

Chapter Information

General

Name: **Aquila Nobilis**

Successors of: **the Ultramarines**

Successor chapters: N/A at this point and time

Founding: **41st Millennium, Ultima**

Reason of Founding

PRIMUS: Bolstering the forces of the Imperium to maintain momentum in the Indomitus Crusade's Nihilus Reclamation Effort (NRE.)

SECUNDUS: Founded also by the indirect request of Primarch Roboute Guilliman, request enacted by former Ultramarine Veteran and current Chapter Master Arelian Casar, to have a stable and reliable supply-&-command chain that his new Imperium would require. One that was more efficient than the Adeptus Ministorum and Administratum, with less legal roadblocks and more flexibility to support and supply any and all Imperium forces.

Niche: The Aquila Nobilis (Noble Eagles in Low Gothic), though founded as a buffer force for the NRE (and still continuing to serve this purpose), can and still specializes as a reinforcement force for any existing Crusades or campaigns across the Imperium.

Homeworld

Name: **Athrania**

Status: **Active**

Type: **Civilized Hive World**

Relation: **Partial Stewardship (Nobilis members that are part of the Reserve Companies serve as advisors, senators, and protectors, ensuring the planet's prosperity and safety.)**

Population: **50 Billion**

Location: **Tirith System, Ultima Segmentum**

Description: Athrania is the capital of the Tirith System, and homeworld of the Nobilis as half of the aspirants are recruited here, one of the few prosperous hive worlds whose conditions are controlled and stable. In Guilliman's early years as Primarch of the Ultramarines, this system was one of the first few blessed by his logistical masterwork after reclamation. This planet holds the Chapter's ancestral home; the planetary Fortress Monastery of Storm Nest which is protected and occupied by their reserve companies, the 6th and 7th.

Fortress Monastery

Name: **Bastion of Mercy**

Type: **Basileus-class Battle Barge**

Location: **Non-Permanent, Wandering (currently on Imperium Nihilus)**

Description: The Battle Barge named the *Bastion of Mercy* shares the same colors of their chapter, giving it the appearance of a white-gold, blue-bannered flying fortress-church. It is constantly maintained, ensuring top performance. This is also where the Chapter Master and the 1st Veteran Company reside.

Characteristics

Chapter Master: **Arelian Cesar**

Motto: ***Honor, Unity, Valor***

Warcry: ***Semper Nobilis***

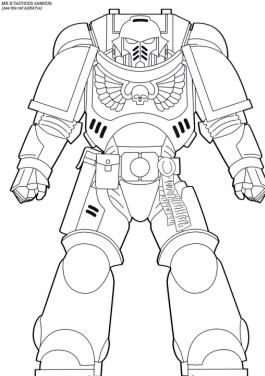
Size: **Codex-Compliant 1,000, Full-Force**

Description: While they can be self-sufficient and skilled enough to handle campaigns solo (though requiring two companies to guarantee any victory for most campaigns they operate on their own), they notably excel when aiding another force (be it fellow Astartes, Militarum, or even Sororitas and Skitarii), significantly increasing the chances of victory for Imperial forces bolstered by this Chapter.

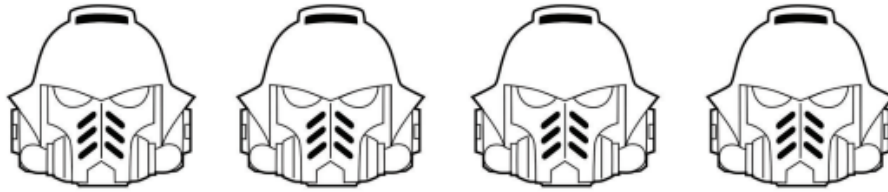
Colors of the Chapter

Chapter symbol: A white-gold escutcheon, flanked by a pair of five-feathered wings at both sides. Alternatively, they also hail in the sigil of a golden eagle upon a white field as a secondary chapter sigil.

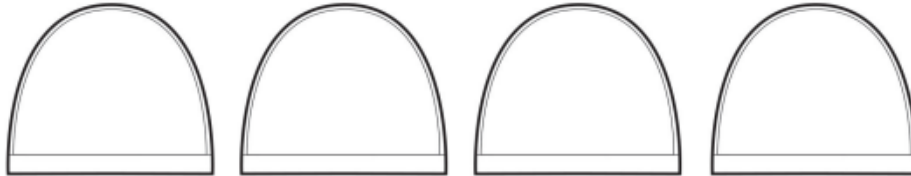
Armor colors: PRIMUS — WHITE (White Scar) | SECUNDUS — NAVY/DARK BLUE (Alatoic Blue) | ACCENTS — GOLD (Liberator Gold)



