

Loyalist Marine Codex

This is a fan-made not-for-profit Codex intended to be used with modified rules found via the link below.

Core Rules

<https://docs.google.com/document/d/1ljQxSaasFTw0GX7ftvOe87eUgJXJt5G-M1Ymf6jxyC0/edit#heading=h.5df19il8jbq3>

The documents below will be needed if you require more detail about wargear stats or to access special characters, units and rules for the various space marine chapters.

Codex Armoury

<https://docs.google.com/document/d/14-btEcQHS7F7-0jiFHP7a538gTRjTStYErBmi71wXes/edit#heading=h.7r6tyb3uvtgq>

Special Rules

https://docs.google.com/document/d/14Dw4jM_Mi8Q27PQX0eXw5GECf3fQX9oOXmxReDUy_w/edit

Character Creator

<https://docs.google.com/document/d/1mC8Z-AUMb9oSsG8cgu1Rq3tzLPxA7hAcaVXZ61jsTSg/edit>

Dark Angels and Successors Chapter Tactics, Units, Librarian and Wargear

<https://docs.google.com/document/d/1WILAENdTWtPaAby0akXxIXvd1NZCwICkjkloN8xWGQ0/edit>

White Scars and Successors Chapter Tactics, Units, Librarian and Wargear

<https://docs.google.com/document/d/1A6VkgBml7Qza6QA5gRzDbtARHLitY6LMAYr5v2cwHLE/edit>

Space Wolves Chapter Tactics, Units, Librarian and Wargear

https://docs.google.com/document/d/1iz0DcYw-A-OHfthN_yb1WHDODfd-HoW9GuK7wJOXoZM/edit

Imperial Fist and Successors Chapter Tactics, Units, Librarian and Wargear

https://docs.google.com/document/d/1xr0r5xsd3zstyZtjiX-4oOFPg1b3UBTM3rEY34f_I8Y/edit

Blood Angels and Successors Chapter Tactics, Units, Librarian and Wargear

https://docs.google.com/document/d/1OO3DPBOL-YGJnYJHjTVdh9jnX0maB2BhDkUcGkCWI_Eo/edit

Iron Hands and Successors Chapter Tactics, Units, Librarium and Wargear

https://docs.google.com/document/d/1rVBt3pPvk2-01i6dHbJ6BMuqrb_XQKLRNN3AtsXP0dw/edit#heading=h.pzkrytu5nilo

Ultramarines and Successors Chapter Tactics, Units, Librarium and Wargear

https://docs.google.com/document/d/1Qrk-tyveg0hJ5Dt-_sOZ9B7SBL2uffjYLWEczfL_a_w/edit

Salamanders and Successors Chapter Tactics, Units, Librarium and Wargear

https://docs.google.com/document/d/1JHDix3LLS5UW5FqxY5YHujfM-pbDHOI-O71OcO_D4SI/edit

Raven Guard and Successors Chapter Tactics, Units, Librarium and Wargear

https://docs.google.com/document/d/1NS8oK_S1XP6HoK1qbROhPKh1i1bff226KFW8HcSIVqQ/edit

Progenitor Unknown Chapter Tactics, Units, Librarium and Wargear

<https://docs.google.com/document/d/159JISd2GOdwqSLJ6i2ikpnKuBrlAipUxT0hUW5GGtf8/edit>

Contents

[Chapter Tactics](#)

[Codex Tactics](#)

[Warlord Traits](#)

[Force Builder](#)

[Upgrade Tables](#)

[Bolter Weapons](#)

[Special Pistols](#)

[Special Weapons](#)

[Heavy Weapons](#)

[Close Combat Wargear](#)

[Terminator Wargear](#)

[Terminator Heavy Weapons](#)

[Special Wargear](#)

[Veteran Skills](#)

[“Generic” Relics](#)

[Vehicle Upgrades](#)

[HQ Choices](#)

[Chapter Master \(0-1\)](#)

[Captain](#)

[Master of Sanctity \(0-1\)](#)

[Chaplain](#)

[Chief Librarian \(0-1\)](#)

[Librarian](#)

[Chief Apothecary \(0-1\)](#)

