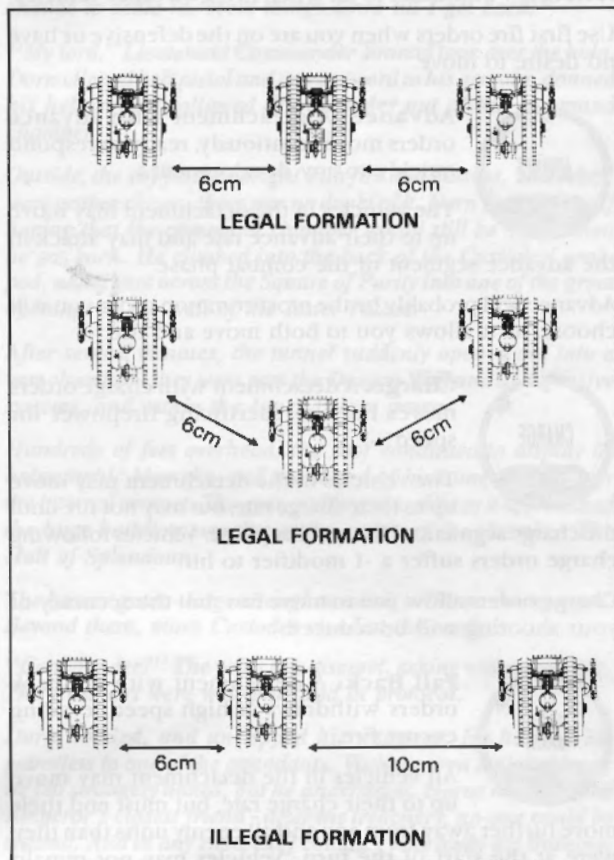
For example, the Land Raider has the following weaponry: las-cannon SwL2, las-cannon SwR2, heavy bolter FxF, heavy bolter FxB. This means that it has one two-barrelled las-cannon in a left side swivel mount, one two-barrelled las-cannon in a right side swivel mount, one heavy bolter in a front fixed mount, and one heavy bolter in a back fixed mount.



VEHICLE DETACHMENTS

All vehicles must be organised into groups of two or more machines, known as *detachments*. Every vehicle in a detachment must be no further than 6cm from at least one other vehicle in the detachment. In addition, all the vehicles must be linked together to form a 'chain' without any gaps of more than 6cm.

Sometimes vehicles in a detachment will become separated for reasons beyond a player's control - if a vehicle is destroyed by enemy fire, for instance. When this happens, the detachment must be given advance orders in the next turn (see *The Order Phase*) and *must* move into an acceptable formation as soon as possible.



STARTING THE GAME

First, read briefly through this section of the rulebook. Don't try to *learn* the rules as you go; just read them through so you get an idea of where things are in the rulebook. The best way to learn the rules is by playing the game - so let's get started!

SETTING UP

First, you will need to find a suitable playing surface. Any table or area of floor 3 feet by 2 will do just fine; larger areas are even better. Next comes the *scenario*.

We are the sword of fire with which the Traitors shall be cut down.

- Commander Marren Ragno, Blood Angels

WHAT IS A SCENARIO?

A scenario is basically a set of notes, telling you all you need to know about the battle you are going to fight. It will tell you which forces are involved, what vehicles each player has (or sometimes, how many points each player has to spend on vehicles), what each side's objectives are, and so on. You will find a range of scenarios at the end of the vehicle rules section, but for your first game, we'll use the following scenario:

ENGAGE & DESTROY

A force of Imperial Land Raiders has been ordered to cover the flank of the main army, when they encounter an identical force of Rebel Land Raiders. It's a straight battle - to the death.

Imperial Force: 6 Land Raiders, in 3 detachments of 2 vehicles each.

Rebel Force: 6 Land Raiders, in 3 detachments of 2 vehicles each.

Victory Conditions: The last player to have an operational Land Raider on the table is the winner.

Historical background: The Imperial advance across the Elsinore Waste to attack the city of Rosencrantz during the Scouring of Gilden's Star was punctuated with almost continual skirmishes between Imperial and Rebel armoured patrols. On the outskirts of Rosencrantz, a Land Raider patrol of No. 1 Company, Blood Angels Chapter, encountered an identical patrol from the Word Bearer Traitor Marines. With no surprise on either side the battle was completely even. What followed has long been considered to be one of the classic Land Raider vs Land Raider confrontations.

PREPARING FOR BATTLE

First, decide which player will take which side. If you can't decide, roll a dice - the player with the higher score chooses which side he wants to play, and is *First Player* (see below) for the first turn.

Next, find the data cards for the Land Raiders featured in the scenario. In the first scenario, each player will need 6 Land Raider models.

Each Detachment needs a full set of order counters - one each of *First Fire*, *Advance*, *Charge* and *Fall Back*. Separate the necessary counters from the counter sheet and give each player as many as he needs - three of each, in this scenario.

Place all the buildings in the lid of the box. Starting with the Imperial player, each player should take it in turn to place one building on the playing surface - anywhere he likes - until all the buildings are on the table.

Finally, each player rolls a D6, and the player with the higher score may choose which edge of the table he will set up on. Reroll in the event of a tie. He may set up his vehicles anywhere along that side of the table, within 12cm of the edge (unless the scenario states otherwise). The other player must then set up on the *opposite* edge, again within 12cm of the edge unless the scenario states otherwise.

If a specific instruction in a scenario ever contradicts these general notes, always assume that the scenario is correct.

Now, you're ready to play.

SEQUENCE OF PLAY

Space Marine uses a strict sequence of play. Each turn consists of a number of separate phases. It may seem complicated at first, but don't worry - you'll soon get the hang of it. A lot of things can happen in a turn - movement, shooting, ramming, and more. In real life, these things happen simultaneously, which is why combat in real life is so confusing.

Each turn in *Space Marine* is split into 4 phases. Both sides move their vehicles during the *movement phase*, fire their weapons in the *combat phase*, and so on. An action may only be performed in the appropriate phase; so, for example, you can't move in the combat phase.

The rules are laid out in the same order as the sequence of play. The best way to learn them is to read briefly through them once, and then start playing your first game. As you come to each new phase, read through the relevant rules section and then perform any actions for that phase.

THE FIRST PLAYER

Throughout the rules, we refer to the *First Player*. The First Player is the player who goes first in any phase. Being the First Player offers both advantages and disadvantages: you will have to move first, but you also get to shoot first in the combat phase. If players cannot agree who will be the First Player at the start of the game, they should each roll a dice - the highest scorer gets to choose. Use the *First Player Marker* to indicate who is the First Player.

In the first turn of the game, the First Player must set up his forces first. At the end of the turn, the other player takes the First Player marker, becoming the First Player for the next turn - and so on throughout the game.

THE SEQUENCE OF PLAY

1. Order Phase

The players must give each of their detachments one order counter (face down).

2. Movement Phase

- i. Detachments with fall back orders are moved. If both players have detachments with fall back orders, the *First Player* must move his first.
- ii. Detachments with charge orders are moved, as above.
- iii. Detachments with advance orders are moved, as above.

3. Combat Phase

- i. Detachments with first fire orders may fire. If both players have detachments with first fire orders, the *First Player* must fire his first.
- ii. Detachments with advance orders may fire, as above.
- iii. Detachments with charge orders may fire, as above.
- iv. Resolve any *close combats*. Close combats only occur when the *infantry rules* are being used.

4. End Phase

The First Player marker changes hands, and a new turn begins.

ORDER PHASE

In the order phase of each turn, the players must place one order counter, face down, beside each of their detachments. Orders cannot be changed once the order phase is over.

There are four types of order counter:



First Fire: A detachment with first fire orders remains still and prepares its weapons to fire at the first opportunity.

None of the vehicles in the detachment may move, not even to turn in place. The vehicles attack in the first fire segment of the combat phase, and receive a +1 modifier to hit when firing on other vehicles.

Use first fire orders when you are on the defensive or have no desire to move.



Advance: A detachment with advance orders moves cautiously, ready to respond quickly to any development.

The vehicles in the detachment may move up to their advance rate and may attack in the advance segment of the combat phase.

Advance will probably be the most common order you will choose, as it allows you to both move and fire.



Charge: A detachment with charge orders moves flat out, sacrificing firepower for speed.

The vehicles in the detachment may move up to their charge rate, but may not fire until the charge segment of the combat phase. Vehicles following charge orders suffer a -1 modifier to hit.

Charge orders allow you to move fast, but the accuracy of your shooting will be reduced.



Fall Back: A detachment with fall back orders withdraws at high speed, evading enemy fire.

All vehicles in the detachment may move up to their charge rate, but must end their move further away from any and all enemy units than they were at the start of the turn. Vehicles may not remain stationary - they must retreat at least 4cm. Vehicles with fall back orders may not attack, but any attacks made upon them suffer a -1 modifier to hit.

Vehicles with fall back orders may not attack, but attacks directed at them will be less effective. Vehicles with fall back orders will also move before anyone else.

NO ORDERS

Detachments that have not been given orders may *not* move. They may fire in the advance segment of the combat phase.

Forgetting to give a detachment any orders is not a good idea. Try to avoid the practice whenever possible!

TIMED MOVES (Optional Rule)

You may find that it helps the pace of the game if you limit the order phase to two minutes. This helps speed up the game and rewards the player who thinks quickly and clearly under pressure - a vital quality for any commander!

"Commander?"

Rogal Dorn looked up from the holo. Four of the Adeptus Custodes stood before him, stiff with formality despite their wounds.

"What is it?" His voice betrayed his exhaustion. The battle had raged for nearly five days. Horus had fallen upon the palace like a wolf on a hen-house. The south and west sides were holding, but at a cost.

"We are commanded to escort you to the Emperor. At once, if you will." Dorn nodded.

"Yonnad! Take over here! Expect a second thrust at the Lion Gate - hold your reserve for it. Anything else will probably be a feint. Keep fencing on the Eternity Wall - don't give them a chance to settle in. Hold things down till I get back!"

"My lord." Lieutenant Commander Yonnad took over the holo. Dorn clipped bolt pistol and power sword to his armour, donned his helmet and followed the Custodes out of the command chamber.

Outside, the sky flashed bright with fire and plasma. The rebels were getting closer - there was no doubt of it. Dorn found himself hoping that the command chamber would still be there when he got back. He climbed into the back of the Custodes' grav-pod, and it shot across the Square of Purity into one of the great openings in the wall of the Inner Palace.

After several minutes, the tunnel suddenly opened out into a vast chamber - they were past the Dragon Wall and its defensive systems, and within the Inner Palace proper.

Hundreds of feet overhead, the roof continued to display its holographic blue sky, and the sound of birdsong floated over the internal comnet. The grav-pod began to slow as it approached the huge building complex at the centre of the chamber. The Hall of Splendour.

The bronze gates - large enough to admit a Titan - swung open. Beyond them, more Custodes stood at the ready.

"Commander?" The voice was discreet, asking without asking. The Custodes were well-practised in protocol.

Dorn nodded, and unclipped his weapons. He handed his gauntlets to one of the attendants. Without even a digital laser, he felt strangely naked, but he understood. Horus had been the Emperor's closest friend - after his treachery, no-one could be trusted. And in any case, they couldn't take away his training, his hands and feet. Dorn grunted at the thought.

At the far end of the chamber, the silver gates opened. The Custodes flanked him, and Dorn marched into the presence of the Emperor.

"No formalities, Rogal." The quiet, clear voice stopped him in mid-genuflection. "Time is short, and we have known one another too long." Dorn straightened up.

"The Imperial Fists fight well, Rogal. But we both know the defence will not last for ever. Even so, you and the Whitescars have bought precious time, and I've not wasted it.

"While you fight with bolter, laser and plasma, I have fought in my own way. And I have found the shortest road to victory, as Russ would say. In less than one minute, your man Yonnad will be ordered to teleport all the assault troops from your reserve to a location I have given him. My Custodes will teleport at the same time.

"I want you at my side, Rogal. Take up your weapons. We are going to face Horus in his own command chamber."



IMPERIAL COMMANDER ROGAL DORN

MOVEMENT PHASE

In the movement phase, orders for each detachment are revealed, and movement is carried out.

REVEALING ORDERS

Orders are revealed at the start of the movement phase, when the order counters beside each detachment are turned face-up.

Thus, at the start of the first segment, all detachments with fall back orders have their order counters revealed and are moved. At the start of the second segment all detachments with charge orders have their orders revealed and are moved. In the third phase, all detachments with advance orders have their orders revealed and are moved.

Detachments with first fire orders have their orders revealed at the end of the movement phase, or when any unit in the detachment is picked to snap fire (the rules for snap firing are in *The Combat Phase* rules section).

You may find that you lose track of which detachments have which orders, so you are permitted to look at your own order counters secretly at any time until the orders are revealed. However, if you do not reveal orders at the appropriate time in the movement phase, the detachment loses its orders for that turn, and is treated as having *no orders*.

Optional Rule

As an optional rule, you may prefer to reveal orders in the appropriate segment of the movement phase, thus helping to build up a little tension ('*Well, they didn't move in the charge segment - so have they got advance orders, or have they got first fire?*').

MOVEMENT SEGMENTS

The movement phase is split into three *segments*:

1. Fall Back: In the first segment, all vehicles that belong to a detachment with fall back orders are moved. Each vehicle has two speeds given on its data card; the *higher* number is its fall back distance in centimetres.

Vehicles with fall back orders may be turned to face in *any* direction at the start of the move, and may make *one* turn of up to 90° at any time during the course of the move.

2. Charge: In the second segment, all vehicles that belong to a detachment with charge orders are moved. The *higher* number for speed on the vehicle's data card is its charge distance in centimetres.

Vehicles with charge orders may make *one* turn of up to 90° at any point during the move.

3. Advance: In the third segment, all vehicles that belong to a detachment with advance orders are moved. The *lower* number for speed on the vehicle's data card is its advance distance in centimetres.

A vehicle with advance orders may make up to *two* turns of up to 90° during its move. The turns may be made at any time during the move, and more than one turn can be taken at the same time.

First Fire Orders

Vehicles that belong to a detachment with first fire orders are not allowed to move or turn at all.

SEQUENCE OF MOVEMENT

If both players have detachments that are allowed to move in the same segment, the First Player moves all his detachments before the second player. In the advance segment, for example, the First Player moves all of his detachments with advance orders, and then the second player does the same. Once all the detachments that can move in a segment have done so, move on to the next segment.

MINIMUM MOVE

A vehicle can be moved any distance up to the maximum for the orders it received that turn including making no more at all. For example, a Land Raider has a speed of 16/24 on its data card, so its charge move is 24cm. Thus, a Land Raider with charge orders can move any distance from 0 to 24cm in the charge segment of the movement phase.

Exception: Vehicles with fall back orders *must* move at least 4cm.

CHANGING MOVES

Once a player has moved a vehicle and removed his hand from the model, the move may *not* be changed. The Detachment Commander is committed to the move, and must go through with it!

MOVE DIRECTION

Vehicles must always move straight ahead, and can only change direction by making a *turn*. As we have already explained, the number of turns a vehicle may make during its move depends on the orders its detachment has been given (see *Movement Segments*).

FALL BACK ORDERS

Vehicles with fall back orders must move at least 4cm, and end their move further away from any enemy vehicles than they were at the start of the turn.

Any vehicle which has not fulfilled these two criteria at the end of its move is considered to be destroyed - despairing at their impossible position, the crew has abandoned their vehicle and run away.

Vehicles with fall back orders can move in reverse (ie directly backwards) at *half* the normal rate.

OBSTACLES

Vehicles may never move *through* a building or another vehicle.

The Ultramarines' Land Raider shot forward from behind the ruin, its las-cannon blazing as it made a desperate run for the cover of the next building. Brother Gaspard permitted himself a tight, grim smile. "Not this time, filth," he murmured. "I've been waiting for you to move."

Twin beams flashed out from his starboard las-cannon, striking the Loyalist just behind the crew door. Three great wheels span away from the Land Raider's running gear, and a length of track snaked into the air. The Loyalist crashed into the building and exploded. Gaspard exultantly recited the victory chant of the Word Bearers as he checked the holo for another target.



ATTACKING DURING THE MOVEMENT PHASE

Most combat in *Space Marine* takes place in the combat phase. However, certain attacks may be made during the movement phase:

RAMS

An armoured vehicle with charge orders may *ram* another vehicle by moving into contact with it (ie so that the models end up touching). Its move ends with contact.

Move the vehicle model into contact with the enemy. Then *both* players roll a D6 and add the *opposing* vehicle's AR to the score.

If the scores are tied, both vehicles suffer *superficial damage*.

If a player beats his opponent's score by 1 or 2 points, his vehicle suffers *superficial damage* and the opposing vehicle is *destroyed*.

If a player beats his opponent's score by 3 or more, his vehicle is undamaged and the opposing vehicle is *destroyed*.

The effects of damage are explained in *The Combat Phase*.

SNAP FIRE

A detachment with first fire orders may fire on a target while it is still moving, rather than waiting for the combat phase. Full rules for snap firing may be found in the next section.

The beam of light hit the missile launcher in its side, detonating the unfired shells. There was a blinding flash and the Marine disappeared, leaving a gaping hole in the ground and a red mist in the air. The Imperial Fists scattered.

They headed for the nearest building, ducking to avoid the lattice of laser bolts that criss-crossed around their heads. A well-aimed crack grenade blew the door off its hinges and allowed them entrance into the building.

They had started to file into the darkened hallway when the second floor shutters were thrown open and a handful of grenades was thrown into their ranks. It was a trap.

The street became a storm of shrapnel as the frag grenades exploded, tearing the Imperial Fists apart. Within seconds they had lost half their number.

A detachment of Land Raiders hurtled around the corner, their las-cannon swivelling to face the trapped Marines. The beams of white fire vapourised a dozen men and sent the others diving for cover.

Pinning them to the ground with bolter fire, the huge machines surged forward, crushing the Marines under their wheels and leaving a bloody trail in their wake.

The Sons of Horus made sure the survivors didn't last long.

COMBAT PHASE

During the combat phase, vehicles can fire on enemy units. The sequence in which they fire depends on their orders.

The rules for combat may look complicated at first glance, but don't be put off. The underlying principles are very simple, and the main bulk of these rules is taken up with explanation and diagrams.

SUMMARY OF COMBAT

In the combat phase, all vehicles that have a *target* may fire their weapons. A target is defined as an enemy unit within the range and fire arc of one or more of the vehicle's weapons.

Each vehicle on the table is dealt with in turn. The order in which vehicles fire is determined by two things: who is First Player for that turn, and what orders the vehicle has for the turn. Remember that vehicles with fall back orders may *not* fire.

A dice roll is made for each weapon that fires - in the case of multi-barrelled weapons, a dice is rolled for each barrel. The score may be modified by the vehicle's orders for the turn. Each weapon has a score *to hit* - modified according to the range - and each dice that rolls this number or more indicates a successful hit.

Each successful hit will damage the target. The extent of the damage is determined by making a *critical hit* roll.

SEQUENCE OF COMBAT

The combat phase is split into four *segments*:

- 1. First Fire:** All vehicles with first fire orders may fire any or all of their weapons.
- 2. Advance:** All vehicles with advance orders may fire any or all of their weapons.
- 3. Charge:** All vehicles with charge orders may fire any or all of their weapons.
- 4. Close Combat:** This phase is not used in vehicle vs vehicle combat. We'll return to it in the infantry rules, but you can ignore it for the time being.

FIRING ORDER

In each segment, the First Player fires with all of his eligible vehicles, then the second player does the same. Firing is carried out one detachment at a time; the player chooses a detachment, and deals with the firing of all the vehicles in that detachment.

If a vehicle fails to fire in its appointed segment, it cannot fire at all this turn - no saving shots for later!

Once all the vehicles that can fire in a segment have done so, move on to the next segment.

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 his wisdom. As our ranks advance, so does our devotion, for are we not Marines? Are we not the chosen of the Emperor, his loyal servants unto death?

*Chaplain Fergus Nils,
address to the defenders of Portresh*

TARGETING

Before firing, the player must make sure that the nominated target is within range of the firing vehicle's weapons, and that it is within the fire arc of the weapon mount being used.

Weapon ranges are given on the *Weapons Table* (note that there are separate *Weapons Tables* for vehicle and infantry targets) and fire arcs are given in the section on *Weapon Locations* earlier in the rulebook.

Where a vehicle's weapon mount holds more than one weapon, or a weapon has more than one barrel, *all* the weapons and barrels are fired at the same target. Only one target may be chosen for a single weapon mount, although different weapon mounts on the same vehicle may select different targets.

