

# NETEPIC 5.0 ARMY BOOK

# Adeptus Astartes



BY THE NETEPIC DISCUSSION GROUP

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# Background

The Adeptus Astartes is the official title of the warrior organization more commonly known as the Space Marines. It is the most powerful and most feared fighting arm in the Imperium. Ages past when the Imperium was first founded, the Emperor created twenty perfect humans called Primarchs, each of which was given a Legion of Space Marines. Together they conquered the galaxy.

Ten thousand years ago, nine Legions turned traitor and followed the Chaos-corrupted Primarch, Horus. This civil war nearly destroyed the Imperium and is known as the Horus Heresy. After their defeat the survivors fled to the Eye of Terror and became known as the Chaos Marines. Originally containing tens of thousands of Marines each, the surviving Legions were broken into smaller units to prevent such a concentration of force. This reorganization has been called the Second Founding and formed the basis for the Space Marine Chapters that exist today. In the ten thousand years since the Horus Heresy many other Chapters have been founded and there are currently perhaps a thousand Chapters in existence.

A Chapter is a self-sufficient military organization that recruits, maintains and fields a force of one thousand Space Marines. A code of organization and operational methods called the Codex Astartes was drawn up by the Adeptus Terra. This sought to define standard organizations and uniform details as well as providing the ultimate reference work on strategy and tactics. While many Chapters faithfully follow to this ancient text, such as the Ultramarines, there are many that do not cling so closely to the Codex Astartes. However they have changed, they are all united in their devout, unswerving loyalty to the Emperor.

Many Marines are recruited from feral planets, where traditional warrior castes compete for the honor of being chosen as a ‘warrior of the gods.’ However, for true aggression and psychotic killer-instinct few recruits can match that shown by the murderous gangers that roam the deepest levels of hive worlds. Some recruits come from the civilized areas of the Imperium – but not very many.

Young recruits are subjected to hundreds of hours of intensive training and indoctrination. Their bodies are toughened by electrostimulation, chemical therapy and implanted organs, and their minds are shaped by psychoactive chemicals and hypnotherapy. A special black carapace is merged with their natural flesh, which functions as both a permanent identity tag and a neural interface to the Marine power armor. Finally, the genetic material (geneseed) of the Chapter’s founder is implanted within the prospective Marine, intended to strengthen the Marine’s body and increase spiritual resilience. Unfortunately, unstable genetic material and improper surgical procedures have taken their toll over the millennia. Many Chapters display genetic aberrations, such as the increase in size of the Space Wolves’ teeth and the Blood Angels’ psychotic rages. Despite these deviations, this preparation turns a raw recruit into a highly trained, disciplined and well-equipped killer. A Marine’s lifetime is measured in centuries, the vast majority of which is spent in either training or combat. Though the Space Marines number only a million, they are some of the most effective warriors in the galaxy.



*“And They Shall Know No Fear”*

# The Adeptus Astartes Army

An Adeptus Astartes army is centered around the ultimate power-armored infantryman, the Space Marine. Everything else in the army supports the Marine and helps him do his job. It's quite possible to field cavalry, tanks, artillery and more, but the core of the army is and always will be the grunt Marine.

The Standard Army, the Space Marines, consists of a variety of power armor infantry troops with a wide array of mechanized support. If you choose to run a Standard Army you must put at least 50% of your points into the Standard Adeptus Astartes List. The other 50% may be spent on any one Standard List other than Chaos.

<b>Standard Army</b>	<b>At least 50% of your points into...</b>	<b>Up to 50% into...</b>
Space Marines	Standard Adeptus Astartes List	Any one Standard List except Chaos

Many of the Chapters have changed over the millennia, developing new units and tactics to suit themselves. Each of these is considered a separate Codex Army, consisting of that Chapter's units in addition to the Standard ones. If you want to play a unique Chapter you must put 75% of your points into their troops (from their Codex List and the Standard Adeptus Astartes List) and you may put up to 25% into any one Standard List other than Chaos.

As a note, when you purchase units from the Standard List you may define them as either part of the Codex Chapter you've chosen, or as any other Chapter. In this way it is possible to field more than one Chapter, but you may never use more than one unique Chapter list and special rules.

<b>Codex Army</b>	<b>At least 75% of your points into...</b>	<b>Up to 25% into...</b>
Named Chapter	Chapter & Standard Adeptus Astartes Lists	Any one Standard List except Chaos

**Note:** Only the Blood Angels, Dark Angels and Space Wolves have been through years of playtesting. All other Chapters should be considered optional and require the approval of your opponent.

# Special Rules

## Optional Rule: Traditional Companies

Traditionally, a Chapter is composed of ten infantry companies of specific types. The best and most experienced soldiers are collected in a Chapter's 1<sup>st</sup> Company, and take the field as either Veteran Marines or Terminators. These are the best of the best, and only one Company of Veterans or Terminators may be fielded. Similarly, the 10<sup>th</sup> Company contains the young and inexperienced and is composed of Scout Marines.

A standard Chapter has one Veteran or Terminator, four Battle, two Tactical, one Assault, one Devastator and one Scout Companies. You can choose to field any and as many of these that you want, choosing and paying for the Company Cards as normal, but you cannot exceed the number of each type of company available. This restriction does not apply to Support Cards: any company may take tanks, artillery, fliers and so on. Only the Companies are limited in number, i.e. an army can never have more than one Veteran Company, though Veteran Detachments may be bought as support for any company.

Company	Type
First	Veteran or Terminator
2 <sup>nd</sup> – 5 <sup>th</sup>	Battle
6 <sup>th</sup> & 7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

## Optional Rule: Footsloggers

Players may purchase non-mechanized infantry companies. The existing company cards include Rhinos, and a player may drop 9 Rhinos (the commander keeps his) and reduce the cost of the company by 100 points. If this option is taken, the troops may not start the game loaded on any other type of transport (such as Thunderhawks or Drop Pods).

## Optional Rule: Pre-Heresy Armies

Many weapons of war have been developed since the Horus Heresy. If you'd like to create a historically accurate army list, you may only purchase the following units:

**Infantry:** Assault, Devastator & Tactical Marine, Terminator

**Cavalry:** Bike, Land Speeder

**Walkers:** Mutilator & Destroyer Dreadnaught Squad, Robot

**Vehicles:** Drop Pods, Land Raider, Predator, Rhino, Vindicator

**Light Artillery:** Rapier, Mole Mortar, Tarantula, Thudd Gun

**Heavy Artillery:** Whirlwind

**Titans:** All

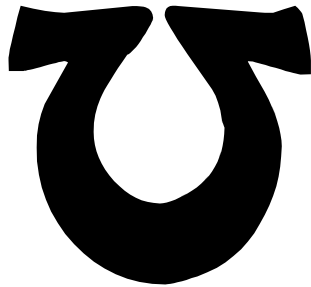
## Sample Army: Ultramarines

Army Card	Cost	Notes
1) Terminator Company	1000	
Support: Land Raider Squadron	250	
Support: Land Raider Squadron	250	
2) Battle Company	850	
Support: Predator Squadron	250	
Support: Whirlwind Battery	150	
3) Devastator Company	1000	
Special: Apothecary	50	
Support: Scatolo Heavy Squad	200	
4) Tactical Company	750	
Special: Warlord Titan (hull cost 500) with Volcano Cannon (100), Rocket Launcher (50), Gatling Blaster (60) & Turbo Laser (75)	800	Costs 500 + 285 = 800 points Worth 8 VP
Support: Landspeeder Squadron	300	
Support: Bike Squadron	150	
<b>Total</b>	6000	

# Space Marine Chapters

## Ultramarines

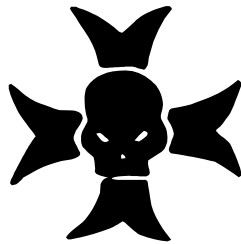
The Ultramarines follow the Codex Astartes and have become famous for their rigid adherence to its ancient orthodoxy. Over the ten thousand years since the Horus Heresy, the Ultramarines have retained every detail of the original Codex Astartes intact. They are not the only such Chapter and others include the Black Consuls, Blooddrinkers, Eagle Warriors, Imperial Fists, Novamarines, Praetors of Orpheus, Rainbow Warriors and the White Consuls. These Chapters may be considered part of the Standard Space Marine Army.



Company	Type
First	Veteran or Terminator
2 <sup>nd</sup>	Battle
3 <sup>rd</sup>	Battle
4 <sup>th</sup>	Battle
5 <sup>th</sup>	Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

## Black Templars

Black Templars are the first successor Chapter to the Imperial Fists, created when the original Space Marine Legions were broken up after the Horus Heresy. Black Templars are fanatic to the extreme even by Space Marine standards. They are the embodiment of the virtues of the Emperor's chosen and inspire their brothers to ever greater deeds and sacrifice in the service of the Emperor. The Chapter has been on a permanent crusade ever since they were formed, and while the actual number of marines is estimated at several times that of a standard Chapter, the Chapter has never been united into a single force for the past nine millennia.



Company	Type
First	Terminator
2 <sup>nd</sup>	Crusade Battle
3 <sup>rd</sup>	Crusade Battle
4 <sup>th</sup>	Crusade Battle
5 <sup>th</sup>	Crusade Battle
6 <sup>th</sup>	Crusade Company
7 <sup>th</sup>	Crusade Company
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator

## Special Rules

1) **Larger but Fewer:** Black Templars do not form a Scout Company to train their new warriors, as other Chapters. Instead, new warriors are taught the skills of war while fighting side-by-side their more experienced brethren. This makes their normal detachments slightly larger, but limits the number of Companies available.

2) **Emperor's Champion:** One Special Card slot must be used to purchase the Emperor's Champion.

3) **Veterans:** Black Templar veterans will always wear Terminator armor.

4) **Zeal:** When other Marines would fall back to regroup the Black Templars hurl themselves at the enemy in righteous anger. When a Black Templars infantry unit reaches its Break Point it must make morale checks as normal. If a detachment fails it must be given a Fall Back Orders counter as normal, as well as a Charge Orders counter. The unit must move towards and attempt to initiate Close Combat with the nearest enemy unit within sight. The unit "rallies" as normal, and if successful may be given orders normally. This ability does not protect against the "-2 CAF" penalty or the "fail a morale test while on Fall Back Orders and be destroyed" rule.

**5) Vow:** The Black Templars player must select a vow after creating his army, but before setting up terrain or putting units on the battlefield. Below is a list of suggestions, but players are free to come up a mutually-agreeable vow appropriate to the scenario.

**1) Accept Any Challenge!** Once During the Orders Phase, an enemy Command, Elite or HQ unit (and no other units) may challenge any BT Command, Elite or HQ stand to personal combat. The BT stand is immediately put on Charge Orders, must move into Close Combat with the challenger as soon as possible and may not shoot any weapons along the way. None of the challenging side's units may intercept and the BT unit can ignore Zones of Control along the way. The BT unit gets +4 CAF against their target. The enemy player may decide to shoot the onrushing fool, but loses 2 Victory points if any unit other than the challenger engages or shoots at the challenged BT unit (whether you kill them or not).

**2) Uphold the Honor of the Emperor!** If you're not winning, you're losing. If the BT player is ahead on Victory Points for three turns in a row, he gains +5 VP. If he later falls behind, this bonus is lost.

