

SPACE MARINES

004

New take on faction special rules. Took me a while to come up with something that felt right.

003 forgot storm bolter range decrease to 18

002 Finished updating captain and librarian.

Touched up psychic powers, added veil of time. Rebalanced to 6th ed warp level costs.

+1 weapon skill for veteran sergeants

+1 T on bikes vs ranged, corrected extra wound.

001

Updated and synchronized most of the stuff in the book after my first test game. Still need to do the two HQ units, and add a few entries but making a save point. Still not yet released.

-1 attacks on sergeants. adjusted most upgrade costs.

Starting Point

THE SPACE MARINES

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

From the ashes of the Age of Strife arose a mighty leader, the man who would become known only as the Emperor. His origins are unrecorded and unknown, but it was on Terra, the cradle of the human race, that he founded an empire that would unite the worlds of the galaxy. From the outset of his campaigns, the Emperor employed genetically engineered warriors, the earliest precursors of the Space Marines. Within shrouded vaults far beneath the surface of Terra, the Emperor began the creation of the next generation of super-warriors. These were the Primarchs, twenty extraordinary individuals who would be his generals and conquer thousands of worlds in his name. In the early stages of their development, however, the Emperor's great work was almost disastrously undone when the Primarchs vanished, scattered throughout the galaxy by an unknown force.

Horus, greatest of the Primarchs and trusted Warmaster of the Emperor's armies, cast aside his oaths of loyalty and offered his fealty to the Dark Gods of Chaos. Fully half the Primarchs and their Legions sided with Horus, plunging the Imperium into a civil war that set the whole galaxy afire. Brother fought brother and warriors, who had once stood shoulder to shoulder to carve the Emperor's realm from the flesh of the stars, butchered one another. Worlds burned and a terror unlike any seen before was unleashed. Much of the truth of this bloody age has been lost, obscured by the mists of time or embellished to the point of myth.

Space Marines are Humanity's finest warriors, forged through forgotten science, strengthened by the rigour of duty and training, armed and armoured with formidable wargear. The destiny of the Space Marines is an eternity of battle. and they represent Mankind's greatest hope of victory in the Imperium's unending wars for survival.

Let them bestride the galaxy like the gods of old, sheltering Mankind from destruction at the hands of an uncaring universe!

SPACE MARINE SPECIAL RULES

Space marines have a myriad of special rules

AND THEY SHALL KNOW NO FEAR

Space marines refuse to surrender to fear. They do not falter, they do not stumble, they do not cower. The angels of death will keep on fighting until the last, whatever the odds.

Space marines will automatically regroup and rally on the first opportunity to do so, and can act fully as if they had never fled in the first place; it was but a tactical withdraw.

Space marines are immune to the Fear special rule.

BOLTER DISCIPLINE

To a Space Marine, the boltgun is more than a weapon - it is an instrument of Mankind's divinity, the bringer of death to his foes.

When a space marine in power armour does not move they may rapid fire their bolt guns even at maximum range — models in terminator armour gain this bonus regardless of movement. Additionally, space marines in power armour (but not terminator armour) wielding bolt guns can use them in melee as if they were a bolt pistol.

ANGELS OF DEATH

The enemies of the emperor fear many things. They fear discovery, defeat, despair, and death. Yest there is one thing they fear above all others, they fear the wrath of the Angles.

The angels of death special rule confers the following four special rules to all units which have it: Faith is my shield, hatred my sword, my armour, contempt, and bolter discipline.

FAITH IS MY SHIELD,

With unwavering loyalty and determination, the space marines are the shield of humanity from the horrors of the galaxy.

Whenever a space marine unit is shaken, they may choose one characteristic and ignore the penalty to it.

HATRED MY SWORD,

The size and ferocity behind a space marine is enough to rattle the very soul of any unfortunate enough to face them. The soul is made weak when such might opposes them, for they never relent.

If the space marine army has less victory points than their opponent, then they may choose to re-roll to extend the first end-of-game dice roll.

MY ARMOUR, CONTEMPT

For over ten thousand years Space Marines have been known throughout the galaxy as neigh unbeatable, for their armour provides the Space marine within seemingly insurmountable protection.

Space marines armour provides the wearer with the following bonuses. When rolling to wound space marine with any shooting attack, if the to wound roll is the minimum success the attacks AP is nullified. Additionally, space marines ignore the first -1 rend for all attacks.

SPACE MARINE ARMOURY

SPACE MARINE BODY ARMOURS

Artificer Armour

Though similar in appearance to power armour, artificer armour is far beyond the other in terms of protection. A suit of artificer is an incredibly valuable relic, often having belong to several great heroes of the Chapter. Many elements of the suit will have been repaired or replaced over the years and its heraldry amended for each bearer.

Models wearing artificer armour receive a 2+ armour save. Artificer armour is a form of power armour.

Power Armour

Power armour is the standard protection for Space Marine's, its distinctive outline casts fear into the enemies of Mankind. Made from thick ceramite plates and electrically activated fiber bundles that replicate and enhance the movements of the wearer, power armour offers some of the best protection the Imperium can provide.

Models equipped with power armour receive a 3+ armour save.

Scout Armour

Scout armour is formed of thick plates of carapace armour,

easily capable of stopping a bullet. Less cumbersome and noisy than power armour, scout armour is ideal for the subtle infiltration work that its wearers embark upon and allows a greater freedom of motion.

Models wearing scout armour receive a 4+ armour save.

Terminator Armour

Tactical Dreadnought armour is the best protection a space marine can be equipped with. Designed for close-quarters fighting aboard Space Hulks and other confined areas, Terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect most conventional assaults, while the built in shield generator can turn away even attacks from power weapons or melta fire.

Terminator armour confers a 2+ armour save and a 5+ invulnerable save. Models in Terminator armour gain 1 Wound and benefit from an increased Toughness. Furthermore a model wearing it has the Bulky, Deep Strike, and Relentless special rules. A model in terminator armour may not harry.

RANGED WEAPONS

Assault Cannon

The rapidly rotating, multiple barrels of an assault cannon unleash a storm of shells, each one capable of shredding a man. The sheer volume of firing means that an assault cannon can be turned against infantry or even vehicles, where the overwhelming salvo of shells is enough to slice through even the heaviest armour – with some luck.

	Range	S	AP	Type
Assault Cannon	24"	6	4	Heavy 6, Rending
Kheres Pattern	24"	6	4/-1	Heavy 6, Rending

Autocannons

Autocannons fire large calibre, high velocity shells for taking down large targets as well as light to medium armour. They are employed in the turret mounts of Destructor pattern Predator Battle tanks, as well as on Dreadnoughts.

	Range	S	AP	Type
Autocannon	48"	7	4	Heavy 2
Reaper Autocannon	36"	7	4	Heavy 3
Predator Autocannon	48"	8	3/-1	Heavy 2
Accelerator Autocannon	48"	8	3	Heavy 4, Rending

Bolt Weapons

The boltgun, or bolter, fires small missiles known as 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target. There are many variations of boltguns, from the short barreled bolt pistol to the Vulcan megabolter often mounted on Titans and other super-heavy vehicles.

Bolt guns fire exploding shells. If an attack from these weapons wounds on a roll of a 6, then the target must re-roll passed saves.