Obviously, if a vehicle can't bring any weapons to bear on a target, it can't fire at it! Three factors affect targeting: *fire arc*, *range* and *line of sight*.

FIRE ARC

A weapons must be physically able to point at a target in order to fire on it. The fire arc diagrams in the section on *Weapon Locations* are used to determine whether a target is within a weapon's fire arc.

RANGE

Measure the range from the weapon to the target using the range ruler, and consult the *Weapons Table* to find out if the target is at *short* or *long* range for the weapon being used. This will affect the number required for a successful hit.

LINE OF SIGHT

If there is an obstacle between the vehicle and its target, it may not be able to fire. In order to fire on a target, a vehicle must be able to draw a *line of sight* (LOS) to it.

Line of sight is a straight line from *any part* of the weapon (not just the end of the barrel) on the attacking vehicle to *any part* of the target model. If the line crosses any building or other terrain, the LOS may be blocked.

Terrain will block the LOS if:

1. It is taller than *both* vehicles.
2. It is taller than one of the vehicles, and the smaller vehicle's base is touching the terrain.

Because LOS is drawn from individual weapons, the LOS may be blocked for some weapons but not for others. For example, if a Land Raider is firing round the corner of a building, it will not be able to use some of its weapons - the las-cannons nearest the walls will have LOS blocked, but the other pair of las-cannon will still be able to fire.

COVER

If the target is partially hidden from the attacker by terrain or another vehicle, then it is in *cover*. A vehicle counts as being in cover if the attacker is unable to draw a LOS to all parts of the target.

A vehicle which is actually touching a piece of terrain is said to be *hull down*. When a vehicle is hull down, it receives the benefit of cover from the terrain, but its targets do not.

When two hull-down vehicles face each other across a piece of terrain, both receive the benefit of cover against each other's fire.

FIRING

Once a vehicle has chosen its targets, it can fire. Dice are rolled for each weapon in turn, and modifiers are applied as appropriate. The controlling player can decide the order in which a vehicle fires its weapons. One hit is scored for each dice that rolls the number required to *hit* or more. The number can be found by cross-referring the weapon and the range (short or long) on the relevant *Weapons Table*.

FIRING MODIFIERS

The following factors will modify the roll to hit:

Firer's Orders:	first fire	+1
	charge	-1
Target's Orders:	fall back	-1
Target is in cover:		-1
Target's Armour Rating:		+ AR

All modifiers are cumulative; so a vehicle with charge orders firing on an exposed target with fall back orders has two -1 modifiers, and must subtract -2 from all its rolls to hit.

MAXIMUM TO HIT

No matter what happens, a roll of 1 on the dice is *always* a miss. If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, you may have hit. Roll again (this second roll is *never* modified by *anything*), and consult the following chart:

	Score Needed To Hit		
	7	8	9+
Roll required:	4+	5+	6+

For example, a las-cannon is being fired at long range by a Land Raider with charge orders, against another Land Raider that is in cover. Normally a 6+ would be required to hit, but because of the -2 modifier (-1 for charge orders and -1 for cover, plus 0 for the target's AR) the attacker must roll an 8. Therefore, a roll of 6 followed by a 5 or 6 is needed to hit.

MULTI-BARRELLED WEAPONS

Some weapons have more than one barrel. These are indicated on the vehicle data card by a number (the number of barrels) at the end of the weapon location code. So, for example, the las-cannon (SwL2) on the Land Raider's data card is a twin-barrelled las-cannon.

When a multi-barrelled weapon is fired, one dice is rolled for each barrel. So the Land Raider player rolls two dice for the twin-barrelled las-cannon. If it had been a *las-cannon* (SwL4) he would roll four dice every time it fired, and so on.

Although a multi-barrelled weapon rolls more than one dice to hit, it is only a single weapon. This means that it can only fire at one target per turn. You can't fire one barrel at one target and the other at another target - you have to pick one target and give it the whole lot!

FOLLOWING FIRE

Some weapons have *following fire*. This means that the weapon fires a hail of shots, rather than just one. Weapons with following fire are marked (F) on the *Weapons Table*.

If a weapon with following fire scores a hit, the attacking player can roll to hit again - and again, and again, until a miss is rolled. This represents the enemy being caught in a swathe of fire.

PLASMA WEAPONS

Heavy Plasma Guns have two entries on the *Weapons Tables*, one for *sustained* fire and one for *maximal* fire. Plasma weapons may only be fired on maximal if the firing vehicle has first fire orders; the vehicle must remain still while all power is diverted from the drive units to the plasma weapons.

Before a plasma weapon is fired, the controlling player must declare which fire mode is being used - sustained or maximal. All plasma weapons in a single location must be fired on the same setting.

SNAP FIRE

Vehicles with first fire orders may snap fire at *any* point in the movement phase instead of attacking in the combat phase. This represents the vehicle's crew being prepared for enemy movements - they can pick off a target with a snapshot even if it attempts to dodge from cover to cover.

A player may interrupt an opponent's move by yelling out "SNAP FIRE!" The opponent must stop moving at this point, only completing the move (if possible) once the attack has been resolved.

A vehicle making a snap fire attack may only fire on a single target. The normal +1 modifier to hit for the attacker's first fire orders is ignored. Having used snap fire, the vehicle may not fire in the combat phase, and should be marked with a snap fire counter as a reminder of this.

DAMAGE

Each successful hit on a vehicle will cause damage. Work out the damage caused by each hit as soon as the hit has taken place.

Remember that combat is *not* simultaneous. Damage takes effect as soon as it has been inflicted. For example, if an attacker has first fire orders while the target has charge orders, the attacker will fire first; if the target is destroyed in the first fire segment, it cannot fire in the charge segment of the combat phase.

DAMAGE PROCEDURE

Consult the *Weapons Tables* and find the *critical hit roll* for the weapon which scored the hit. Roll a D6.

If the score is equal to the weapon's critical hit roll or more, the hit has scored *critical damage*. A vehicle that suffers critical damage is *destroyed*, and plays no further part in the game.

If the score is greater than 1, but less than the weapon's critical hit roll, the hit causes *superficial damage*. A vehicle that suffers superficial damage must make a *saving throw* (see below) to avoid being destroyed.

If the score is 1, the hit is *deflected*; it has ricocheted off the vehicle without damaging it.

SAVING THROWS

A vehicle that suffers superficial damage must make a *saving throw* to avoid being destroyed. Look up the vehicle's saving throw on its data card, and roll a D6.

If the score is *equal to or greater than* the saving throw number, the hit has no effect; it only caused very minor damage that will not affect the performance of the vehicle.

If the score is *less than* the saving throw number, the vehicle has been destroyed, and is removed from play.

VEHICLE TARGETS WEAPONS TABLE

Weapon	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Light Weapons					
Melta-Gun	-	12cm	-	5+	6+
Plasma Gun ^{1, 2}	-	24cm	-	6+(F)	-
Heavy Weapons					
Las-Cannon	30cm	60cm	4+	6+	4+
Missile Launcher	36cm	72cm	5+	6+	5+
Heavy Plasma Gun: ²					
- Sustained	20cm	-	6+(F)	-	6+
- Maximal	36cm	72cm	4+	6+	5+

Notes

- 1 Instead of making a normal critical hit roll, roll 1D6: 1-2 = Deflected, 3-6 = Superficial damage.
- 2 May only fire if attacker has first fire orders. Ignore normal +1 modifier to hit for first fire orders.

VEHICLE HIT MODIFIERS

Target in cover	-1
Target has fall back orders	-1
Target's armour rating	+AR
Attacker has first fire orders	+1
Attacker has charge orders	-1

THE WEAPONS TABLES

There are two weapons tables in this game; one for use with vehicle targets and one for use with infantry targets. The *Infantry Targets Weapons Table* is presented later; for now, we'll concentrate on vehicles.

The weapons tables contain the following information about each weapon:

Range: The *short* and *long* ranges for the weapon.

Roll To Hit: This is the base number the player needs to equal or beat on a D6 to score a hit. If this number is followed by (F) the weapon has *following fire*, and if it is followed by (B) the weapon has a *burst circle*.

Critical Hit Roll: This is the number that the player must equal or beat on a D6 to score a *critical hit*.

NOTE: The *Vehicle Targets Weapons Table* includes entries for weapons that you will not find on any of the vehicle data cards. These weapons are used by infantry, and are dealt with later in the rules.



END PHASE

The most important thing that happens in the end phase is that the First Player hands the *First Player Marker* to his opponent, who becomes the First Player for the next turn.

Both players remove the turn's order counters from the table, ready for next turn's order phase.

In addition, the end phase may be used for any book-keeping and clearing up that needs doing.

ENDING THE GAME

The game ends when:

A. One player has no operational vehicles left on the table: A vehicle is operational as long as it has not been destroyed. When only one player has operational vehicles left on the table - the game is over. Players may move their vehicles off the table, a vehicle which has left the table may not return to play later on.

B. One player concedes defeat: At any time during the game, a player may decide that he can't possibly win, and concede the game to his opponent.

C. One player achieves his Victory Conditions: Some scenarios have Victory Conditions other than simply wiping out the other side. For example, you may need to get your vehicles safely across the table through an enemy ambush, or prevent the enemy making it to a point which you are defending. If you are playing a scenario which has a particular objective, then the game ends when one player has achieved his objective. The notes on the scenario will tell you how to handle this.



SCENARIOS

The Wars of the Horus Heresy have raged across more than a million worlds. Few indeed are the inhabited worlds of the galaxy that have been untouched by this great civil war, and there can be no guarantee that any Human world will be spared the spectacle of Human fighting Human, Space Marine fighting Space Marine, brother fighting brother.

The conventional starting-point for the Heresy is the Scouring of Istvan, when Horus destroyed all life on Istvan III with a virus bombardment. It was now that a few loyal Marines from Horus' command seized the frigate *Eisenstein*, and carried news of the Heresy to Terra.

Both Horus and the Emperor knew that victory would lie with the side which delivered the first crushing blow. So far, the Rebels had swept all before them; the Loyalists, taken by surprise at the outbreak of the wars, were beginning to co-ordinate a response, and the tide of the war was turning, ever so slowly, in the Emperor's favour. The Traitors quickly gained control of the Adeptus Mechanicus workshops on Mars, and thrust straight at Terra itself. At all costs, Horus must maintain the momentum of his early victories.

The forces of Horus landed on Terra, and laid siege to the Imperial Palace. One by one, the Palace defences crumbled before the overwhelming tide of attackers. The Palace was walled in with a ring of ceramite and adamantium. On a front over ten thousand miles long, the battle raged; but within days of landing on Terra, Horus was within sight of the Inner Palace. Nothing stood in his way but the Adeptus Custodes of the Emperor's bodyguard, the Space Marines of the Imperial Fists and Whitescars, and the Titans

of the Fire Wasps. Despite thousands of casualties, the Warmaster had an overwhelming superiority of numbers behind him, and these last defenders could easily be swept aside. Victory seemed certain.

As the Outer Palace fell, the Emperor acted. He took personal command of an elite strike force of Adeptus Custodes and Imperial Fists, which teleported directly into the Rebel command chamber. Horus' assault on Terra was a strike at the heart of the Imperium; now, here was a strike at the heart of the Heresy.

The Emperor's counter-attack was successful, but at a cost. Horus was killed, but the Emperor himself was grievously wounded. Only his superhuman willpower kept him alive; since that day, he has been confined to the biomechanical life-support unit called the Golden Throne.

The death of Horus broke the rebellion. With their leader dead, the Rebels fell back from the Sol system, and then began the Great Scouring which continues to this day. Across the galaxy, Traitor forces fight desperate rearguard actions against advancing Loyalists. But the Imperium must take care; any weakness in Imperial defences invites attack, and on many of the thousands of battle-fronts the advantage still lies with the Traitors.

Across the galaxy, the Imperium is advancing. But on thousands of individual worlds, and in hundreds of individual systems, the Traitors still have the upper hand. And the wars shall be decided world by world, and system by system. A successful strike at a key target could swing the tide back in the Rebels' favour; and the wars can never truly be over until one side is annihilated to the last man.



WHAT IS A SCENARIO?

In games like chess, the playing pieces are always set up in the same way, and a player always has the same objectives to fulfil in order to win the game. This isn't the case with *Space Marine*, just as it isn't the case with combat in the real world. Instead, the forces a player will have at his command, and the objective he must achieve, are decided by the *scenario* which is being played.

This section contains five scenarios for vehicle vs vehicle combats. A scenario is basically a parcel of information, telling you everything you need to know in order to play a game. Each of the game scenarios gives you the following information:

Imperial Player: The forces under the command of the Imperial Player.

Rebel Player: The forces under the command of the Rebel Player.

Special Rules: Sometimes a scenario will have special rules that apply throughout the game.

Victory Conditions: Each scenario has its own Victory Conditions, telling each player what he must do to win the game.

Also, each scenario has a few notes on its historical background, and the great battles of the Horus Heresy from which it is drawn.

For your first game, you will be playing scenario 1 - *Engage & Destroy*. Both players should roll a dice, and the player with the higher score may decide to be the Rebel or Imperial Player. After you've played *Engage & Destroy* a couple of times, and feel you've got used to the rules, feel free to choose any of the other scenarios.

Brother-Captain Rittman turned on the holo. The enemy positions glowed red, his own forces white. A pale blue star settled on a building marked Tower 1031. The Rebel command bunker was supposedly in its basement.

As each driver completed his system checks, a Land Raider icon flashed gold. Sword Seven was last, as usual; the Techmarines had spent much of the night repairing it. The comnet whispered as each crew joined in a prayer to the Emperor. Sword Company was ready to move.

"This is Sword Leader. Company," - he paused - "follow me!"

They drove between shattered buildings, their tracks throwing up dust and rubble. They crossed a square, with gaudy market stalls waiting for long-dead customers. The Land Raiders crashed through them all, trailing streamers of bright cloth.

Rittman kept his eyes on the holo. The Rebel lines were away to their right, behind a line of buildings. Ahead the road turned to tangled, impassable wreckage. It was time to break cover.

"Company, left wheel." The Land Raiders jolted across the rubble. It was open all the way to the Rebel positions. A killing ground, which must be crossed quickly.

Rittman switched the holo to external, and saw a missile coming straight at his Land Raider. The hull shuddered, and Rittman stared at the damage displays. All clear. The missile had malfunctioned! Surely here was an omen - the Emperor's luck!

THE STANDARD SCENARIOS

ENGAGE & DESTROY

A force of Imperial Land Raiders has been ordered to cover the flank of the main army, when they encounter an identical force of Rebel Land Raiders. It's a straight battle - to the death.

Imperial Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Rebel Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Victory Conditions:

The last player to have an operational Land Raider on the table is the winner.

Historical Background:

The Imperial advance across the Elsinore Waste to attack the city of Rosencrantz during the Scouring of Gilden's Star was punctuated with almost continual skirmishes between Imperial and Rebel armoured patrols. On the outskirts of Rosencrantz, a Land Raider patrol of No. 1 Company, Blood Angels Chapter, encountered an identical patrol from the Word Bearer Traitor Marines. Surprise was mutual on both sides, and there was no advantage of terrain; the battle was completely even. What followed has long been considered to be one of the classic Land Raider vs Land Raider confrontations.

CONVOY

A detachment of Imperial Land Raiders has been ordered to escort a detachment of Rhinos carrying vital supplies. On the way, they are intercepted by a force of Rebel Land Raiders.

Imperial Player:

4 Land Raiders, in 2 detachments of 2 vehicles each. 4 Rhinos, in a single detachment.

Rebel Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Special Rules:

The Rebel player may not use a Land Raider to attack a Rhino if it could attack an Imperial Land Raider instead.

Victory Conditions:

The Imperial player must get two or more of the Rhinos off the table at the Rebel player's table edge in order to win. The Rebel player must wipe out the entire Imperial force to win. Any other result is a draw.

Historical Background:

Perhaps the most famous convoy action of the Horus Heresy was carried out by Land Raiders and Rhinos of No. 3 Company, Crimson Fists Chapter, during the defence of Gramercie in the Sangraal campaign. The planetary population had been decimated by an orbital virus bomb to which the Rebel forces had the only antidote. After a heroic raid on a Rebel installation, the Crimson Fists convoy fought its way through the massing Rebel forces and delivered the antidote to the garrison of Gramercie in the nick of time. Brother-Captain Parzval, who commanded the action, went on to a highly distinguished career, finally to become Imperial Commander of the Crimson Fists.

REFERENCE SECTION

This section includes all the charts and tables from the game, presented together for ease of reference.

TURN SEQUENCE

This chart shows the unified turn sequence for *Adeptus Titanicus* and *Space Marine*. Entries in *italic* refer to *Adeptus Titanicus* only, and should be ignored in games which do not involve Titans.

ORDER PHASE

Players give orders to *all Titans*, all vehicle detachments and all infantry detachments.

MOVEMENT PHASE

- Fall Back Segment:**
- First Player moves all vehicle and infantry detachments with fall back orders;
 - Second Player moves all vehicle and infantry detachments with fall back orders.
- Charge Segment:**
- *Players take turns to move all Titans with charge orders;*
 - First Player moves all vehicle and infantry detachments with charge orders;
 - Second Player moves all vehicle and infantry detachments with charge orders.
- Advance Segment:**
- *Players take turns to move all Titans with advance orders;*
 - First Player moves all vehicle and infantry detachments with advance orders;
 - Second Player moves all vehicle and infantry detachments with advance orders.
- First Fire Segment:**
- *Players take turns to turn in place all Titans with first fire orders.*

REPAIR PHASE

As in Adeptus Titanicus rules. Does not apply to vehicles or infantry.

COMBAT PHASE

- First Fire Segment:**
- *Players take turns to fire all Titans with first fire orders;*
 - First Player fires all vehicle and infantry detachments with first fire orders;
 - Second Player fires all vehicle and infantry detachments with first fire orders.
- Advance Segment:**
- *Players take turns to fire all Titans with advance orders;*
 - First Player fires all vehicle and infantry detachments with advance orders;
 - Second Player fires all vehicle and infantry detachments with advance orders.
- Charge Segment:**
- *Players take turns to fire all Titans with charge orders;*
 - First Player fires all vehicle and infantry detachments with charge orders;
 - Second Player fires all vehicle and infantry detachments with charge orders.
- Close Combat Segment:**
- *Close combats between Titans are resolved.*
 - Close combats involving vehicles and/or infantry are resolved.

END PHASE

The First Player marker changes hands, and a new turn begins.

INFANTRY ORDERS TABLE

Orders	Move Rate	Weapon Use
First fire	No move	Any weapons
Advance	8cm	Basic weapons and <i>light</i> support weapons only ¹
Charge	16cm ²	Basic weapons only
Fall Back	16cm ²	May not attack

Notes

- 1 Support weapons fall into two categories, *light* and *heavy*, as shown on the *Infantry Targets Weapons Table*.
- 2 Infantry equipped with jump packs may move 30 cm under these orders.
- 3 Infantry may make any number of turns during movement.
- 4 Infantry embarked on vehicles follow the movement rules for the vehicles. The infantry may disembark at any point in the vehicle's movement, and may then move as infantry in the same movement phase.
- 5 Infantry may only move into close combat with charge orders.
- 6 Infantry may enter an unoccupied building if it is in base contact with the building at the start of the movement phase.

VEHICLE WEAPON LOCATION CODES

Location	Code	Fire Arc
Turret	Tt	360°
Swivel Mount - left side	SwL	180°
Swivel Mount - right side	SwR	180°
Swivel Mount - front	SwF	180°
Swivel Mount - back	SwB	180°
Fixed Mount - front	FxF	90°
Fixed Mount - back	FxB	90°

To be sure, our vehicles are small - smaller than the lightest Titan. They mount only the smaller weapons, and lack the protection of even a single Void Shield. We may be blasted to ash, or crushed underfoot.

But there are many of our small vehicles. There are many of our small weapons. Even the deadliest Titan will take some time to kill all of us. And therein lies our virtue, for in that time, our little weapons may kill him.

- Brother-Captain Hardur Morren, Space Wolves Chapter

WEAPONS TABLES

These tables unify all the weapons tables in this game, and the weapon table from *Adeptus Titanicus*.