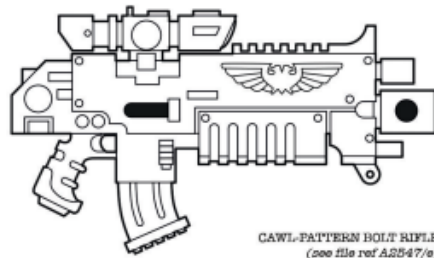
Helmet configuration: (helmet colors depending on rank)[can be anything easy to distinguish, sergeants often have red helmets and veterans white ones, recommended image for primaris below]



Shoulder insignia: (symbols on pauldrons that identify the role of bearer)[very simple shapes, lines and arrows are often used, skulls are generally used for higher ranks, recommended image for primaris below]



Weapon colors: (color scheme for weapons, usually bolter and chainsword)[generally metallic and black with some red or leather elements, recommended image for primaris below]



Organizational markings: (system for distinguishing rank and placement of a marine within the chapter)[something to note the unit number (usually roman numerals, often on a shoulder pad) and company (can be color of shoulder trim or a number somewhere), can also include other markings]

Chapter decorations and honor markings: (what kind of decorations are used by the chapter, armor markings used to denote achievements or participation in campaigns)[power armor often contains gilded elements, symbols and decorative patterns or runes, marines tend to wear robes or capes and mount trophies or skulls on their armor, honor markings are often badges or transcriptions]

Symbolics meaning: (understanding of the colors or objects related to the chapter)[often colors of armor and the chapter symbol have great meaning, a chapter can also have a symbolic understanding of certain gestures or other things]

Chapter Culture

Relation to humans

General Population: The Nobilis are beloved by the regular folk of the 41st Millennium's Imperium, alike the Salamanders and Blood Angels legions, the former being who the chapter owes much of their cultural traits to. Many of their strategems are centered around two scenarios; either have Imperial non-combatants either stay in safety for later guaranteed evacuation, or have them be used as auxiliary to their efforts. In either case, they will be under the care of the Nobilis.

Psykers: They see them with more utilitarian eyes than sympathetic ones, but still goes the length of giving them as much support and care they need. Oftentimes, the Nobilis would extend their benevolence to psykers, but not doing so unprepared to give them the Emperor's mercy should they fall to temptation or prove to be of more harm than use.

Abhumans: They feel a little close relation to abhumans, as both are, in essence, mutant forms of humanity. Depending on the kind, the Nobilis would find use for them, and they would often assign abhumans as closer auxiliary to their operations as types like Ogryn or Felinids prove to be good labor or scouts respectively. Despite their nature, they are protected alike most in the Imperium.

Serfs: Due to their chosen service to the Nobilis, the chapter gives them all the respect and grace they deserve as servants of angels. A part of the reason why Nobilis ships are larger than standard Astartes ships is because serfs are given good lodging inside, with basic needs met and even a little extra comfort given. Places where serfs would be stationed with the Astartes are essentially the same as those of the Nobilis, just miniaturized.

Serf Culture: Called as "little birds" in the chapter, serfs are organized into three groups called flocks (not counting the reserve and the special equerries); Auxiliary, Ship Crews, and Valets. The Auxiliary Flock is the most present with the Nobilis in their activities alongside their equerries, doing the manageable labor their master assigns them to ensure that their work of maintaining the lifeblood of the Imperium is done. Ship Flocks crew Nobilis battle-barges and other Nobilis craft when Astartes pilots aren't present, often as maintenance crews but also as navigators and even pilots when their skill is proven. Finally, the Valet Flock tends to the needs of the other flocks, ensuring their needs and comforts are met respectively. They believe fully in the vision of the Nobilis, and exert themselves to help the chapter to see the dream of a unified humanity become a reality. Both the Nobilis and their servants believe that they train and embody that goal both to make true the world they envision but also to live in it when no assignments of war are given to them for the short amount of time they're afforded to. There are very few restrictions for the serfs, and there are even entire families that serve the Nobilis for generations, some even being family to a number of Nobilis Marines.

Equerries: The personal servants of the Nobilis are called by the chapter as their equerries (by standard) or more affectionately as “smaller siblings.” These serfs, going by groups of three to five people, are composed of folk that share a connection with their liege; be it family, workers who know their equipment as well as them, or at uncommon cases, both. A number of families under Nobilis care dedicate themselves to the service of their lieges who share their blood, and those who have aided them in some way give their service in this way too. At rare occasions, Equerries are to-be Battle Brothers of the Nobilis that weren't able to complete their transition to being Space Marines yet survived a part if not most of the process, instead relegated to serve their more complete siblings.