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol 1
Bolt gun	24"	4	5	Rapid Fire
Storm Bolter	18"	4	5	Assault 3
Heavy Bolter	36"	5	4	Salvo 2/3

Hurricane Bolter

The Hurricane bolter is an array of bolters linked to fire synchronously all at the same target. It is a brutally efficient weapon for taking out small targets, and so mounted on the sides of the Land Raider Crusader allows the path to be clear for those inside.

Range	S	AP	Type
24"	4	5	Rapid Fire 3, twin-linked

Cyclone Missile Launcher

The cyclone missile launcher is a specially designed missile launcher system, commonly mounted on Tactical Dreadnought armour to provide heavy fire support, but are also found on full size Dreadnoughts. These missile racks are capable of much higher rate of fire than tube fed missile systems.

A Terminator can fire his cyclone missile launcher in addition to his storm bolter.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

Deathwind Launcher

Deathwind launchers are fitted to some drop pods to provide a level of anti-infantry fire support to their passengers. Their high rate of fire and large spread is devastating to those who might attempt to overwhelm the disembarking squad of space marines, affording them with the precious seconds needed to secure an otherwise unassailable perimeter.

Range	S	AP	Type
12"	4	-	Heavy 1, Large Blast, one use only

Demolisher Cannon

The demolisher cannon is the weapon of choice when faced with dug-in enemy infantry in a dense environment such as a city fight or siege. The terrific blast unleashed by the detonation of the huge demolisher shells is often enough to bring down buildings with the enemies still inside, crushing them beneath tons of fallen rubble.

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

Flamers

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignition contact with air. They are primarily used to scour the enemy from defended positions, as walls are of no defense against blasts of super heated vapor.

	Range	S	AP	Type
Flamer	template	4	5	Assault 1
Heavy Flamer	template	5	4	Assault 1
Flamestorm cannon	3"	6	4	Heavy 1, template

Grenade Launcher

Scout Bikers can employ a grenade launcher outfitted with adaptive targeters to compensate for the high speeds at which they hurtle themselves at the enemy.

	Range	S	AP	Type
Frag grenade	24"	3	6	Rapid Fire, Blast, pinning
Rad grenades	24"	3	-1	Rapid Fire, Blast, Poison 4+, Rad Phage

Rad Phage: A model which suffers one or more wounds from this attack has their toughness reduced by 1 for the remainder of the game.

Graviton Weaponry

The secrets of grav-weapon construction are known only to a precious few. In battle, grav-weaponry affects the local gravity field using their targets own mass against them, and ordeal that will stun those it does not outright kill. Heavy armoured targets find themselves crushed a if by the mighty fist of the Emperor himself, while vehicles rare left as crumpled, smoke belching wrecks.

Graviron weapons wound their targets based upon their armour save e.g. if your target has a 3+ armour save, then you wound on a 3+. If your target is bulky, then the attack gains -1 rend. If the target is a monstrous creature, then the attack gains -2 rend. Additionally, after resolving all wounds, mark the blast area — this area now counts as both difficult terrain and dangerous terrain until the start of your next turn.

	Range	S	AP	Type
Grav-gun	18"	*	-1	Assault 1, Blast, Haywire, Concussive
Grav-cannon	36"	*	-1	Heavy 1, Large Blast, Haywire, Concussive

Uniform: Grav cannons dont suffer from AP degradation in the outer ring of their large blast template

grav-cannons in 30k are huge, like thunderfire cannons. So Im keeping them out of power armour squads. My idea is that only veterans get access to the relic toys (graviron and volkite). Grav cannons will stick to the rapier / thunderfire cannon type units.

Imperial Plasma Weaponry

Plasma weapons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate enormous temperatures when firing and thus are prone to overheating – sometimes proving deadly to the firer.

	Range	S	AP	Type
Plasma Pistol	12"	7	2	Pistol 1, Gets Hot!
Plasma Gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma Cannon	36"	7	2	Heavy 1, Blast, Gets Hot!

Lascannon

There are few finer weapons for tank hunting than the lascannon. Within the gun is a laser chamber that charges an energy blast capable of shattering any enemy vehicle. The lascannons used by Space Marines vary, from the man portable variants carries by Devastator squads, to the god-hammer patterns lascannons borne on the Land Raider.

Range	S	AP	Type
48"	9	2	Heavy 1

Melta Weapons

Meltaguns are lethal anti armour weapons, used by the Space Marines when undertaking assaults against heavily fortified defence lines and bunkers. Most effective at a very short range, the meltagun is capable of reducing rock, metal, and living material to molten slag or ash.

	Range	S	AP	Type
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta

Missile Launcher

The standard heavy weapon for Space Marine Tactical squads, missile launchers can either fire krak, flak, or frag missiles. Frag missiles are designed to wreak havoc amongst lightly armoured infantry, while krak missiles can challenge the most heavily armoured targets.

	Range	S	AP	Type
Krak	48"	8	3	Heavy 1
Frag	48"	4	6	Heavy 1, Blast

Mortis Bolt Rifle

Mortis rifles have powerful telescopic sights, enabling the firer to target weak points and distant foes with unerring accuracy. Some commanders see the sniper rifle as a dishonorable weapon, but they are in the minority. Most understand that pragmatism, and dead enemies, win more battles than honour ever will.

Range	S	AP	Type
36"	6	4	Assault 1, Sniper, heliothermic rounds

Heliothermic rounds: When an target suffers an unsaved wound from this weapon, they must take pass a toughness test or suffer a second wound with no saves allowed of any kind.

Space Marine Shotgun

Shotguns are sturdy and versatile weapons often carries by Space Marine Scouts. They provide a good counter-balance to the standard bolter, shorter range but providing better stopping capabilities against large numbers of low armoured targets.

Range	S	AP	Type
12"	4	-	Assault 3

Typhoon Missile Launcher

The typhoon missile launcher is an upgrade to the Land speeder that turns the vehicle into a multipurpose weapons platform.

Whether facing tanks or infantry, the typhoon is a fearsome and versatile weapon.

	Range	S	AP	Type
Frag missile	48"	3	6	Heavy 2, Blast
Krak missile	48"	8	3	Heavy 2

Volkite Weaponry

Volkite weaponry is an ancient form of weaponry whose widespread use was depreciated even by the time of the Heresy ten thousand years ago. Possessed with considerable killing power, these ray weapons would bubble and deflagrate their targets into ash. Their difficulty to manufacture lead to their inevitable replacement as the mainstay firearm of the legions with the utilitarian Terran bolter.

	Range	S	AP	Type
Volkite Serpenta	12"	6	5	Pistol 2, Deflagrate
Volkite Caviler	20"	6	5	Savlo 2/3, Deflagrate

Deflagrate: If a save is failed against hit which wounded on a 6, hit the target with a small blast template at s3 with no ap. If the attack is made as part of a melee or snap shots it instead deals 1 hit.

Whirlwind Multiple Missile Launcher

This enormous missile system mounted onto the whirlwind is capable of delivering a devastating blow to enemy lines. Each of the large missiles housed inside the missile racks is home to a assortment of a variety of warheads. When fired these missiles will arc high into the air above their target and upon decent, fracture releasing their deadly payload to cover a very large radius. Armed with a mixture of warhead types, the Whirlwind is a capable threat to a wide range of targets.