**3) Purity!** Cleanse the battlefield of warp influence! All BT infantry get +2 CAF against psykers and daemons. All enemy psykers and daemons must die for the BT player to win, regardless of Victory Point totals (though killing them all does \*not\* give a win - it's merely a condition).

**4) We Will Kill Them!** One Army Card of BTs (a Company, Support or Special Card) vows to kill any one equivalent enemy Army Card. The BT troops must enter Close Combat with their target as soon as possible and may not shoot anyone else, and no other BT unit may engage or shoot at the target. The BT troops gain +3 CAF against their target. The BT player gets double VP's for breaking their target, and the enemy gets triple VP's for breaking the chosen BT Army Card \*before\* the vow is complete.

**5) Kill Them All!** If the BT player is feeling his oats, he can attempt to obliterate his enemy. The BT player scores Victory Points as Tyranids, i.e. none for objectives, normal for breaking enemy units and normal again for killing every last stand in a unit.

### **Prohibited Army Cards**

Attack Bike Detachment, Battle Company, Land Raider Company, Librarian, Marine Bike Company & Detachment, Scout Company & Detachment, Tactical Company & Detachment, Veteran Company & Detachment

### **Codex Army Cards**

Black Templars Bike Squad, Black Templars Scout Detachment, Crusade Battle Company, Crusade Company, Crusade Detachment, Emperor's Champion, Land Raider Crusader Company, Land Raider Crusader Detachment

### **New Units**

**Black Templars Scout Marine:** These are fully trained Tactical Marines with the Infiltrate ability.

**Emperor's Champion:** Chosen as the best of the army, this Marine is fired with righteous zeal and seeks glory in single combat. They are Elite and HQ units, and have the Inspirational ability.

Once during each Orders Phase the Champion may issue a challenge to an enemy HQ or Command infantry stand that is within charge range and line of sight. If the enemy player refuses, the Champion may move normally. If the enemy accepts, the Champion must go on Charge Orders and engage the target in Close Combat. Units in the way are moved aside to allow the Champion through, but suffer no other effect. Nobody else may join that combat – it's one-on-one, and the models will fight to the death (reroll any tie result).

**Land Raider Crusader:** This is a Land Raider variant that increases speed at the cost of some weapons and armor. It has Point Defense (4) and may transport two infantry stands.

**Neophyte:** A Black Templars new recruit.



## Blood Angels

The Blood Angel's Primarch sacrificed his life to earn the Emperor time to hunt down and destroy Horus. After the battle, his body was placed in stasis. All other Chapters use genetic material from existing Space Marines to produce implants for new Space Marines, but the Blood Angels rely on cells drawn directly from their Primarch. This genetic material is saturated with the Primarch's last moments of desperate sacrifice, and the fleeting memories of that conflict continually break through into the conscious mind of every Blood Angel. These ghostly memories are prone to overwhelm the Blood Angel's rational mind on the eve of a battle. When this happens, a Blood Angel's sole motivation is to seek death. So desperate and irresistible is this impulse that the individual loses all touch with reality and becomes fearless to the point of madness. Blood Angels who are taken by this death frenzy join together in a special unit called the Death Company.



Company	Type
First	Veteran Assault or Terminator
2 <sup>nd</sup>	Battle
3 <sup>rd</sup>	Battle
4 <sup>th</sup>	Battle
5 <sup>th</sup>	Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

### Special Rules

- 1) Veterans:** Blood Angel veterans are fielded as either Veteran Assault Marines or Terminators.
- 2) Death Company:** A Blood Angel player must purchase the Death Company. Even though this is called a company, it is a stand-alone card and may not take Special or Support Cards of its own.
- 3) Black Rage:** Blood Angels occasionally lose themselves in bloodlust, manifesting itself in two ways. First, all Blood Angel infantry get a +1 CAF bonus if they are on Charge Orders and initiate Close Combat. This bonus does not apply to continuing combats or if they are themselves charged. However, the Black Rage also makes the Blood Angels somewhat unreliable since in their bloodlust they may well charge the enemy even when it would be more advantageous to hold a position. After Initiative is determined each turn, roll a D6 for each infantry detachment. On a "1" the detachment must be placed on Charge Orders and will move to engage the nearest enemy in sight. Alternately, randomly choose one detachment - this will save time in large battles.
- 4) Quickening:** This power replaces Mind Blast for Blood Angel Librarians. This power may be used at any time, but cannot be used on a unit that is already engaged in Close Combat. A single Blood Angel infantry, cavalry or walker model within a 25 cm and in line of sight gains +3 CAF until the End Phase.

### Prohibited Army Cards

Assault Scatolo, Veteran Company, Veteran Detachment

### Codex Army Cards

Baal Predator Squadron, Death Company, Furiosos Dreadnaught Squad, Sanguinary Priest

### New Units

**Baal Predator:** This is a close-assault variant of the standard Predator carrying a turret-mounted Assault Cannon.

**Death Company:** This unit consists of battle-frenzied Blood Angels and a special Chaplain leading them. The unit size will vary from game to game as it draws troops from the rest of your army. After you have chosen your forces, take one stand from every infantry detachment and place it in the Death Company. These are the troops in the Death Company, and their stats change to Death Company Marine stats no matter what they used to be. The Death Company is provided with sufficient Rhinos to carry all its stands at no extra cost. The only Victory Points awarded for the Death Company are for the Chaplain.

Detachments losing stands will fight at a reduced size and are considered having suffered casualties for Break Point purposes. If there are 12 or more stands in the Death Company (not counting the Chaplain), it may be

divided into two or more Death Companies. Each Company must contain at least 6 Marines and you must purchase a Chaplain for each one.

The Death Company must always be given Advance or Charge Orders as the Space Marines are in far too frenzied a state of mind to sit tight and pick their targets. Commanding the fanatic marines is a task that taxes the abilities of even the best commanders, forcing the Chaplain to concentrate on his troops and disregard other units around him. Thus, he is not only bound to the unit and unable to break formation with it, but also devoid of the normal Chaplain ability of raising the CAF of the nearby troops. As he is part of the unit he acts with the rest of the troops and is not given separate orders. However, the Chaplain is still considered an HQ stand for purposes of targeting. Should the Death Company Chaplain be killed, all remaining Death Company Marines will be on Charge Orders for the rest of the game, and must always charge after the nearest enemy units it can see. If another Chaplain is available he may join the DC to replace the old one, but immediately becomes subject to the DC Chaplain rules upon doing so.

**Death Company Chaplain:** These are normal Chaplains with the restrictions described above. They are Command, Elite and HQ units. If all the Death Company Marines are killed they may function as standard Chaplains with the Combat Leader ability.

**Death Company Marine:** These are marines who have succumbed to the frenzied bloodlust inspired by his Primarch's DNA. He is already considered dead to the rest of the Chapter, and lives only to kill and die in battle. They are Fearless, never check morale and are only broken (for Victory Points) when all stands are destroyed.

**Furioso Dreadnought:** Even half-dead and incarcerated in the adamantium sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honor face to face with the enemy. The Furioso Dreadnought design was conceived by the Chapter's Lord of the Forges many millennia ago to grant this opportunity to the recovered fallen.

**Sanguinary Priest:** The role of the Apothecary is filled by the Sanguinary Priests. They are HQ units and have the Medic ability. Once per turn an infantry stand within 10 cm of the Priest may re-roll its Close Combat dice.

## Crimson Fists

The Crimson Fists are descendants of the original Imperial Fists Legion, created in the Second Founding in the 31st millennium. During the three hundred year Crusade of Righteous Liberation, the Crimson Fists were reduced to a mere 128 Marines. From that day the Chapter's 1st Company, known as the Crusade Company, has been kept at 128 Marines and its Captain is always the Chapter Master. It is considered a bad omen if the Chapter goes to war without the Crusade Company being at full strength.

The Chapter takes its name from the ritual which Rogal Dorn, Primarch of the Imperial Fists, conducted to initiate new Chapter Masters. Both Dorn and the Chapter Master slit the palms of their left hands and clasped them together in a warrior's handshake. Their blood mingled together, strengthening the Chapter Master's gene-seed and forming a symbolic bond between the Primarch and his genetic sons. The Crimson Fists have also carried this on into their colors. Their basic armor color is a deep blue, usually with metallic trimmings. Once a Crimson Fist becomes a full Battlebrother his left gauntlet is painted crimson, and upon becoming a member of the Crusade Company he is allowed to paint his right glove also.

Like other Imperial Fists descendants, the Crimson Fists have always been noted for their zealous devotion to the Emperor, even more so than other Space Marine Chapters. On at least two occasions this has led to the Crimson Fists being called upon to exterminate a fellow Space Marine Chapter. The Crimson Fists' willingness to turn on their brother Marines has earned them something of a reputation as the Adeptus Terra's lapdogs amongst the more unorthodox Space Marine Chapters, such as the Space Wolves, White Scars and Exorcists.



Company	Type
First	First Company
2 <sup>nd</sup>	Battle
3 <sup>rd</sup>	Battle
4 <sup>th</sup>	Battle
5 <sup>th</sup>	Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

### Special Rules

1) **First Company:** The player must purchase the Crimson Fist First Company card, consisting of a Chapter Master and four detachments of Terminators. This card may take the normal one Special and five Support cards, but may not take any other infantry support units (though taking cavalry, tanks, artillery, etc is fine).

### Prohibited Army Cards

Terminator Company, Veteran Company

### Codex Army Card

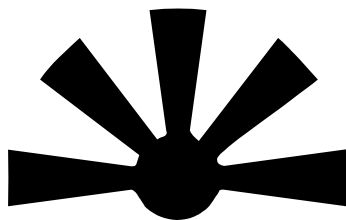
Crimson Fist First Company

## Crimson Suns

The Crimson Suns were founded during the 22<sup>nd</sup> Founding using geneseed tithes from the White Scars Chapter. Upon reaching codex strength they were ordered to join the Mandaria Crusade, in which the new Chapter proved itself in spearheading many planetary assaults. During the liberation of Ryuten II the terminators of 1<sup>st</sup> Company distinguished themselves by fighting their way through to the main command centre and executing the rebel commander. Warmaster Mandaria was so impressed he granted the Crimson Suns the right of conquest, and Ryuten II has been the Chapter's home world ever since.

Ryuten II long had a strong warrior-aristocracy called Samurai, from which the Crimson Suns drew their recruits. Over time the chapter adapted certain practices of the warrior-aristocracy, including a preference for melee combat and a disdain for heavy weapons. The motto of the Crimson Suns is: "Better to die with honor than to live with shame." They live for the purpose of destroying the Emperor's enemies, preferably in melee, and there is no greater honor than to die in battle. They favor lightning assaults and planetary drops to get into melee quickly.

This Chapter was originally presented in Incoming! Issue #6. Much of the Chapter history has been removed for space considerations, and interested readers are urged to look up the original article.



Company	Type
First	Hatamoto Company
2 <sup>nd</sup>	Assault
3 <sup>rd</sup>	Assault
4 <sup>th</sup>	Assault
5 <sup>th</sup>	Assault
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Tactical
9 <sup>th</sup>	Tactical
10 <sup>th</sup>	Ashigaru Company

### Special Rules

**1) Death Before Dishonor:** The Crimson Suns player may re-roll one morale check every turn. The second result is final. The enemy receives two Victory Points for each unit that is on Fall Back Orders at the end of every End Phase.