VEHICLE AND TITAN TARGETS WEAPONS TABLE

Weapon ³	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Light Weapons					
Melta-gun	-	12cm	-	5+	6+
Plasma-gun ^{1, 2}	-	24cm	-	6+(F)	
Heavy Weapons					
Auto-cannon	36cm	72cm	5+	6+	6+
Las-cannon	30cm	60cm	4+	6+	4+
Missile launcher	36cm	72cm	5+	6+	5+
Multi-launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-melta	12cm	24cm	5+	6+	3+
Heavy plasma gun: ²					
Sustained	20cm	-	6+(F)	-	6+
Maximal	36cm	72cm	4+	6+	5+
Very Heavy Weapons					
Defence laser	72cm	-	3+(B)	-	2+
Macro-cannon	72cm	-	3+(B)	-	3+
Plasma cannon:					
Sustained	20cm	-	4+(F)	-	6+
Maximal	36cm	72cm	3+(B)	6+(B)	3+

NOTES

- 1 Roll 1D6; 1-2 = Deflected, 3-6 = Superficial damage.
- 2 May only fire if attacker has first fire orders. Ignore normal +1 modifier to hit for first fire orders.
- 3 Note that the *Basic Weapons* used by infantry do not affect Titans or vehicles, nor do heavy bolters or vehicle mounted bolters.

INFANTRY TARGETS WEAPONS TABLE

Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Basic Weapons ¹					
Bolt pistols	-	8cm	-	4+	-1
Bolters	12cm	24cm	4+	5+	-1
Light Weapons					
Vehicle mounted bolters	-	24cm	-	6+	0
Melta-gun	-	12cm	-	6+	-1
Plasma gun ^{2, 3}	8cm	24cm	4+	5+	-1
Heavy Weapons					
Auto-cannon	-	72cm	-	5+	-1
Heavy bolter	20cm	40cm	4+	6+	-1
Las-cannon	-	60cm	-	6+	-1
Missile launcher:					
Frag missile	-	72cm	-	5+	0
Plasma missile	-	72cm	-	5+	-1
Heavy plasma gun ^{2, 3} :					
Sustained	20cm	40cm	4+	6+	-1
Maximal	-	72cm	-	5+	-1
Multi-launcher	72cm	-	5+(B)	-	-1
Multi-melta	12cm	24cm	4+	5+	-1
Very Heavy Weapons					
Defence laser	72cm	-	4+(B)	-	-2
Macro-cannon	72cm	-	4+(B)	-	-2
Plasma cannon:					
Sustained	20cm	40cm	4+(F)	6+(F)	-2
Maximal	36cm	72cm	4+(B)	6+(B)	-2

NOTES

- 1 Infantry units with charge orders may not use ranged weapons.
- 2 May only fire if attacker has first fire orders. Ignore normal modifier to hit for first fire orders.
- 3 Note that the *plasma gun* referred to in the *Adeptus Titanicus* rules is the *heavy plasma gun*.

FIRING MODIFIERS

VEHICLE TARGET FIRING MODIFIERS

Target in cover	-1
Target has fall back orders	-1
Target's armour rating	+ AR
Attacker has first fire orders ¹	+1
Attacker has charge orders	-1

INFANTRY TARGET FIRING MODIFIERS

Attacker has charge orders	-1
Target has fall back orders	-1
Target is in soft cover ²	-1
Target is in hard cover ³	-2

Notes

- 1 The attacker *does not* receive a +1 modifier for first fire orders when attacking an infantry stand.
- 2 Infantry stands in the open with first fire orders count as being in soft cover.
- 3 Infantry stands inside buildings count as being in hard cover.

FIRING PROCEDURE

Note that a vehicle or infantry stand may *only* fire in the segment indicated by its orders for the turn.

1. Check that the target is within:
 - a. line of sight from the firer;
 - b. fire arc of weapon(s) being used;
 - c. range of weapon(s) being used.
2. Measure range - check against appropriate *Weapons Table* to find roll required to hit.
3. Check *Firing Modifiers Table* and adjust roll required to hit as appropriate. If the final required number is more than 6, consult the *Maximum to Hit* table.
4. Roll dice to hit - one dice for each barrel in the case of multi-barrelled weapons.
5. Discard dice which roll less than the required number to hit.
- 6a. If the target is an infantry stand, consult the appropriate data card to find the *saving throw* number. Reroll all dice which hit; if any rolls less than the saving throw number, the stand is destroyed and removed from the table.
- 6b. If the target is a vehicle, consult the *Vehicle Target Weapons Table* to find *critical hit* roll. Reroll all dice which hit. If any dice rolls equal to or greater than the *critical hit* roll for the weapon and range, the vehicle is destroyed and removed from the table. If no dice rolls a critical hit, consult the vehicle's data card to find the *saving throw* number. Discard all dice which rolled 1, and reroll the rest. If any dice rolls less than the saving throw number, the vehicle is destroyed and removed from the table.

Special cases: note that there are special rules relating to weapons with *burst circles* - marked (B) on the *Weapons Tables* - weapons with *following fire* capability - marked (F) on the *Weapons Tables* - and *plasma weapons*. Consult the full rules when using such weapons.

MAXIMUM TO HIT

	Score Needed To Hit		
	7	8	9+
Roll required is 6 followed by:	4+	5+	6+

MORALE TABLE

Roll D6 in the order phase for any infantry detachment without a commander.

Modified Dice Roll	Result	Permitted Orders
6 or more	Pass	Any
2-5	Pinned	fall back or no orders ¹
1 or less	fall back	fall back, rout test ²

MORALE MODIFIERS

Detachment (<i>all</i> stands) in hard cover	+1
Detachment 2 or less remaining stands	-1
Detachment given fall back orders last turn	-1

Notes

- 1 Detachments with no orders may not move, and fire in the advance segment of the combat phase.
- 2 The player must roll 1D6 for each stand in the detachment. On a roll of 1 or 2 the stand routs, and must be removed from play.

CLOSE COMBAT

Moving into close combat: Infantry may *only* move into base contact with enemy infantry or vehicles if they have charge orders for that turn.

Firing at attackers: If an infantry stand has first fire orders, it may fire during the movement phase at any infantry stand which is moving into close combat with it. This is the *only* firing that the infantry stand may carry out in the turn.

Resolving close combat: This takes place in the close combat segment of the combat phase. Where a close combat is one-on-one, check the infantry data card to find the *close assault factor* (CAF) for the attacking stand. Roll one dice, add the CAF and add any appropriate modifiers from the *Infantry vs Infantry* section of the *Close Assault Table*. Repeat the process for the defenders. The stand with the lower final score has lost the close combat, and must make a *saving throw* to avoid destruction, just as in normal combat. In the case of a tie, *both* sides must make saving throws.

Vehicles in close combat: Vehicles in base contact with enemy infantry are assumed to be in close combat. Close combats are resolved as normal, except that a different set of modifiers is used. When rolling for vehicles, use the *Vehicles vs Infantry* section of the *Close Assault Table*; when rolling for the infantry, use the *Infantry vs Vehicles* section. Note that a vehicle data card has two CAF values: always use the *second* for resolving close combats with infantry.

CLOSE ASSAULT TABLE

INFANTRY VS INFANTRY

Charge orders	+1
Fall back orders	-2
Attacking a unit in a building	-2
Each secondary attacker	+3

INFANTRY VS VEHICLES

Charge orders	+1
Fall back orders	-2
Each secondary attacker	+3
Vehicle's armour rating	- AR

VEHICLES VS INFANTRY

Charge orders	+1
First fire orders	-2
Each secondary attacker	+3

RAMS AND OVERRUNS

During the movement phase, a vehicle may attempt to ram an enemy vehicle or Titan or *overrun* an enemy infantry stand, by moving into base contact with it. A vehicle's movement always ends when it makes a ram attack; if it survives an overrun, it may carry on moving as normal.

Ramming vehicles: Both players roll a dice and add the AR of the opposing vehicle.

- If one player wins by 3 or more, his opponent's vehicle is destroyed and his own vehicle is undamaged.

- If one player wins by 1-2 points, his opponent's vehicle is destroyed and his own vehicle suffers *superficial damage*; it is destroyed if it fails a *saving throw*.

- In the event of a tie, both vehicles suffer superficial damage, and must make saving throws as above.

Ramming Titans: Roll as for a normal ram attack, adding the modifiers from the *Ram Modifiers - Vehicle vs Titan* table. A vehicle ramming a Titan is always destroyed. Void shields are ignored, since the ram attack takes place inside them.

- If the vehicle player wins by 3 or more, the Titan suffers *critical damage* to its legs.

- If the vehicle player wins by 1-2 points, the Titan suffers *superficial damage* to its legs.

If the scores are tied or the Titan wins, the Titan suffers no damage.

Overrunning infantry: The vehicle player rolls 2D6 and adds the first of the two CAF numbers on the data card. The infantry player rolls 2D6 and adds the CAF for the stand which is being overrun. The player with the lower final score must make a *saving throw* or his unit is destroyed.

RAM MODIFIERS - VEHICLE VS TITAN

Titan's Dice Roll

Vehicle's armour rating..... +AR

Vehicle's Dice Roll

Titan has a damaged reactor..... +1

Titan has charge orders..... -1

TITAN STOMP ATTACKS

Weapon Stomp	Roll To Hit
	4+

STOMP ATTACK HIT MODIFIERS

Target has first fire orders.....	+1
Target has charge or fall back orders.....	-1
Target's armour rating.....	+AR

Brother Culverin recited the Battle Litany of the Space Wolves silently. The Land Raider bucked like a living thing as it sped across the broken ground, and the air flashed with laser fire like the lurid signs of a starport pleasure quarter. He concentrated on the silent words, clearing his mind.

*'One are the weapon and warrior,
One being in mind and in will,
This One is the centre of being,
Around it stands everything still.'*

STANDARD DETACHMENTS TABLE

Detachment Type	Units No & Type	Battle Rating
Tactical Detachment	4 Tactical Stands 4 Support Stands 2 Commanders	500 points
Assault Detachment	4 Assault Stands 1 Commander	300 points
Devastator Detachment	4 Devastator Stands 1 Commander	460 points
Land Raider Detachment	2 Land Raiders	400 points
Rhino Detachment	4 Rhinos	180 points
Whirlwind Detachment	4 Whirlwinds	240 points

FOOL OR HERO? TABLE

2D6 Roll	Result
8 or more	Success
4-7	Failure
3 or less	Disaster

Modifiers

Elite detachment.... +1

Results are explained in the *Heroic Actions* section of the *Advanced Game* rules.

BARRAGE TABLE

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Light Barrage - Battle Rating 100 points			
Vehicles and Titans	No effect	-	-
Infantry	5+	-	0
Medium Barrage - Battle Rating 200 points			
Vehicles and Titans	6+	5+	-
Infantry	5+	-	-1
Heavy Barrage - Battle Rating 300 points			
Vehicles and Titans	3+	3+	-
Infantry	4+	-	-2

Slowly, he felt his mind grow detached from the motion, the noise and the ever-changing light. The great twin las-cannon on the Land Raider's port side moved smoothly, following his eyes as they scanned the Rebel position. They fired, and a Rebel Land Raider burst like a food sac in an airlock. Still the great lasers moved, firing seemingly of their own volition as Culverin watched. A second Rebel Land Raider died in a gout of flame. Culverin was dimly aware of heat, and the smell of burning, but they seemed to come from another world. He was one with his las-cannon.

SPOILING ATTACK

Imperial Land Raiders attack the Rebel front line with the aim of inflicting casualties and withdrawing once Rebel reinforcements arrive.

Imperial Player:

4 Land Raiders, in 2 detachments of 2 vehicles each. 8 Whirlwinds, in 2 detachments of 4 vehicles each.

Rebel Player:

Initial Force: 4 Land Raiders, in 2 detachments of 2 vehicles each. Reinforcements (see *Special Rules*): 4 Land Raiders, in 2 detachments of 2 vehicles each.

Special Rules:

The Imperial player is the First Player in the first turn of the game. The Rebel player may set up his initial force up to 30cm in from his edge of the table. The Rebel player rolls a D6 in the end phase of each turn to see if his reinforcements arrive. On the first turn they arrive on a roll of 1, on the second turn they arrive on a roll of 1 or 2, and so on. The reinforcements may enter anywhere along the Rebel player's table edge.

Victory Conditions:

Each player receives a number of victory points equal to the battle rating of any enemy vehicles that are destroyed. The Imperial player must beat the Rebel player's victory point total by 250 points or more in order to win. The Rebel player must beat the Imperial player's total to win. Any other result is a draw.

Historical Background:

The Tallarn campaign saw some of the most protracted actions of all the wars of the Horus Heresy. The capital city of Ragsburg changed hands several times during the three-year campaign. Both sides spent months testing each other's lines, and No. 4 Company of the Dark Angels Chapter was just one force assigned to tie up enemy forces in skirmishing while heavy attacks were planned elsewhere. They became highly proficient at hit-and-run raiding, inflicting heavy casualties and withdrawing in the face of reinforcements.



THE TRAP

An Imperial force of Land Raiders and Rhinos falls into a deadly ambush.

Imperial Player:

6 Land Raiders, in 3 detachments of 2 vehicles each. 8 Whirlwinds, in 2 detachments of 4 vehicles each.

Rebel Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Special Rules:

The Rebel player sets up *all* the scenery. He nominates a point on the table, and the Imperial player must set up all of his vehicles within 12cm of that point. The Rebel player then sets up *anywhere* on the table, but at least 36cm away from any of the Imperial player's vehicles.

The Imperial player must give *all* of his detachments advance orders for the first turn. The Rebel player is always the First Player in the first turn of the game.

Victory Conditions:

Both players receive a number of victory points equal to the battle rating of any enemy vehicles that are destroyed. At the end of the game, the player with the highest victory points total is the winner.

Historical Background:

The advance on Meramar on Thedarc II was an exceptionally bloody action, hard-fought every inch of the way. Retreating Rebel forces made good use of terrain and surprise to mount ambushes against Imperial scouting forces. The only Imperial force to survive an ambush intact in this action was from No. 1 Company, Space Wolves Chapter, under the personal command of Imperial Commander Leman Russ.

ALL OUT WAR

This is a larger version of Engage & Destroy, using every model supplied with the game!

Imperial Player:

8 Land Raiders, in 4 detachments of 2 vehicles each. 16 Whirlwinds, in 2 detachments of 4 vehicles each.

Rebel Player:

8 Land Raiders, in 4 detachments of 2 vehicles each. 16 Whirlwinds, in 4 detachments of 4 vehicles each.

Special Rules:

Each player may only set up one detachment at the start of the game. In the end phase of the turn, each player may enter one more detachment. Reinforcement detachments must be set-up within 12cm of the player's table edge.

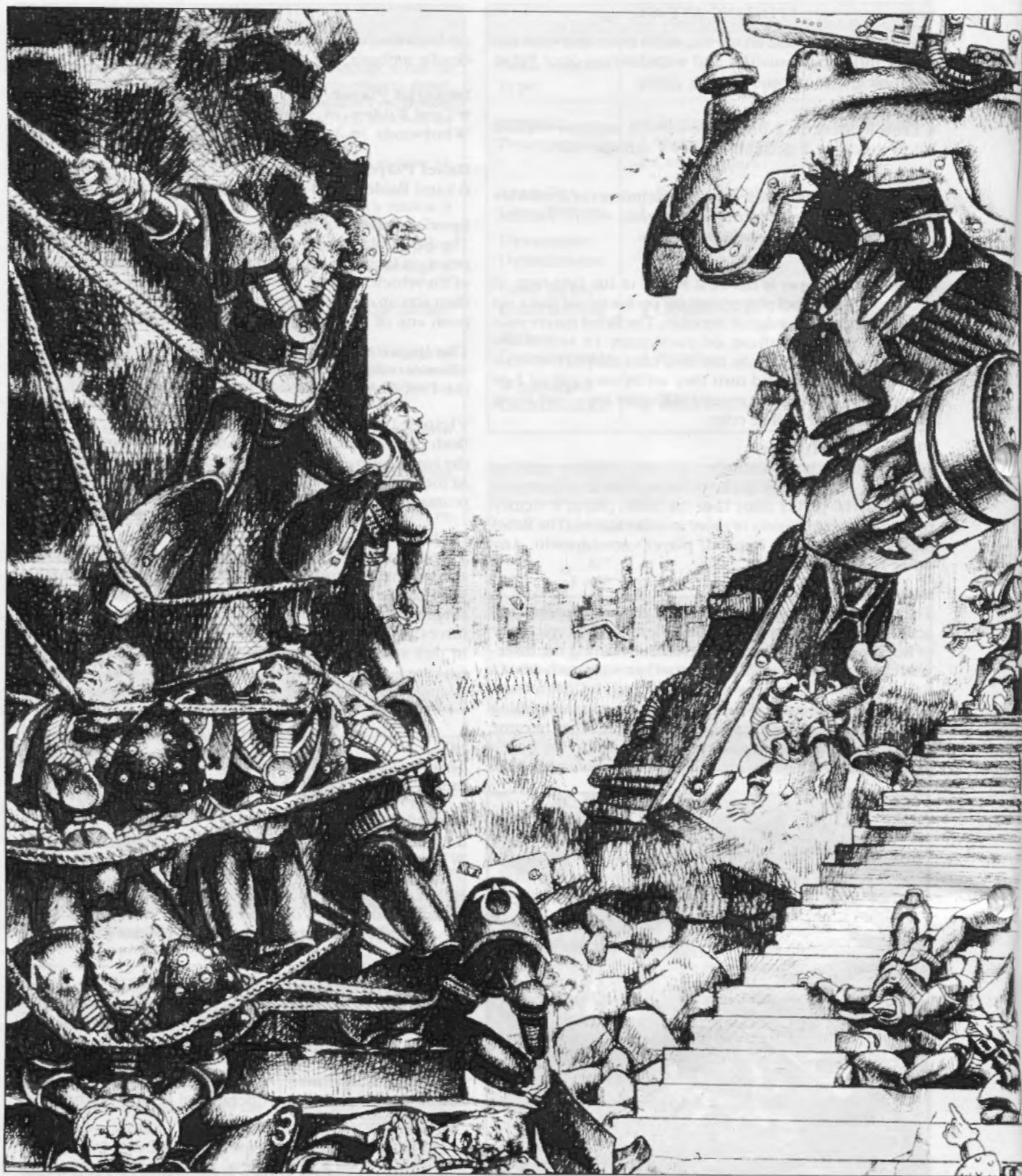
Victory Conditions:

The last player to have an operational vehicle on the table is the winner.

Historical Background:

The conflict popularly known as the Erssian Bloodbath saw actions on every conceivable scale and with every available force and combination of forces.

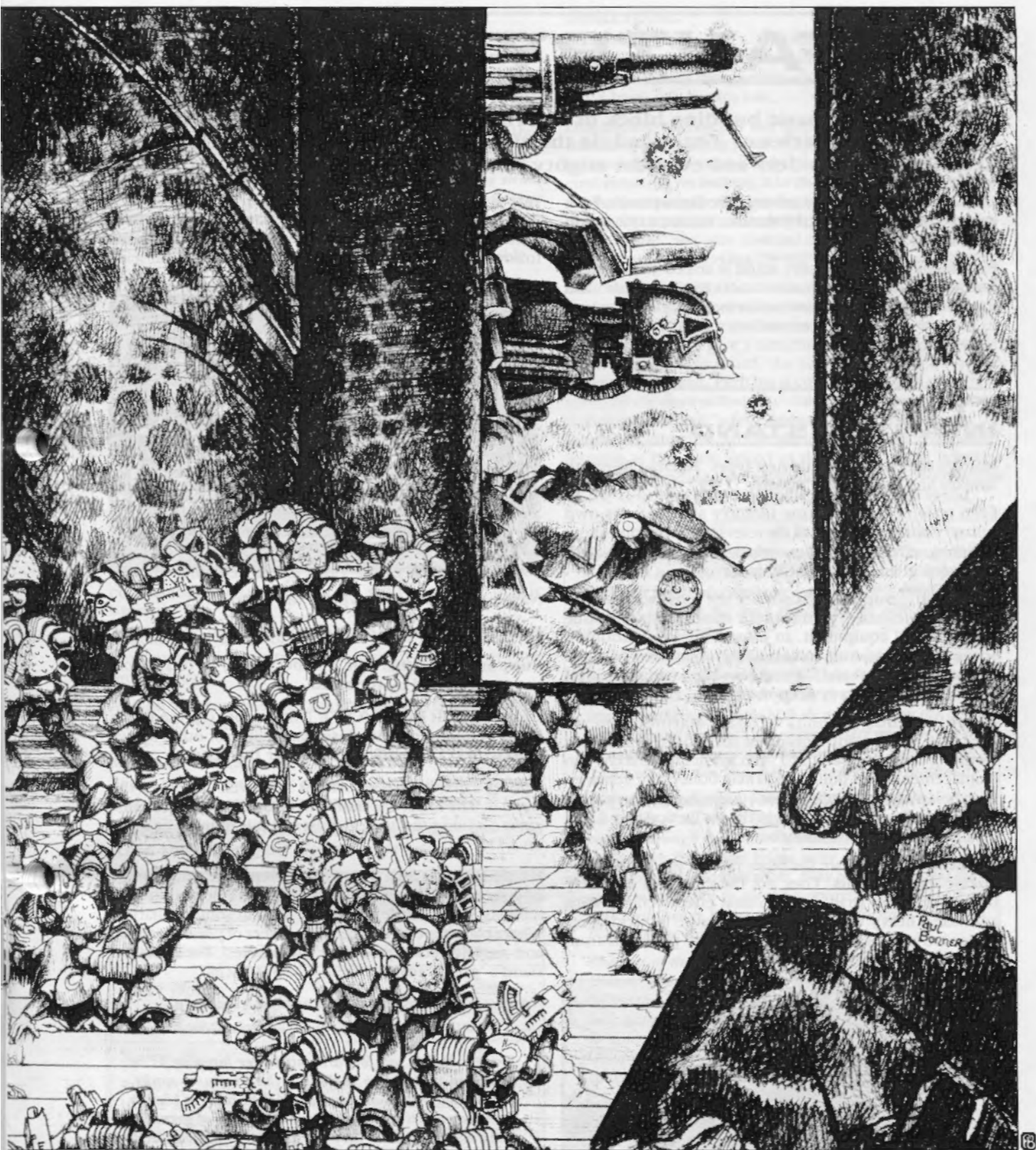
As a massive Imperial task force advanced upon a complex thought to house the stolen body of Warmaster Horus, the Rebels threw every available resource into its defence. Large-scale battles were fought across a front over fifty miles long, and armoured skirmishes like this one were commonplace.