The whirlwind multiple missile launcher may only fire one type of missile for the duration of the battle which must be chosen during deployment.

	Range	S	AP	Type
Vengeance	48"	5	4	Heavy 1, Barrage, Large Blast
Castellan	48	6	-	Heavy 1, Barrage, Large Blast, Mines!

Mines!: If in the final position of the Castellan blast zone there are no models, instead place a marker the size of a large blast template to represent the mine field. For every enemy model to move through or into the marker roll a d6 – on a 4+ the model triggers a mine and takes a Strength 6 AP - hit. The mine field is removed at the end of the phase after it was triggered a second time – all the mine have been used up.

MELEE WEAPONS

Chainsword

A chainsword is a high-powered chainsaw fitted with a hilt, pommel, and guard to make it less cumbersome. It is a common weapon across the Imperium. Although a powerful weapon

to some, in the hands of a Space Marine it doesn't make a noticeable difference to their already super human strength – their fist is just as effective!

Range	S	AP	Type
-	+1	-	Melee, cleave

Evicerator

Evicerators are massive, two handed chainswords. These monstrosities are used to cut huge swathes through foes with their incredible reach. Their massive power makes them incredibly fearsome to have looking down at you. The immense power behind these weapons makes give them them the strength to bite through even the toughest or armour, if you are lucky...

Range	S	AP	Type
-	x2	4	Melee, rending, two-handed, cleave 5+

Dreadnought Close Combat Weapon

The claws on a space marine Dreadnought are a brutal assembly of metal and servos, able to crush the life out of anything it can grab.

Models equipped with at least one dreadnought close combat weapon gain +1 attack. They will still gain any normal bonuses for wielding two close combat weapons.

Range	S	AP	Type
-	+2	-3	Melee

lightning claws

Lightning claws are normally used as matched pairs and consist of a number of blades, each a power sheathed weapon in its own right. Combined together and mounted on a similar gauntlet to a powerfist, these are truly terrifying creations.

Range	S	AP	Type
+1	user	-3	melee, shred, rending

Power Weapons

Crackling with energies these weapons are imbued with the power to slice through even the most resilient of defences.

Power weapons come in a variety of shapes and sizes but they all use the following profiles.

Some entries may not specify which exact type of power weapon you have, or you may have a model with a ambiguous weapon. Non gauntlet type weapons will all use the power weapon profile, and all gauntlet style weapons will use the power fist profile.

	Range	S	AP	Type
power weapon	-	+1	-4	melee
power fist	-	+3	-3	melee, unwieldy
Chain fist	-	+3	-3	melee, unwieldy, armour bane

Relic Blade

Relic blades are two-handed swords or axes sheathed in an armour-sundering power field. Most have their origins in the dark days of the Horus Heresy, although some have been crafted in the long centuries since, in commemoration of other momentous events. Only a Space Marine of long and faultless service can earn the right to wield a relic blade.

Range	S	AP	Type
-	+2	-4	Melee, Two-Handed

Thunder Hammer

Thunder hammers release a tremendous blast of energy when they strike, slamming the foe backwards and leaving him stunned, if they are still alive at all. When combined with the actual blow of the hammer itself they are a very potent weapon able to overcome all but the toughest of foes.

Range	S	AP	Type
-	+3	-2	melee, concussive

WARGEAR

Ademantine Mantel

The ademantine mantel is one of the most prized symbols of office and battlefield success. Bestowed only to those who have proven themselves time and time again as an honor, it is also a peice of protective gear.

The wearer of an ademantine mantel is immune to instant death and overpower.

Auspex

A short-ranged scanning device, the auspex uses a range of detection modes to pinpoint the location of hidden enemies. Using an auspex to triangulate a target, a Space Marine is better able to direct fire towards a foe secreted in even the densest cover.

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by at least one auspex has its cover saves reduced by 1 until the end of the phase.

Camo Cloak

Space Marines Scouts often wear camo cloaks – loose garments woven from light-reactive materials known as cameleoline, which imitates the appearance of nearby terrain. So garbed, Scouts are almost impossible to see at long distances.

A model wearing a camo cloak has +1 cover save. If it does not already have a cover save it gains a 6+ cover save. This bonus is increased by 1 if the enemy firing unit is outside of 12".

Cluster Mines

Whilst operating behind enemy lines, Scout Bikers carry cluster mines – explosive devices crammed with tiny anti-personnel bomblets and triggered by tripwires or pressure sensors.

Each Scout Bike squad is equipped with cluster mines that can booby trap a single piece of terrain. After table sides have been chosen pick a different piece of terrain for each scout bike squad to booby trap and write them down secretly. Each piece of terrain can only be booby trapped once.

Cluster mines are automatically triggered the first time a unit (friendly or enemy) enters the booby trapped terrain. When triggered, they inflict d6 s4 hits (with no cover saves allowed) for every three bikers in the starting unit.

Combat Shield

A combat shield is a lighter version of the storm shield which can be fitted onto the wearers vambrace, leaving their hands free to wield another weapon whilst providing protection from incoming attacks.

A combat shield confers a 5+ invulnerable save while in close combat.

Digital Weapons

Digital weapons are concealed lasers fitted into finger rings, bionic implants or the knuckles of a power-armoured gauntlet. They lack the power to be used at long range, but can be triggered in close combat to take advantage of an exposed weakness while the enemy fends of the main attack.

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

Familiar

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

If a Librarian has a familiar he gains +1 to his Initiative.

Infravisor

This simple visor allows a Space Marine to access a wide range of spectrums. So equipped, he can better see in low-light conditions than a normal human could in normal daylight.

A model with an infravisor has the Night Vision special rule. However, a unit that contains one or more models with an infravisor counts as Initiative 1 when taking Blind tests.

Iron Halo

The iron halo is a symbol of exceptional bravery and wisdom. It contains a powerful energy field that acts as a ward against the weapons of the enemy. An iron halo is capable of rendering useless even the most potent of attacks.

A model with an iron halo has a 4+ invulnerable save.

Jump Pack

A jump pack enables the wearer to make great bounding leaps across the battlefield and make a boosted flight over short distances. Space Marines often make use of airdrop deployment – wearing jump packs leaping from low-flying Thunderhawk Gunships and using controlled bursts to slow their descent to the battlefield.

Models equipped with jump packs gain the Jump Unit type.

Narthecium/Reductor

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

As long as the Apothecary is alive and not falling back or pinned he may use his Narthecium. Once per turn, he may use his narthecium to treat a single model to ignore a single Wound suffered from a failed saving through. This may not be used on wounds which caused Instant Death, overpower, or prevent a model from being removed from play.

Psychic Hood

Psychic hoods are embedded with arcane constructions of psychically attuned crystals that allow the wearer to extend his psychic protection to nearby allies.

Each time a unit (or model) is targeted by an enemy psychic power and is within 12” of a friendly model with a psychic hood, the wearer of the hood can attempt to Deny the Witch in their stead, as if he were in the target unit. If the Deny the Witch attempt is failed, the psychic power is resolved as normal, and effects only the initial target, not the wearer of the hood.

If a model with a psychic hood is embarked in a vehicle or building, he can only use the hood to nullify powers targeting the vehicle or building he is embarked within.