Relations with Imperial Organizations

Adeptus Mechanicus: Their relation with the Mechanicus depends on the denomination they are dealing with; they are known to be formal, almost cold, to those who follow the normal creeds of the Cult Mechanicus. But, there is a certain denomination that began in Ultramar, known vaguely outside of the segmentum as “*the Faith*”, whom the Nobilis have been observed to regard with the same care and love as most peoples of the Imperium. This very denomination is also the one that serves the Chapter mainly, and rare is the occasion where the Nobilis would request anyone outside of said denomination willingly. The handful of Techmarines the Nobilis are bolstered with all follow the Faith's teachings, and are inducted to them, their loyalty sticking to them more than the wider Mechanicus.

Adeptus Astartes Chapters: (relations with other chapters)[space marine chapters can often come into contact with each other and fight as allies, alternatively conflicting beliefs can cause chapters to be hostile]

Astra Militarum: Much like the common folk, it has been observed that one of the Nobilis' most effective and staunch allies are the Imperial Guard, and many tactics of the Chapter have been noted to be based around cooperative effort with the Militarum present in mind. Their cooperation is so seamless that casualty rates for the Guard that fight with them drop to more than half, with an 80% drop as their highest in the Illuminata Campaign at 999.M41. Many regiments of the Guard who have received aid from the Nobilis have sung praises of the chapter, hailing them as the personification of the world „Angel.” Because of their supply line maintenance and focus, many of the said regiments receive better equipment during or after their campaigns and crusades. The regiment that hails from their home system, *the Night Vigil*, has

been noted to have the best synergy with the Nobilis, as if the two groups are trained together.

Adeptus Astra Telepathica: (relations with the astropaths)[likely correlated to the chapter's opinion of psykers, some chapters operate without astropaths and utilize their own librarians, others who despise psykers simply use them out of necessity and don't respect them, which could rouse anger from the organization]

Ecclesiarchy: (relations with the Imperial Church)[faithful chapters share beliefs with the ecclesiarchy, while others can loathe them for worshipping their father as a god or for their blind fanaticism]

Inquisition: (relations with the Holy Ordos and their agents)[the inquisition consists of many ordos which specialize in different tasks with every inquisitor having a different approach to their duty (often conflicting with other inquisitors), the chapter can have a deep alliance with some part of it, or even be chased by the inquisition for acts deemed heretical]

Deathwatch: (informations about how frequently marines from this chapter are sent into the Deathwatch, and their mutual relations)[the deathwatch takes veterans from any chapter to serve within their ranks as alien hunters, some chapters can have a good connection where many of their marines have served heroically, while others can avoid the deathwatch due to some ideological or other issue]

Rogue Traders: (relations with one or more Rogue Trader dynasties)[rogue traders are given freedom of exploration and trade, and usually lead ships on various voyages, some wage war in humanity's name while others exchange goods with aliens, making them both possible allies and enemies for the chapter]

Other: (relations with other Imperial organizations or groups)[there are many more imperial organizations with which the chapter can have a specific relation, for example the Adeptus Custodes, Officio Assassinorum or Adepta Sororitas]

Hated foes

Chaos: (list of enemies of the chapter that pay allegiance to chaos, with circumstances and descriptions of the relations)[can be chaos space marine warbands, daemons, cultists, renegades or dark mechanicus]

Xenos: (list of enemies of the chapter that are xenos, with circumstances and descriptions of the relations)[most frequent xenos are orks, necrons, eldar (craftworlds, harlequins, corsairs, dark eldar), tau (remember they are a minor faction on the galactic scale), tyranids and genestealer cults]

Other: (list of other enemies that are hard to categorize, with circumstances and descriptions of their relation to the chapter)[can be some exiled radical inquisitor group, pirates or whatever else doesn't fit into other categories]

Recruitment

Location(s) of recruitment: (place or places where the chapter takes recruits)[most usually the chapter's homeworld, but sometimes a few planets near it, or no specific location for fleet based chapters]

Aspirant selection and trials: (the characteristics that are looked for in aspirants and the trials they have to pass to be implanted with gene-seed)[all chapters look for extreme physical fitness but can vary in their approach to the personality of the aspirants, trials are monstrous tests of strength and endurance where many die, often involve fighting to the death and long, continuous exhausting activity]

Failed aspirant treatment: (the fate of those who don't pass the trials but survive)[some chapters have them become serfs instead, others kill them, while some brutal chapters even turn their failed aspirants into servitors]

Gene-seed implementation rituals: (rituals undertaken alongside implanting gene-seed into aspirants, unique to this chapter)[many chapters don't have anything of special importance, but some drink their primarch's blood or another substance that has a large effect on the working of their gene-seed, and has an impact on the development of the neophyte]

Further trials: (trials that are faced after receiving gene-seed)[most chapters form scout squads with their neophytes, sending them into recon missions during campaigns to prove their ability to coordinate and fulfill orders]