**2) Honor Quest:** After setup, the Crimson Suns player may designate an objective marker that isn't on his half of the board. That objective is worth double Victory Points if he has it, and he loses 5 VPs if the enemy holds it or it's contested.

### Prohibited Army Cards

Battle Company, Devastator Company, Devastator Detachment, Scout Company, Scout Detachment, Terminator Company, Terminator Detachment, Veteran Company, Veteran Detachment

### Codex Army Cards

Ashigaru Company, Ashigaru Detachment, Hatamoto Company

### New Units

**Hatamoto:** Crimson Suns veterans always wear Tactical Dreadnought Armor and arm themselves with two hand-grafted power swords, the mark of the ultimate warrior. They are Elite units and have the stats of Close-Assault Terminators.

**Ashigaru:** The Crimson Suns do not use their new recruits as scouts, as they want their future warriors to "learn how to fight honorably and not sneak around like some weak cowards." Instead, the Ashigaru are taught the least respected form of warfare: fire support. Only when they have proven themselves are they inducted to the 9<sup>th</sup> company and taught more honorable means of warfare.

## Dark Angels

The Dark Angels differ only slightly from the basic Chapter organization of the Codex Astartes. The main difference is that they have a specially equipped mobile company called the Ravenwing in place of one of their Battle Companies. This consists of Space Marines riding Attack Bikes and Land Speeders, and gives the Dark Angels player the option of fielding a large mobile force.



Company	Type
First	Deathwing Company
2 <sup>nd</sup>	Ravenwing Company
3 <sup>rd</sup>	Battle
4 <sup>th</sup>	Battle
5 <sup>th</sup>	Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

### Special Rules

**1) Deathwing Company:** Dark Angel veterans will always wear Terminator armor, and countless battles against the Tyranid hordes have made them immune to morale checks of any kind. All Terminators purchased for a Dark Angel army become Deathwing Terminators with the Fearless ability, at no extra cost.

If the Deathwing Company is purchased, it may not have any type of infantry support other than Deathwing Terminators. Deathwing Terminator Support Cards may be purchased for other Companies, however.

**2) Ravenwing Company:** The second company contains all the Chapter's available bikes and speeders, and only these units. All Support Cards purchased for the Ravenwing Company must be either Bikes or Land Speeders, and no other company may take those units as support.

Special Cards representing individual characters (Apothecary, etc) purchased for the Ravenwing are assumed to be mounted on bikes (change their movement rate to 30 cm) for no extra cost.

**3) Weaken Resolve:** This power replaces Mind Blast for Dark Angels Librarians. Choose one detachment within 25 cm (line of sight is not necessary), and that unit must make a Morale check with a -1 modifier or be given Fall Back Orders.

**4) Interrogator-Chaplains:** Alternate name for a Dark Angel Librarian, with the same stats and abilities.

### Prohibited Army Cards

Veteran Marine

### Codex Army Cards

Ravenwing Company, Veteran Land Speeder Squadron

### New Units

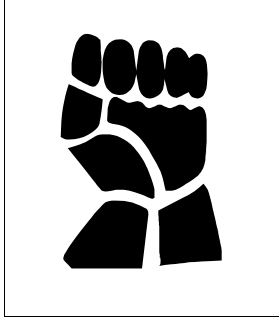
**Master of Ravenwing:** This represents the commander of the Ravenwing Company and his command squad. He is a Command, Elite and HQ unit. Once per turn he may use the following power:

**Tactical Genius:** One Ravenwing detachment within 15 cm may shift their given orders one step in either direction along the following line: Charge ↔ Advance ↔ First Fire. Charge does not wrap around to First Fire.

**Veteran Land Speeder:** Intimate familiarity with their vehicles and decades of experience give them a 6+ fixed "jink" save. They are Elite units.

## Iron Hands

Iron Hands are siege specialists renowned for their siege-breaking skills, disdain for others and ruthlessness on the battlefield. They have little outside contact and constantly strive to overcome the weakness of the flesh by replacing their body parts with bionics. Since mechanization is seen as the only way to remove the weakness of human flesh they have close relations with the Adeptus Mechanicus, for both ideological and technological reasons.



While Space Marines in general have a reputation of ferocity and savagery, the Iron Hands exceed this and have a reputation of complete ruthlessness, lack of mercy and burning hatred. They have been known to execute a third of a planetary populations as a punishment after rebellions.

Iron Hands do not follow the organization laid down in the Codex Astartes. Instead the Chapter is composed of ten Clan Companies, each of which has its own mobile fortress-monastery. These clans usually operate as “mini-Chapters” in their own right and conduct independent operations so as not to rely too much of the support of others, which is seen as a weakness in its own right.

### Special Rules

**1) Well-Rounded:** You must purchase one Clan Company for each Siege Company you buy, and you must purchase at least two Support Cards for each Company Card in your force.

**2) Pride:** Iron Hands disdain nearly all outside contact and regard even other Space Marine Chapters as weak compared to themselves. Due to this attitude, the player suffers a -1 penalty to his initiative rolls if he fields a combined Iron Hands & anything else force. In addition, since Iron Hands are unimpressed by the weak outsiders they will receive no benefit from the special abilities of any unit not belonging to the Iron Hands Chapter (such as from an Apothecary, Chaplain or Techmarine).

**3) Siege Specialists:** Iron Hands have been trained to deal with enemy fortifications and carry the specialized equipment to do so. Units that are in Close Combat with Iron Hands will not gain the CAF bonus for being in any sort of fortification. This is the melee equivalent to the weapon ability "Ignores Cover."

**4) Bionics:** All Iron Hands Elite infantry & special characters are heavily modified with cybernetic and bionic implants, to the extent that they can self-repair and regenerate on 5+. In addition, this augmentation adds +1 to Veteran and Terminator Armor Saves. This is already reflected in the unit stats.

**5) Allies:** Iron Hands will not ally with any non-Imperial troops, ever. Also, they have never forgiven the Salamanders and Raven Guard forces of the two legions refused to follow Ferrus Manus' suicidal attack on the four legions which were backing up the initial assault on Horus in Istvaan V but turned traitor and assaulted the loyalists' flank. Iron Hands will not fight alongside either Salamanders or Raven Guard.

**6) Victory Point Bonus:** In order to simulate ruthlessness and insure a few senseless massacres, the Iron Hands player scores VP's both from objectives as normal and for breaking enemy units, then gains +1 VP per enemy detachment that is completely wiped out (removed from the table, one way or another). To balance this out, some of the Iron Hands units give 150% of normal Victory Points to the enemy.

### Prohibited Army Cards

Assault Company, Chaplain, Devastator Company, Tactical Company, Terminator Company, Terminator Detachment, Veteran Company, Veteran Detachment

### Codex Army Cards

Bombard Battery, Clan Company, Heavy Weapon Terminator Detachment, Iron Father, Siege Company, Venerable Dreadnought, Veteran Devastator Company, Veteran Devastator Detachment

### New Units

**Bombard Mobile Siege Mortar:** This unit fires large shells in a high arc, and has a minimum range of 50 cm. These rounds destroy buildings on a single unsaved hit, instead of merely damaging them.

**Heavy Weapons Terminator:** Modified suits allow Devastators to carry missile launchers. They are Elite units.

**Iron Father:** The Iron Hands Chaplains are also trained to inspire the machine spirit. They are Elite and HQ units, and have the Combat Leader and Mechanic abilities.

**Venerable Dreadnought:** With hundreds or even thousands of years of combat experience under their massive metallic belts, Iron Hands Venerable Dreadnoughts are awesome opponents on the battlefield. They are Elite and HQ units, and have the Inspirational ability.

## Mentor Legion

The Adeptus Astartes Chapter 888 "Mentor Legion" is a highly unusual chapter. The chapter only takes recruits who have maximal technical aptitude and learning capacity and turns them into formidable warriors who are a perfect blend of a military man and a scientist. The Chapter's marines are almost never fielded in their own task forces, but platoon-sized groups are instead "lent" to different commanders who have a need for their special abilities.

There are two kinds of Mentor detachments: the Tutors and the Elite Cadre. The Tutors are the "rank and file" marines of the Mentors but are still superior even to most marine veterans. The Elite Cadre is the pinnacle of Mentor ideals and among the very best the Imperium has, up to and including the Grey Knights.



Company	Type
First	Veteran or Terminator
2 <sup>nd</sup>	Battle
3 <sup>rd</sup>	Battle
4 <sup>th</sup>	Battle
5 <sup>th</sup>	Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

### Special Rules

1) **Mutually Exclusive:** Your army may not include both Tutor and Mentor Elite Cadre detachments, and not more than three detachments total.

### Prohibited Army Cards

Veteran Marine

### Codex Army Cards

Tutor Marine Detachment, Mentor Elite Cadre Detachment

### New Units

**Tutor Marine:** These are the veterans of the Mentor Legion, who incorporate cameloline into their armor. This grants them a -1 To-Be-Hit advantage if they are both on First Fire Orders and in any sort of cover.

**Mentor Elite Cadre:** These Marines have been trained to act as independent command stands to other Imperial troops. They are equipped with a variety of technological devices, from displacement fields to time warp generators. They are Command, HQ and Independent units, and have the Hard to Hit ability. They may also move triple their base movement if on Charge Orders.

## Raven Guard

Raven Guard is one of the First Founding Chapters. Their primarch, Corax, was from an early age instructed in guerilla tactics. The Legion's near-destruction in Isstvan III further reinforced this modus operandi as they did not have the numbers to wage full-scale war. Corax became legendary for his ability to achieve the greatest possible result with the minimum force by applying that force to exactly the right point.

Raven Guard excels in guerilla style operations behind enemy lines, surgical strikes and hit and run attacks. Unlike White Scars who also are experts of hit and run the Raven Guard make extensive use of drop pods and Thunderhawks to catch the enemy off balance. They are organized as a codex chapter although they show preference to fast vehicles and assault infantry over tanks and heavy support.



Company	Type
First	Veteran or Terminator
2 <sup>nd</sup>	Battle
3 <sup>rd</sup>	Battle
4 <sup>th</sup>	Battle
5 <sup>th</sup>	Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

### Special Rules

**1) Limited Heavy Support:** Raven Guard doctrine emphasizes speed over heavy support. A Raven Guard army may not have more Devastator than Assault Marine detachments (a Company counts as three detachments), or more tank detachments (Land Raider, Predator, Sabre, Vindicator) than cavalry detachments. In addition, the Land Raider Company Card counts as a Special Card, and may not itself have any attached Support or Special Cards.

**2) Pin-Point Accuracy:** The Raven Guard are experts in planetary assaults orbital insertions, and may re-roll the scatter dice for the initial target point when using Drop Pods. The scatter rolls for the individual Pods are unaffected by this ability.

**3) Careful Reconnaissance:** Raven Guard commanders make extensive use of scouts to gather accurate first-hand intelligence about enemy plans. If the Raven Guard player has any Scout Marines in his army he may add a +1 modifier to the first (and only to the first) initiative roll in the game.

**4) Command Jump Packs:** Any Raven Guard special character (Apothecary, Chaplain, etc.) may exchange their Rhino for a jump pack. This costs nothing and increases their movement to 15 cm. Break and Victory Points are unaffected.