Purity Seals

Purity seals are bestowed upon Space Marines of proven purity or virtue. They are taken unto battle plastered to the outside of the individuals power armour so that all enemies may see them them know of the true might of the Emperor.

A unit a model wearing purity seals rolls one extra dice for both fall back and charge distances, then removes one dice of their choosing to determine the total distance.

Servo-arm

Techmarines and Servitors are equipped with powerful servo-arms that can be used for battlefield repairs or even put to use as potent weapons. These robotic arms are strong enough to lift heavy machine components, or to crush the life from a foe.

A model with a servo arm can perform a single attack with it in addition to their normal attacks, using the profile below.

Range	S	AP	Type
-	8	-	Melee, Unwieldy

Servo-Harness

A Techmarine can upgrade his servo-arm to a full servo-harness. This backpack-mounted contraption is a mobile shrine to the Omnissiah. It incorporates a great deal of tools, mechanical limbs and weapons, all of which better enable a Techmarine in the field to make battlefield repair to vehicles or to assist his brethren in combat.

A servo-harness gives the Techmarine an extra servo-arm (two total), a plasma cutter and a flamer. In the Shooting phase, the Techmarine can fire both harness-mounted weapons, or one harness-mounted weapon and another weapon.

	Range	S	AP	Type
Plasma cutter	12”	7	2	Assault 1, Gets Hot!, Twin-linked

Storm Shield

A storm shield is a metal shield that has an powerful energy field generator built into it. Though the bulk of the shield offers physical protection, much more impressive is the energy field, capable of deflecting almost any attack; blows that would normally cut through even Terminator armour are tum.ed aside with ease.

A Storm shield grants the bearer a 5+ invulnerable save. Against ranged attacks this is increased to a 4+ invulnerable save as well as reduces the strength of incoming ranged attacks by 1. In addition, a model with a storm shield can never claim bonus attacks from wielding multiple close combat weapons.

Signum

The signum is a special form of communication device that quickly processes and broadcasts targeting data. This ancient device allows one member of Space Marine squad to fire with even greater accuracy, battering vital targets with a hail of unerring shots.

At the start of the Shooting phase, a model with a signum can choose to use it instead of shooting. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls To Hit are made.

Space Marine Bike

Models equipped with Space Marine bikes change their unit type to Bike. Space Marine bikes are fitted with a twin-linked boltgun. Space marine bikes also confer +1 toughness against ranged attacks.

Space Marine bikes are fitted with powerful engines and bullet-proof tires. Each bike is a versatile fighting platform capable of moving at great speed while remaining steady enough that the rider can fire its armament. When used by a Space Marine to charge into combat, the speed and weight of the bike itself becomes a formidable weapon.

Teleport Homer

Teleport homers emit a powerful signal enabling orbiting Strike Cruisers to lock on to them with their teleportation equipment. By matching the exact coordinates of this signal, the risk of missing the intended mark is greatly reduced.

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the board at the start of the turn.

VEHICLE ARMOURY

Dozer Blade

Dozer blades are heavy ploughs, blades, rams, or scoops used to clear obstacles from the vehicles path.

A vehicle that has been fitted with a dozer blade can re-roll failed dangerous terrain tests.

Extra Armour

Some Space Marine vehicle crews add additional armour plating to their vehicles to provide additional protection.

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as Crew Shaken results instead.

Frag Assault Launchers

Any unit charging into close combat on the same turn as it disembarks from a Land Raider Crusader or Redeemer counts as having frag grenades.

Hunter Killer Missile

Hunter-killer missiles are commonly fitted onto Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage armoured vehicles that would otherwise far outmatch them.

A hunter killer missile has the following profile

	Range	S	AP	Type
Hunter Killer Missile	∞	8	3	Heavy 1, One Use Only

Locator Beacon

The locator beacon is a signaling package that contains a teleport homing device, broad-spectrum communicators and geopotential tracking. When activated, the locator beacon streams detailed positional uploads in coded signals, allowing for precision reinforcement by reserve forces.

Friendly units do not scatter when they Deep Strike within 6" of a model equipped with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

Predator Range Finder

A much larger version of the auxpex is fitted into the turret of the predator battle tanks to allow them to take down targets at immense ranges with un-nerving accuracy.

When firing a weapon fitted with this upgrade the target suffers a -1 penalty to their cover save but cannot worsen it to more than a 5+.

Rapid Tracker

The accelerator autocannon turret on the Sicarian is equipped with a specialized targeting computer meant for taking out fast moving targets.

Targets cannot make jink saves from ranged weapons synced to a rapid tracker, and any hard to hit from fast movement is ignored.

Searchlight

Searchlights are fitted to Space Marine vehicles as a standard issue so that the foe cannot hide cowardly inside the darkness.

When the night fighting rules are active, a vehicle with the a Searchlight may use it instead of shooting. Select a target within line of sight ignoring normal limitation from night fighting. The target and the vehicle using the searchlight are both treated as if the night fighting rule is not in effect until the start of the controlling players next turn.

Smoke Launchers

Some vehicles have small launchers mounted onto them that carry smoke canisters. These are used to temporarily obscure the vehicle behind billowing clouds of smoke, allowing it to cross open areas in greater safety – although it does so at the cost of being able to fire its own weapons.

Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured until the start of the controlling players next movement phase.

Note that a vehicle may still use smoke launchers even if has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.

Siege Shield

Due to their frequent deployment in rubble-strewn city fights or hive assaults, many Vindicators are fitted with enormous siege shields. These dozer or assault blades allow the Vindicator to

bulldoze through obstacles with ease.

A vehicle with a siege shield automatically passes Dangerous Terrain tests.

LIBRARIAN PSYCHIC POWERS

The Space Marine Librarians are a truly feared opponent, their bodies and minds perfectly crafted for drawing upon the immensely destructive nature of the warp. They wield their powers with the the wrath of the Emperor behind them as the scourge the land of those who oppose them.

Smite is a psychic shooting attack with the following profile.

Smite **Warp Charge 1**

Lethal bolts of lightning leap from the Librarians Fingertips, Tearing his enemies apart in a barrage of psychic power.

Range	S	AP	Type
12"	4	2	Assault 2

Force Dome **Warp Charge 1**

Reaching out with his mind, the Librarian erects a barrier of shimmering force about himself and his companions.

This power is used at the start of the Librarians Movement phase and lasts until the start of his next turn. The Librarian and all models with 9" of himself receive a 5+ invulnerable save.

Machine Curse **Warp Charge 1**

The Librarian calls down a powerful curse upon the marine spirit of an enemy war engine.

This power is a psychic shooting attack with the following profile.

Range	S	AP	Type
24"	-	-	Assault 1, Haywire

Fear of the Dark **Warp Charge 2**

Summoing the indescribable malice of the warp the librarian unleashes a mighty wave of sheer terror, piercing every creatures soul with the horror of death and revealing their utter insignificance in the face of an uncaring universe.

This power is used in the shooting phase instead of firing a weapon. Every enemy unit within 12" of the librarian not locked in an assault must take a morale check with a -1 penalty.

The Avenger **Warp Charge 1/2**

The Librarian draws on the ancient legends of his Chapter create a destructive avatar of roiling flame. The psychic construct billows forward leaving death in its wake.

This power is a psychic shooting attack with the following profile, it can either be cast as a warp level 1 or warp level 2 power.