Brother-Captain Gatham looked in horror at the broken, bloodied corpses of his men. They clung to the shattered pillars, held by thick ropes of steel that cut into their limbs. All were dead.

Gatham silently put down the viewers, carefully laying them on a nearby rock. His voice was shocked and quiet. "How could they? How could they do that to their Brothers..."

Then something snapped. Gatham turned and spat into the dirt, damning the Traitors' souls under his breath and bringing his gloved fist down onto the rock. "They will pay for their blasphemy. Every last one of them will pray for death when I have finished."



The staircase erupted, scattering rock across the temple floor. The Ultramarines' bolters burst into life, spraying the enemy's ranks with a hail of exploding shells. Dozens of Traitors fell as the Ultramarines advanced, pushing them towards the altar.

The last seven Sons of Horus stood ready for the coup de grace, awaiting Gatham's revenge.

The Ultramarines' bolters lit up as one, throwing the Traitors backwards. Their bodies jerked as they were torn apart by the shells, finally falling in a crumpled heap at the base of the pillars. Gatham nodded, satisfaction evident in his expression. "For the Brothers. They have been avenged."

INFANTRY RULES

Infantry are the basic building block of an army. They can move into areas that are impassable to vehicles or Titans and, in the right circumstances, they are capable of defeating Land Raiders and even the mighty Titans themselves.

In *Space Marine*, infantry are organised into *stands*. Each stand represents a group of 5 Marines, trained to move and fight as a team.

Each member of an infantry stand is armed with a *basic weapon* - a bolter in the case of most Marine stands - and in addition, a stand may have one or more *support weapons* to provide extra firepower, such as a missile launcher or heavy bolter.

TYPES OF INFANTRY STAND

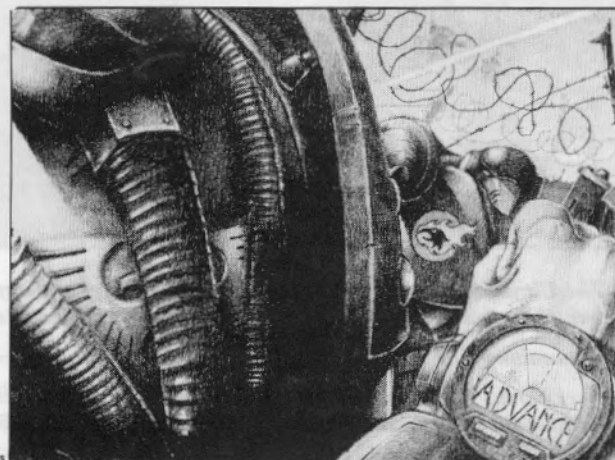
Infantry stands are split into four types: *Tactical*, *Support*, *Assault* and *Devastator Stands*.

Each type of Space Marine infantry stand has its own *infantry data card*, with all the relevant information about weapons, effectiveness in combat, armour and so forth presented in an easy-to-use format.

Tactical and Support Stands are the most widely used Space Marine infantry units, with standard Marine issue weapons and equipment. In most combat situations, a Space Marine infantry force will be composed of equal numbers of Tactical and Support Stands, providing an ideal mix of light and heavy firepower.

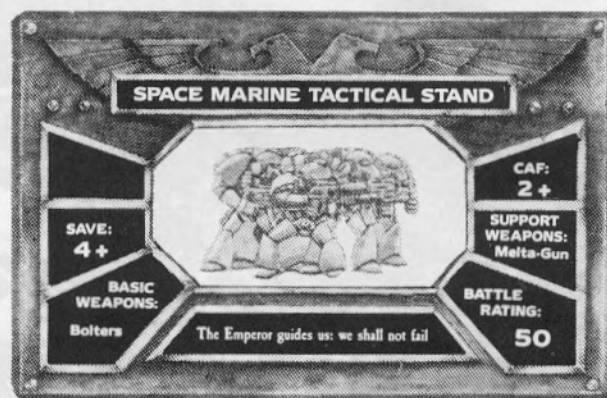
Assault Stands are units of Space Marines who are specially trained and equipped for close combat and storming defended positions such as enemy bunkers, gun emplacements and buildings. Their bolters are replaced with bolt pistols and other close combat weapons, making them less effective in a fire-fight than a Tactical Stand, but ideally suited to close assaults.

Devastator Stands are the other type of specialist Space Marine infantry units. They put the emphasis on heavy firepower rather than close-combat effectiveness. With additional heavy weapons, they specialise in picking off armoured vehicles and pounding enemy positions from a distance.



INFANTRY DATA CARDS

Each type of unit has an infantry data card carrying the following information:



Name: The name and type of the stand.

Basic Weapons: The *basic weapons* carried by the stand.

Support Weapons: The number and type of *support weapons* carried by the stand.

Close Assault Factor (CAF): This number represents the stand's effectiveness in close assault against other stands or vehicles. The *higher* the number the better.

Saving Throw: This represents how well-armoured the stand is. The *lower* the number, the better; if a stand must make a *saving throw*, you must roll this number or more on a D6.

Battle Rating (BR): This number represents the stand's effectiveness in battle. The higher the BR, the deadlier the infantry stand. Battle ratings are used in some scenarios, where players are given a certain number of points to spend and are allowed to pick their own forces. The BR is the stand's 'points cost' in these circumstances.

Notes: Any special rules that apply to the stand.

Brother Halan ran forward, his bolter jumping as he slammed shell after shell into the Traitors' ranks. Intoxicated with pride, he shouted the Litany of Victory at the top of his voice and threw a handful of grenades into a nearby trench. There was a series of muffled cracks and a sheet of earth and shrapnel erupted from the hole.

Halan sprinted over and dropped into the ditch, grinning. The muddy floor was covered with the bodies of dead and dying.

He picked up a helmet, and the reality of the situation finally hit home. "They're Marines!"

DETACHMENTS

Infantry stands must be organised into *detachments* in the same manner as vehicles. All of the stands in a detachment *must* be of the same type, and a detachment may not include both infantry and vehicles (though a detachment of infantry may, of course, be embarked on vehicles that are part of a separate detachment).

Like vehicle detachments, infantry detachments *must* remain within 6cm of each other, with no gaps of more than 6cm. If the detachment is split by more than 6cm it must be given advance orders next turn, and must move back into an acceptable formation as soon as possible.

Standard infantry detachments are listed in the scenarios and in the section on *Designing Your Own Forces in The Advanced Game*.

DETACHMENT COMMANDERS

An infantry detachment is always led by a *commander*, who is vital for its effective control. The scenarios and army lists state how many commanders each detachment has.

Each commander must be attached to a stand in the detachment, and must remain with that stand throughout the game. Only one commander may be attached to a stand, but a detachment may have more than one commander. When an infantry stand is destroyed, an attached commander is also killed.

To indicate that an infantry stand has an attached commander, the stand is marked with one of the plastic banners.

If an infantry detachment does not have a commander, it must make a *morale test* (see below) at the start of each order phase.

A stand with an attached commander has its close assault factor increased by +1.

MORALE TESTS

At the start of the order phase, any infantry detachment without a commander must make a *morale test*.

The player rolls a D6, adding any *morale modifiers* to the score, and consults the *Morale Table* below:

MORALE TABLE		
Modified Dice Roll	Result	Permitted Orders
6 or more	Pass	Any
2-5	Pinned	Fall back or no orders ¹
1 or less	Fall back	Fall back, rout test ²
Notes 1: Detachments with no orders may not move, and fire in the advance segment of the combat phase. 2: The player must roll a D6 for each stand in the detachment. On a roll of 1 or 2 the stand <i>routs</i> , and must be removed from play.		
Morale Modifiers		
Detachments (<i>all</i> stands) in hard cover:		+1
Detachment has 2 or less remaining stands:		-2
Detachment given fall back orders last turn:		-1

DISBANDING

If an infantry detachment finds itself out of formation, you may choose to *disband* part of the detachment rather than giving the whole detachment advance orders to bring one stand back into formation.

Disbanding represents the infantrymen scattering and retreating to a rallying point off the battlefield, making the maximum use of smoke and cover as they move. They are concentrating on making it to the rallying point, and play no further part in the battle. An infantry stand that is disbanded is treated as destroyed, and removed from play immediately. You may disband stands at any time in the turn sequence, removing the relevant stands straight away.

Although it destroys the stands, you may wish to disband part of an infantry detachment to avoid the detrimental effects created by formation restrictions. For example, if you don't want to give a detachment advance orders just to reform a single stand, the separated stand could be disbanded instead. Perhaps a couple of stands may have survived the destruction of a vehicle, while the rest of their detachment is still safely embarked and moving on. To maintain formation, all the vehicles would be reduced to moving at the same speed as the disembarked infantry stands. Disbanding the two stands on foot allows the rest of the detachment to continue moving at full speed.

Brother-Captain Fenlan opened the Rhino's hatch and poked his head out. He caught the faint stench of sulphur in the air before his respirator rattled into life and filtered it out. Checking the seals of his suit, he cast a glance towards the enemy.

The Traitors were just visible on the horizon, the pure white of their uniforms a stark contrast to the featureless red sand that stretched as far as the eye could see. He tried to make an estimate of their numbers, but the heat haze distorted his vision; he guessed there were about five thousand, but it could well have been twice that number. As for his own side, they had just under seven thousand.

The two sides charged. Fenlan's Salamanders drove into the centre of the Death Guards, a column of dark green cutting through the Traitor's white. Along the edges of the column there were bright veins of flashing light as the Marines exchanged shots. With painful slowness the green mass began to spread sideways, clearing itself a path with heavy bolter fire, pushing forward over the bodies of the fallen.

The rest of the Salamanders' swung around the Death Guards' flanks, trying to surround them and box them in, but the Traitors refused to yield. They fought for every inch of ground, simultaneously pushing back the flanking force and squeezing the line of troops that bisected them, isolating it within a circle of their own men. Suddenly caught with nowhere to run, the Salamanders' main force was slaughtered; within a matter of minutes every last Marine was blown apart, his broken body trampled underfoot.

Fenlan watched as his troops began to lose the advantage, his despair becoming stronger as each explosion smashed their ranks. His hand shaking, he picked up the comlink.

"Brother Captain Fenlan. Treab's World, Northern Sulphur Desert. Request immediate reinforcements. We are engaged in combat with a large Traitor force, and are sustaining heavy losses."

ORDER PHASE

Infantry detachments are affected by orders in the same way as vehicle detachments. Orders are given to whole detachments, not to individual stands. The orders that are given to an infantry detachment affect how far it can move and which weapons it may fire, as shown on the *Infantry Orders Table* below.

In addition, infantry detachments with first fire orders count as being in soft cover when in open terrain, as it is assumed that they will be lying down and making use of any cover that is available.

INFANTRY ORDERS TABLE		
Orders	Move Rate	Weapon Use
First Fire Advance	No move 8cm	Any weapons Basic Weapons and Light Support Weapons only ¹
Charge Fall Back	16cm ² 16cm ²	Basic Weapons only May not attack
Notes 1: Support weapons fall into two categories, light and heavy, as shown on the <i>Infantry Targets Weapons Table</i> . 2: Assault stands are equipped with jump packs and may move up to 30cm under these orders.		

MOVEMENT PHASE

In the same way as a vehicle, infantry stands have two different movement rates: *advance* or *charge*. The distance that an infantry stand can move depends on what orders it was given for the turn, as shown above. Infantry may move in any direction or combination of directions during their move - unlike vehicles, they don't have to worry about making turns or which way they are facing.

CLOSE COMBAT

When an infantry stand is in base-to-base contact with enemy infantry, it is considered to be engaged in close combat. Full rules for close combat are given in the section on *The Combat Phase*.

An infantry stand may only move into base-to-base contact with an enemy stand if it has charge orders. An infantry stand that is already in base-to-base contact with an enemy stand may only move away if it has fall back orders.

JUMP PACKS

Worn by Assault Stands to carry them quickly into combat, jump packs allow Marines to make a series of short powered jumps during their move. If an Assault Detachment is given charge or fall back orders, it may move up to 30cm instead of the usual 16cm. Jump packs don't allow true flight and, although stands can move over other infantry or vehicles, they cannot fly over Titans or buildings.



CARRYING INFANTRY IN VEHICLES

The data cards for some vehicles state that they may carry infantry. The processes of getting infantry stands on and off vehicles are known as *embarking* and *disembarking* respectively.

To *embark*, a stand must have advance or fall back orders, and the vehicle must have first fire orders. As long as the stand can reach the vehicle, they may embark. Embarked stands are removed from the table, and the player makes a note of which vehicle they are in. In following turns, the vehicle moves and fights normally, taking the infantry with it until the infantry *disembarks*.

An infantry stand with advance or charge orders may *disembark* from a vehicle which has advance or first fire orders. If the vehicle has advance orders, the stand may disembark at any point during the vehicle's move, and then move normally itself. When a stand disembarks it must be placed next to the vehicle it is leaving. The stand may not fire on the turn in which it disembarks, but it may take part in close combat if it has charge orders. A stand with advance orders may not disembark into contact with enemy stands.

Note that embarked stands and the vehicles that are carrying them must still obey the rules for detachment formations. If a detachment of infantry is embarked on vehicles from more than one vehicle detachment, the vehicles carrying the infantry must observe the formation rules both for the infantry and for their own detachments.

BUILDINGS

Infantry are capable of entering buildings and moving about inside them. This is often a good tactic, as the building will provide plenty of hard cover for anyone inside. On the other hand, a lot of the weapons on the battlefield are quite capable of destroying buildings, which can be very bad news for any infantry inside the building at the time.

MOVING INTO BUILDINGS

An infantry stand can enter a building if it is in base contact with it at the *start* of the movement phase, *provided* that no enemy infantry are inside the building. If the building is occupied by enemy troops, a series of close combats must be fought before the building can be 'liberated' - all this is explained in the section on *The Combat Phase*. Infantry stands may not enter a building which is occupied by enemy infantry, and may only move into base-to-base contact with the building if they have charge orders - just like entering any other close combat situation.

Brother Gorran was thrown forward by the explosion. His world was consumed by a brilliant white light as the laser bolt hit the turf beside him, filling the air with dirt and smoke. The noise was deafening, and the stench of burnt ozone almost choked him. He hit the ground, and lay still.

When he glanced up the battle had reached him.

Out of the corner of his eye he saw the bright flash of a plasma gun hitting home, and felt a great weight fall across his shoulders and roll off to one side. For a moment he stared into the Traitor's eyes as he lay beside him. Then he whipped his bolter up and squeezed the trigger. Gorran caught the fear in the Traitor's eyes as he blew the Marine's skull apart. He intoned a brief prayer without emotion, without regret.

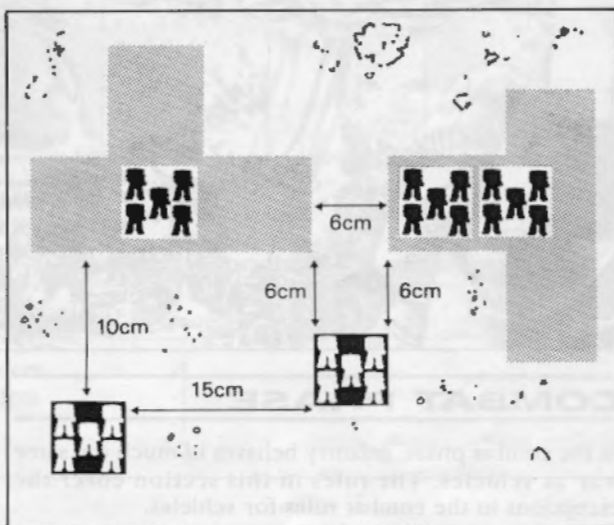
Show that a stand has entered a building by placing it on the roof, at any point not already occupied by another stand. A maximum of four infantry stands may be placed on a T-shaped building and a maximum of five stands may be placed on a cross-shaped building.

An infantry stand inside a building which has advance or charge orders may move to any area on the roof during the movement phase, or may leave the building. Stands with fall back orders *must* leave a building if they are in one.

Stands leave buildings during the movement phase. Place the stand at any point beside the building that is not occupied by an enemy stand, and then move it normally.

COMMAND CONTROL IN BUILDINGS

Infantry stands within the same building always count as being within 6cm of each other with regards to detachment formations. A stand that is within 6cm of a building, or is in another building that is within 6cm, counts as being within 6cm of any stands inside the building.



RUBBLE

When a building is destroyed (see *The Combat Phase*), a *rubble counter* is placed on the roof to indicate that the building has been reduced to a smoking ruin. Vehicles may not enter rubble, and infantry move through a ruin at half their normal move rate. Any infantry stand in rubble counts as being in hard cover.

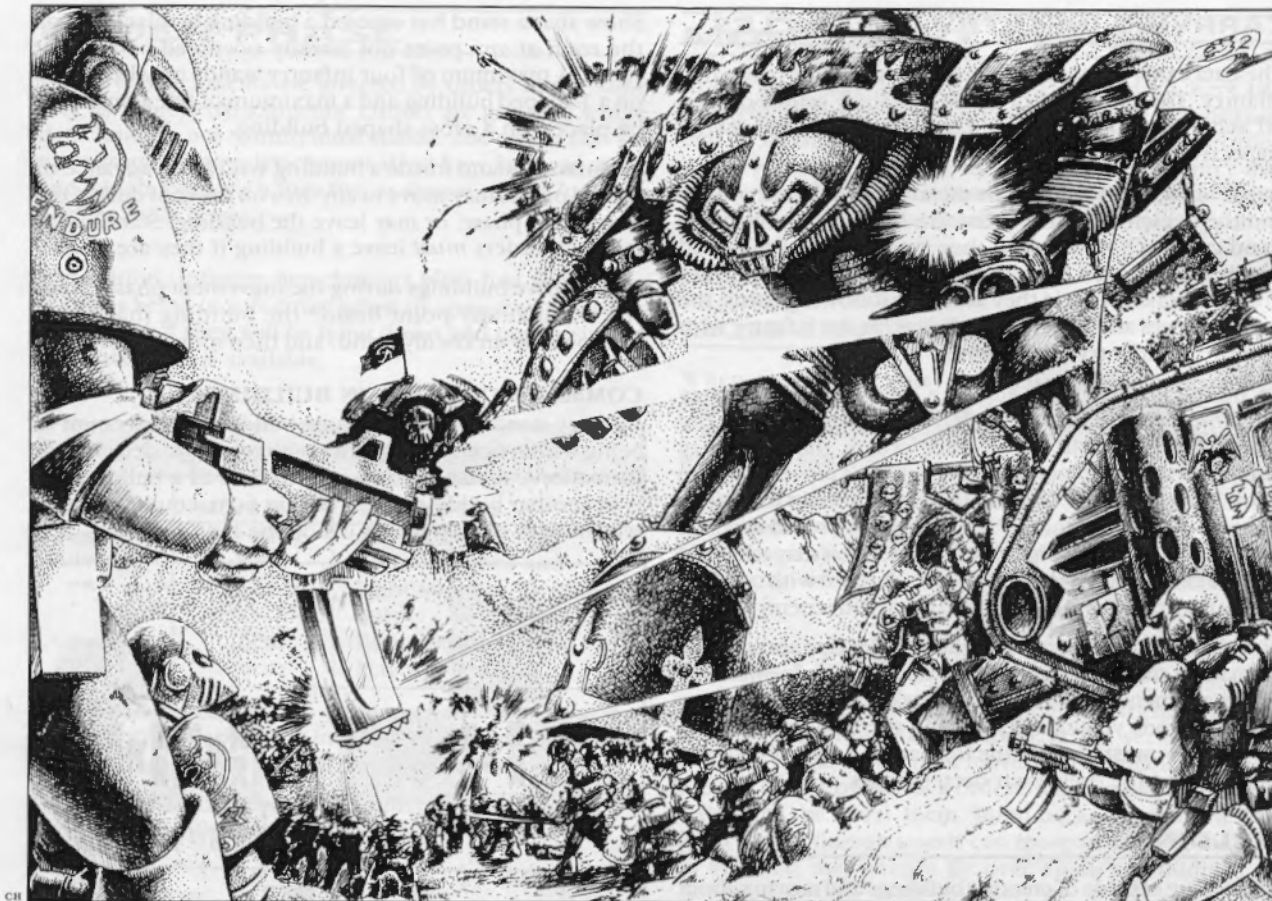
ATTACKS IN THE MOVEMENT PHASE

When a battle involves both infantry and vehicles, there is an additional kind of attack which can be made in the movement phase.