# Salamanders

Salamanders are steadfast and hardy warriors from the semi-death world of Nocturne. They are one of the First Founding Chapters and they honor the ideals of pragmatism and stoicism first taught to them by their Primarch, Vulkan. The Salamanders are basically a traditional Chapter, though they have a preference for fewer Assault troops and more Flamer and Melta weapons.



Company	Type
First	Veteran or Terminator
2 <sup>nd</sup>	Battle
3 <sup>rd</sup>	Battle
4 <sup>th</sup>	Battle
5 <sup>th</sup>	Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Firedrakes
9 <sup>th</sup>	Devastator
10 <sup>th</sup>	Scout

## Special Rules

**1) Weapon Preference:** In place of the 8th assault company the Salamanders have a Flamer Company called the Firedrakes. Devastator Marines in the 9<sup>th</sup> Company may be normal or Flaming Devastators.

**2) Optional Weapons:** The Salamanders player may replace one Tactical Detachment in any Tactical or Battle Company purchased with a Flamer Detachment.

**3) Troop Restriction:** The unstable gravitic and seismic conditions on their home planet of Nocturne make the training of certain troops difficult. For each Company Card you may buy one Support Card from the following list (total, not one of each): Assault Marines, Assault Flamer Marines, Marine Bikes, Attack Bikes, Land Speeders.

**4) Never Give Up:** Salamanders are extremely dogged and stubborn, willing to press on against all odds even when the situation seems hopeless. To reflect this, Salamanders units do not suffer the normal "-2 CAF when on Fall Back Orders" penalty. They are still destroyed if they fail a morale test while on Fall Back Orders, however.

**5) Fury of the Salamander:** This power replaces Mind Blast for Salamander Librarians. The power creates a monstrous spectral salamander which moves 3D6 cm in a straight line away from the librarian in any direction. Any model (friend or foe) in its path is hit on 4+ with 0 TSM. This is a physical psychic power. Any detachment losing one or more models must make a morale check of go on Fall Back Orders.

## Prohibited Army Cards

Assault Company, Bike Company

## Codex Army Cards

Assault Flamer Marine, Firedrake Company, Flaming Devastator Detachment, Predator Vulkan Detachment

## New Units

**Assault Flamer Marine:** The Salamanders prefer close-range engagements with the enemy where their superior numbers of short-ranged but deadly weapons, such as Multi-Meltas and Flamers, can swiftly eradicate their foes. Their weapons ignore cover.

**Flaming Devastator:** Lots of short-range equipment designed to slag armor. Their weapons ignore cover.

**Predator Vulkan:** This version of the Predator hull has been fit with a heavy flamer in place of the lascannon. The Autocannon is mounted on a turret, and the Heavy Flamer ignores cover.

## Space Wolves

Like other Chapters, the Space Wolves were reorganized after the Horus Heresy according to the Codex Astartes. However, their Primarch, the famous Leman Russ, was never conventional and the Chapter soon adapted to suit its leaver's fierce warrior mentality. The Space Wolves Chapter is divided into twelve Great Companies, each led by a mighty warrior called a Wolf Lord. The Wolf Lord and the best fighters form command units called the Wolf Guard. The remaining Space Wolves are divided into three types: Blood Claws, Grey Hunters and Long Fangs. All Space Wolves favor close-quarter combat over fighting at a distance, although the Long Fangs carry a higher proportion of heavy weapons than the others.



Space Wolf names reflect the seniority and fighting prowess of a Marine. Initially he will join the Great Company as an unarmored, lightly armed Wolf Scout. When he passes his initiation and is granted his full armor he fights as a zealous and fearsome Blood Claw. After years of combat experience he may join the main warrior band and become a Grey Hunter. If he is sufficiently successful he will be invited to fight alongside his master as a Wolf Guard, otherwise his advanced years and experience will earn him a respected place among the Long Fangs. As Space Wolves actually grow fangs, their title reflects a physical reality as well as their battlefield potency. The characteristic color for the Space Wolves is gray, and they are sometimes called "Grey Wolves."

### Special Rules

**1) Organization:** Space Wolves are organized quite differently from other Chapters and you choose your forces in a different way. You may choose up to 12 Great Companies (each with or without Terminators), with each having the normal 1 Special and 5 Support Cards. Most of the usual Space Marine infantry and cavalry cards have been replaced by unique Space Wolf cards, listed below.

### Prohibited Army Cards

Assault, Devastator, Flamer, Scout, Tactical, Terminator & Veteran Marines (both Companies & Detachments), Apothecary, Chaplain, Librarian, all bikes, Land Speeder

### Codex Army Cards

Great Company, Great Company with Terminators, Blood Claw, Blood Claw Attack Bike, Blood Claw Land Speeder, Leman Russ Exterminator, Grey Hunter, Long Fang, Rune Priest, Wolf Guard, Wolf Guard Terminator, Wolf Priest, Wolf Scout

### New Units

**Blood Claws:** These are the Chapter's Close Combat specialists. They inspire Fear in those they charge due to their fearsome howling when they charge in to battle. Enemy units charged by Blood Claws must take a morale check. If they fail they receive a -2 to their CAF. This rule does not apply to charges made by the enemy units or to prolonged Close Combats. Blood Claws wear jump packs thus move fast and ignore terrain penalties. Blood Claws can also fight on Attack Bikes and Land Speeders, and these units benefit from the morale test rule.

**Grey Hunters:** These are the Space Wolves tactical marines. They are armed with longer ranged weapons than the Wolf Guard and their superior training makes them better in Close Combat than an average Marine.

**Leman Russ Exterminator:** The Leman Russ is generally only used by the Imperial Guard, but in recognition of their Primarch the Space Wolves have a handful of Leman Russ Exterminators in their inventory. This variant of the basic Leman Russ tank design carries a turret with a twin-linked Autocannon. They have Point Defense (3).

**Long Fangs:** Long Fangs are the heavy weapon specialists of the Chapter. Although they use shorter-range weapons than regular Space Marine Devastators, they are better trained in Close Combat and can fulfill assault roles as well.

**Razorback Transport Detachment:** Space Wolf Great Companies may swap their Rhinos with Razorbacks.

**Rune Priest:** While most Space Marine Chapters have psykers known as Librarians, the Space Wolves psykers are named Rune Priests and their abilities are much different to those of other Chapters. The Space Wolves are renowned for their ferocity and skill in close fighting, and the Rune Priests are no exception: they are found in the thick of the fighting, slaying foes with their weapons as well as with their minds. They are HQ units, Psykers and may use one of the following ethereal psychic powers each turn:

**1) Courage of Russ:** The Rune Priest instills images of Leman Russ in the minds of nearby Space Wolves, goading them into acts of extreme valor. One detachment within 15 cm becomes Fearless until the End Phase.

**2) Wolf Howl:** The Rune Priest utters a loud and haunting howl which strikes terror into the hearts of his enemies. The Rune Priest gains the Terror special ability until the End Phase.

**3) Fangs of Fenris:** Shadowy shapes appear around the Rune Priest, and can be vaguely discerned as the great wolves of Fenris, the Space Wolves home planet. These huge beasts charge the enemy and rip them to pieces. Select a model within 25 cm and line of sight, and fight a round of Close Combat against it at +5 CAF. The wolves are insubstantial, cannot be shot at by troops on First Fire and are destroyed if the target makes a Psychic Save.

**Space Wolf Drop Pods:** Space Wolves, like the other Space Marine Chapters, sometimes use Drop Pods to drop their Great Companies behind enemy lines. Due to their distinct unit structure, the number of pods used and their cost differs from those of the other Marines. All other rules pertaining to Drop Pods remain.

**Wolf Guard:** These are the best fighters in the Chapter. They are Elite and HQ units, and have the Inspirational ability.

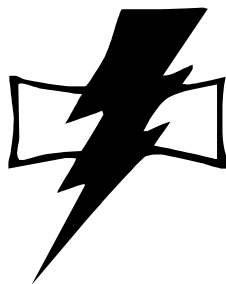
**Wolf Guard Terminators:** These are Wolf Guards in Terminator armor, and are the only Terminator units available to Space Wolves. They are Elite and HQ units, and have the Inspirational ability.

**Wolf Priests:** Space Wolves have specially trained priests who fill the role of both Apothecary and Chaplain. They are Command, Elite and HQ units, and have the Combat Leader and Medic abilities.

**Wolf Scouts:** Wolf Scouts infiltrate into the enemy lines, destroy vital points of defense and obtain crucial information about enemy deployments. Wolf Scouts, unlike their regular Marine counterparts, do not form companies and serve as attached detachments to Great Companies. They have the Infiltrate ability.

## White Scars

White Scars have a long tradition of lightning war and mobility. Their armies are designed to penetrate deep into enemy territory, practicing hit-and-run tactics and using their shock value to great effect. On the down side, their armies have sacrificed much of the firepower of other Chapters.



Company	Type
First	White Scar Terminator or Veteran Bike
2 <sup>nd</sup>	White Scars Bike
3 <sup>rd</sup>	White Scars Bike
4 <sup>th</sup>	White Scars Battle
5 <sup>th</sup>	White Scars Battle
6 <sup>th</sup>	Tactical
7 <sup>th</sup>	Tactical
8 <sup>th</sup>	Assault
9 <sup>th</sup>	Fist of Khan
10 <sup>th</sup>	Scout Bike

### Special Rules

- 1) Veterans:** White Scars veterans either don Terminator armor or become Veteran Bikers.
- 2) Mobility:** White Scars emphasize mobility in general and have discarded many of the more static units, such as the Rapier and Tarantula. The White Scars Bike and Battle Companies concentrate on speed and may not take any Support Card that has a movement of less than 25 cm.
- 3) Armored Company:** In place of the traditional 9<sup>th</sup> Devastator Company, the White Scars have a vehicle company called "Fist of Khan." This is a unique formation and only one may be bought.
- 4) Storm Caller:** This power replaces Mind Blast for White Scars Librarians, called Stormseers. Place the 6 cm barrage template anywhere within 75 cm and line of sight. This template remains until the End Phase, and if it touches a model with a Psychic Save a successful save will dispel it. All lines of sight through the template are obscured, but barrages can still be fired indirectly over it.

### Prohibited Army Cards

Battle Company, Devastator Company, Devastator Detachment, Land Raider Company, Land Raider Detachment, Librarian, Mole Mortar, Predator, Rapier, Robot, Scatolo, Thudd Gun, Tarantula, Terminator Company, Terminator Detachment, Veteran Company, Veteran Detachment

### Codex Army Cards

Fist of Khan Company, Land Raider Crusader Company, Land Raider Crusader Detachment, Predator Jaghatai Khan Detachment, Scout Bike Company, Scout Bike Detachment, Stormseer, Veteran Bike Company, Veteran Bike Detachment, White Scars Battle Company, White Scars Bike Company, White Scars Terminator Company, White Scars Terminator Detachment

### New Units

- Fist of Khan Company:** Two Predator squadrons provide an armored punch to an infantry advance.
- Land Raider Crusader:** A Land Raider variant that increases speed at the cost of some weapons and armor.
- Predator Jaghatai Khan:** A Predator variant armed with a heavy flamer and multi-meltas.
- Veteran Attack Bike:** A Marine Attack Bike with better morale and the Hit & Run ability.
- White Scars Attack Bike:** A standard Marine Attack Bike with the Hit & Run ability.
- Scout Bike:** These bikes have been fitted with stealth technology, giving them the Infiltrate ability.