Range	S	AP	Type
Template	5	-*	Assault 1

The rend value of The Avenger is equal to the warp level the power was chosen to be cast at.

Quickening **Warp Charge 1**

Using his uncanny mind to project his physical being forwards into the timestream, the Librarian acts so swiftly as to defy the vision of his foes.

This power is used at the start of the either players Assault phase. If successful, the Librarian and his squad has the fleet special rule plus 1 Initiative for the duration of the phase.

Null Zone **Warp Charge 2**

The Librarian turns the full force of his mind upon the foe, peeling away their layers of mystical protection and leaving them vulnerable to the weaponry of his brothers.

This power is used at the start of the Librarians shooting phase. All enemy units within 12" of the Librarian must re-roll successful invulnerable saves for the remainder of the player turn.

The Might of Heroes **Warp Charge 1**

The deadly powers of the Immaterium heighten the Librarians strength to unimaginable levels, the better to vanquish the foes of the Emperor

This power is used at the start of either players Assault Phase. If successful, the Librarian has his Strength doubled and rolls 2d6 for armour penetration for the remainder of the phase.

Veil of Time **Warp Charge 1**

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

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

The Gate of Infinity **Warp Charge 2**

Focusing his Warp-sense, the Librarian creates a corridor of safe passage through the Immaterium, allowing him to cross great distances in but the blink of an eye.

This power is used at the beginning of the Librarians movement phase. The Librarian and any unit he is with can move anywhere within 24" using the deep strike rules. The Librarian himself is at no risk, but if he takes a unit with him there is a chance something will go wrong for them. If the deep strike attempt scatters and a double is rolled, one member of the unit (not the Librarian) chosen by the controlling player is claimed by the Warp and removed as a casualty – the survivors scatter normally.

Vortex of Doom **Warp Charge 3**

The Librarian opens a tear between the material realm and the howling destruction of the Warp, unleashing devastating energies that utterly consume his foes

This power is a psychic shooting attack with the following profile.

Range	S	AP	Type
12"	10	1	Assault 1, Vortex

If when using the power the Librarian fails his Psychic test, place the Vortex of Doom blast marker on the Librarian – in this case the template will not scatter.



Chapter 4

ANGELS OF DEATH

HQ

Captain.....70 points

A space marine commander is a determined leader who's rank speaks of a past littered with beaten enemies of the most terrifying sort. It is not enough for him to be a skilled fighter though; he must also have a grasp of strategy and tactic above that of his his brothers. Centuries of battlefield experience have taught him every facet of war, trained him in tools of slaughter and honed his wits to the level of instinct. With the merest glance a commander can appraise a war zone, see every threat and opportunity presented by the shifting lines of battle, and divine how victory can be assured.

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	5	5	4	4	4	5	3	10	3+

Unit Composition

1 Captain

Unit Type

Infantry (Character)

Wargear

- Power armour
- Iron halo
- Bolt pistol
- Chain sword
- Frag & krak grenades

Options

- The captain may replace his bolt pistol with one of the following.
 - chainswordfree
 - volkite cavalier, flamer, or mortis bolt rifle 5 points
 - meltagun 10 points
 - plasma gun or gravitron gun 10 points
- The captain may replace his bolt pistol and/or chain sword with one of the following:
 - plasma pistol or volkite serpentina 10 points
 - stormshield 10 points
 - power weapon 10/15 points
 - lightning claw[†] 15/20 points
 - power fist[†] 15/20 points
 - eviscerator[†] 15 points
 - relic blade[†] 15 points

[†] Cannot be used if mounted on a bike

Options Cont.

- The captain may be equipped with
 - combat shield3 points
 - melta bombs[†]5 points
 - combat shield8 points
 - digital weapon10 points
 - master crafted weapon10 points
 - purity seals30 points
 - bionics 10 points
 - auspex 15 points
 - artificer armour20 points

[†] May not be used by a model in terminator armour, or by one using two power fists or lightning claws.
- The captain may choose one of the following:
 - may take jump pack 15 points
 - may take a bike 25 points
 - may replace his chain sword, bolt pistol, grenades, and power armour for terminator armour, a twinlinked boltgun, and a power sword.....30 points

Terminator Captain

- A Captain in terminator armour may replace his power weapon or twin-linked boltgun with one of the following:
 - power weapon free
 - Storm shield free
 - lightning claw5 points
 - power fist5 points
 - chain fist 5 points
 - thunder hammer5 points
- A Captain in terminator armour which did not exchange either weapon may take a second twin-linked boltgun for 5 points

Librarian **80 points**

Those who prove strong enough to attune both their physical and mental abilities find themselves training to become Librarians, mystic Space Marine warriors who can wield awesome mental powers. In battle, Librarians can send out blasting psychic bolts to strike down their foes, halt war engines with but a gesture, or project near-impenetrable force domes to protect their allies.

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	4	4	4	4	3	5	2	10	3+

Unit Composition

1 Captain

Unit Type

Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Force weapon
- Frag & Krak grenades

Special Rules

- And We Shall Know No Fear
- Grim Resolve, Inner Circle
- Independent Character
- Psyker (1)

Psyker

Librarians start with the smite psychic power, and may choose additional powers equal to his mastery level from the Space Marine Librarian powers section.

Options

- The librarian may be upgraded to an Epistolary gaining +1 psychic mastery level 35 points
- The Librarian may replace his bolt pistol with one of the following.
 - plasma pistol or volkite serpentina 10 points
- The Librarian may upgrade his force weapon with one of the following:
 - force lightning claw[†] 5 points
 - force power fist[†] 5 points
 - [†] *Cannot be used if mounted on a bike*
- The Librarian may choose one of the following:
 - may take jump pack 15 points
 - may take a bike 25 points
 - may replace his bolt pistol, grenades, and power armour for terminator armour, a twinlinked boltgun, and a power sword. 20 points

Terminator Librarian

- A Librarian in terminator armour may upgrade his force weapon to have the base profile of a
 - force chain fist 5 points

ELITES

Company Veterans +2 pts/model

Of all the fighting formations that make up a Space Marine Chapter, it is the 1st Company that is invariably the most powerful and feared. For a Space Marine to join the prestigious 1st Company is for him to have won renown on battlefields uncounted and to have earned the respect of his battle-brothers through deeds of blood and fire. Most such Veterans have served as sergeants elsewhere in their Chapter - sometimes for centuries - before being accepted into the 1st Company, but a notable few are elevated after performing singular acts of insane heroism. These Space Marines are legends one and all, warriors who have become part of the Chapter's history, and it is every battle-brother's ambition to join the ranks of their Chapter's most elite company.

Terminator Honors: Terminator Honors are bestowed only upon a warrior who has proved himself a superior combatant, and has earned the right to wear Terminator armour in battle.

One of each each type of unit, tactical marines, assault marines, bike squadron, devastators, and recon marines, may be upgraded to become veterans with terminator honors at the cost per model presented above. Note that the force organization slot does not change for the unit in question

A model with terminator honors has their leadership increased to 9. Additionally they unlock access to the following wargear options. If two prices are listed, its is the cost of taking two of the same item. The veteran sergeant also gains +1 WS.