Role of Neophytes: (self explanatory)[as said before, most commonly scout squads are formed, but some divergent chapters create close combat squads from their neophytes]

Process of becoming a Battle-Brother: (description of how a neophyte turns into a full battle-brother and starts to serve in power armor)[most chapters have their neophytes receive armor when their black carapace is ready, but sometimes there can be some rituals or trials in between]

Reaction to Primaris: (the chapter's reaction to being presented with primaris marines and weapons)[most chapters have accepted their primaris counterparts within their ranks and started employing the rubicon primaris procedure, while others remain skeptical, some circumstances could even mean that a chapter has not yet received primaris reinforcements]

Doctrine

Chapter philosophy: (description of the chapter's beliefs and way of understanding the universe and their role in it)[generally all focus on being fearless and indomitable warriors, but usually chapters have different approaches to how they treat their enemy and themselves, for example being fuelled by hate or staying unemotional at all times]

Highest values: (the values and virtues this chapter prizes the most, both in their own warriors and others they meet)[general fighting ability is always important, but some chapters place importance in things such as intelligence, leadership, fanaticism, stoicism, brutality or other characteristics]

Perception of the Emperor: (whether the chapter views the Emperor as their father or as a god, can be described more deeply)[most chapters venerate the Emperor but do not pray to him as to a god, however some are as fanatical as imperial believers, a chapter can also have a more unique approach]

Views on death: (how is the death of living beings viewed upon and how are fallen battle-brothers honored)[death of marines can be viewed as fulfilled duty or as being weak, while the deaths of mortals are often meaningless to marines]

Adherence to Codex Astartes: (how rigidly the chapter adheres to the rules in codex astartes)[can be strictly complaint (following to the letter, sometimes too literally), compliant (work by the rules but not too rigidly), divergent (ignore some guidelines, have own philosophy), non-compliant (oppose some codex rules) or anything in between]

Traditions: (self explanatory)[space marines act in a specific fashion, be it way of speech or gestures that comes from their culture, there can be superstitions or simply traditions of dueling or other activities]

Character and behavior: (psychological characteristics and tendencies of marines from this chapter)[due to being a close brotherhood, marines from the same chapter tend to exhibit patterns of behavior such as stubbornness, brutality, distrust or gregariousness]

Chapter organization

Command structure

General description: (how the chapter's chain of command works)[as standard, a chapter has a chapter master who commands all of the marines, 10 captains which have command of 100 marines and a command squad each, 2 lieutenants per captain (having command of 50 marines), as well as 1 sergeant for every squad]

Standard role advancement: (role of the marine after becoming a battle-brother and next roles he takes on after some time)[the standard for codex chapters is devastator marine, assault marine, tactical marine]

Climbing the ranks: (what skills and achievements are needed to advance in ranks)[in general, to become a sergeant, lieutenant or captain requires great deeds and abilities, while becoming a veteran is generally related to the time of service of a marine but deeds too, yet some chapters are organized differently, for example the Dark Angels who only let specific individuals into their inner circle]

Chapter Master's role: (self explanatory)[the chapter master is the commander of the entire chapter, a veteran and experienced leader who is able to direct the might of the astartes with powerful effect, some chapters can have a different name or purpose for this role and rarely a chapter doesn't have a chapter master but rather a conclave of high commanders]

Captains' roles: (self explanatory)[in standard chapters a captain controls a company of 100 marines, answering directly to the chapter master, sometimes the name or role is different in codex divergent chapters, captains usually have some of the best wargear of the chapter and each wears an iron halo - a strong protective field]

Captains' specialist duties: (specific functions of different captains)[codex complaint chapters generally have each captain possess a distinct role in the overall functioning of the chapter, some can be changed to suit the chapter's doctrine or style, there can be completely different ones or no specific roles at all, the duties can be also assigned to different marines or overlap, for example one can be a master of the keep but not command any specific company]

Master of the Keep -

Master of the Watch -

Master of the Arsenal -

Master of the Fleet -

Master of the Marches -

Master of the Rites -

Chief Victualler -

Lord Executioner -

Master of Relics -

Master of Recruits -

Master of Reconnaissance -

Lieutenants: (role and equipment of lieutenants)[the rank of lieutenants was introduced along with primaris marines, there are 2 per company and they serve as commanders of 50 marines and advisors to their captain, certain chapters can have a different name for this role or other specific tasks assigned, lieutenants can generally given various rare weapons]

Sergeants: (role and equipment of sergeants)[sergeants lead 5- or 10-man squads, they are generally more experienced than their fellow battle brothers, some chapters can give them specific wargear or duties, and rarely a different name for this rank, they often have one or two special weapons, usually one of which is a melee weapon]