## Other Chapters

### Desert Lions

The Desert Lions have an unofficial 11<sup>th</sup> Company which is a robot company. The robots were inducted into the Chapter as honorary members after they had been crucial in mapping the fire-plans of the renegades during the second pacification of Isstvan V.

If a Chapter Master is bought for a Desert Lions army he gains the Mechanic ability, and may use it instead of his normal abilities. The Desert Lions are otherwise a normal Chapter.

### Flesh Eaters

The 8<sup>th</sup> Company is called the "Jaws of Doom". It is made up of Assault Marines equipped with two power gloves instead of the normal pistol/sword combination.

### Raptor Legion

This armylist is based on a 40k armylist made by T.A Lahdeoja. The complete list and history can be found at <http://www.hut.fi/~tube/40karmy.html>. Raptors are planetary assault specialists who differ from the Codex Astartes in several respects. The 1<sup>st</sup> Company has the option of purchasing a special transport card and dropping from orbit. Only the 1<sup>st</sup> Company has this option and it gives the entire company the ability to Deep Strike. The 4<sup>th</sup> Company is composed of three bike detachments, and if a Special Card is purchased for that Company it must be a Tech-Marine. The player may also choose to field either one Baneblade or one Shadowsword as a Support Card to the 4<sup>th</sup> Company (and that company only). Raptor Legion Marines have a passionate hatred of the traitor Emperor's Children marines, and must engage them in Close Combat as soon as possible if they're within sight.

### Silver Skulls

The Silver Skulls 2<sup>nd</sup> Company is an air-mobile assault company with integral Thunderhawk support. Only Assault Marines and Fliers may be bought as Support Cards for this Company. If Assault Marines are purchased a Thunderhawk must also be purchased to transport them.

# Unit Descriptions

## Special Units

**Apothecary:** Commonly known as Medics, these are healers who carry sophisticated medical equipment to help wounded soldiers. They are HQ units and have the Medic ability.

**Chaplain:** Chaplains are the religious leaders of the Space Marine forces as well as formidable warriors due to their unshakable determinism. They are Command, Elite and HQ units, and have the Combat Leader ability.

**Chapter Master:** This represents the commander of a Space Marine Chapter and his command squad. Unless agreed by all players, there can only be one Chapter Master in a Space Marine army. They are Command, Elite and HQ units, and have the Inspirational ability. They may also use one of the following abilities each turn:

**1) Forced March:** All Imperial detachments within 10 cm of the commander receive a +5 cm to their base movement rate (+10 cm if the unit has Charge Orders).

**2) Tactical Genius:** One Imperial detachment within 10 cm may shift their given orders one step in either direction along the following line: Charge ↔ Advance ↔ First Fire. Charge does not wrap around to First Fire.

**Forward Observer:** Both speed and accuracy are vital when calling for artillery support, and the Imperium has expertly trained Forward Observers to aid their artillery batteries. They are HQ units and have the Stealth ability.

**Grey Knight:** The Grey Knights are a unique Space Marine Chapter that belongs to the Ordo-Malleus branch of the Inquisition, rather than to the Adeptus Astartes. Their sole purpose is to confront and destroy Chaos, and they may only be brought to a battle if an opponent fields Chaos units.

Grey Knights are Elite units, and have the Daemon Hunter and Teleport abilities. They also have a 4+ Psychic Save, and both their ranged & Close Combat attacks are considered physical psychic attacks (this means Greater Daemons cannot use Chaos Cards to save themselves – see the Chaos Army Book for more information).

**Inquisitor:** These are the watchdogs of the Imperium, always on the alert to destroy those tainted by Chaos and punish those that sway from Imperial Doctrine. They are Command, Elite and HQ units, are Fearless, and have a 4+ Psychic Save. Due to the fear (or inspiration) they instill, all Imperial detachments within 25 cm are immune to morale checks.

**Legion of the Damned:** From time to time, mysterious warriors have occasionally come to the aid of Imperial forces. They are clad in Space Marine armor painted as burning skeletons and are a truly horrifying sight on the battlefield as they fight with fierce abandon, outpacing even their fellow Marines. There are only a few units of these fearsome shadow warriors; so only one Legion Special Card may be fielded in any Space Marine force. They are Elite, are Fearless and inspire Terror.

The Legion of the Damned does not deploy at the beginning of the game. Instead, they will appear and reinforce a Space Marine unit that is in trouble. When the first Space Marine Army Card reaches its Break Point, the Legion will appear in the next Compulsory Movement Phase. Place the Legion of the Damned models on the table within coherency of the broken detachment (player's choice if there's more than one). If the detachment has Fall Back Orders, remove them – the detachment may not move but will fire in the Advance Fire Segment.

**Librarian:** These individuals are the psykers of the Imperium. They are HQ units, Psykers and may use one of the following ethereal powers each turn:

**1) Purge Psyker:** The Librarian mentally attacks a nearby psyker. Pick an enemy psyker within 50 cm (line of sight is not needed) and roll 2D6. The enemy rolls 1D6 if he's an Eldar Warlock, Slann Mage, Ork Weirdboy, Squat Living Ancestor or similar psychic unit. He rolls 2D6 if he's a Daemon, Chaos Android, Eldar Wraithguard or similar powerful psychic unit. If he's a Slaan Great Mage he rolls 2D6 while the Librarian rolls 1D6, due to his great psychic powers. If the Librarian's roll is higher the enemy psyker is destroyed. If the enemy's roll is higher there is no effect unless the roll is double the Librarian's roll. In this case the Librarian is slain due to psychic feedback.

**2) Mind Blast:** The Librarian directly attacks an enemy's mind. Pick a target within 25 cm and line of sight, and on a 4+ it is destroyed with no armor save allowed. In the case of targets with a hit location template (like titans) that have no active shields, roll for damage in the head/bridge location. This attack does not function against AIs, Robots and other units without minds.

**3) Destroy Daemon:** The Librarian spiritually attacks a nearby daemon. Pick a Daemonic target within 25 cm range and line of sight and roll 2D6. The enemy rolls 1D6 if the target is a minor Daemon or Chaos Android, 2D6 if it's an Eldar Wraithguard or Dreadnaught, and 3D6 if it's a Greater Daemon or Eldar Avatar. If the Librarian's roll is higher the enemy model is destroyed. If the enemy's roll is higher there is no effect unless the roll is double the Librarian's roll. In this case the Librarian is slain due to psychic feedback.

**Ordo-Malleus Inquisitor:** Some Inquisitors are specially trained in the ways and weaknesses of Chaos. These die-hard servants of the Emperor are armed with rare psych-out weaponry, made from the metabolic wastes of the Emperor himself. Armored in elaborate power armor and with esoteric patterns on their bodies, the Ordo-Malleus Inquisitors go forth to cleanse the galaxy.

They are Command, Elite and HQ units, and have a 4+ Psychic Save. They may only be purchased when facing a Chaos force. Both their ranged & Close Combat attacks are considered physical psychic attacks (this means Greater Daemons cannot use Chaos Cards to save themselves – see the Chaos Army Book for more information), and against Daemons the Psycannon has a –2 TSM instead of its normal 0 TSM.

**Techmarine:** Techmarines are trained by the Adeptus Mechanicus in the workings of the Imperial machines. They are HQ units and have the Mechanic ability.

**Marine HQ:** These units command Space Marine companies. They are Command, Elite and HQ units, and have the Inspirational ability.

**Assault HQ:** These units have jump-packs to keep pace with their troops. They are Command, Elite and HQ units, and have the Inspirational ability.

**Terminator HQ:** Officers of Terminator Companies wear Tactical Dreadnought Armor like their troops and carry Storm Bolters. They are Command, Elite and HQ units, and have the Inspirational ability.

**Teleporting Detachment:** Troops may be teleported to the battleground using rare and expensive equipment. For each Special Card bought, one infantry-class detachment gains the Teleport ability but loses its normal transports.

**Drop Pods:** Space Marines often employ orbital insertion pods that land them in the middle of the enemy. When Drop Pods are purchased for a Company any regular transports are lost, and both the Break Point and Victory Point value are increased by +3. Make a list from 1 to 16 and note which troops are in each pod, and which ones are the Support and Deathwind pods.

Drop Pods have the Deep Strike ability, and may transport two Infantry-class or one Walker-class unit. All Pods belonging to an Army Card must be deployed in the same Compulsory Movement Phase.

1) Determine the landing point as per the Deep Strike rules (pick a point and scatter 2D6 cm twice).

2) Resolve fire against the pods. Any unit with First Fire Orders (except artillery) may be activated to shoot at the incoming Drop Pods if the landing point is within range. A line of sight to the landing point is not required, and the normal –1 To-Hit penalty for Snap Fire does not apply. When firing at the pods the player must state which pod he is firing at, without knowing its contents. Any pod that is destroyed (by shooting or Close Combat) also destroys its contents.

3) Place the Deathwind Pods within 20 cm of the landing point, and scatter them 2D6 cm. After placing them, measure a 10 cm radius from each pod. Everything underneath is hit on a 4+ with 0 TSM. These are one-shot attacks and the pods have no further effect, but the models remain on the board and may be shot at and destroyed for Break Point calculations.

4) Place the Assault and Support Pods within 20 cm of the landing point and scatter them 2D6 cm. After placing them, point to each one and roll a D6. On a 3+ it opens. If it fails, try again in each Compulsory Movement Phase until it does open. Troops disembark on Advance Orders and lose the normal 5 cm of movement for leaving a transport. Support Pods that open deploy plasma gun platforms and always fire in the First Fire Phase.

Pods that land on another model (friend or foe) cause a hit with –3 TSM. The pod itself is unharmed if it lands on a Vehicle-class or smaller unit, and is destroyed by anything larger. If the target has active shields the pod knocks down one shield before being destroyed.

## Infantry

**Tactical Marine:** These are the core front line troops in most Space Marine forces.

**Assault Marine:** Space Marine Assault troops have jump packs that enable them to skim above terrain features and man-made obstacles. Their agility and specialized melee weapons make them superior Close Combat troops.

**Devastator Marine:** These Marines are armed with long-range heavy weapons and constitute the main support units of the Space Marine infantry. Devastators, hindered by the heavy equipment and weapons they carry, are less effective in Close Combat than Tactical and Assault marines.

**Flamer Marine:** These marines are armed with close-range flamers and excel at assaulting the enemy within entrenched positions. Their weapons Ignore Cover.

**Veteran Marine:** These are the elite among the marines of a Chapter. With their accumulated combat expertise, They are Elite units.

**Terminator:** Veterans sometimes don powerful armor known as Tactical Dreadnought Armor. These armored troops are known as Terminators and represent the most capable infantry in any Chapter. They are Elite units.

**Close-Assault Terminator:** Armed with Thunder Hammers, Storm Shields and Lightning Claws, Close-Assault Terminators are trained to storm near-impregnable defenses in tight quarters. Every so often, the larger battlefields see their presence, usually when something big needs to be dealt with. They are Elite units.

**Scout Marine:** Scouts are Marine initiates that have yet to prove themselves in battle, and have not yet earned their complete tactical armor. They have the Infiltrate ability.