Veterans

- Any Veteran may replace his bolter with one of the following.
 - chainsword free
 - volkite cavalier or flamer 5 points
 - meltagun 10 points
 - plasma gun or gravitron gun 10 points
- Any Veteran may replace his heavy bolter with one of the following
 - heavy flamer free
- Any Veteran may replace his bolt pistol and/or chain sword with one of the following:
 - plasma pistol or volkite serpentia 10 points
 - stormshield 5 points
 - power weapon 5/10 points
 - lightning claw† 10/15 points
 - power fist† 10/15 points
 - eviscerator† 10 points

† Cannot be used by models on bikes
- Any member may be equipped with
 - combat shield 3 points
 - melta bombs† 5 points

† May not be used by a model in terminator armour, or by one using two power fists or lightning claws.

Veterans Sergeant

- The Veteran Sergeant may replace his chain sword with a relic blade 10 points
- The Sergeant may take:
 - combat shield 3 points
 - digital weapon 5 points
 - master crafted weapon 5 points
 - purity seals 20 points
 - bionics 5 points
 - auspex 10 points
 - artificer armour 15 points
- The sergeant may replace his boltgun, bolt pistol, grenades, and power armour for terminator armour, a twinlinked boltgun, and a power sword. 20 points

Veterans of a thousand Campaigns: Ancient heroes and maters of the battlefield, space marines with terminator honors often have mastered innumerable battlefield techniques to better destroy their foe.

At a cost of 3 points per model, all squad members may be upgraded to have one of the following special rules. Tank hunters, furious charge, fear, concealment, iron heart, or monster hunter.

Space Marine Terminator squad.....**40 points/model**

All space marine chapters maintain a number of suits of the revered and rightly feared Tactical Dreadnought armour, or terminator armour as it is more commonly known. Terminator suits are the pinnacle of armour protection available to Space Marines. Each suit is in of itself a relic, ageing back to the times of the Hericy, revered and repaired again and again throughout the ages. Terminators are amongst the greatest heroes of mankind. Terminators are invincible, they are unstoppable, and they never yield.

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4(5)	2	4	2	9	2+
Sergeant	5	4	4	4(5)	3	4	2	9	2+

Unit Composition

- 3-10 Terminators

Unit Type

Infantry

Wargear

- Terminator armour
- Twin-linked Boltgun
- Power Weapon

Special Rules

- And They Shall Know No Fear
- Angels of Death
- Terminator Honors (included above)
- Teleport Assault

Transport

The unit may select Land Raider as a dedicated transport.

Options

- For every three models, one terminator may replace his twin-linked boltgun one of the following:
 - heavy flamer 5 points
 - assault cannon 10 points
 - plasma cannon 10 points
 - cyclone missile launcher and twin-linked boltgun 20 points
- Any terminator may replace his power weapon or twin-linked boltgun with one of the following:
 - power weapon free
 - Storm shield free
 - lightning claw 5 points
 - power fist 5 points
 - chain fist[†] 5 points
 - thunder hammer 5 points

[†] 1 per five models.
- Any terminator which did not exchange either weapon may take a second twin-linked boltgun for 5 points

Sergeant

- One terminator **must** be upgraded to a Sergeant free
- The sergeant may replace his twin-lined boltgun with one of the following:
 - combi weapon 5 points

Veterans of a thousand Campaigns: Ancient heroes and maters of the battlefield, space marines with terminator honors often have mastered innumerable battlefield techniques to better destroy their foe.

At a cost of 3 points per model, all squad members may be upgraded to have one of the following special rules. Tank hunters, furious charge, fear, concealment, iron heart, or monster hunter.

Teleport Assault: Terminator armour houses one of the most advanced technologies possessed by the imperium, their unique ability to teleport right amongst the frey when their foe least expects. This tactical advantage is used to great effect to so absolute chaos and helps to offset the immobility the armour otherwise carries.

Terminators may deploy via deep strike using their teleportation. Additionally, once per battle you may redeploy using deep strike instead of moving normally.

TROOPS

Space Marine Tactical Squad.....18 points/model

As befits their flexible battlefield role, Tactical Squads take a variety of weaponry to the field of battle. In addition to the standard armaments of bolt pistol and grenades, most Tactical Space Marines carry a bolter - the weapon of vengeance made famous on untold millions of blood-soaked battlefields. This formidable anti-infantry firepower is typically complemented by both a heavy and special issue weapon. The exact armaments are chosen to match the requirements of each deployment, and weaponry duties are rotated between all members of the squad save the sergeant, so all Tactical Space Marines must be trained and capable with every weapon their squad can be called upon to field.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	2	8	3+
Sergeant	4	4	4	4	2	4	2	9	3+

Unit Composition

- 5-10 Space marines

Unit Type

Infantry

Wargear

- Power armour
- Boltgun
- Bolt pistol
- Frag & Krak grenades

Special Rules

- And They Shall Know No Fear
- Angels of Death

Transport

The unit may select either a Rhino, Razorback, or Drop Pod as a dedicated transport.

Options

- For every five models, one space marine may replace his boltgun one of the following:
 - heavy bolter, multi-melta, or missile launcherfree
 - plasma cannon5 points
 - lascannon10 points
- For every five models, one space marine may replace his boltgun with one of the following:
 - flamer5 points
 - grenade launcher5 points
 - melta gun10 points
 - plasma gun10 points
- One space marine may take melta bombs5 points
- The unit may be equipped with a teleport homer10 points

Sergeant

- One space marine **must** be upgraded to a Sergeant ...free
- The sergeant may take replace either his boltgun and/or bolt pistol for:
 - chainswordfree
 - power weapon5 points
 - power fist10 points
 - lightning claw10 points
 - plasma pistol10 points
- The sergeant may be equipped with a combat shield3 points

(0-1) Space Marine Recon Squad 20 points/model

Reconnaissance squads are formed from experienced Space Marines expert in operating independently and often deep behind enemy lines. This is a task for which they are armed and equipped with a variety of specialized wargear including long- range weaponry, sensor- auspex and stealth gear. They perform the function of scouts and intelligence gatherers, identifying targets and gathering information on enemy movements and strengths. They also serve the Legion as pickets, saboteurs, raiders and snipers where needed, and in open battle are expert in sudden flanking maneuvers and infiltration attacks in support of their main force

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	2	8	3+
Sergeant	4	4	4	4	2	4	2	9	3+

Unit Composition

- 3-5 Space marines

Unit Type

Infantry

Wargear

- Power armour
- Mortis Bolt Rifle
- Bolt pistol
- Camo Cloak
- Shroud Bombs (one use only, cant be shot at except by blast weapons for one turn)
- Frag & krak grenades

Special Rules

- And They Shall Know No Fear
- Angels of Death
- Infiltrate

Options

- Any space marine may replace his mortis rifle with a space marine shotgun free
- One space marine may replace his morits rifle and one of the following:
 - missile launcher free
 - flamer 5 points
 - lascannon10 points
 - melta gun 10 points
 - plasma gun 10 points
 - grenade launcher with rad grenades.....10 points
- One space marine may take melta bombs 5 points
- The unit may be equipped with a teleport homer 10 points

Sergeant

- One space marine **must** be upgraded to a Sergeant ...free
- The sergeant may take replace either his boltgun and/or bolt pistol for:
 - chainsword free
 - power weapon 5 points
 - power fist10 points
 - lightning claw 10 points
 - plasma pistol 10 points
- The sergeant may be equipped with a combat shield3 points

DEDICATED TRANSPORTS

Drop Pod **50 points**

The Space Marines are known as the Angels of Death, and the title is never more appropriate when they attack using Drop Pods as they descend on the green and white wings of angels into the heart of battle. Drop Pods resemble a ships life pod in look and function and are fired from low orbiting vessels with colossal force. Such is the velocity of the approach, there is little a foe can do to intercept drop pods once launched.