Veterans: (role and equipment of veterans)[distinguished and experienced marines in the chapter become veterans, which usually fight in squads of their own kind, or as sergeants, they also receive better weapons than standard marines, some chapters assign specific roles to their veterans]

Command squads: (equipment, organization and function of captains' personal squads)[command squads consist of a few veteran marines chosen by their captain (they can also sometimes be led by a chaplain or librarian) who function as his guards and advisors, as well as a personal combat unit, usually there is a standard bearer and a champion, an apothecary and standard veterans can also be members of the command squad, but its role and members can vary greatly between chapters]

Other: (description of any other command ranks or organizational structures unique to this chapter)[chapters with a different command structure can have different ranks in between the standard ones, or different levels of distinguishing a veteran]

Specialist ranks

Prerequisites: (required skills or character traits for receiving a specialist rank and role)[a marine who fights for centuries will eventually become a veteran, likely a sergeant, possibly a lieutenant or even a captain, but joining specialist ranks requires usually very specific prerequisites, librarians must be born as psykers, techmarines need to be intelligent and comprehend technology, chaplains have to be stern and inspiring, while apothecaries require an aptitude in medical skills, champions are the best melee fighters within the chapter, ancients are brave and steadfast, and the honor guard consists only of the best and most experienced warriors]

Librarian -

Techmarine -

Chapter Chaplain (Primus) -

4th Company Chaplain (Secundus) - This chaplain is known as the "*Master of the Penitent Path.*" He is the first Marine, the Captain of the 4th Company, to successfully complete his repentance (a self-imposed journey that became company culture), but outside of his reclaimed Hands of Nobility, boasts humble colors with little to no resplendence present.

Apothecary -

Champion -

Ancient -

Honor guard -

Other -

Librarian: (psyker loremasters' roles and equipments)[librarians maintain the chapter's knowledge and serve as psyker-warriors, they wield force weapons and have psychic hoods to strengthen their abilities, some chapters that loathe psykers don't have librarians]

Techmarine: (technology caretakers' role and equipment)[techmarines take care of the chapter's vehicles as well as weapons, managing the forges and controlling the production of new equipment and hold secrets about technology unique to the chapter, they wield omnisian axes and have servo-arms or other mechatendrites built into their artificer armor, a chapter needs techmarines to maintain its equipment, the role can be reduced to a minimum, but the chapter cannot allow having no control over their technology as this would risk the loss of their independence and the ability to travel and wage war]

Chaplain: (spiritual leaders' role and equipment)[chaplains lead rituals and prayers, inspire their brothers in battle and serve as mental counselors, each has a rosarius which are defensive energy fields and wields a crozius arcanum, which is a power weapon (usually a maul) serving as their symbol, the lack of a chaplain equivalent within a chapter is extreme, as even the most stoic and careless chapters would need someone to preach their traditions and beliefs]

Apothecary: (geneseed specialists' and medics' role and equipment)[apothecaries work as field medics and collect gene-seed from fallen battle-brothers so that the chapter can continue to exist, they also monitor the gene-seed and their fellow marines' organisms for any trace of corruption and instability, and take part in implanting the gene-seed into recruits, each has a diagnostor helmet that assists with checking health states, narthecium which allows to heal a space marine and a reductor which allows to extract gene-seed and cut the body, they are required for the chapter's survival and some chapters give the rank a different name and importance]

Champion: (master duellists' role and equipment)[a chapter usually has one champion per company and a chapter champion, the best among them all, they usually wield power swords and combat shields, and wear custom power armor, they serve as duellists and bodyguards of their captains, the rank can be non-existent or vary greatly between chapters]

Ancient: (standard bearers' role and equipment)[they bear their company's or the chapter's standard and rally others in battle, their role being one of great honor and importance, the rank can vary between chapters but generally chapters possess standards that show their victories and glory, and have them worn into battle by the ancients]

Honor guard: (veteran bodyguards' role and equipment)[the honor guard consists of the best veterans who serve as the chapter master's retinue, within their ranks is the chapter champion and chapter ancient, they are his bodyguards and advisors, armed with master crafted wargear and presenting the chapter's heraldry and culture on their armor, chapters can often have a different name for this formation and it's way of organization and arming]

Other: (description of any other special roles unique to this chapter)[many chapters have unique roles or have roles that are the mix of the above, for example the Iron Hands chapter has the rank of Iron Fathers, which combine the role of chaplains and techmarines]

Force composition

Organization description: (description of chapter's organizational division)[a codex compliant chapter, is divided into 10 companies, which consist of ten 10-man units each (can be twenty 5-man units for primaris), but some chapters deviate greatly from these rules, having different formation names or sizes]