## Cavalry

**Attack Bike:** These are large bikes with a sidecar armed with heavy bolters.

**Land Speeder:** This comprises the most common type of skimmer available to the Space Marines.

**Land Speeder Tornado:** This variant is armed with a long-range autocannon.

**Land Speeder Typhoon:** This one is armed with a missile launcher.

**Marine Bike:** Marines sometimes enter battle mounted on motorcycles armed with bolters. This augments their Close Combat skills as well as their maneuverability.

## Walkers

**Dreadnoughts & Scatolos:** Rather than letting them die, the best and most experienced Space Marines are implanted inside mechanical fighting machines. They are revered not just as potent warriors but also as ageless forbearers and the living embodiment of the Chapter's history.

The most recent of these forms is the well-armored sturdy Scatolo, which is capable of mounting a variety of weapons. Its predecessor is the widely-used Punisher. The still earlier designs are lighter, sleeker humanoid units, based off the same general body with different load-outs. The Contemptor is a close-assault unit, the Deredeo is used for general heavy weapon support, and the Furibundus carries a lascannon for anti-vehicular work.

**Robot:** These are cheap, mass-produced mechanical battle machines that must be programmed before the battle. Robots have the abilities of Quickdraw, Inorganic and, of course, they are Robotic. Before the battle, fill in the following table. Each turn when the detachment is activated, ask each of the questions in order. If the answer is "yes" for the majority of the models, the robots will perform the programmed action.

Ask the following questions:	If the answer is "Yes" then...
1) Are enemies within charge range?	
2) Are enemies within weapon range?	
3) Are enemies within sight?	
4) In any other situation.	



- A) Charge:** Move between normal and double speed towards the nearest enemy detachment. If you reach the enemy you enter Close Combat. No ranged weapons are fired
- B) Advance:** Move between half and normal speed towards the nearest enemy detachment. Stop if you come closer than 1 cm from them. Fire ranged weapons at them in the Advance Fire Phase.
- C) First Fire:** No movement. Fire at the nearest enemy detachment in the First Fire Phase. Robots may be activated to Snap Fire at a unit that is not the closest enemy.
- D) Capture:** Move between half and normal speed towards the nearest objective counter.
- E) Ignore:** Ignore the question and move on to the next one.

## Vehicles

**Hunter Anti-Aircraft Gun:** Yet another Rhino variant, this is equipped with rapid-fire anti-aircraft guns. Nicknamed the “Stormwind” for the volume of fire it produces, it has the AA ability.

**Land Raider:** This is the main battle tank of the Space Marine army, heavily armored and equipped with dual twin-linked lascannons. It has Point Defense (1) and may transport two infantry stands.

**Land Speeder:** This is a fast, two-man light attack vehicles powered by gravitic-reaction jets which suspend it in the air. This is the most common type of skimmer available to the Space Marine army.

**Land Speeder Typhoon:** This variant is fit with Typhoon Missile Launchers, a larger version of the Frag Missiles fired by the Whirlwind. Although this is a barrage weapon, it is not artillery, does not scatter or damage buildings, and may not fire indirectly.

**Predator:** Built around the successful Rhino chassis, this is armed with an autocannon and several lascannons.

**Razorback:** This is a more heavily armed variant of the Rhino that features longer ranged weapons at the expense of diminished troop-carrying capacity. A Razorback’s weapons are mounted on the same turret, and may not divide fire between two targets. It may transport one infantry stand.

**Rhino:** This is the main Imperial light APC. It has Point Defense (1) and may transport two infantry stands.

**Sabre Tank-Hunter:** One of the many Rhino variants, these light and cheap units do very little to up-armor the basic frame. Instead, their infantry capacity is replaced with a standard vehicular autocannon, mounted on a turret.

**Vindicator:** Built into the Rhino chassis is an enormous gun that fires a large shell capable of destroying both its target and any intervening cover. Shots from a Vindicator ignore cover modifiers.

## Light Artillery

**Mole Mortar:** This is a light artillery piece that, instead of firing the shell in to the air, sends it through the ground to its target; exploding underneath them. Because of this, the weapon ignores both cover and shields of all types.

If a Mole Mortar hits a titan or praetorian, roll a D6. On a 6 the target is trapped within the crater formed by the explosion. Trapped units may shoot normally but, if they wish to exit the crater, must do so on Charge Orders and forgo any ranged attacks as they leave.

**Rapier Laser Destroyer:** This is a multi-barreled weapon that provides anti-armor support to infantry advances.

**Tarantula:** This is a robotic point defense weapon that rapidly identifies and suppresses suitable targets. Tarantulas may not be given Advance Orders, and if on First Fire Orders they may fire in both the First Fire and Advance Fire Phases (firing twice in the same turn, but in different phases). The shot in the First Fire Phase may Snap Fire normally, and benefits from the Quickdraw advantage. Tarantulas are Inorganic and Robotic.

**Thudd Gun:** This is a light artillery piece which fires high explosive shells. It shoots rapidly, its multiple barrels pumping in and out with a distinctive ‘thud-thud-thud’ noise, hence the name of the gun.

## Heavy Artillery

**Whirlwind:** Another Rhino variant, this one carrying a multiple missile launcher. It provides long-range support barrages for an advance or retreat, and can be used to pick off exposed enemy units at extreme ranges.

**Off-Board Artillery Barrage:** This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, as well as orbital and naval artillery. Off-Board artillery has a Victory Point cost instead of a points cost, and may only be used by Forward Observers. See the Core Rules for details.

## Fliers

**Marauder Fighter-Bomber:** This flier is armed with heavy weapons and is suited for dogfighting and strafing runs.

**Thunderbolt Fighter:** These are the air superiority fighters of the Imperium.

**Thunderhawk Gunship:** This is the standard Space Marine flier for rapid deployment. Detachments that begin the game loaded on Thunderhawks lose their normal transports, but their Break Points remain the same. It has Point Defense (3), and may transport 6 infantry stands or 4 Walker-class units.

## Titans

All Imperial Titan descriptions and hit location templates are in the Adeptus Mechanicus Army Book.

# Adeptus Astartes Army Cards

## Standard Adeptus Astartes List

Company Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
Veteran Company	Marine HQ stand & Command Rhino 3 Veteran Detachments	15	1	9	850
Terminator Company	Terminator HQ & Command Land Raider 3 Terminator Detachments	10	1	10	1000
Tactical Company	Marine HQ stand & Command Rhino 3 Tactical Detachments	15	2	8	750
Assault Company	Assault Marine HQ stand & Command Rhino 3 Assault Detachments	15	2	8	750
Devastator Company	Marine HQ stand & Command Rhino 3 Devastator Detachments	15	2	10	1000
Battle Company	Marine HQ stand & Command Rhino Tactical Detachment Assault Detachment Devastator Detachment	15	2	9	850
Scout Company	Marine HQ stand & Command Rhino 3 Scout Detachments	10	3	5	450
Land Raider Company	Command Land Raider 3 Land Raider Squadrons	5	2	8	750
Bike Company *	Command Marine Bike 3 Marine Bike Squads	8	2	5	450

Special Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
Apothecary	Apothecary stand & Command Rhino	Stand	-	1	50
Chaplain	Chaplain stand & Command Rhino	Stand	-	1	75
Chapter Master	Chapter Master stand & Command Rhino	Stand	-	1	100
Forward Observer *	Forward Observer stand & Command Rhino	Stand	-	1	50
Grey Knight Detachment	4 Grey Knight stands	2	2	4	400
Inquisitor	Inquisitor stand & Command Rhino	Stand	-	1	100
Legion of the Damned *	4 Legion of the Damned stands	2	-	2	200
Librarian	Librarian stand & Command Rhino	Stand	-	1	100
Ordo-Malleus Inquisitor *	Ordo-Malleus Inquisitor & Command Rhino	Stand	-	2	150
Techmarine	Techmarine stand & Command Rhino	Stand	-	1	100
Drop Pods	10 Assault, 3 Support & 3 Deathwind Pods	+3	-	+3	300
Teleport from Orbit *	One Infantry Detachment may teleport	+0	-	+0	Free

### Titans

Warlord Titan	Warlord Titan hull	Model	-	Varies	500
Reaver Titan	Reaver Titan hull	Model	-	Varies	300
Warhound Titan	Warhound Titan	Model	-	Varies	125
Warhound Titan Scout Squadron	2 Warhound Titans	Each	-	Varies	250

\* Optional unit. These require the consent of all players to use.

<b>Support Cards</b>	<b>Contents</b>	<b>Break</b>	<b>Victory</b>		
		<b>Point</b>	<b>Morale</b>	<b>Points</b>	<b>Cost</b>
<b>Infantry</b>					
Assault Detachment	6 Assault Marine stands & 3 Rhinos	5	2	3	250
Devastator Detachment	6 Devastator Marine stands & 3 Rhinos	5	2	4	350
Flamer Detachment	6 Flamer Marine stands & 3 Rhinos	5	2	3	250
Scout Detachment	6 Scout Marine stands	3	3	2	150
Tactical Detachment	6 Tactical Marine stands & 3 Rhinos	5	2	3	250
Terminator Detachment	4 Terminators & 2 Land Raiders	3	1	4	350
Terminator Assault Detachment *	4 Close-Assault Terminators & 2 Land Raiders	3	1	3	300
Veteran Detachment	6 Veteran Marine stands & 3 Rhinos	5	1	3	300
<b>Cavalry</b>					
Attack Bike Squad	5 Attack Bike stands	3	2	2	175
Land Speeder Squad	5 Land Speeders	3	2	2	200
Land Speeder Tornado Squad *	3 Land Speeder Tornados	2	2	2	200
Land Speeder Typhoon Squad *	3 Land Speeder Typhoons	2	2	2	200
Marine Bike Squad	5 Marine Bike stands	3	2	2	150
<b>Walkers</b>					
Combined Dreadnought Squad	Any 4: Contemptor, Deredeo or Furibundus	2	2	1	100
Mutilator Dreadnaught Squad *	2 Contemptor, 1 each Deredeo & Furibundus	2	2	1	100
Destroyer Dreadnaught Squad *	2 each Deredeo & Furibundus	2	2	1	100
Punisher Squad *	4 Punisher Dreadnoughts	2	2	2	200
Robot Squad	4 Robots	2	-	2	150
Scatolo Heavy Squad	4 Heavy Weapon Scatolos	2	2	2	150
Scatolo Support Squad	4 Support Scatolos	2	2	2	150
Scatolo Assault Squad	4 Flamer Scatolos	2	2	1	100
<b>Vehicles</b>					
Hunter Anti-Aircraft Battery	3 Hunters	2	2	2	150
Land Raider Squadron	3 Land Raiders	2	2	3	250
Predator Squadron	3 Predators	2	2	2	200
Razorback Squadron *	6 Razorbacks	3	2	4	400
Rhino Squadron	3 Rhinos	2	2	1	50
Sabre Tank-Hunter Squadron *	3 Sabre Tank-Hunters	2	2	1	100
Vindicator Squadron	3 Vindicators	2	2	2	150
<b>Light Artillery</b>					
Mole Mortar Battery	3 Mole Mortars	2	2	1	100
Rapier Battery	3 Rapier Laser Destroyers	2	2	1	75
Tarantula Support Battery	5 Tarantulas	3	-	2	150
Thudd Gun Battery	3 Thudd Guns	2	2	1	100
<b>Heavy Artillery</b>					
Whirlwind Battery	3 Whirlwinds	2	2	2	150
Light Off-Board Barrage *	One Light Orbital Barrage Round	-	-	-	1 VP
Heavy Off-Board Barrage *	One Heavy Orbital Barrage Round	-	-	-	2 VP
<b>Flyers</b>					
Marauder Squadron	3 Marauder Fighter-Bombers	2	2	4	350
Thunderbolt Squadron	3 Thunderbolt Fighters	2	2	3	250
Thunderhawk Gunship	Thunderhawk Gunship	Model	2	1	100

\* Optional unit. These require the consent of all players to use.