VEHICLE OVERRUNS

During their movement, vehicles may *overrun* infantry stands which are in the open. The vehicle must have charge orders, and must move into base-to-base contact with the infantry stand it wishes to overrun.

The player controlling the vehicle rolls 2D6 and adds the vehicle's overrun value (the *first* number given on the data card for close assault factor). The player controlling the infantry rolls 2D6 and add the infantry's CAF. The player with the lower score must make a saving throw; if the saving throw is failed, the unit is destroyed. Vehicles that are not destroyed may carry on moving after an overrun if the player wishes.



COMBAT PHASE

In the combat phase, infantry behaves in much the same way as vehicles. The rules in this section cover the exceptions to the combat rules for vehicles.

TARGETING

FIRE ARC FOR INFANTRY STANDS

An infantry stand has a 360° arc of fire with all of its weapons.

NUMBER OF TARGETS

In the combat phase, an infantry stand may make *one* attack with *all* of its basic weapons, and one attack with each of its support weapons.

Most weapons are capable of attacking both infantry and vehicles. A weapon may be used to attack one or the other, not both, in the same turn. For example, a Land Raider has a Rhino and an infantry stand in the arc of fire of its left hand las-cannon. It may either attack the vehicle or the infantry, not both.

Some weapons, such as bolters, are only effective against infantry. These weapons may not be used against non-infantry targets.

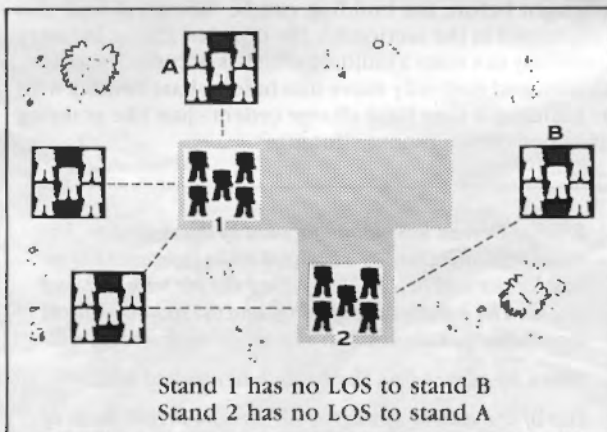
TARGETING INFANTRY STANDS

Fire against infantry stands must always be directed at the *closest* stand which is in the LOS and fire arc of the firer. If two or more targets are at the same range, the attacker may choose which is attacked. Burst circles must be placed

so that the *closest* target is one of those attacked, but otherwise can be placed freely so that as many units as possible are under the burst circle.

BUILDINGS

Infantry stands that are in a building may *not* trace a LOS through a wall that they are not touching. Similarly, they cannot have a LOS drawn to them if the attacking stand must trace the LOS through a wall that the stand is not touching.



At the start of the combat phase, a player may declare that any stand in a building is *hiding*. A stand that is hiding cannot see out of the building, and cannot be seen, even if the LOS is drawn through a wall that the stand is touching. Stands that are hiding *may* be attacked in close combat, which is covered later on.

INFANTRY TARGETS WEAPONS TABLE					
Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Basic Weapons					
Bolt Pistols	-	8cm	-	4+	-1
Bolters	12cm	24cm	4+	5+	-1
Light Support Weapons					
Vehicle Mounted					
Bolters	-	24cm	-	6+	0
Melta-Gun	-	12cm	-	6+	-1
Plasma Gun ¹	8cm	24cm	4+	5+	-1
Heavy Support Weapons					
Auto-Cannon	-	72cm	-	5+	-1
Heavy Bolter	20cm	40cm	4+	6+	-1
Las-Cannon	-	60cm	-	6+	-1
Missile Launcher:					
- Frag Missile	-	72cm	-	5+	0
- Plasma Missile	-	72cm	-	5+	-1
Heavy Plasma Gun: ¹					
- Sustained	20cm	40cm	4+	6+	-1
- Maximal	-	72cm	-	5+	-1
Notes					
Infantry units with charge orders may only attack in close combat.					
1 - May only fire if attacker has first fire orders; the firer does not receive the normal +1 modifier to hit.					
INFANTRY HIT MODIFIERS					
Attacker has charge orders			-1		
Target has fall back orders			-1		
Target is in soft cover			-1		
Target is in hard cover			-2		
Notes					
The attacker <i>does not</i> receive a +1 modifier for first fire orders when attacking an infantry stand.					
Infantry stands in the open with first fire orders count as being in soft cover.					
Infantry stands inside buildings or in rubble count as being in hard cover.					

FIRING

Use the *Infantry Targets Weapons Table* when attacking infantry stands. A roll to hit is made for each weapon, as normal. Note that the basic weapons of an infantry stand count as a single weapon, and a single roll to hit is made regardless of the number of Marines firing.

DAMAGE

Attacks by infantry on vehicles are handled in the normal way. Attacks on infantry stands (by any firer) are handled a little differently.

If a hit is scored, the target must make a *saving throw* - no critical damage roll is required. If the saving throw is failed the stand is destroyed and removed from the table.

Do not speak to me of victory. I count nothing as victory while one Rebel heart still beats.

- Commander Marren Ragne, Blood Angels

THE SAVING THROW

To make a saving throw, the target player must roll a D6, adding the *saving throw modifier* from the *Infantry Targets Weapons Table*. If the result is equal to or greater than the saving throw number shown on the target stand's data card, the saving throw is successful and the stand is unharmed. Otherwise, the saving throw is failed and the stand is destroyed.

Note that saving throw modifiers on the *Infantry Targets Weapons Table* only apply to infantry saving throws - for vehicle targets always use the saving throw modifiers on the *Vehicle Targets Weapons Table*.

CASUALTIES TO EMBARKED INFANTRY

If a vehicle suffers *critical damage*, any infantry stands it is carrying are destroyed. If a vehicle fails a saving throw and is destroyed, any stands it is carrying must make a saving throw to survive. If they do, place them beside the wrecked vehicle. Stands that survive the destruction of a transporting vehicle may not do anything else for the remainder of the turn.

DAMAGING BUILDINGS

Attacks against buildings are treated as attacks against vehicles, and the *Vehicle Targets Weapons Table* is used. A weapon may be used *either* to attack a stand in a building or to attack the building itself, not both. All attacks against buildings receive a +1 modifier to hit.

Only *critical damage* can affect a building. Keep a close track of the number of critical hits a building has received with the *building damage counters*. Place one building damage counter on the building for each critical hit the building takes. A building becomes *unstable* once it has taken three critical hits.

In the end phase of each turn, roll a D6 for each unstable building, adding +1 to the score for each additional critical hit taken since the building became unstable. For example, if a building which holds 3 stands suffers 4 critical hits, it adds +1 to the roll. On a modified result of 6 or more, the building will collapse. All infantry stands in a building that collapses are automatically destroyed, and the building becomes a smoking pile of *rubble*. Place a *rubble counter* on the roof of the building, or just beside it. Vehicles may not enter rubble, and infantry move through a ruin at half their normal move rate. Any infantry stand in rubble counts as being in hard cover.

CLOSE COMBAT

Infantry stands that are in base-to-base contact with enemy units at the start of the combat phase are said to be in *close combat*. Stands with first fire orders are allowed to fire in the first fire segment of the combat phase, but may only attack the units which have engaged them in close combat. Close combat is then conducted normally in the close combat segment of the combat phase.

Stands with any other orders may not fire while engaged in close combat, and a stand which is already engaged in close combat may not be given first fire orders.

Stands that are engaged in close combat *must* fight in the close combat segment. Close combats are resolved as a number of *close assaults*, each of which is decided by a separate *close assault roll*.

To resolve each close assault, *both* players roll 2D6 and add their stand's *close assault factor* plus any *tactical factors* from the *Infantry vs Infantry* section of the *Close Assault Table*. The player with the *lower* score must make a successful saving throw to avoid his stand being eliminated. In the case of a tie, *both* stands make saving throws.

MULTIPLE COMBATS

Two or more stands may gang up to attack one enemy unit, as long as all enemy units are attacked by at least one stand. The First Player is allowed to decide which stand will attack which enemy unit if there is any dispute.

The player who has the most stands in the close assault chooses one as the *primary attacker*; the others are *secondary attackers*. A single dice roll is made, with any modifiers based on the primary attacker; +3 is added for each secondary attacker. If the side with more stands loses, only the primary attacker has to make a saving throw.

To resolve each close assault, *both* players roll 2D6 and add their stand's *close assault factor* plus any *tactical factors* from the *Infantry vs Infantry* section of the *Close Assault Table*. The player with the *lower* score must make a successful saving throw to avoid his stand being eliminated. In the case of a tie, *both* stands must make saving throws.

VEHICLES IN CLOSE COMBAT

Vehicles that are in base-to-base contact with enemy infantry stands are assumed to be engaged in close combat.

Vehicles are *not* engaged in close combat by enemy vehicles; instead both vehicles may attack with ranged weapons using the normal rules.

Close assaults between vehicles and infantry are resolved as for infantry vs infantry close assaults, except that the infantry add the factors from the *Infantry vs Vehicle* section of the *Close Assault Table* to their dice roll, while the vehicle uses the factors from the *Vehicle vs Infantry* section of the *Close Assault Table*.

Note that vehicles use the *second* CAF number on their data cards to resolve close assaults in the combat phase.

CLOSE ASSAULT TABLE	
Infantry vs Infantry	
Charge orders	+1
Fall back orders	-2
Attacking a unit in a building	-2
Each secondary attacker	+3
Infantry vs Vehicles	
Charge orders	+1
Fall back orders	-2
Each secondary attacker	+3
Vehicle's armour rating	+ AR
Vehicles vs Infantry	
Charge orders	+1
First fire orders	-2
Each secondary attacker	+3

CLOSE COMBAT IN BUILDINGS

Infantry stands with charge orders can attack enemy stands in a building if the player states this intention in the movement phase.

The attacking stands must finish their move touching the building in order to attack the stands inside. Do *not* move the attacking stands into the building. Defending stands with first fire orders may attack any attacking stands with ranged weapons, subject to normal targeting and firing rules.

To resolve the close combat, place all of the defending stands from the building in a row, on any convenient spot. The attacker must now place his stands in a row beside the defenders. If one side has more stands than the other, spare stands may be used to make multiple combats.

Each close assault is dealt with as normal, except that all attacking stands suffer a -2 tactical modifier. When the defending stands are all destroyed, the surviving attacking stands may be moved into the building.

Stands which are assaulting a building count as being in hard cover if they are attacked by ranged weapons in subsequent turns, and will be destroyed if the building collapses. Although the stands have been moved outside to resolve the combat, the troops they represent are still actually inside, with all the benefits and hazards that brings.

Dust plumed upward as the *Pia Poena* landed. Here and there, small lakes of plasma cooled to glass on the plain, the last traces of the orbital bombardment which had established the landing zone.

In the Master Control Chamber, Imperial Commander Adrin Leigad stood over the holo, monitoring the landing of his ship. The comnet spread the sounds of the *Ritus Adpulsis* throughout the ship, and in his mind Leigad could see the thousands aboard the *Pia Poena* moving quietly about their appointed tasks to the measure of the chanting.

The vast ship settled slowly, more than covering the site of the city which had stood there two days before. The Scouring of Catenanda had begun.

Towers and turrets extended from their landing positions. Weapons and scanners moved smoothly into readiness.

Two hundred feet below, six Warlord Titans strode three abreast from an open doorway. Two thousand Space Wolves streamed from smaller doorways, and Leigad could almost hear the noise as their dozens of vehicles moved out.

The huge internal elevators were bringing the main Titan strength down from the flight bays. Another six Warlords and eight Reavers marched out. On the opposite flank of the ship, a thousand Ultramarines stood ready, and their Dreadnoughts crowded to join them.

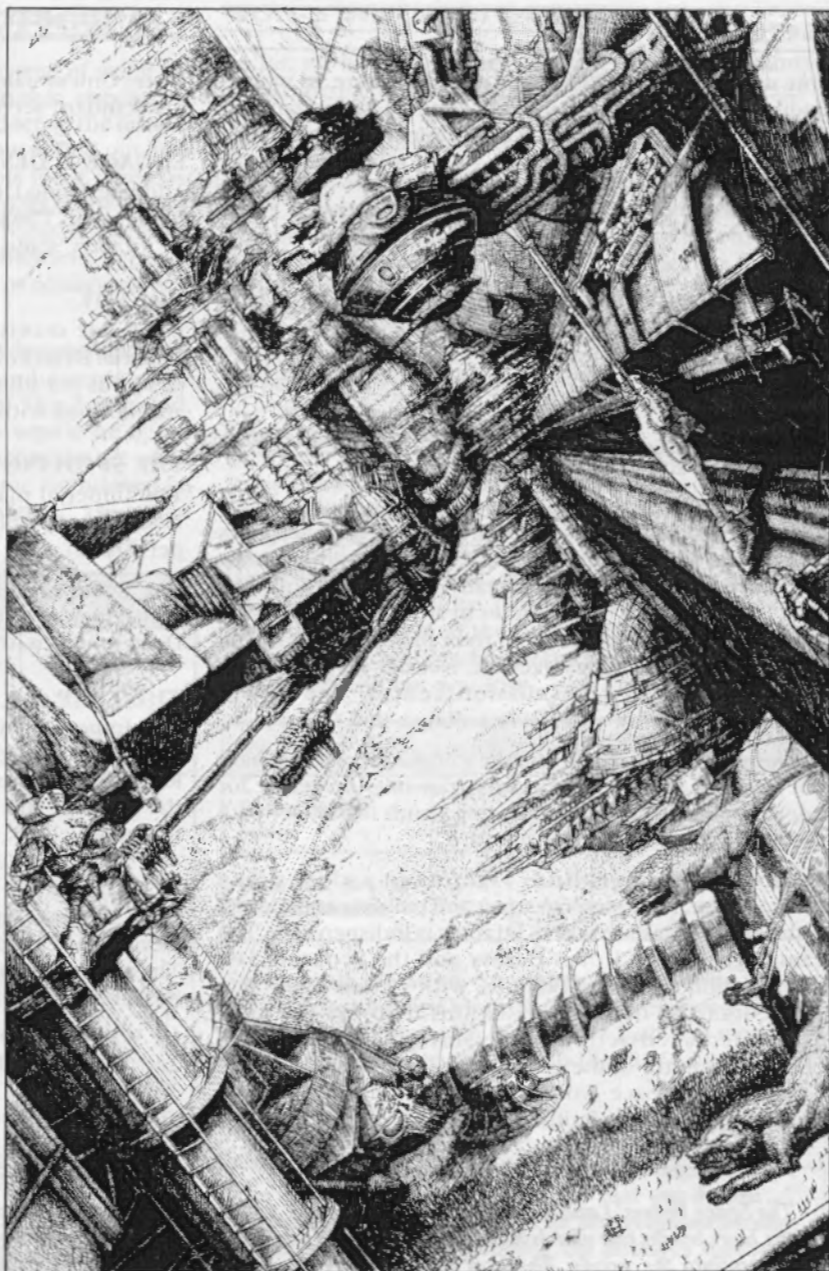
The Imperial force took a little over an hour to disembark. Leigad felt himself swelling with pride as he took in the sight of the assembled force.

Titans from the Fire Wasps, Warp Runners and Imperial Hunters, Marines from the Space Wolves, Ultramarines, and Iron Hands; they covered the plain in parade order. No loyal heart could remain unmoved by this sight. At Leigad's nod, a junior bridge officer opened the external com-channel.

"My esteemed passengers," he began. "My duties to you are almost over. On behalf of the crew of the *Pia Poena*, I wish you well. May the Emperor guide you and guard you. Before you set about your great task, I call upon Reclusiarch Cravach, as the highest-ranking Chaplain here present, to lead the *Fidelis Sum*."

Four thousand voices were raised in prayer. Four thousand voices praised the Emperor, and damned the Traitors. As the last echoes of the chant faded away, a hundred Titans raised their weapons in salute.

The end of the prayer marked the beginning of the Scouring. Brother-



Captain Rathvin raised the banner of Three Company high, and led his Space Wolves in double-time to the mustering-station for Force Absolute.

The Marines boarded their Rhinos and Land Raiders with practised efficiency. Ahead, some thirty vehicles in Ultramarines colours took the head of the column; behind them, the Iron Hands contingent fell into the line.

To either side of the column marched Force Absolute's Titan strength - four Warlords, four Reavers and two Warhounds from the Warp Runners. The Warhounds loped to the front of the line, eagerness written in their every movement. Rathvin snapped on his comlink.

"Lupus Pack, this is Leader. The hunt

begins." He nodded to his driver, and the Land Raider jolted into motion. The other Space Wolves vehicles pulled into line, moving to the rear of the convoy.

"Wolf Leader to Absolute. We are ready."

"Thank you, Wolf Leader. Force Absolute, via ferite."

Rathvin switched his holo to overview. From the blinding white of the *Pia Poena*, the Scouring Forces set out for their targets. Force Bastinade, headed for the Yttrium refinery at Falthor; Castigant, for the Mechanicus workshops at Bradabant; Damnator, west to cover the flank of Force Absolute's assault on the city of Dubradur. There were many other forces, bound for targets outside the sector. Wherever they hid, the Traitors were doomed.

SCENARIOS

One new scenario, *Cityfight*, is presented here, as well as additions to allow you to include infantry in the standard scenarios presented earlier. We recommend that you play *Cityfight* first, to get used to the rules for infantry stands, buildings and close assaults.

CITYFIGHT!

At the heart of the city, in no-man's-land, stands a vital power transmission centre. Whoever can capture and hold this building wins control of the city.

Imperial Player: 1 Tactical Detachment, 1 Devastator Detachment and 1 Assault Detachment.

Rebel Player: 1 Tactical Detachment, 1 Devastator Detachment and 1 Assault Detachment.

Special Rules: Place a building in the centre of the table - this is a power transmission centre. Each player then takes it in turn to place a building on the board. Buildings must be placed within 6cm of an already-placed building. The First Player may set up his forces in any buildings that are closer to his edge of the table than his opponent's. The second player then does likewise. Neither player may set up in the power transmission centre. The power transmission centre will *never* collapse due to damage.

Victory Conditions: To win the game, a player must have one or more stands in the power transmission centre for one complete turn, with no enemy stands in contact with the building at the end of the turn.

Historical background: Fighting in a close urban environment, from street to street and building to building, is the kind of warfare where infantry is indispensable. The campaigns of the Horus Heresy and the Scouring saw literally millions of such actions, with vicious fighting to take command of key installations. Perhaps the most celebrated such action is the storming of the Rebel command centre in the capital city of Rykstag on Baztel 3, where the Space Wolves carried the day against the Emperor's Children Traitor Marines.

The Space Wolves' Land Raiders hit the trees at speed, felling the huge trunks like matchsticks as they followed the World Eaters into the woods. The grey tanks cut great swathes through the undergrowth, leaving wide, flattened tracks of foliage in their wake.

For a moment the noise of battle was dulled as the Land Raiders stopped firing, trying to find a target amongst the Traitors that weaved out of sight among the dark, oppressive trees.

The silence was broken by a series of explosions and a bright flash of searing white light as several World Eater Whirlwind detachments opened fire on the woods from a nearby hill top. The whole forest was consumed with a sudden flash as the flames caught the Land Raiders' fuel tanks. The Space Wolves' screams echoed across the valley as they were blasted apart, unable to escape from the metal death-traps. The Traitors were luckier. They spewed from the edge of the wood, running ahead of the inferno their own side had created.