Unit types and roles: (unit descriptions regarding equipment and battlefield role)[standard chapters divide their main force into tactical squads armed with bolters and possible special weapons that serve as all-purpose infantry, devastator squads armed with heavy weapons that serve as long range fire support and assault squads, either on bikes as swift cavalry, or with jump packs as fast melee attackers, they also deploy their neophytes in scout squads as recon and deploy squads of veterans with any armament, veterans are also deployed in terminator armor into the most intense fights, various chapters can have specific unit formations, or have different equipment for the roles, there can also be different names, such as the ones used for (battleline, fire support, close support) primaris troops]

Tactical Squad/Battleline Squad -
Devastator Squad/Fire Support Squad -
Assault Squad/Close Support Squad -
Terminator Squad -
Veteran Squad -
Scout Squad -

Company structure: (designated role and unit types of each specific company)[the codex astartes designates the first company in a chapter to be comprised of veterans, the 2nd to 5th companies to consist of 6 tactical squads, 2 assault squads and 2 devastator squads and be the main companies to wage war, the 6th and 7th to be reserve companies of only tactical squads, the 8th a reserve assault company, the 9th a reserve devastator company, and the 10th to consist of scouts (also vanguard marines for primaris chapters), divergent chapters can have a different company division or overall structure]

1st Veteran Company: **Aureus Ales Praetores** (Frontline and Supply Supervision) -
2nd Battle Company: **Aquila Bellatores** (Intercessors) -
3rd: **Alae Frontis** (Heavies) -
4th: **Fraternitas Poenitent** (Repentance Company) -
5th: **Ales Fulminata Equites** (Outriders) -
6th: **Ala Logistica** (Reserve, Supply Support) -
7th: **Vexillum Procerum Aeternum** (Veterans' Reserve, Supply Supervision) -
8th: **Aurei Cometae** (Jumpacks) -
9th: **Fractores Caeli** (Aggressors and Eliminators) -
10th: **Novus Plummae** (Scouts) -

Fleet description: (general description or specific ships and their equipment, how the fleet operates)[a chapter needs some ships to travel, usually consisting of up to 3 battle barges (each can transport 300 marines with equipment), a few strike cruisers (each can transport 100 marines with equipment), and some number of escort craft, if the chapter is fleet based, one battle barge (or a slightly larger ship) should serve as their fortress-monastery]

Strategy

Way and size of deployment: (in how big formations does the chapter usually deploy and using what methods)[chapters generally deploy a full company into a conflict, as it travels on a single strike cruiser, larger deployments are common when the fleet flies together, but some chapters also deploy their forces in smaller numbers and some others would rather deploy their full force]

Common formations: (specific unit formation compositions frequently utilized by the chapter)[chapters frequently use pre-planned unit compositions to perform attacks, such as tank formations, drop-pod deployments and other similar formations, their most commonly used formations can be used as a template to create a force of this chapter in a game, and is a good way to represent their fighting style]

Style of combat: (general description of the chapter's way of waging warfare, including ways of using wargear, strategies and methods of cooperation between units)[all chapters utilize their superhuman abilities and powerful equipment when waging war, and try to minimize the problems caused by their low number, generally marines are known for their swift deployment and reaction, some chapters prefer to fight sieges and defend fortifications, others rather charge and slay their enemies in melee combat or perform deadly surprise attacks from hidden positions]

Favored weaponry: (wargear especially commonly and effectively used by this chapter)[a chapter can have no specialization in weaponry, but most chapters have some weapon type, equipment, or vehicle that is used more extensively than in other chapters, for example the Salamanders specialize in flame weapons, and Blood Angels are talented in jump pack usage]

Strengths: (self explanatory)[a chapter's strengths are its specializations in wargear and deployment style summed up, for example the Space Wolves excel at melee combat and tracking, the Imperial fists at sieges and defense, etc.]

Weaknesses: (self explanatory)[a chapter's weaknesses can be the opposite of its strengths or come from different factors (for example animosity with other imperial factions), a chapter cannot be without weaknesses, if it excels in every aspect of warfare, that is simultaneously its strength and weakness, as it's unable to specialize in a specific way of fighting]

Details

Order of Battle

999.M41: (the chapter's number given in detail before the introduction of primaris marines)[this should include the number of specific units in companies, can also include vehicles, number of marines in specialist ranks and commanders' names]

Current: (the chapter's current number given in detail)[this should include the number of specific units in companies, can also include vehicles, number of marines in specialist ranks and commanders' names]

Chapter Command

Chapter Master (*Pater Aquila*): ***Arelian Casar***, former veteran of the Ultramarines with many operations alongside the Salamanders Legion.

Chosen for both his benevolence to his allies and Imperial non-combatants as well as his eye for strategic maintenance, accepting Roboute Guilliman's call for a command supply chain that will sustain the NRE, and should Nihilus be taken from the enemy's grasp, sustain the Imperial war machine.