## Codex Chapter Lists

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
<b>Black Templars</b>					
Crusade Company	Marine HQ stand & Command Rhino 3 Crusade Detachments	19	2	9	900
Crusade Terminator Company	Terminator HQ & Command L.R. Crusader 3 Crusade Terminator Detachments	10	1	10	1000
Crusade Battle Company	Marine HQ stand & Command Rhino Crusade Detachment 2 Assault Detachments	13	2	8	800
Land Raider Crusader Company	Command Land Raider Crusader 3 Land Raider Crusader Squadrons	5	2	9	900
<b>Support Cards</b>					
Crusade Detachment	6 Tactical, 2 Neophyte stands & 4 Rhinos	6	2	3	300
Crusade Terminator Detachment	4 Terminators & 2 Land Raider Crusaders	3	1	4	350
Black Templar Bike Squad	4 Attack Bikes, 2 Imperial Bikes	3	2	2	150
Black Templar Scout Detachment	6 Black Templar Scout stands	3	2	2	250
Land Raider Crusader Squadron	3 Land Raider Crusaders	2	2	3	300
<b>Special Cards</b>					
Emperor's Champion	Emperor's Champion stand & Command Rhino	Stand	-	1	100

### Blood Angels

Death Company	Death Company Chaplain stand One stand from all other infantry detachments Rhinos to transport everyone	Chaplain	-	1	100
Veteran Assault Company	Assault Marine HQ stand & Command Rhino 3 Veteran Assault Detachments	15	1	9	900
<b>Support Cards</b>					
Predator Baal Squadron	3 Predator Baals	2	2	2	200
Furioso Dreadnought Squad	4 Furioso Dreadnoughts	2	2	1	100
Veteran Assault Detachment	6 Veteran Assault Marine stands & 3 Rhinos	5	1	3	300
<b>Special Cards</b>					
Sanguinary Priest	Sanguinary Priest stand & Command Rhino	Stand	-	1	100

### Crimson Fists

First Company	Chapter Master & Command Rhino Terminator HQ stand & Command Land Raider 4 Terminator Detachments	14	1	14	1400
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### Crimson Suns

Hatamoto Company	C-A Terminator HQ & Command Land Raider 3 Close-Assault Terminator Detachments	14	1	13	850
Ashigaru Company	Marine HQ stand & Command Rhino 3 Ashigaru Detachments	10	3	9	900
<b>Support Cards</b>					
Ashigaru Detachment	6 Crimson Suns Scout Marine stands & 3 Rhinos	5	-	4	350

## Dark Angels

Deathwing Company	Terminator HQ stand & Command Land Raider 3 Deathwing Detachments	10	-	10	1000
Ravenwing Company	Master of Ravenwing Attack Bike Detachment 2 Land Speeder Detachments	8	2	5	500
<b>Support Cards</b>					
Deathwing Detachment	4 Deathwing Terminators & 2 Land Raiders	3	-	4	350
Close-Assault Deathwing Detachment	4 C-A Deathwing Terminators & 2 Land Raiders	3	-	3	300
Veteran Land Speeder Squadron	4 Veteran Land Speeders	2	1	2	200

## Desert Lions

11 <sup>th</sup> Company	Marine HQ stand & Command Rhino 3 Robot Detachments	9	-	3	300
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## Flesh Eaters

8 <sup>th</sup> “Jaws of Doom” Company	Assault Marine HQ stand & Command Rhino 3 Flesh Eater Assault Detachments	15	2	8	750
<b>Support Cards</b>					
Flesh Eater Assault Detachment	6 Flesh Eater Assault stands & 3 Rhinos	5	2	3	250

## Iron Hands

Clan Company	Marine HQ stand & Command Rhino Clan Devastator Detachment 2 Clan Tactical Detachments	19	2	16	1100
Clan Assault Company	Assault Marine HQ stand & Command Rhino Flamer Detachment 2 Clan Assault Detachments	18	2	13	900
Clan Siege Company	Marine HQ stand & Command Rhino Veteran Devastator Detachment Clan Devastator Detachment Bombard Battery	13	2	13	900
<b>Support Cards</b>					
Bombard Battery	3 Bombards	2	2	2	200
Clan Assault Detachment	8 Assault Marine stands & 4 Rhinos	6	2	4	325
Clan Devastator Detachment	8 Devastator Marine stands & 4 Rhinos	6	2	5	425
Clan Tactical Detachment	8 Tactical Marine stands & 4 Rhinos	6	2	5	450
HW Terminator Detachment	4 Heavy Weapon Terminators & 2 Land Raiders	3	1	4	350
Veteran Devastator Detachment	6 Veteran Devastator Marine stands & 3 Rhinos	5	1	4	400
Venerable Dreadnought	Venerable Dreadnought	Model	-	1	50
<b>Special Cards</b>					
Iron Father	Iron Father stand & Command Rhino	Stand	-	2	150

## Mentor Legion

<b>Support Cards</b>					
Tutor Detachment	6 Tutor Marine stands & 3 Rhinos	5	2	4	350
<b>Special Cards</b>					
Mentor Elite Cadre Detachment	4 Mentor Elite Cadre stands	3	1	4	400

## Salamanders

8 <sup>th</sup> “Firedrakes” Company	Assault Marine HQ stand & Command Rhino 3 Assault Flamer Detachments	15	2	8	750
<b>Support Cards</b>					
Assault Flamer Detachment	6 Flaming Assault Marine stands & 3 Rhinos	5	2	3	250
Flaming Devastator Detachment	6 Flaming Devastator Marine stands & 3 Rhinos	5	2	4	350
Predator Vulkan Squadron	3 Predator Vulkans	2	2	2	200

## Silver Skulls

2 <sup>nd</sup> Company	Assault Marine HQ stand 3 Detachments of 6 Assault Marine stands 4 Thunderhawks	12	2	10	1000
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## Raptor Legion

4 <sup>th</sup> Company	Command Attack Bike 3 Attack Bike Squads	8	2	5	500
<b>Special Cards</b>					
Company Transport - Deep Strike	One Company may Deep Strike	-	-	0	0

## Space Wolves

Great Company	Wolf Guard Detachment 2 Grey Hunter Packs	18	2	8	800
Great Company with Terminators	Wolf Guard Terminator Detachment 2 Grey Hunter Packs	18	2	10	950
<b>Support Cards</b>					
Grey Hunter Pack	10 Grey Hunter stands & 5 Rhinos	8	2	4	350
Leeman Russ Exterminator Squadron	3 Leeman Russ Exterminators	2	2	3	300
Long Fang Pack	4 Long Fang stands & 2 Rhinos	3	2	3	250
Wolf Scout Pack	6 Wolf Scout stands	3	3	2	150
Blood Claw Pack	5 Blood Claw stands	3	2	2	150
Blood Claw Attack Bike Squad	5 Blood Claw Attack Bike stands	3	2	2	175
Blood Claw Land Speeder Squadron	5 Blood Claw Land Speeders	3	2	3	250
<b>Special Cards</b>					
Rune Priest	Rune Priest stand & Command Rhino	Stand	-	1	100
Wolf Guard Detachment	4 Wolf Guard stands & 2 Rhinos	3	2	2	150
Wolf Guard Terminator Detachment	4 Wolf Guard Terminators & 2 Land Raiders	3	1	4	375
Wolf Priest	Wolf Priest stand & Command Rhino	Stand	-	1	100
Razorback Transport Detachment	2 Detachments of 10 Razorbacks	10	-	10	1000
Space Wolf Drop Pods	12 Assault, 3 Deathwind & 3 Support Pods	+3	-	+3	300

## White Scars

Veteran Bike Company	Veteran Attack Bike HQ 3 Veteran Bike Squads	8	1	7	650
White Scar Terminator Company	Terminator HQ & Command L.R. Crusader 3 White Scar Terminator Detachments	10	1	10	1000
White Scars Bike Company	Command White Scars Attack Bike 3 White Scars Attack Bike Squads	8	2	6	600
White Scars Battle Company	Command White Scars Attack Bike Veteran Bike Squad White Scars Attack Bike Squad White Scars Terminator Detachment	8	1	8	750
9 <sup>th</sup> "Fist of Khan" Company	Command Predator Jaghatai Khan 6 Tactical Marine stands & 6 Razorbacks 2 Predator Jaghatai Khan Squadrons	10	2	7	650
10 <sup>th</sup> Company	Command Scout Bike 3 Scout Bike Squads	8	3	5	450
Land Raider Crusader Company	Command Land Raider Crusader 3 Land Raider Crusaders Squadrons	5	2	9	900
<b>Support Cards</b>					
Land Raider Crusader Squadron	3 Land Raider Crusaders	3	2	3	300
Predator Jaghatai Khan Squadron	3 Predator Jaghatai Khans	3	2	2	200
Scout Bike Squad	5 Scout Bikes	3	3	2	150
Veteran Attack Bike Squad	5 Veteran Attack Bikes	3	1	2	225
White Scars Attack Bike Squad	5 White Scar Attack Bikes	3	2	2	200
White Scars Terminator Detachment	4 Terminators & 2 Land Raider Crusaders	3	1	3	350



# Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
<b>Special</b>									
Apothecary	10 cm	5+	+2	Bolt Pistol	25 cm	1	5+	0	HQ, Medic
Chaplain	10 cm	5+/6+f	+4	Bolt Pistol	25 cm	2	5+	0	Combat Leader, Command, Elite, HQ
Chapter Master	10 cm	4+/6+f	+5	Various	50 cm	2	5+	-1	Command, Elite, HQ, Inspirational, Special
Death Company Chaplain	10 cm	5+/6+f	+4	Pistols & Others	25 cm	2	5+	0	Command, Elite, HQ, Fearless, Special
Emperor's Champion	10 cm	4+/6+f	+7	Bolter / Power Fist	50 cm	1	5+	0	Elite, HQ, Inspirational, Special
Forward Observer	10 cm	5+	+2	Bolt Pistol	25 cm	1	5+	0	HQ, Stealth, Special
Grey Knight	10 cm	4+/6+f	+6	Various	35 cm	2	4+	-1	Daemon Hunter, Elite, 4+ Psychic Save, Teleport
Inquisitor	10 cm	4+f	+6	Various	35 cm	2	4+	-1	Command, Elite, HQ, Fearless, 4+ Psychic Save, Special
Iron Father	10 cm	4+/6+f	+4	Bolt Pistol	25 cm	2	5+	0	Combat Leader, Elite, HQ, Mechanic
Legion of the Damned	10 cm	5+	+4	Bolter	50 cm	1	5+	0	Elite, Fearless, Teleport, Terror
Librarian	10 cm	5+	+4	Bolt Pistol	25 cm	1	5+	0	HQ, Psyker
Master of Ravenwing	30 cm	4+/6+f	+3	Twin Heavy Bolters	25 cm	2	4+	0	Command, Elite, HQ, Inspirational, Special
Ordo-Malleus Inquisitor	10 cm	4+f	+6	Psycannon	50 cm	1	4+	0	Command, Elite, HQ, 4+ Psychic Save, Special
Rune Priest	10 cm	5+	+4	Bolt Pistol	25 cm	1	5+	0	HQ, Psyker
Sanguinary Priest	10 cm	5+	+2	Bolt Pistol	25 cm	1	5+	0	HQ, Medic, Special
Techmarine	10 cm	5+	+2	Bolt Pistol	25 cm	1	5+	0	HQ, Mechanic
Wolf Priest	10 cm	6+	+4	Bolt Pistol	25 cm	2	5+	0	Combat Leader, Command, Elite, HQ, Medic
Assault HQ	15 cm	5+	+4	Bolt Pistol	25 cm	2	5+	0	Command, Elite, HQ, Inspirational, Jump Packs
Marine HQ	10 cm	5+	+3	Bolt Pistol	25 cm	2	5+	0	Command, Elite, HQ, Inspirational
Terminator HQ	10 cm	4+/6+f	+7	Storm Bolter	35 cm	2	4+	-1	Command, Elite, HQ, Inspirational
Drop Pod – Assault	Special	4+	0	-	-	-	-	-	Transport 2
Drop Pod – Support	Special	4+	0	Plasma Cannon	75 cm	1	5+	-2	Always on First Fire
Drop Pod – Deathwind	Special	4+	0	Deathwind	-	6 BP	4+	0	Special
<b>Infantry</b>									
Tactical Marine	10 cm	5+	+2	Bolter	50 cm	1	5+	0	
Assault Marine	15 cm	5+	+3	Bolt Pistol & Sword	25 cm	1	5+	0	Jump Packs
Assault Marine Veteran	15 cm	5+	+5	Bolt Pistol & Sword	25 cm	1	5+	0	Elite, Jump Packs
Assault Marine Flamer	15 cm	5+	+3	Flamer	25 cm	1	4+	0	Ignores Cover, Jump Packs
Assault Marine – Flesh Eater	15 cm	5+	+5	Power Gloves	-	-	-	-	Jump Packs
Blood Claw	15 cm	5+	+3	Bolt Pistol	25 cm	1	5+	0	Fear, Jump Packs
Black Templar Neophyte	10 cm	6+	+1	Bolt Pistol	25 cm	1	5+	0	
Death Company Marine	10 cm	5+	+6	CC weapons	25 cm	1	5+	0	Fearless, Special
Devastator Marine	10 cm	5+	+1	Heavy Weapons	75 cm	2	5+	-1	
Devastator Marine Veteran	10 cm	5+	+3	Heavy Weapons	75 cm	2	5+	-1	Elite
Flamer Marine	10 cm	5+	+2	Flamer	25 cm	1	4+	0	Ignores Cover
Flaming Devastator Marine	10 cm	5+	+2	Melta-Cannon	50 cm	2	5+	-2	Ignores Cover
Gray Hunter	10 cm	5+	+3	Bolter	50 cm	1	5+	0	
Long Fang	10 cm	5+	+3	Heavy Weapons	50 cm	2	5+	-1	
Mentor Elite Cadre	10 cm	5+	+5	Mentor Bolter	50 cm	2	4+	-1	Command, Elite, HQ, Special
Scout Marine	10 cm	6+	+1	Bolt Pistol	25 cm	1	5+	0	Infiltration
Scout – Black Templar	10 cm	5+	+2	Bolter	50 cm	1	5+	0	Infiltration
Scout – Crimson Suns	10 cm	6+	+1	Heavy Weapons	75 cm	2	5+	-1	
Scout – Space Wolf	10 cm	6+	+2	Bolt Pistol	25 cm	1	5+	0	Infiltration
Terminator	10 cm	4+/6+f	+6	Storm Bolter	35 cm	2	4+	-1	Elite
Terminator – Deathwing	10 cm	4+/6+f	+6	Storm Bolter	35 cm	2	4+	-1	Elite, Fearless
Terminator – Close-Assault	10 cm	4+/6+f	+8	CC Weapons	-	-	-	-	Elite
Terminator – C-A Deathwing	10 cm	4+/6+f	+8	CC Weapons	-	-	-	-	Elite, Fearless
Terminator – Heavy Weapon	10 cm	4+/6+f	+5	Heavy Weapons	50 cm	2	4+	-1	Elite
Terminator – Wolf Guard	10 cm	4+/6+f	+6	Storm Bolter	35 cm	2	4+	-1	Elite, HQ, Inspirational
Tutor Marine	10 cm	5+	+4	Mentor Bolter	50 cm	1	4+	-1	Command, Elite, Special
Veteran Marine	10 cm	5+	+4	Bolter	50 cm	1	5+	0	Elite
Wolf Guard	10 cm	5+	+4	Bolt Pistol	25 cm	2	5+	0	Elite, HQ, Inspirational
<b>Cavalry</b>									
Attack Bike	30 cm	6+	+3	Heavy Bolters	25 cm	2	5+	0	
Attack Bike Veteran	30 cm	6+	+4	Heavy Bolters	25 cm	2	5+	0	Elite, Hit & Run
Attack Bike Veteran HQ	30 cm	6+	+5	Heavy Bolters	25 cm	2	5+	0	Command, Elite, Hit & Run, HQ, Inspirational

Attack Bike – Blood Claw	30 cm	6+	+3	Heavy Bolters	25 cm	2	5+	0	Fear
Attack Bike – White Scars	30 cm	6+	+3	Multi-Melta	25 cm	1	5+	-2	Hit & Run
Imperial Bike	25 cm	-	+1	Bolter	15 cm	1	6+	0	
Marine Bike	30 cm	6+	+2	Bolter	15 cm	1	6+	0	
Scout Bike	30 cm	-	+2	Bolter	15 cm	1	6+	0	Infiltration
Land Speeder	30 cm	6+	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer
Land Speeder – Blood Claw	30 cm	6+	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer, Fear
Land Speeder Tornado	30 cm	6+	+3	Assault Cannon	50 cm	1	5+	0	Skimmer
Land Speeder Typhoon	30 cm	6+	+3	Missile Launcher	50 cm	1 BP @	Varies	0	Skimmer
<b>Walkers</b>									
Contemptor Dreadnaught	15 cm	5+	+4	Heavy Bolter	50 cm	1	5+	0	
Dereedo Dreadnaught	15 cm	5+	+2	Missile Launcher	75 cm	1	5+	-1	
Furibundus Dreadnaught	15 cm	5+	0	Lascannon	75 cm	1	5+	-2	
Furioso Dreadnought	10 cm	4+	+5	Meltagun Heavy Flamer *	25 cm 35 cm	1 1	4+ 4+	-1	* Ignores Cover
Punisher Dreadnaught	10 cm	4+	+3	Assault Cannon	50 cm	3	5+	0	
Venerable Dreadnought	15 cm	4+	+2	Assault Cannon Heavy Flamer *	50 cm 35 cm	2 1	4+ 4+	0	Elite, HQ, Inspirational * Ignores Cover
Robot	10 cm	4+	+2	Lascannon	75 cm	1	5+	-1	Inorganic, Robotic
Scatolo (Assault)	10 cm	4+	+4	Flamer	Template	-	4+	0	Ignores Cover
Scatolo (Heavy)	10 cm	4+	+1	Lascannon	75 cm	1	5+	-2	
Scatolo (Support)	10 cm	4+	+2	Heavy Bolters Barrage Missile	25 cm 50 cm	3 4 BP	5+ 5+	0 -1	
<b>Vehicles</b>									
Hunter AA Gun	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA
Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	PD(1), Transport 2
Land Raider Crusader	25 cm	3+	+3	Assault Cannon Multi Melta	50 cm 25 cm	1 1	5+ 3+	-1 -2	PD(4), Transport 2
Leman Russ Exterminator	20 cm	3+	+2	Autocannon * Lascannon	75 cm 75 cm	1 1	4+ 5+	-1 -1	PD(3) * Turret
Predator	25 cm	3+	0	Autocannon * Lascannon	75 cm 75 cm	1 2	5+ 5+	-1 -1	* Turret
Predator Baal	25 cm	3+	+2	Assault Cannon	50 cm	3	5+	0	Turret
Predator Jaghatai Khan	25 cm	3+	+3	Heavy Flamer * Multi-Melta	Template 25 cm	- 2	4+ 3+	0 -2	* Turret PD(1)
Predator Vulkan	25 cm	3+	0	Autocannon * Heavy Flamer	75 cm Template	1 -	5+ 5+	-1 0	* Turret
Razorback	25 cm	4+	0	Plasma Gun Lascannon	50 cm 75 cm	1 1	5+ 5+	-1 -1	Transport 1, Turret but may not divide fire
Rhino	25 cm	4+	0	-	-	-	-	-	PD(1), Transport 2
Sabre Tank-Hunter	25 cm	4+	0	Autocannon	75 cm	1	5+	-2	Turret
Vindicator	20 cm	2+	0	Thunderer	50 cm	1	4+	-3	Ignores Cover
<b>Light Artillery</b>									
Mole Mortar	5 cm	-	-3	Mole Mortar	150 cm	1 BP@	Varies	0	Ignores Cover, Special
Rapier	10 cm	-	-3	Laser Destroyer	50 cm	1	4+	-3	
Tarantula	5 cm	-	-3	Lascannon	75 cm	1	5+	-2	Inorganic, Robotic, Quickdraw, RoF2
Thudd Gun	5 cm	-	-3	Thudd Gun	75 cm	2 BP@	Varies	0	
<b>Heavy Artillery</b>									
Bombard	10 cm	5+	0	Siege Mortar	50-150 cm	3 BP@	Varies	-3	Destroys Buildings
Whirlwind	20 cm	4+	0	Multi-Launcher	150 cm	2 BP@	Varies	0	
Light Off-Board Barrage	-	-	-	Orbital Barrage	Special	6 BP	4+	-1	Costs 1 VP
Heavy Off-Board Barrage	-	-	-	Orbital Barrage	Special	10 BP	2+	-2	Costs 2 VP
<b>Fliers</b>									
Marauder Fighter-Bomber	75 cm	3+	+2	Battlecannon Lascannon Missiles	50 cm 50 cm 50 cm	1 3 4 BP	4+ 5+ 5+	-2 -1 -2	Flier
Thunderbolt Fighter	100 cm	4+	+4	Autocannon Rockets	25 cm 25 cm	3 4 BP	5+ 5+	-1 -1	Flier
Thunderhawk Gunship	100 cm	4+	+1	Rockets Battlecannon	50 cm 50 cm	6 BP 1	4+ 4+	-2 -2	Flier, PD(3), Transport 6
<b>Titans</b>									
Reaver Titan	20 cm	Template	+12	Purchase 3	4 Void Shields				
Warhound Titan	25 cm	Template	+8	Purchase 2	2 Void Shields, Agile, Hard to Hit on Charge				
Warlord Titan	15 cm	Template	+14	Purchase 4 + Head	6 Void Shields				