The curtain of missiles swung across towards the huge tower blocks that lay alongside the wood. The buildings shook as the barrage pounded into their foundations. Like drunken

STANDARD SCENARIO ADDITIONS

Note: Unless stated otherwise, the Victory Conditions for the standard scenarios are unchanged.

ENGAGE & DESTROY

Add one Rhino Detachment and one Tactical Detachment to each side. The last player to have any operational vehicle or infantry stand in play is the winner.

CONVOY

Each side receives one Devastator Detachment. The Imperial Detachment starts embarked on two of the Rhinos (2 Stands per Rhino), and the Rebel Detachment starts in any building within 30cm of the Rebel player's table edge.

THE SPOILING ATTACK

The Imperial player begins the game with two Assault Detachments, embarked on any of the Whirlwinds (2 stands per Rhino).

The Rebel player receives one Devastator Detachment which may be set up at the start of the game, and one Assault Detachment with his reinforcements.

THE TRAP

The Imperial player receives two Tactical Detachments, which start the game embarked on the Whirlwinds. The Rebel player receives two Devastator Detachments that start the game in any building that is at least 36cm from any Imperial vehicle.

ALL OUT WAR

Both sides receive two Tactical Detachments, two Devastator Detachments and two Assault Detachments. These detachments enter play embarked on the Whirlwind Detachments, in the following order:

- 1st Whirlwind Detachment: One Tactical Detachment
- 2nd Whirlwind Detachment: Two Assault Detachments
- 3rd Whirlwind Detachment: One Tactical Detachment
- 4th Whirlwind Detachment: Two Devastator Detachments

men trying to stand, the huge towers swayed for a moment, then came crashing down in a cloud of shattered masonry and splintering glass on the Rhinos below. The carpet of vehicles was crushed under tons of rubble, their tracks squealing as they sought to get a grip on the muddy earth and escape. Less than one in fifty got out, only to be picked off by a barrage of missiles that slammed into their battered hulls and ripped them apart.

The World Eaters' Land Raiders thundered towards the rubble, lurching across the broken ground. They disgorged a dozen squads, who clambered over the ruined walls looking for survivors. Any that were found were shown no mercy. The Traitors were men possessed, ruthless in the slaughter of their brother Marines.

The low chant started on the edge of the woods, where Chaplain Rennan shouted the terrible oath, and it was picked up by every last World Eater that stood on the field. The Space Wolves paused in horror at the bastardised prayer; it was the prayer of the Heretic.

"Honour the craft of war, for only Horus is higher in our devotion."

BUYING YOUR FORCE

Players may design their own forces, instead of using the forces presented in the scenarios. To do this, choose the scenario you want to play as normal, and set up the terrain. Then refer to the *Force Point Table* below to find out how many points each player has to 'buy' his force. The cost of each standard detachment is equal to its battle rating, as listed in the *Standard Detachments Table*. Each player has a free choice as to what number and type of detachments they select, as long as the necessary models are available.

Space Marine detachments are organised depending on the task they have to perform, and thus can be made up of almost any number and type of Stands. This being said, there are several standard detachments which are by far the most commonly used. Standard detachments are taken from the *Codex Imperialis*, a mighty tome maintained on Terra by the Administratum, dealing with all aspects of Chapter and battlefield organisation.

FORCE POINT TABLE		
Scenario	Imperial Points	Rebel Points
Engage & Destroy	1850	1850
Convoy ¹	1460	1700
Spoiling Attack ²	1940	1300/1100
The Trap	2680	2100
All Out War	6040	6040
Cityfight	1200	1200
Notes 1: The Imperial player must buy one standard Rhino detachment; this is the convoy his other units are protecting. 2: The Rebel player has 1300 points to spend on his starting force, and 1100 points to spend on reinforcements.		

STANDARD DETACHMENTS TABLE		
Detachment Type	Units No & Type	Battle Rating
Tactical Detachment	4 Tactical Stands 4 Support Stands 2 Commanders	500 points
Assault Detachment	4 Assault Stands 1 Commander	300 points
Devastator Detachment	4 Devastator Stands 1 Commander	460 points
Land Raider Detachment	2 Land Raiders	400 points
Rhino Detachment	4 Rhinos	180 points
Whirlwind Detachment	4 Whirlwinds	240 points

NON-STANDARD DETACHMENTS

So far, we have concerned ourselves only with standard detachments. Players may field different detachments of their own design if they wish, and if both players agree to the use of non-standard detachments before the game.

A detachment must have at least two component units, and must consist completely of *either* vehicles *or* infantry. Infantry detachments must include at least one commander, and may not have more than one commander for every two stands.

The battle rating of a non-standard detachment is equal to the combined battle ratings of all its component units, plus 20 points per commander.

OVER THE TOP

Sometimes, you will want to spend a few more points on your forces than the scenario allows. You *can* do this, but it carries a risk.

If you want to overspend, do so. You may never overspend by more than 70 points. Then roll a dice and refer to the *Over the Top Table*. If the dice roll is in the range listed you must lose *one* detachment from your force. You choose which detachment you lose.

OVER THE TOP					
Extra Points Spent	1-20	21-40	41-50	51-60	61-70
Dice roll to lose a Detachment	6+	5+	4+	3+	2+

For example, if you have overspent by 55 points, you will lose a detachment if you roll 3 or more; if you roll 1 or 2, you've got away with it! A roll of 1 *always* means that you keep all your detachments, and a roll of 6 *always* means that you lose one.

"Now what would Garant do? He usually brings his troops in under Land Raider cover, but that was before..." Brother-Captain Tobias tapped his fingers against the edge of the desk. His voice dropped, the dismayed statement of fact punctuated by a sigh. "That was before he betrayed the Emperor's trust."

Tobias turned to Stalaman, his Lieutenant of twenty years and the longest serving Marine in the Chapter. "I suggest we send in a dozen detachments of Whirlwinds to box Garant's men in. The Land Raiders will find it difficult to manoeuvre amongst the buildings, and they'll be sitting targets if we take our men in on foot."

He returned his gaze to the map, painfully aware that each dot was a squad of Brother Marines that he was about to send into battle. It was a feeling he had known many times before, but this was the first time the enemy were, or had once been, their friends. It left a sour taste in his mouth.

Tobias knew that Garant had betrayed the Imperium, and must be destroyed at all costs. He gave the command to attack. "Remember, the Emperor's will is with us. We are the righteous, and cannot be defeated."

LEMAN RUSS

Leman Russ is one of the most famous of the ancient heroes of the Imperium. Many legends tell of his deeds during the dawn of Imperial History.

He was one of the twenty bio-engineered superhumans who would become the founding fathers, or Primarchs, of the original Space Marine Chapters. They were created by the Emperor to be stronger and tougher than any Human before or since. From their bio-engineered genes the Space Marines were cloned, yet even they were a pale reflection of their awesome progenitors, whose genetic material had to be diluted a thousand times for a single Marine.

Even before his birth, Leman Russ was the subject of titanic events. As the twenty foetal Primarchs slowly developed, suspended in their bio-support medium, Daemonic eyes observed them from the warp. The Daemons saw the pink and naked Primarchs lying in their amniotic tanks, and perceived the Emperor's plan. From the twenty Primarchs, a whole race of superhumans would be created. They would be Humanity's greatest champions and the scourge of aliens and Daemons alike. The Daemons saw this and raged. Aware that they could not face the Emperor himself, for he was a being of god-like power, the Daemons hatched a plan. Combining their strength, they broke down the mental barriers constructed by the Emperor to cloak the infant Primarchs, and, prevented from hurting them, sucked them into the warp. The babes were scattered throughout the galaxy, thrown onto twenty different worlds to be adopted by whatever parents they could find - parents that were not always Human.

Thus it was, on the planet of Fenris, that a mewling infant was discovered by a she-wolf as she hunted for her new-born cubs. A lesser child would have been torn apart by the giant wolf that stood as tall as a man, but no such fate would befall this golden man-cub with eyes like a wolf-king. Gently taking the child in her mighty jaws, the she-wolf bore him back to the safety of her cave, where he grew up amongst the wolf pack as part of the she-wolf's family. Within a few short years the child was an adult, for as a Primarch he was more than a normal man and grew as rapidly as his wolf-brothers.

He might have lived out all of his years with the wolves, had not Thengir, King of the people of Russ, sent his hunters into the forest to clear the pack from his land. The old grey she-wolf, and many of her cubs and claw-kin, died upon the spears and arrows of the King's hunters, but the wolf-man was spared, and Brought, bound and gagged, before King Thengir himself.

The King took the wild man from the forests into his care, and named him Leman - Leman of the Russ. Amongst men for the first time in his life, Leman quickly learned their skills, showing a natural aptitude for the way of the warrior. He mastered their weapons - iron axes and swords - and won many glorious victories. Great tales were told of his strength and courage: how he could pluck a tree from the ground and break it over his knee; how he could stand against a hundred men in battle, and within mere minutes have them begging for mercy; and how he could consume an entire ox and wash it down with a whole barrel of beer. When Thengir died, Leman became King of the Russ.

Under his leadership, they won many victories, for in battle Leman was all but invincible. When his armies marched, the howling of wolves heralded their path; when he fought, a pair of giant wolves battled by his side. Kings themselves, they were Freki and Geri, his wolf-brothers that had escaped from the King's hunters, and now had countless wolf-packs of their own to command.

The tales of King Leman were told far and wide, and came to the notice of the Emperor himself. Recognizing the power of a Primarch at work, he travelled to Fenris and confronted the Wolf-King, who blindly refused to pay him homage as the Master of Mankind. Challenged, Russ boasted that he could out-eat the Emperor, and proceeded to consume three whole oxen, forcing the Emperor to back down. Russ boasted he could out-drink the Emperor, and drained the royal cellars dry to prove the point. Russ boasted he could defeat the Emperor in combat; the Emperor held his powerglove aloft for a moment, and brought it down on the Primarch's head, felling him with a mighty blow which would have killed a lesser man. Leman Russ admitted defeat, acknowledged the Emperor, and swore to serve him faithfully.

Within years, all the Primarchs had been found, and became the fathers of twenty Chapters of Space Marines. Leman Russ became the progenitor of the Space Wolves, and was counted as a loyal servant of the Emperor.

Within a hundred years the Space Marines had reconquered the galaxy, and the Imperium was born. Throughout the Great Crusade the Space Wolves were at the front line, their leader at the head of the battle with two great wolves at his side, his coming announced by the howling of the pack.

On the world of Dulan, the Space Wolves and Dark Angels were to assault an enemy held fortress. Russ claimed the right to lead the attack, but 'Lion' El'Jonson, commander of the Dark Angels, refused and started the attack early. Russ was furious, and began a feud which was to continue for three centuries. The Emperor intervened to quell the fighting, and ordered that the disagreement be settled with a duel. Leman Russ faced his friend in combat and took a blade through the heart; the duel was declared a draw, and the normally fatal wound healed within weeks.

The Primarchs were to fight four more times before the death of El'Jonson. Friends to the end, they were united by shared rivalry and sense of honour. The feud would arise again, but not in Russ's lifetime.

Then came the betrayal. Like Russ, Horus was a Primarch. Unlike Russ he bore the title of Imperial Warmaster, and had complete control over five Chapters of Space Marines. Perhaps Horus was tainted by Chaos when abducted as a babe, or perhaps he was weakened by the exposure to the warp. Whatever the cause, Horus was responsible for the largest treachery Mankind has even known. In a single moment he threw away his love for the Emperor and the Imperium, he cast his pride into the dirt, discarded everything he stood for, and struck out. Across a hundred worlds, a thousand million men wept for their Emperor, who had been so cruelly betrayed by a man he called friend. For the first time, Marine would fight Marine in what would become known as the Horus Heresy.



THE ADVANCED GAME

This section of advanced rules allows you to expand the basic game. There are rules for elite detachments and heroic infantry actions, as well as various other refinements like hidden movement and set-up. The rules for off-table support allow a Commander to call down supporting missile fire, and there are full rules on how to integrate *Space Marine* with *Adeptus Titanicus*, so that you can fight epic battles featuring infantry, vehicles and Titans!

Before you start using the advanced rules, we recommend that you play a few games using only the basic rules, in order to get used to the game system. You may find it easier to introduce the advanced rules into your games one section at a time.

ELITE DETACHMENTS

Elite detachments contain the best trained and most highly motivated troops in a force. The following special rules apply to elite detachments:

1. All elite detachments receive a +2 bonus to *morale tests*.
2. All stands in an elite detachment add +2 to their *CAF*.
3. All stands in an elite detachment receive a +1 modifier to hit with all weapons. **Exceptions:** Weapons with a burst circle do not receive the bonus, and weapons with following fire only receive the bonus to the *first* to hit roll.
4. Commanders from elite detachments receive a +1 modifier when rolling on the *Fool or Hero Table* (see *Heroic Actions*).
5. The battle rating of an elite detachment is twice normal.

REGROUPING

Regrouping allows stands which have been destroyed to return to a detachment in the end phase of the turn, representing scattered troops re-forming and returning to the fray.

The player may take two identical 'dead' stands that originally came from the same detachment, discard one, and return the other to play, placing it beside the detachment's command stand.

Once a 'dead' stand has been discarded in this way, it may not be regrouped. Note that both stands must be identical, and from the same detachment.

No more than one stand per detachment may be regrouped in a turn.

An infantry detachment may *not* regroup if:

- it was given any orders during this turn
- it has no commander
- any enemy unit can trace LOS to any of the stands in the detachment
- any enemy unit is within 24cm of any stand in the detachment, even if there is no LOS

HEROIC ACTIONS

Space Marine officers are expected to lead by example, inspiring their troops by their own courage. The rules for heroic actions allow your Space Marine commanders to perform acts of outstanding valour on the battlefield.

Each type of heroic action may only be performed in a specific phase, as detailed below. To find out if a commander managed to perform a heroic action successfully roll 2D6, add +1 for an elite detachment, and refer to the *Fool or Hero Table*. A commander may only perform *one* heroic action per turn.

FOOL OR HERO?	
2D6 Roll	Result
8 or more	Success
4-7	Failure
3 or less	Disaster
Modifiers	
Elite detachment	+1

The Marines hesitated. They turned to look at the Thousand Sons that flooded from behind the buildings, then returned their gaze to Captain Kalan, faces full of indecision. They were to kill other Marines? Kalan understood their silence and nodded. He glanced towards the Traitors. Fighting down his own dismay he shouted the squad's maxim, his voice rising with every line.

"In the Emperor we believe. In the Emperor we trust. In his name we cleanse. Let our weapons purify."

Kalan pushed himself over the top and into the hail of shells. He screamed the litany of protection at the top of his voice as he scrambled to his feet and ran forward, gesturing for his men to follow.

Inspired, the Marines climbed out of the trench to follow. Kalan was ten yards in front, his chainsword held aloft.

Trying to forget the enemy were fellow Marines, his men charged, loyalty to the Emperor overcoming all else.

HEROIC ACTION DESCRIPTIONS

Each possible heroic action is described below. The phase and segment in which it may be performed is followed by the consequences of the action, according to the result of the *Fool or Hero* roll.

ON THE DOUBLE!

The commander leads his men forward at a run, covering the ground as quickly as possible. Inspired by the example of his speed and bravery, the Marines rush forward behind their commander.

When Performed: In the advance segment of the movement phase, when the detachment is picked to move. May only be used if the detachment has advance orders.

Success: All stands in the detachment may move at their charge rate this turn; in all other respects, they are treated as having advance orders.

Failure: All stands in the detachment move at the advance rate, as normal.

Disaster: As the commander charges forward, waving his men to follow, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. The detachment moves as normal for its orders.

TAKEOUT!

The commander throws himself between the tracks of an oncoming vehicle, lets it pass above him, and drops grenades into its exhaust units. If he's successful, this will place the explosives dangerously close to the vehicle's engines.

When Performed: Movement phase, when a vehicle attempts to overrun the command stand.

Success: The overrun is dealt with as normal. In addition, the vehicle must make a saving throw, regardless of the result of the overrun roll.

Failure: The overrun is dealt with as normal.

Disaster: The commander is crushed to death under the vehicle's tracks. The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. The overrun is then dealt with as normal.

UP AND AT 'EM!

The commander leads his troops in a heroic attack on a nearby enemy unit.

When Performed: In the movement phase, when the detachment is picked to move. May only be used if the detachment has advance orders.

Success: Any or all stands in the detachment may move into close combat, even though they do not have charge orders.

Failure: The detachment may move as normal for its orders, but may not move into close combat.

Disaster: As the commander charges forward, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. The detachment may move as normal for its orders, but may not move into close combat.

FIRE! FIRE! FIRE!

The commander whips his men into a frenzy, filling the air with fire. Following the example of their leader, the Marines leap to their feet and let rip from their bolt guns, firing fast and deadly.

When Performed: Combat phase, when the detachment is picked to attack.

Success: Any stands from the commander's detachment which are within 6cm of the commander (including the command stand itself) may attack *twice* with their basic weapons; if they made a snap fire attack in the movement phase, they may still make one attack during the combat phase.

Note that this heroic action does not allow additional attacks with support weapons.

Failure: All stands attack as normal.

Disaster: As the commander leaps up and prepares to inspire his men, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed.

CHARGE!

The commander hurls himself heroically forward into close combat, inspiring his men to follow his lead. He charges into the face of the enemy at the head of his brother Marines.

When Performed: In the close combat segment of the combat phase, before any close assaults are resolved. The command stand must be engaged in close combat to perform this action.

Success: The commander's stand receives a bonus of +2 to its close assault factor, and any other stands from the detachment receive a bonus of +1.

Failure: All close assaults are carried out as normal with no additional bonus or penalty.

Disaster: The commander leaps forward heroically, but misses his footing, stumbles, and is quickly hacked to pieces by the enemy. The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. All stands in this detachment within 6cm suffer a -1 penalty to their CAF for this turn only.

RALLY TO ME!

The commander rallies his troops around him, inspiring them with fresh courage. Chanting the battle rites of the Chapter, the commander reminds his men of their duty.

When Performed: In the end phase.

Success: One stand may automatically be *regrouped* (see *Regrouping*), regardless of the detachment's orders and the presence of enemy stands. Only *one* stand may be returned to play by this heroic action, and others must be discarded as normal.

Failure: The commander fails to rally any of his troops and they are unable to regroup.

Disaster: As the commander stands and recites the Chapter's battle litanies to inspire his men, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. Needless to say, he fails to rally any of his troops.

HIDDEN SET-UP

Certain scenarios allow one player to use *hidden set-up*, so that his opponent does not know where some or all of his infantry forces are. Hidden set-up may *only* be used with infantry detachments - other forces are too easily seen!

SETTING UP

If a player is going to use hidden set-up, he takes one *hidden set-up counter* for each of his infantry detachments. He then takes an extra D6 hidden set-up counters.

Each hidden set-up counter has a number printed on it. The player should write down the numbers of the counters he's taken, and also which infantry detachment each number represents. The remaining counters (ie the extra D6 counters) are *dummy counters* and should simply have the word *dummy* written next to their number.

When forces are set up on the table, the player who is using hidden set-up does not place his infantry detachments. Instead, he places the hidden set-up counters on the table. Because some of these counters are dummies, his opponent won't know which ones represent real detachments and will have to make a guess about which to attack.

MOVEMENT AND FIRING

A hidden infantry detachment must be *revealed* before it can move or fire. An infantry detachment is always assumed to have first fire orders in the turn on which it is revealed, but may not snap fire in that turn.

REVEALING HIDDEN TROOPS

Infantry detachments may be revealed voluntarily or involuntarily. The player may choose to reveal any or all hidden infantry detachments at the start of the movement phase or the combat phase, exchanging the appropriate infantry stands for the counters.

If any enemy unit (including vehicles and Titans) moves within 12cm of a hidden set-up counter, or if it is hit successfully by a weapon with a burst circle, the counter is flipped over. If it is a dummy counter, it is discarded; if it represents an infantry detachment, the counter is replaced with the appropriate infantry stands.

When an infantry detachment is revealed, one stand (player's choice) is placed at the point occupied by the hidden set-up counter. The remaining stands may be set up as the player wishes, provided normal formation rules are obeyed and no stand is set up closer than 12cm to an enemy stand.

Note that, as stated above, an infantry detachment may neither fire nor move until it has been revealed.

HIDING IN BUILDINGS

When an infantry detachment is hidden inside a building, the detachment does not have to be revealed until an enemy unit moves into base-to-base contact with the building. When the detachment is revealed, stands may be placed in the building with the hidden set-up counter, or in any other building within 6cm of the counter - but not in a building which is occupied by enemy infantry.