(who is the chapter master, his background story, equipment and character)[chapter masters are very powerful and intelligent individuals, most likely being some of the oldest marines in the chapter, veterans of many battles and legendary heroes, the chapter master can say a lot about the chapter itself with his character, looks and style of being]

Chapter Champion: (who is the chapter champion and details about him)[as this role is not important for the whole chapter, no detailed story is needed, but information about preferred equipment and fighting style is very informative]

Notable Characters: (details about any other marines that have done something unique or are somehow distinguished)[a character doesn't have to be of high rank, you can write a few characters to show differences between views within the chapter or to simply create heroes]

Chambers: (details about important chambers in the fortress-monastery)[a fortress-monastery should have a few standard crucial chambers but can have many unique ones if you wish, the look of these chambers as well as how they are equipped can say a lot about the character of the chapter, a standard fortress-monastery has great halls which showcase the might of the chapter and serve as places for gathering, humble cells for living of individual marines, dormitories for the serfs of the chapter, forges where ammunition and wargear is produced, a librarius that stores all the chapter's knowledge and serves as the main chamber of librarians, a reclusiam which serves as a chapel and main chamber of chaplains, armories managed by techmarines where equipment is stored, an apothecarion where the gene-seed is stored and the apothecaries fulfill their duties, and crypts where fallen marines rest, there are also many minor chambers but you can describe them if they are of importance to the chapter or have some significance]

Great Halls -

Cells -

Dormitories -

Forges -

Librarius -

Reclusiam -

Armory -

Apothecarion -

Crypts -

Political power: (description of the political influence this chapter has)[can be a summary of chapter relations with other organizations to showcase overall power in influencing decisions in a large scale war, asking for aid, etc.]

Other: (any other information related to the command and organization of the chapter)[for example a voting system between captains]

Librarius

Chief Librarian: (who is the chief librarian and details about him)[as leader of the librarius, he is likely the most powerful and experienced psyker within the chapter, his character dictates the way how the librarius operates]

Chapter history: (self explanatory)[should contain information about the chapter's founding, most important battles and events that affect it]

Legendary figures: (descriptions of important characters from the past)[individuals who performed heroic deeds and are revered by the chapter, for example past chapter masters]

Psychic Discipline: (description of psychic powers unique to this chapter)[generally librarians can cast various psychic powers in areas such as biomancy, pyromancy, telekinesis, telepathy and divinations, but they also tend to have abilities exclusive to the chapter, often related to the chapter's culture and style of warfare]

Psychic Artifacts: (list and explanation of psychic artifacts possessed by the chapter)[any special force weapons, psychic focuses, amplifiers and communication devices or alien psychic artifacts can be on this list, whatever is in the chapter's possession]

Secret Knowledge: (information the chapter possesses that is not in standard imperial knowledge)[after fighting in many battles, marines from the chapter often encounter mysterious artifacts or foes, this knowledge is held in the librarian and used when needed, can be anything about other imperial organizations that is secret, items from the dark age of technology, forbidden knowledge about chaos or xenos species]

Other: (any other information related to the librarian or psykers)[for example some psychic curse that affects the chapter]

Reclusiam

Master of Sanctity: (who is the master of sanctity and details about him)[appoints and commands chaplains, as well as distributes them to companies, his demeanor dictates how they operate]

Prayers: (quotes of spiritual importance to the chapter)[chapters often have their own hymnals, songs, litanies and prayers to commemorate past events or their culture, these can also be a display of hatred towards their enemies]

Rituals: (description about various rituals conducted by the chapter)[there are many important events that call for some sort of ritual, for example the appointment into a battle brother, gatherings before a battle or paying respect to dead battle brothers after the battle, each chapter can have a very unique approach to these subjects and how they proceed with their rituals]

Oaths: (description of oaths commonly undertaken before battle by marines from this chapter)[space marines very often take oaths before battle to fulfill specific deeds, some may be unique to this chapter and reflect their culture]

Penitence: (description of unacceptable behavior and the punishment for it)[disobeying orders and disrespecting other battle-brothers as well as wargear are standard forbidden activities, but according to culture a chapter can also give punishment for different behavior, with the nature of the punishment also being different between chapters]

Holy Relics: (list and description of holy relics possessed by the chapter)[body parts of deceased holy figures or weapon possessed by them, any items the chapter deems holy and stores in the reclusiam]

Other: (any other information related to the reclusiam or spirituality)[for example a madness that overcomes some of the battle-brothers in this chapter]

Armory

Master of the Forge: (who is the master of the forge and details about him)[he oversees all other techmarines and the creation of technology within the chapter's forges, his approach to innovation determines the general relation with the Adeptus Mechanicus, as well as the level of unique wargear in the chapter's possession]