		┌ Armour ─┐			
	BS	Front	Side	Rear	Hp
Drop Pod	2	10	10	10	2

Options

- May upgrade the storm bolter to a deathwind launcher20 points
- May take a locator beacon10 points

Unit Composition

1 Drop pod

Unit Type

Tank (Immobile, Open-topped)

Wargear

- Pintle mounted stormbolter

Special Rules

- Drop Pod Assault
- Inertial Guidance Systems

Transport

Once the Drop Pod has landed, the hatches are blown and all passengers must immediately disembark, as normal. Once the passengers have disembarked, no models can embark on the Drop Pod for the remainder of the game.

Upgrades

The Drop Pod has a transport capacity of 10. There are access hatches on the front and sides of the vehicle. There are no firing points.

Drop Pod Assault: *Drop Pod assaults are the ultimate weapon of terror an surprise, aimed right at the heart of the foe. When the smoldering hulls come to rest and the hatches blow clear, the enemy will know true fear when the occupants disembark.*

Drop pods always enter play used the deep strike rules. At the start of your first turn, you must choose (rounding up) half your Drop Pods to make a 'Drop Pod Assault'. These chosen units arrive via deep strike on the players first turn where deep strike is available – no other units may deep strike on that turn. The arrival of the remaining Drop Pods is as normal. A Unit which Deep strikes via Drop Pod may not assault in the turn it arrives.

Inertial Guidance Systems: *The Drop Pods are equipped with advanced sensors capable of making split second changed to the guidance fins of the pod to ensure a safe landing.*

Should a drop pod scatter onto a piece of impassible terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required order to avoid the obstacle.

FAST ATTACK

Assault Squad 20 pts/model

Equipped with bolt pistols and chainswords, these Space Marines pour across the battlefield as they are rocketed through the skies in bold angelic strides. As if the wrath of the Emperor himself, they strike down their foes channeling his might through themselves and imparting it into every blow. There is no truer honor of combat than that of from the might of arms, the truest test of skill, and the truest test of devotion.

	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	2	8	3+
Sergeant	4	4	4	4	2	4	2	9	3+

Unit Composition

- 5-10 Space marines

Unit Type

Jump Infantry

Wargear

- Power armour
- Jump pack
- Chain sword
- Bolt pistol
- Frag & Krak grenades

Special Rules

- And They Shall Know No Fear
- Angels of Death
- Deep Strike

Transport

If not equipped with jump packs, the unit may select either a Rhino, Razorback, or Drop Pod as a dedicated transport.

Options

- The entire unit may unequip jump packs ...-2 point/model
- One in five Assault Marines may replace his bolt pistol with one of the following:
 - flamer 5 points
 - grenade launcher 5 points
 - plasma pistol 10 points
- One space marine may take melta bombs 5 points
- The unit may be equipped with a teleport homer 10 points

Sergeant

- One space marine **must** be upgraded to a Sergeant ...free
- The sergeant may take replace either his boltgun and/or bolt pistol for:
 - chainsword free
 - storm shield 5 points
 - power weapon 5 points
 - power fist 10 points
 - lightning claw 10 points
 - plasma pistol 10 points
- The sergeant may be equipped with a combat shield 3 points

Space Marine Bike Squadron 32 pts/model

Space Marine Bikers carry out the Chapter's fast-moving assault missions, often operating on intelligence gathered by infiltrating Scout Squads or Land Speeder reconnaissance flights. Bike squads attack at incredibly high speeds, using the element of surprise and their unstoppable momentum to punch holes in enemy formations. Then, as swiftly as they arrived, they accelerate away as their enemies recover their wits, only to circle back and attack once again from a new and unexpected direction. Bike squad tactical strikes are often likened to thunderbolts - by the time a foe has heard their approach, the damage has already been done.

	WS	BS	S	T	W	I	A	Ld	Sv
Bike	4	4	4	4(5)	1	4	2	8	3+
Attack Bike	4	4	4	4(5)	2	4	2	9	3+
Sergeant	4	4	4	4(5)	2	4	2	9	3+

Unit Composition

3-6 Space Marine Bikes

Unit Type

Bikes

Wargear

- Power armour
- Space Marine bike with twin-linked bolt gun
- Heavy bolter (attack bike only)
- Bolt pistol
- Frag & Krak grenades

Special Rules

- And They Shall Know No Fear
- Angels of Death

Options

- Any space marine bike may replace his bolt pistol with a chainsword free

Attack Bikes

- Up to three bikes may be upgraded to attack bikes 13 points
- Any Attack Bike may exchange his heavy bolter for a multi-melta 15 points
- One space marine bike may take melta bombs ... 5 points
- The unit may be equipped with a teleport homer 15 points

Sergeant

- One Marine must be upgraded to a Sergeant free
- The Sergeant may exchange his bolt pistol for one of the following:
 - chainsword free
 - power weapon 5 points
 - plasma pistol 10 points
- The sergeant may be equipped with a combat shield 3 points

Land Speeder Squadron.....**50 pts/model**

The Land Speeders fielded by the Space Marines in the 41st Millennium are an evolution of a Standard Template Construct pattern discovered in the wake of the Horus Heresy. Utilising ancient technology, Land Speeders skim above the ground at breathtaking speeds using anti-gravity repulsion plates to perform breathtaking manoeuvres that conventional vehicles would find impossible. The grav-drives of Land Speeders do not function at high-altitudes, but they can be used to perform a controlled descent suitable for deployment via overflying Thunderhawk Gunships.

	BS	—Armour—			Hp
		Front	Side	Rear	
Land Speeder	4	10	10	10	2

Unit Composition

1-3 Land Speeders

Unit TypeSkimmer (Fast,
Open-topped)**Wargear**

- Heavy bolter
- Search light

Special Rules

- Deep Strike

Options

- Any Land Speeder may replace its heavy bolter with a multi-melta15 points
- One Landspeeder may be upgraded to have a locator beacon 15 points

Land Speeder Patters

Land speeders may be upgraded to one of the two following patterns

- Any Land Speeder may upgrade to a Typhoon pattern equipping a typhoon missile launcher 30 points
- Any Land Speeder may upgrade to a Tornado pattern equipping one of the following:
 - heavy flamer15 points
 - assault cannon20 points

HEAVY SUPPORT

Devastator Squad.....**18 pts/model**

Devastators are heavily armed Space Marine squads, trained to assail the enemy from great distances and with overwhelming firepower. As primarily long-range support units, Devastators provide Tactical and Assault Squads with covering fire whilst also engaging enemy vehicles and other armored foes. Devastator Squads best define a Space Marine task force's reach, for they promise destruction with greater range than any of their battle-brothers. Unlike most other Space Marine squads, Devastators operate from a largely static footing, abandoning fixed positions only to advance, fall back or occupy a position with more commanding arcs of fire.