If a building holding a hidden set-up counter collapses, the whole detachment is destroyed, even if the whole detachment could not have fitted into the building.

FIRING ON HIDDEN TROOPS

Only weapons with a burst circle may be used to fire on a hidden set-up counter, since only these weapons can affect a wide area, and any troops that may be hidden there. When firing on a hidden set-up counter, all normal range and LOS rules apply.

When a weapon with a burst circle is used to fire on a hidden set-up counter, the attack is carried out normally. Only one roll to hit is made, as the counter is a single target. The required score to hit is 9+ regardless of the weapon and range, and the roll is not modified by any tactical or other factors.

If a hit is scored, the detachment is revealed automatically. The defender must make a saving throw, applying the weapon's saving throw modifier as usual. If the saving throw is failed, the defender must choose one stand from the hidden detachment to be destroyed. He should do this in secret, so as not to reveal if the counter is a dummy.

BONUS SCENARIO

TANKHUNT

A force of Space Marines are sent out on a raid behind enemy lines. Taking cover in some buildings on a vital supply route, their mission is to destroy an advancing armoured column. But the Rebels have found out about the raid, and advance on the buildings with caution.

Imperial Player: Four elite infantry detachments, each consisting of two Support stands and one commander.

Rebel Player: 6 Land Raiders, in 3 detachments of 2 vehicles each.

Special Rules: The advanced rules for *Hidden Set-up*, *Elite Detachments*, and *Heroic Actions* must be used with this scenario. When setting up, a building may only be placed within 6cm of an already-placed building. The Imperial Player must set up first, in any of the buildings, using the rules for hidden set-up. The Rebel Player sets up second, at least 36cm away from any of the buildings.

Victory Conditions: The winner is the player who manages to wipe out the opposing force.

Historical Background: During the Scouring of the desert planet of Tubruq, four detachments from the Space Wolves' 8th Company, under the personal command of Imperial Commander Leman Russ, mounted a heroic raid behind enemy lines. Having occupied a deserted industrial complex which lay across the Rebel lines of communication, they destroyed an armoured column which was heading for the front, and then fought their way clear and rejoined the main body of the company, some 300 kilometers away.

Martial vigour and ferocity are virtues, to be sure. But do not throw your forces blindly into battle and say that this is vigour. It is not. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. He who fights without understanding the battle he is fighting places himself at a disadvantage.

- *Legiones Astartes, Collects of War*

OFF-TABLE SUPPORT

Infantry commanders can call on the support of long range missile and artillery units. These units are never placed on the table; they are assumed to be several miles behind the front line, and are fed their firing co-ordinates by commanders on the battlefield.

SUPPORT CARDS

In the *Space Marine* game, off-table support is represented by *support counters*, which may be purchased when players design their own forces.

Support counters are split in to two categories; *barrages* and *support missiles*. Barrages may be used any number of times in a game; support missiles may only be used once.

BUYING SUPPORT COUNTERS

Support counters may only be used when players are choosing their own forces, rather than using the forces in the scenario description. Each player may spend up to 25% of his points to purchase support counters. The following table summarises the maximum number of points that may be spent on support counters for the standard scenarios:

Scenario	Imperial	Rebel
Engage & Destroy	500	500
Convoy	400	500
Spoiling Attack ¹	450	500
The Trap	700	600
All Out War	1300	1300
Cityfight!	300	300

Notes

- 1 The Rebel player may only purchase support counters for use with his reinforcements.
- 2 There is no entry for the *Tankbunt* scenario, which does not really lend itself to the use of supporting fire.

CALLING UP SUPPORT

Supporting fire may be called in these circumstances:

1. The call must come from a commander, who is *not* engaged in close combat, and whose detachment has first fire orders.
2. Only one commander per detachment may attempt to call up support in a turn.
3. A commander may *not* call up support and perform a heroic action in the same turn.

Support is called up in the end phase of the turn. Roll a D6 for each commander who is calling up support; add +1 if he commands an elite detachment. If the final score is 4 or more, the supporting fire becomes available; if not, there is no supporting fire.

When supporting fire becomes available, the player places one of his support counters face down on the table, near to the commander who called it up. Other commanders may attempt to call up support counters, if the player has any available. The support fire shown on the counter may be 'fired' in the first fire segment of the following turn's combat phase.

FIRING SUPPORT COUNTERS

Support counters are 'fired' in the first fire segment of the combat phase. The detachment whose commander called up the supporting fire *must* be given first fire orders for the turn; if it is given any other sort of order, the support counter is removed from play. The support counter is also removed from play if the command stand is engaged in close combat or overrun before the support counter is used, or if the commander performs a heroic action between calling up the support and firing it.

To fire the support counter, turn it face up on the table, and place a *deviation template* where the supporting fire is meant to land. There is no maximum range, but the command stand from which the fire was called up must have a LOS to the intended point of impact. Next, the player rolls a D6. There are no modifiers to this roll. A score of 4 or more means that the attack is on target - landing exactly where the deviation template is placed - while a score of 3 or less means that the attack will *deviate*.

The effects of a hit vary according to the type of support counter being used; these are detailed later. A support counter is removed from play after its effects have been determined.

DEVIATION

Even if supporting fire misses its target, it has to land somewhere, and it is important to know precisely where. So when supporting fire misses, the player who called it up rolls for *deviation*.

Turn the deviation template so that the '1' arrow is pointing towards the command stand that called up the fire, roll a D6 to determine the *direction* of deviation, and roll 2D6 to determine the distance in cm. The fire has a normal effect on anything that is in the place where it comes down.

REMOVING SUPPORT COUNTERS

A support counter is removed from play as soon as one of the following things happens:

1. The detachment whose commander called it up is given any orders other than first fire.
2. The commander who called it up performs a heroic action.
3. The stand whose commander called it up is engaged in close combat.
4. The stand whose commander called it up is overrun by a vehicle (regardless of whether or not the overrun is successful).
5. The supporting fire deviates and does not affect any unit.
6. The effects of the supporting fire are determined and applied to a target.

When a support counter is removed from play:

A *support missile* counter is discarded;

A *barrage* counter may be kept and re-used.

MAINTAINING BARRAGES - OPTIONAL

A player may decide to keep a barrage counter beside the commander who called it up. The barrage may then be used again in the next turn.

BARRAGES

Barrages are devastating volleys of fire from distant batteries of artillery. After having worked out if the attack deviates or not, the player should take *two* burst circle markers. Roll a D6 for each burst circle, and place each so that it is touching the deviation template at the point corresponding to the number rolled on the dice.

Any units (friend or foe) under the deviation template or a burst circle are attacked; rolls to hit and other necessary information are given in the *Barrage Table*.

Commander Kilger turned away from the holo. It was a classic defensive position, and the Ultramarines had exploited it to the full. There was no possible approach to the complex without going through half a dozen points of concentrated fire, and no way to attack the defenders piecemeal. Half his Marines would be wiped out in a frontal assault.

Kilger paced silently for a moment, and then abruptly pulled his Imperial tarot from its equipment pouch.

"I wonder..." He pressed the shuffle icon. "Horus, guide your servant..." Three images appeared on the screen: the Palace; the Missile; the Nova.

"As I thought." Kilger snapped the comlink open. "This is Kilger. Request supporting fire." He punched in the co-ordinates. "Second company. Prepare to advance after the barrage. Give them no chance to regroup.

That, he thought, should open a crack in their perfect defence.

BARRAGE TABLE

Light Barrage

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Vehicles and Titans	No Effect	-	-
Infantry	5+	-	0

Battle Rating: 100 points

Medium Barrage

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Vehicles and Titans	6+	5+	-
Infantry	5+	-	-1

Battle Rating: 200 points

Heavy Barrage

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Vehicles and Titans	3+	3+	-
Infantry	4+	-	-2

Battle Rating: 300 points



SUPPORT MISSILES

Support missiles are one-shot weapons, mounted on vehicles or spaceships outside the area of play. There are several warhead types, each with its own special rules.

BLIND MISSILE

Blind is a sophisticated form of smokescreen, combining dense smoke with broad-spectrum electromagnetic interference. No detection or targeting systems will operate through a cloud of blind.

The point of impact is determined normally. The player who fired the missile may now place 3 blind markers at any point within 6cm of the point of impact. Blind markers may not be placed on buildings.

A blind marker *always* blocks a LOS.

At the start of each combat phase, roll a D6 for each blind marker; on a roll of 1, the cloud of blind dissipates, and the marker is removed from play.

Battle Rating: 100 points

HAYWIRE MISSILE

Haywire missiles produce a massive electromagnetic pulse covering all wavebands, and as their name suggests, they are designed to disrupt the target's electrical control systems. Any vehicles that are wholly or partly under the final position of the deviation template are destroyed. Haywire missiles have no effect on infantry units.

Battle Rating: 100 points

MINE DISPENSER MISSILE

Mine dispenser missiles (MDMs) scatter mines over a wide area. When the landing point has been determined, the firing player places 2 mine counters and 2 dummy mine counters face-down on the table anywhere within 6cm of the point of impact (ie the centre of the deviation template). Mine counters may not be placed in buildings.

The mines become operational at the *end* of the movement phase in the following turn. If a vehicle or infantry unit (on *either* side) moves within 3cm of a counter, it is flipped. Dummy mines have no effect, and are discarded immediately. Real mines explode, automatically destroying any and all units within 6cm of the mine counter. The counter remains on the table until the end phase of the turn, when it is removed. Until that time, *any* units that move within 6cm of the counter are destroyed.

Optional Rule: As an alternative to their normal load, MDMs may carry a single stasis or vortex mine and three dummy mines. If you are using an alternative load, you should note this down before the game. The mines are dropped and activated in the normal way, but instead of exploding they create a field (stasis or vortex, as appropriate). Refer to the notes on stasis and vortex missiles. Altering the load of a MDM does not change its points cost.

Battle Rating: 200 points

STASIS MISSILE

The stasis missile carries a stasis field generator (SFG) as its warhead. The SFG is a highly-sophisticated device which creates an area where time literally stands still. Anything caught within the stasis field is frozen in place and unable to do anything. Nothing may enter the field - including the fire of weapons from the outside.

Wherever the missile lands, a stasis field is created. Place a stasis field marker on the table, centred on the point of impact. Any vehicle or infantry unit wholly or partly within the field may neither move nor attack, but cannot be attacked itself. If any part of a building falls under a stasis field, the entire building (and everything in it) is affected by the field.

At the start of the combat phase of each turn, roll a D6 for each stasis field on the table:

1-2	The stasis field dissipates. Remove the marker from the table.
3-4	The stasis field stays in place.
5-6	The stasis field moves 2D6cm in a random direction - use the deviation procedure for this. The field will stop if it comes into contact with a vehicle or infantry unit.

If two stasis fields ever come into contact, they both dissipate immediately.

Battle Rating: 100 points

VORTEX MISSILE

When a vortex missile explodes, it creates a seething mass of energy known as a vortex field. This area is devastatingly destructive, and will annihilate anything that comes into contact with it.

When the missile lands, place a vortex field marker on the table, centred on the point of impact. Any vehicle or infantry stand wholly or partly covered by the marker is automatically destroyed, and any building which is wholly or partly under the marker collapses immediately.

During the end phase of each turn, roll a D6 for each vortex field on the table:

1-2	The vortex field dissipates. Remove the marker from the table.
3-4	The vortex field stays in place.
5-6	The vortex field moves 2D6cm in a random direction - use the deviation procedure for this. Anything in its path is hit.

Battle Rating: 300 points

The Assault Squad stood around the Land Raiders in a loose circle. Rabben's eyes were wide as he stared at the bolter shells which hung in mid-air; there was even an incoming laser shot, a short bar of solid light frozen like ice.

Brother-Sergeant Varrak smiled to himself. The lad had never seen a stasis field in operation before. The circle of absolute stillness was eery in the midst of the raging fury of battle that surrounded them.

Varrak looked around the waiting Marines. "Be ready," he said. "As soon as you see that laser light vanish, the stasis field generator has cut out. Then it's crack the hatches" - he hefted a fistful of grenades - "and in. The crew dies, but the command holo and any documents must stay intact. We need those battle plans."

SPACE MARINE & ADEPTUS TITANICUS

By combining **Space Marine** with **Adeptus Titanicus**, you can fight immense epic battles with Space Marines, armoured vehicles and Titans. The two games are designed to be completely compatible, and the following notes are all you will need to play combined games.



THE SEQUENCE OF PLAY

The sequence of play used in **Adeptus Titanicus** is left unchanged, apart from the following important addition:

Within each segment of the movement phase, players take turns to move their eligible Titans. Once all the eligible Titans have been moved, the players to move *all* their eligible vehicles and infantry detachments. The First Player moves all of his eligible vehicles and infantry, and then the Second Player may move all of his. The same applies to the combat phase. The combined turn sequence is summarised in the following table:

COMBINED TURN SEQUENCE

ORDER PHASE

Players give orders to all Titans, all vehicle detachments and all infantry detachments

MOVEMENT PHASE

- | | |
|----------------------------|--|
| <i>Fall Back Segment:</i> | <ul style="list-style-type: none"> - First Player moves all vehicle and infantry detachments with fall back orders - Second Player moves all vehicle and infantry detachments with fall back orders |
| <i>Charge Segment:</i> | <ul style="list-style-type: none"> - Players take turns to move all Titans with charge orders - First Player moves all vehicle and infantry detachments with charge orders - Second Player moves all vehicle and infantry detachments with charge orders |
| <i>Advance Segment:</i> | <ul style="list-style-type: none"> - Players take turns to move all Titans with advance orders - First Player moves all vehicle and infantry detachments with advance orders - Second Player moves all vehicle and infantry detachments with advance orders |
| <i>First Fire Segment:</i> | <ul style="list-style-type: none"> - Players take turns to turn in place all Titans with first fire orders |

REPAIR PHASE

As in **Adeptus Titanicus** rules. Does not apply to vehicles or infantry

COMBAT PHASE

- | | |
|------------------------------|--|
| <i>First Fire Segment:</i> | <ul style="list-style-type: none"> - Players take turns to fire with all Titans with first fire orders - First Player fires with all vehicle and infantry detachments with first fire orders - Second Player fires with all vehicle and infantry detachments with first fire orders |
| <i>Advance Segment:</i> | <ul style="list-style-type: none"> - Players take turns to fire with all Titans with advance orders - First Player fires with all vehicle and infantry detachments with advance orders - Second Player fires with all vehicle and infantry detachments with advance orders |
| <i>Charge Segment:</i> | <ul style="list-style-type: none"> - Players take turns to fire with all Titans with charge orders - First Player fires with all vehicle and infantry detachments with charge orders - Second Player fires with all vehicle and infantry detachments with charge orders. |
| <i>Close Combat Segment:</i> | <ul style="list-style-type: none"> - Close combats between Titans are resolved - Close combats involving vehicles and/or infantry are resolved |

END PHASE

As normal

ORDER PHASE

Titans use the order counters from **Adeptus Titanicus**. They may *not* be given fall back orders, and may never move in the fall back segment of the movement phase.

MOVEMENT PHASE

GENERAL RULES

Vehicles must stop moving as soon as they come into contact with the leg (not just the base) of a Titan. Titans may step over vehicles, infantry and any buildings lower than their knee-joint.

STOMP ATTACKS

During its move, a Titan may attack a vehicle or infantry stand by crushing it underfoot - the *stomp attack*. Titans move into base-to-base contact with the target of a stomp attack; each stomp attack made costs the Titan 2cm from its move allowance for the turn.

When a Titan makes a stomp attack, the player controlling the Titan rolls a D6 and refers to the *Stomp Table*. If a stomp attack is successful, the target is destroyed - no saving throw!

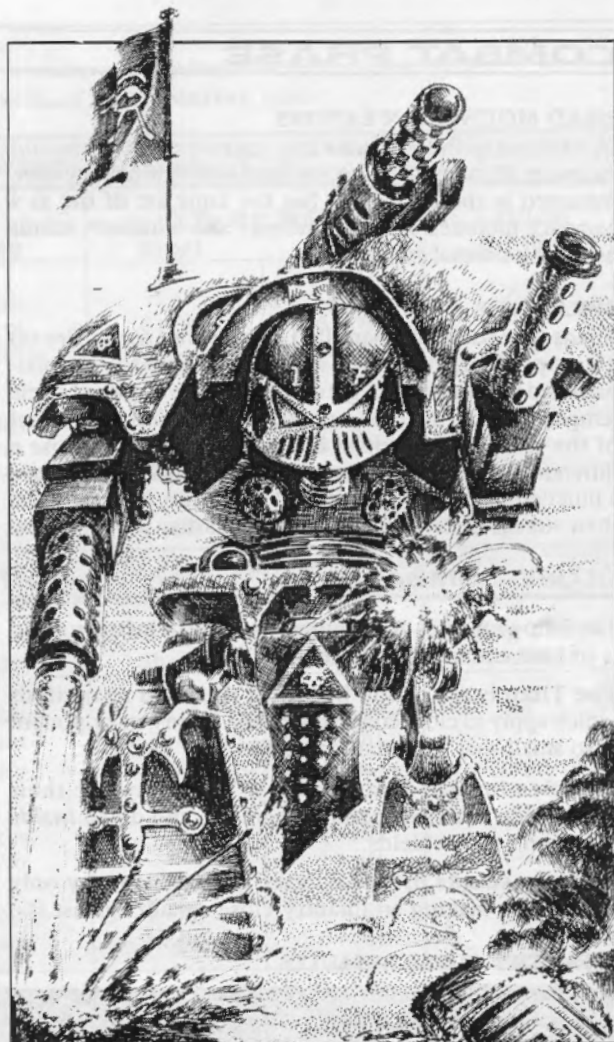
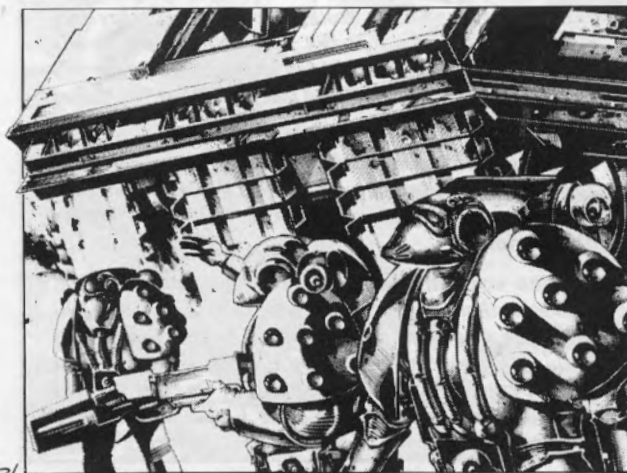
The Titan may continue its move after the stomp attack has been made, making further stomp attacks if the player wishes.

Stomp attacks may not be made against other Titans.

If the target of a stomp attack has first fire orders, it may snap fire at the Titan before the stomp attack is made. Snap fire attacks made by the target of a stomp attack take place *inside* the attacking Titan's void shields, just like close combat attacks.

STOMP TABLE

Weapon Stomp	Roll To Hit 4+
Stomp Attack Hit Modifiers	
Target has first fire orders	+1
Target has charge or fall back orders	-1
Attacking Titan is lightweight	-1
Target's armour rating	+ AR



RAMMING TITANS

Vehicles with charge orders may try to *ram* a Titan during the movement phase, by moving into contact with one of the Titan's legs. Ramming a Titan is always an act of desperate courage, since it spells certain doom for the vehicle making the attack.

When a vehicle attempts to ram a Titan, *both* players roll a D6, and add any modifiers from the table below.

If the scores are tied or the Titan's score is higher, the Titan suffers no damage.

If the vehicle's score is higher by 1-2 points, the Titan suffers *superficial damage* to its legs.

If the vehicle's score is higher by 3 or more points, the Titan suffers *critical damage* to its legs.

Regardless of the dice roll, a vehicle which makes a ram attack against a Titan is automatically destroyed.

RAM MODIFIERS - VEHICLE VS TITAN

Titan's Dice Roll	
Titan is lightweight	-1
Vehicle's armour rating	+ AR
Vehicle's Dice Roll	
Titan has a damaged reactor	+1
Titan has charge orders	-1

COMBAT PHASE

HEAD MOUNTED WEAPONS

In addition to the weapons they carry on their arms and carapace, all Imperial Titans are fitted with one heavy bolter, mounted in the head. This has the same arc of fire as a carapace-mounted weapon, and may attack infantry stands using the normal rules.

SPRAY FIRE

Titans may use multi-barrelled weapons to *spray fire* on a group of targets which are close together. A multi-barrelled weapon may target an area the size of a burst circle template; within this area, one attack is made for each barrel of the weapon as normal, but the player may choose a different target for each barrel. Weapons which already have a burst circle, or which have following fire, may *not* split their attacks in this manner. Only Titans may use spray fire.