Relic Wargear: (list and description of relic wargear possessed by the chapter)[all special master-crafted weapons or relics of the past, which are used by the chapter in battle]

Chapter specific wargear: (list and description of equipment unique to this chapter)[commonly used wargear or vehicles that contains technologic components rarely or never used by other chapters]

Servitors: (description of servitors in use by this chapter, their number and specifications)[how much servitors are in use, what are their roles and if they are modified in some way]

Equipment: (list of equipment possessed by the chapter, notes about which is used the most and production capacity)[can include explosive charges, scanners, communication devices, camo cloaks, jump-packs, anything that is used as accessories in battle]

Weaponry: (list of weapons possessed by the chapter, notes about which are used the most and production capacity)[types of various weapons used by the chapter - grenades, vehicle mounted weapons, melee weapons and special weapons]

Vehicles: (list of vehicles possessed by the chapter, notes about which are used the most and production capacity)[transports, tanks and aircraft should be mentioned here, some of which can be relics unable to be built again]

Dreadnoughts: (dreadnought patterns utilized by the chapter, circumstances of interring a marine into a dreadnought, significance and production capacity of dreadnoughts)[weapons mounted on dreadnoughts should be mentioned here, you can also describe the mental condition of marines in dreadnoughts as well as the rituals used to wake them]

Fleet: (in-depth description of the fleet, can include characters and equipment on specific ships)[ships can often contain important individual equipment such as teleportarium chambers]

Other: (any other information related to the armory or technology)[for example cybernetics used by the chapter or characteristics of machine spirits of vehicles in this chapter]

Apothecarion

Chief Apothecary: (who is the chief apothecary and details about him)[as the overseer of the apothecarion and gene-seed of the chapter, his role is to distribute apothecaries among companies and is a vital figure in ensuring the future of the chapter]

Gene-seed stock: (the amount of gene-seed in storage, its placement and how it's protected)[depending on the current state of the chapter, gene-seed reserves can be very large or almost non-existent, this has great importance to the chapter's future]

Gene-seed purity: (general description of the prevalence of mutations in the gene-seed and its characteristics)[apothecaries constantly watch for signs of imperfection in gene-seed, some chapters are more prone to mutation and some less, the more stable a chapter's gene-seed is, the safer it is to create new astartes]

Gene-seed retrieval: (the way in which the chapter's apothecaries retrieve gene-seed from fallen battle-brothers and bring it to safety)[in general apothecaries use their reductors to retrieve gene-seed from marines fallen in battle, bring it onto their ship for safety, then it is used to create more marines or brought into the fortress-monastery for storage, but some chapters can have strange ways of handling and treating gene-seed]

Organ characteristics: (characteristics and flaws of every organ possessed by the space marines in this chapter)[it's very common for chapters to lack some organs (the less important ones) or have some of them flawed or otherwise not standard in their functioning, it is common for this to cause changes in appearance of the marines or affect their method of operations in more impactful cases]

Secondary heart -

Ossmodula -
Biscopea -
Sinew Coils -
Magnificat -
Belisarian Furnace -
Haemastamen -
Larraman's Organ -
Catalepsean Node -
Preomnor -
Omophagea -
Multi-lung -
Occulobe -
Lyman's Ear -
Sus-an Membrane -
Melanochrome -
Oolitic kidney -
Neuroglottis -
Mucranoid -
Betcher's Gland -
Progenoid Glands -
Black Carapace -

Organ implementation: (description of the process of implanting gene-seed into recruits)[the organs are implanted into young recruits, in an order that allows them to develop properly, supporting the functioning of each other, during this process chemotherapy and hypnotherapy is used extensively, in general the process is the same among different chapters but some rituals may be introduced alongside it, and changes can be made to incorporate differences in gene-seed]

Phase 1 -

Phase 2 -

Phase 3 -

Phase 4 -

Phase 5 -

Phase 6 -

Phase 7 -

Phase 8 -

Phase 9 -

Phase 10 -

Phase 11 -

Phase 12 -

Phase 13 -

Phase 14 -

Phase 15 -

Chemicals: (description of special chemicals utilized by the chapter's apothecaries)[these can be toxins used against enemies, nutrients or chemical cocktails used to enhance combat effectiveness of marines from the chapter]

Other: (any other information related to the apothecarion or biology)[for example secrets about mutations from the past that were purged from the gene-seed]

Other

you can go into detail about specific companies, write stories, create rules to use in wargames and RPGs or add a gallery of photos of figures or art of your chapter

FORMAT BY SuperS1ime

(<https://docs.google.com/document/d/1FWXVmDDiilSH8HoLvsU9j3-L75hMhb4PlqW9P2um9j8/edit?tab=t.0#heading=h.fgc072r52hg4>)