	WS	BS	S	T	W	I	A	Ld	Sv
Devastator	4	4	4	4	1	4	2	8	3+
Sergeant	4	4	4	4	2	4	2	9	3+

Unit Composition

- 5-10 Space marines

Unit Type

Infantry

Special Rules

- And They Shall Know No Fear
- Angels of Death

Wargear

- Power armour
- Bolter
- Bolt pistol
- Frag & krak grenades

Options

- Up to four Devastators may exchange their bolter for one of the following:
 - heavy bolter, multi-melta, or missile launcher . 15 points
 - plasma cannon 20 points
 - lascannon25 points
- One space marine may take melta bombs 5 points
- The unit may be equipped with a teleport homer 10 points

Sergeant

- One space marine **must** be upgraded to a Sergeant ...free
- The sergeant may take replace either his boltgun and/or bolt pistol for:
 - chainsword free
 - power weapon 5 points
 - power fist10 points
 - lightning claw 10 points
 - plasma pistol 10 points
- The sergeant may be equipped with any of the following:
 - a combat shield3 points
 - a signum 5 points

Contemptor Dreadnought **155 points**

Dreadnoughts are massive fighting machines that bristle with weaponry. They stride the battlefield seeking to smash foes, as infomming enemy fire patters harmlessly from their thick ceramite hulls. More than just devastating engines of war, Dreadnoughts are the living embodiment of a Chapter's spirit. – houses built around the heroes of old so they may continue to fight.

	— Armour —								
	WS	BS	S	F	S	R	I	A	Hp
Dreadnought	4	4	6	12	12	10	4	2(3)	4

Unit Composition

1 Dreadnought

Unit Type

Walker

Wargear

- Dreadnought close combat weapon with a mounted storm bolter
- Kheres assault cannon
- Searchlight
- Smoke launchers

Special Rules

- Duty Eternal
- Smash

Transport

A contemptor dreadnaught may take a Drop Pod as a dedicated transport.

Options

- May upgrade the built in storm bolter with one of the following:
 - heavy flamer10 points
 - plasma gun10 points
- May replace the Kheres assault cannon with one of the following:
 - Dreadnaught closecombat weapon and storm bolter free
 - twin-linked heavy bolterfree
 - twin-linked autocannon free
 - multi-melta5 points
 - plasma cannon5 points
 - twin-linked lascannon15 points
- May replace the dreadnought close combat weapon and storm bolter for one of the following:
 - kheres assault cannon15 points
 - twin-linked heavy bolter15 points
 - twin-linked autocannon15 points
 - multi-melta20 points
 - plasma cannon20 points
 - twin-linked lascannon30 points
- If equipped with two dreadnought close combat weapons, you may install a cyclone missile launcher for . . .30 points

Upgrades

- May take items from the **Vehicle Equipment List**

Atomantic Shielding *One of the Contemptor Dreadnought's most distinctive features is the defensive field generators mounted in its armoured carapace and powered by the potent atomantic power reactor core housed within.*

The Contemptor Dreadnought has an invulnerable save of 5+ against shooting attacks and explosions, and an invulnerable save of 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers an Explodes! result, add +1” to the radius of the blast

Sicaran Battle Tank **175 points**

The sicaran battle tank is a larger and more armoured alternative to the more common and newer predator variants. An ancient design dating back before the break of the heresy, these machines have proven themselves throughout thousands of years. Its primary armament is the sophisticated Herakles pattern accelerator autocannon. Technologically akin to the heavier calibre ordnance mounted on the Fellblade super-heavy tank, it is a superior rapid-firing and highly accurate weapon, launching shells at far higher velocities than a standard autocannon, enabling it to successfully track and engage swift moving targets and pinpoint vulnerabilities in enemy armour with lethal precision.

	BS	┌Armour┐			Hp
		Front	Side	Rear	
Sicaran	4	13	13	11	4

Unit Composition

1 Sicaran

Unit Type

Tank (Fast)

Wargear

- Turret mounted twin-linked accelerator autocannon with rapid tracker
- Hull mounted heavy bolter
- Two side sponson heavy bolters
- Searchlight
- Smoke Launchers

Options

- May replace the both sponson heavy bolters with lascannons 30 points

Upgrades

- A Sicaran may take upgrades from the following:
 - Hunter killer missile 10 points
 - Dozer Blade 5 points
 - Armoured ceramite 25 points

Land Raider Godhammer **230 points**

The Land Raider's heritage predates even the Imperium, yet it remains one of the most destructive machines in the Space Marines' arsenal. Protected by bonded ceramite and adamantium armour plating, the Land Raider is impervious to all bar the most devastating weaponry. Equally impressive are its own armaments - two twin-linked lascannons and twin-linked heavy bolters allow the Land Raider to annihilate enemy vehicles and infantry squads alike. When combined with enough transport capacity for a full squad of Space Marines, the Land Raider is more like a mobile fortress than a mere tank.

	BS	┌Armour┐			Hp
		Front	Side	Rear	
Land Raider	4	14	14	14	5

Unit Composition

1 Land Raider

Unit Type

Tank

Special Rules

- Assault Vehicle (front ramp)
- Power of the Machine Spirit

Wargear

- Hull mounted twin-linked heavy bolter
- Two side sponson twin-lined lascannons
- Searchlight
- Smoke Launchers

Transport

The Land Raider has a transport capacity of 12. There are access hatches on the front and sides of the vehicle. There are no firing points.

Options

- May take one of the following pintle mounted weapons
 - storm bolter 10 points
 - multi-melta 25 points
- A Land Raider may take any of the following vehicle upgrades:
 - Extra armour 20 points
 - Hunter killer missile 10 points

Land Raider Crusader **230 points**

A linebreaker without peer, the Crusader can smash through enemy formations to disgorge Space Marines into the heart of the foe's army. In place of lascannons, the Crusader is armed with hurricane bolters to cut down the first line of defenders before an assault is launched. The Crusader also boasts an improved transport capacity by reclaiming the space normally given over to bulky las-power generators.

	BS	┌ Armour ─┐			Hp
		Front	Side	Rear	
Land Raider	4	14	14	14	5

Options

- May take one of the following pintle mounted weapons
 - storm bolter 10 points
 - multi-melta 25 points
- A Land Raider may take any of the following vehicle upgrades:
 - Extra armour 20 points
 - Hunter killer missile 10 points

Unit Composition

1 Land Raider

Unit Type

Tank

Wargear

- Hull mounted twin-linked assault cannon
- Two side sponson hurricane bolters
- Frag assault launchers
- Searchlight
- Smoke launchers

Special Rules

- Assault Vehicle (front ramp)
- Power of the Machine Spirit

Transport

The Land Raider has a transport capacity of 16. There are access hatches on the front and sides of the vehicle. There are no firing points.

Power of the Machine Spirit: *A Machine spirit is a combination of organic and mechanical components that helps to control a tanks movement and weapons systems.*

If the tank suffers a Crew Stunned result, the Machine Spirit enables the tank to move directly ahead up to its maximum speed. Also, the Machine Spirit can operate one weapon per turn provided that the vehicle has not moved flat out, allowing the vehicle to fire an additional shot at full ballistic skill in circumstances where they would otherwise not be able to such as if the vehicle moved at cruising speed, or the crew is shaken or stunned.