CLOSE COMBAT

The following rules apply when a vehicle or infantry stand is in base contact with a Titan.

The Titan is not bound by any of the usual restrictions which apply to close combat between Titans; its opponent is so small that the Titan can effectively ignore it.

Vehicles in base contact with a Titan may fire their weapons in the close combat segment, and do so *inside* the Titan's void shields.

Infantry stands in base contact with a Titan may only attack it by making an infantry close assault against it.

INFANTRY CLOSE ASSAULTS

An infantry close assault against a Titan consists of troops scaling the Titan's legs in an attempt to wedge bundles of grenades in its vulnerable knee-joints, or firing any of their heavy weapons from within its void shields. This is by no means an easy task: attackers can be stomped, shot by the Titan's anti-personnel weapons, or killed by the *Principes* feeding massive jolts of electricity through the Titan's skin.

Infantry close assaults are *always* carried out in the close combat segment of the combat phase. An infantry stand that is making a close assault against a Titan may make *no* other attacks in this turn. Roll a D6 for each infantry unit, adding +2 to the roll if the Titan cannot move for any reason. On a roll of 1-5 the infantry stand has been shot, electrocuted or stomped - it is destroyed and should be removed from play. A roll of 6 or more means that the unit has managed to damage the Titan.

The damage effect depends upon the type of close assault:

A stand that is attacking with a number of heavy weapons may only cause damage with *one*. This represents the fact that it is difficult to fire heavy weapons at a Titan which battling to destroy its attackers. The player may choose which weapon is used, and the weapon may fire despite anything to the contrary in the stand's orders. The attack takes place inside the Titan's void shields, and all dice rolls are handled normally.

If a stand is trying to wedge a bundle of grenades in one of the Titan's knee-joints, the player rolls a D6, adding +1 to the score if the attacking stand is *elite*. On a score of 1-4, the grenades cause *superficial damage* to the Titan's legs, and on a score of 5+ the grenades cause *critical damage* to the Titan's legs.

SCENARIOS

It is quite simple to use the *Random Scenarios* from *Adeptus Titanicus* with mixed forces, or even with pure infantry and vehicle forces. Once you have established your *force level* for the scenario, you are free to spend your points on Titans, vehicles, infantry or any combination of the three, as you see fit.

VICTORY POINTS

When using mixed forces in these scenarios, the following additions need to be made to the *Victory Points Table*:

For each enemy infantry stand destroyed:	<i>The battle rating of the stand</i>
For each enemy vehicle destroyed:	<i>The battle rating of the vehicle</i>

VICTORY CONDITIONS

The victory conditions in the individual scenarios need certain alterations to take mixed or non-Titan forces into account. Where the victory conditions in a random scenario description refer to a Titan, amend this to read 'Titan or Detachment'. Note that a detachment is not counted as destroyed while any part of it survives - you need to destroy each individual vehicle or stand!

In the attacker objectives *Convoy* and *Rescue Mission*, one Titan carries something: a vital cargo and a spy respectively. The player may choose a vehicle detachment rather than a Titan to carry the cargo or spy, and the cargo or spy is not destroyed until *every* vehicle in that detachment has been destroyed - assume that it can be transferred freely from one vehicle to another within the nominated detachment.

The Warlord Traitor's hydraulics screeched as its foot descended and slammed into the earth. Fifteen Loyalists died - their armour burst like over-ripe fruit. An instant later, white-hot death rained down from the Warlord's plasma cannon onto the Loyalists' reinforcements. None of the Marines cried out as life was scorched from their bodies - they had no doubt as to the necessity of their sacrifice.

A vast snaking column of Emperor's Children swept forward in the wake of the advancing Titans. In the midst of its ranks, Captain Renner felt a pang of sympathy for those who were once his Brothers; but his loyalty lay only with Horus. Horus was the future. Only under his leadership could Humanity truly prosper. The Emperor's day was done. He had claimed the Warmaster's victories as his own for too long.

Renner's Marines fought savagely in the Titans' shadows, carpeting the battlefield with Loyalist bodies. Ahead, lay a huge force of Ultramarines - a suitable challenge for his warriors.

The sun was setting on this world, but for Marines on both sides there would be no respite. The gift of the night would be a long and bloody battle. The Emperor's Children pressed onwards with unflinching resolve. Soon the Imperial Cult would be expunged. One day the sun would rise on a new Empire - the Empire of Horus.

NEW WEAPONS

Titans use a number of weapons that are not covered in the main Space Marine rules.

VEHICLE TARGET WEAPONS TABLE					
Weapon	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Heavy Weapons					
Auto-Cannon	36cm	72cm	5+	6+	6+
Multi-Launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-Melta	12cm	24cm	5+	6+	3+
Very Heavy Weapons					
Defence Laser	-	72cm	-	3+(B)	2+
Macro-Cannon	-	72cm	-	3+(B)	3+
Plasma Cannon:					
- Sustained	20cm	-	4+(F)	-	6+
- Maximal	36cm	72cm	3+(B)	6+(B)	3+
INFANTRY TARGET WEAPONS TABLE					
Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Heavy Weapons					
Auto-Cannon	-	72cm	-	5+	-1
Multi-Launcher	-	72cm	-	5+(B)	-1
Multi-Melta	12cm	24cm	4+	5+	-1
Very Heavy Weapons					
Defence Laser	-	72cm	-	4+(B)	-2
Macro-Cannon	-	72cm	-	4+(B)	-2
Plasma Cannon					
- Sustained	20cm	40cm	4+(F)	6+(F)	-2
- Maximal	36cm	72cm	4+(B)	6+(B)	-2



PAINTING YOUR EPIC SCALE MINIATURES

There is nothing more stunning than an epic scale battle with hundreds of beautifully painted miniatures, played out on a fully detailed wargames table. Unfortunately, for many people such a luxury is unattainable, whether for lack of space or insufficient resources. However, the addition of a very simple paint job to your miniatures will have a remarkable effect on your enjoyment of the game. From your commanding position you can pick out the different flags and uniforms as you watch the Space Marines of each side come to blows, and easily track each unit's progress across the muddy battlefield.

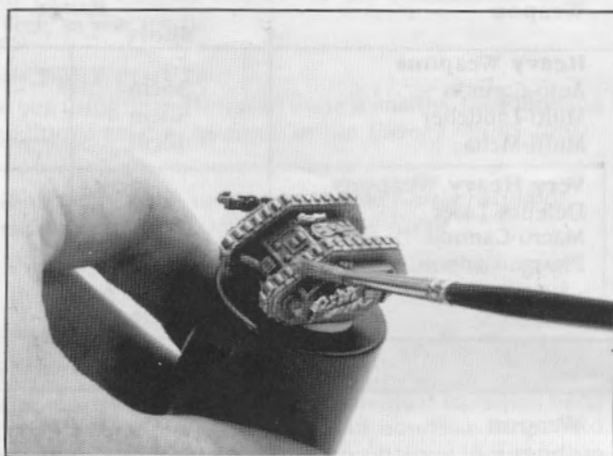
Painting your epic scale miniatures is not as difficult as you think. You can achieve quite stunning effects even in two stages: spraying the base coat and drybrushing the highlights.

The *Uniform Colour and Banner Chart* below gives you the appropriate colours for the twelve Space Marine Chapters featured on the bottom of the box. The highlighting colours are taken from the *Citadel Colour* range of paints - particularly the *Space Marine Paint Set*, which contains a number of specially mixed shades designed specifically for the painting of four of the most famous Space Marine Chapters.

PAINTING INFANTRY

The first stage in the painting of your epic scale infantry is the undercoat or base colour. Carefully cut all of the miniatures from their runners with a sharp knife and fix them to a piece of card with adhesive putty (the stuff you use to stick posters to walls). Ensure that you are in a well-ventilated room and that your painting area is protected from overspray with some old newspaper. Spray paint the miniatures with their base colour, taking care not to ruin the models' detail by spraying in one place for too long. Then leave the models to dry.

The next stage is drybrushing. Take a size 1 or 2 brush, preferably an old one as this technique tends to wear them out quite rapidly, and load it with the relevant colour. Wipe the brush on an old rag until it is almost dry, and then lightly draw the brush across the model's surface so that the detail is accentuated.



At this point you can either leave your models as they are, or if you feel confident enough, add Chapter badges and other insignia to the Marines' uniforms. It isn't difficult to add fine details if you remember to use a brush with a very fine point, and to thin the paint slightly so that it flows smoothly. If you are painting a very light colour on top of a dark base colour, such as a yellow symbol onto black, it is a good idea to paint the symbol with white paint first and, once dry, repaint it with the lighter colour. This gives it a much brighter appearance.

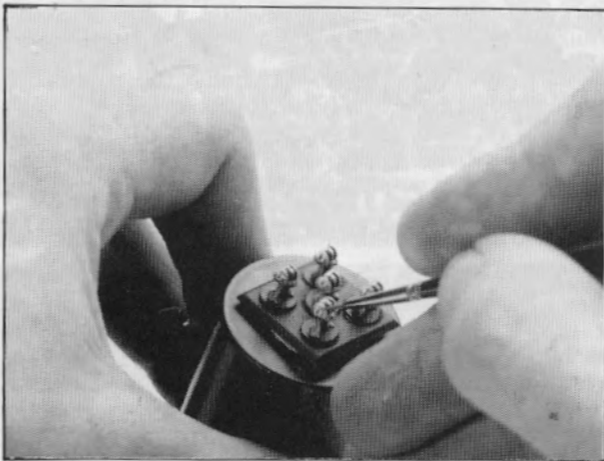
The next stage is to base your miniatures; simply remove the models from the card and attach them to their bases with polystyrene cement. The bottled glue is better than the tubed glue, as it has its own brush and is much easier to use, especially when gluing objects this small.

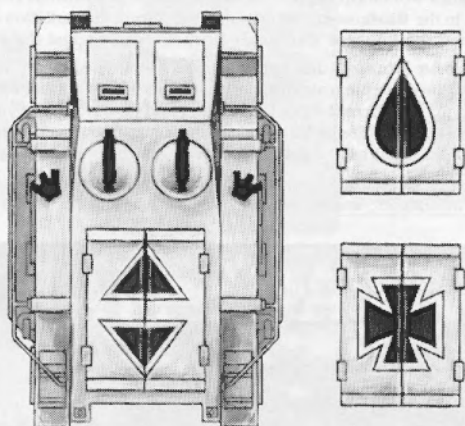
If you wish, you can varnish the completed models. This will protect them from handling damage caused during play. Gloss varnish is preferable as it protects the model's paint job better than matt varnish. If you want a matt finish on your models, apply a coat of gloss first to make sure you give adequate protection to your hard work. Matt and gloss varnish are available from all good model shops, in both bottles and spray cans; spray cans are usually the quickest and easiest to use.

PAINTING VEHICLES

Vehicles are painted in exactly the same way as infantry - spray the base colour and drybrush the highlights. As a final touch, when the base colour is dry, you can paint the tracks and guns with Chaos Black, and drybrush them with Chainmail.

In the same way that the Marines have shoulder insignia, armoured vehicles of the Imperium are also painted with various symbols. Thus the vehicle's detachment or battlefield role can be easily recognised at a distance by other troops, vehicles and Titans. The trick here is to be bold, as a very fine symbol will become indistinct at a distance. Painting your symbols in contrasting colours will ensure that they stand out: red and green, blue and orange, purple and yellow are all opposites on the colour wheel, and are particularly noticeable when used together.





To aid identification by Titans, many vehicles were painted with detachment recognition symbols indicating the type of Marines they carried. This example, from the White Scars shows symbols for Tactical and Support Stands (left), Devastator Stands (top right) and Assault Stands (bottom right).

INK WASHES

The addition of an ink wash between the base coat and drybrushing the highlights will give a more realistic, three dimensional look to your model. The ink runs into the deepest areas of detail and creates effective shadows which have a greater contrast to the drybrushed highlights.

Adding an ink wash is very simple. When the base coat is dry, take a large brush, load it with the relevant colour ink or ink mix and brush it over the model - that's all there is to it!

Once the ink is completely dry, you can drybrush the highlights and base the models in the usual way.

ADDITIONAL HIGHLIGHTS

You don't have to stop with one stage of drybrushed highlights. If you add a small amount of Skull White to the highlighting colour and drybrush the model again, but with a much lighter brushstroke, it will give the raised areas of the model greater emphasis.

You can continue this process for as long as you wish, adding more Skull White to the mix each time. The final effect can be quite remarkable.

BANNERS

Although the banners that are supplied with *Space Marine* are already in colour, there is nothing to stop you adding additional highlights to them. Simply mix up a lighter shade of the colour you wish to highlight, and carefully pick out the areas of the banner that would be the lightest. By crumpling up the banner slightly and highlighting the peaks of the folds, you can make the flag look more three dimensional.

UNIFORM COLOUR AND BANNER CHART						
IMPERIAL						
	Dark Angels	Ultramarines	White Scars	Space Wolves	Salamanders	Blood Angels
Battle Banner						
Base Coat	Black	Dark Blue	Light Grey	Dark Grey	Black	Red
High-light	Salamander Green	Ultramarine	Skull White	Space Wolf Grey	Salamander Green	Blood Angel Orange
Ink Wash	—	Blue/Black	Black	Black	—	Red
TRAITORS						
	World Eaters	Emperor's Children	Death Guards	Thousand Sons	Sons of Horus	Night Lords
Battle Banner						
Base Coat	Black	Purple	Light Grey	Red	Black	Dark Blue
High-light	Salamander Green	Worm Purple/ Skull White	White	Hobgoblin Orange	Ghoul Grey	Moody Blue
Ink Wash	—	Purple	Black	Red	—	Blue/Black

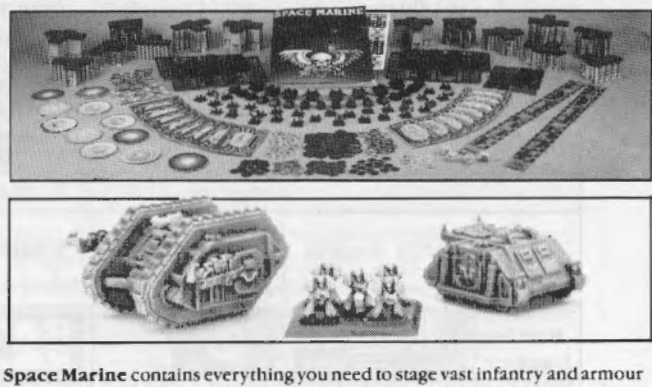
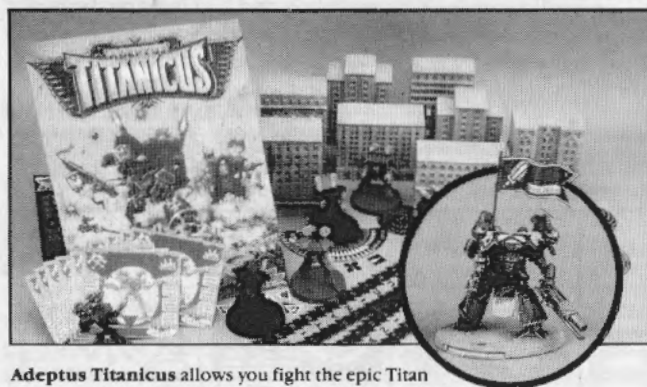
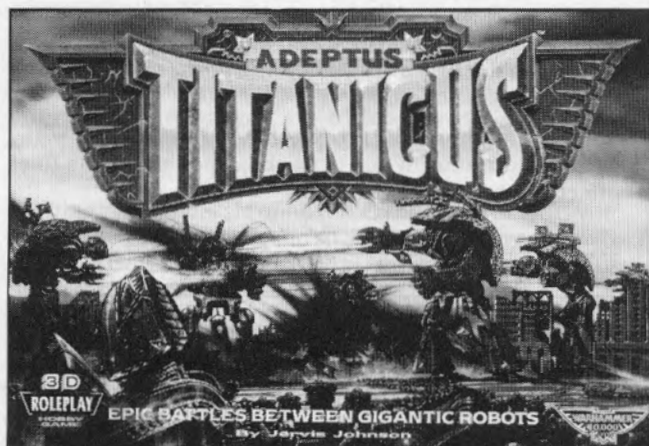
EPIC BATTLES

Across a million worlds they fight. On cratered battlefields strewn with dead, the men and machines of the Imperium clash in awesome battles. Planets are laid waste as the two sides strive for ultimate control. One man has betrayed the trust placed upon him, and the Imperium is in danger of being destroyed.

Games Workshop's epic scale games, *Adeptus Titanicus* and *Space Marine*, are set in the *Warhammer 40,000* universe during the dark days of the Horus Heresy, when the Imperial Warmaster Horus turned against the Emperor.

Adeptus Titanicus and *Space Marine* allow you to fight massive battles with hundreds of epic scale miniatures. Whoever you choose to side with, there are dozens of different models to collect and paint to create your armies. *Adeptus Titanicus* and *Space Marine* are fully compatible; by combining the two games, you can fight mixed actions between Marines, vehicles and Titans.

Games Workshop's epic scale games are fully supported by an extensive range of miniatures, and by regular rules supplements in *White Dwarf*.



Adeptus Titanicus allows you fight the epic Titan battles of the Horus Heresy, as the Traitors rebel against the Emperor. *Adeptus Titanicus* contains 6 plastic clip-together Warlord Class Titans with a range of interchangeable weapons, 8 buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.

Space Marine contains everything you need to stage vast infantry and armour battles during the Horus Heresy, when Marine fought Marine and the existence of the Imperium was threatened. *Space Marine* contains over 360 finely-detailed epic scale plastic Marines and armoured vehicles, 14 card and plastic buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.

IN THE WORKS - At the time of going to press, the following epic scale supplements and miniatures are in development:

Codex Titanicus II - a working title. Amongst other things, it will probably contain rules for new Imperial and Traitor vehicles, weapons and Titans.

Emperor Titan - the largest Imperial Titan. As well as an awesome fighting machine, the Emperor Titan serves as a mobile temple, bringing the Emperor's word to isolated planets.

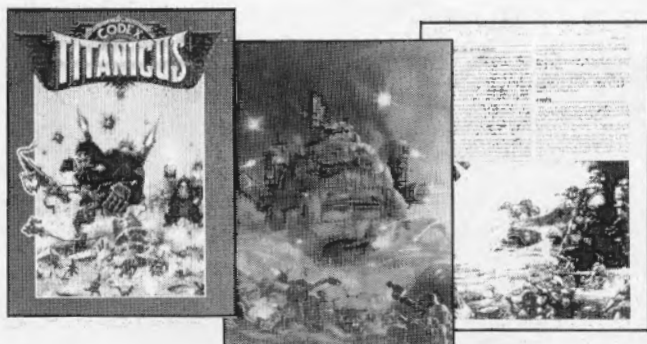
Psi-Titan - operated by the Divisio Telepathica, and armed with a multitude of psionic attacks and defences, rules for Psi-Titans will be included in a future supplement.

Titan Weapon and Head Variants - a planned range of metal weapons and heads, including heads for specific Titan Orders, siege heads and Traitor weaponry.

Juggernauts & Zeppelins - two huge war machines that dwarf even the mighty Titans. Juggernauts are vast mobile fortresses, bristling with weapons; Zeppelins are great airships that float above the battlefield, dealing death to anything that dares approach them.



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Codex Titanicus is the first supplement for *Space Marine* and *Adeptus Titanicus*, and contains rules for Ork and Eldar forces, with details of their infantry, vehicles and Titans. The book also contains rules for new Imperial vehicles, dreadnoughts and robots, plus many new Titan rules.

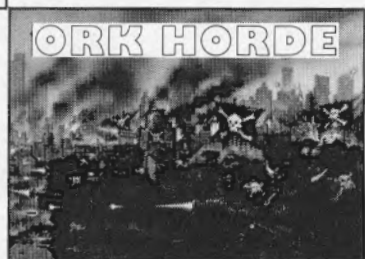
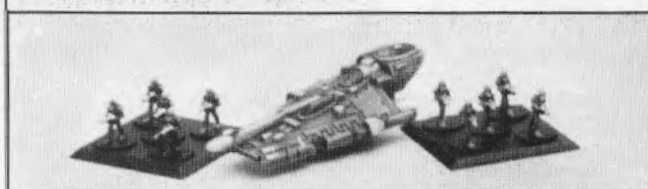
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White Dwarf is Games Workshop's monthly magazine. As well as full details of the latest releases, *White Dwarf* features supplementary rules, hints on modelling and painting, news and previews.

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