[Master of the Forge](#)
[Honour Guard \(0-1 per Chapter Master\)](#)
[Command Squad \(0-1 per Captain\)](#)
[Troops](#)
[Tactical Squad](#)
[Scout Squad](#)
[Dedicated Transports](#)
[Rhino](#)
[Razorback](#)
[Drop Pod](#)
[Land Speeder Storm](#)
[Elites](#)
[Chapter Specialists](#)
[Tank Veteran](#)
[Lexicanium](#)
[Apothecary](#)
[Techmarine](#)
[Junior Chaplain](#)
[Veteran Squad](#)
[Tactical Terminator Squad](#)
[Assault Terminator Squad](#)
[Dreadnought](#)
[Fast Attack](#)
[Assault Squad](#)
[Bike Squad](#)
[Attack Bike Squad](#)
[Scout Bike Squad](#)
[Land Speeder Squadron](#)
[Heavy Support](#)
[Devastator Squad](#)
[Predator](#)
[Vindicator](#)
[Whirlwind](#)
[Land Raider Phobos](#)
[Land Raider Crusader](#)
[Land Raider Redeemer](#)

The Codex Astartes

The Codex Astartes was composed by Roboute Guilliman after the end of the Horus Heresy. This formalised, standardised and refined many of the squad structures and sizes and lead the breaking down of the Legions into Chapters.

The vast majority of Space Marine Chapters follow the Codex Astartes to a high degree. Many follow it strictly like the Ultramarines Chapter and many of their successors. Nearly all Chapters descended from Legions other than the Ultramarines have their own traditions and teachings from their Primarch that they follow. For example the Imperial Fists and White Scars keep the main principles of the Codex whilst deviating and focusing on certain aspects of war, in this case siege warfare and mounted warfare respectively. Others such as the Dark Angels and Blood Angels deviate further due to having more distinct Legion structures adhering to their original Legion structure. Some Chapters barely follow the Codex ...

Chapter Tactics

Codex Tactics

Each Turn may choose to use either the Tactical, Devastator or Assault Doctrine. May only use each Doctrine once per game.

Tactical Doctrine

All models may re-roll 1's to Hit during this turn's Shooting Phase.

Devastator Doctrine

All models gain the Relentless special rule for this turn only.

Assault Doctrine

All models can re-roll their charge and run distances. They also gain the Fleet special rule for this turn only.

Warlord Traits

Warlord Trait	Effect	Cost
Angel of Death	The warlord has fear	5 points
The Imperium Sword	The warlord and his unit gains furious charge for 1 round	free

Storm of fire	for 1 round a friendly unit within 12in is twin-linked	5 points
Iron Resolve	The warlord adds 1 to the result of any combat he is involved in	free
Champion of Humanity	The warlord gains d3 victory points if he kills the enemy warlord, he gains 1 victory point if he kills any other IC	10 points

Force Builder

Below are the wargear, weapons and units most commonly seen in Space Marine armies.

Upgrade Tables

If the cost is shown like X/Y then X is the cost a multi wound character pays (like a Captain) and Y is the cost a single wound character pays (like a Sergeant)

Bolter Weapons

May replace his Bolter with one of the following:

Name	Points	Availability
Storm Bolter	5	All
Combi-Weapon	10	All

Alternatively may replace his Storm Bolter with

Name	Points	Availability
Combi-Weapon	5	All

Special Pistols

May replace his Bolter, Bolt Pistol or Chainsword with one of the following:

Name	Points	Availability
Hand Flamer	10	Blood Angels, Salamanders, Legion of the Damned only
Inferno Pistol	10	Blood Angels, Salamanders, Legion of the Damned only
Plasma Pistol	10	All
Grav Pistol	10	All bar Blood Angels, Dark Angels, Space Wolves

Special Weapons

May replace his Bolter with one of the following:

Name	Points	Availability
Astartes Grenade Launcher	10	All
Flamer	5	All

Meltagun	10	All
Plasma Gun	15	All
Grav-gun	15	Not Blood Angels, Dark Angels, Space Wolves

Heavy Weapons

May replace all his weapons with a Bolt Pistol and with one of the following (to stop tri-equip with Heavy Weapon, if possible he may then replace his Bolt Pistol with something):

Name	Points	Availability
Heavy Bolter ^s	10	All
Multi Melta	10	All
Heavy Flamer ^v	15	Models which can have Veteran Skills, Tactical Squads with Salamanders Chapter Tactics, Legion of the Damned only
Plasma Cannon	15	All
Missile Launcher ^s	15	All
Lascannon	20	All
Grav-Cannon	25	Iron Hands

Weapons with an ^s mean that models in Scout Armour can only take these Weapons

Weapons with an ^v mean that only models which can take Veteran Skills can only take these Weapons

Close Combat Wargear

If the cost is shown like X/Y then X is the cost a multi wound character pays (like a Captain) and Y is the cost a single wound character pays (like a Sergeant)

May replace his Bolter, Bolt Pistol or Chainsword with one of the following:

Name	Points	Availability
Chainsword	Free	All
Power Weapon	15/10	All
Lightning Claw	15/10	All
Powerfist	25/20	All

Relic Blade	30/25	All, except Space Wolves
Thunder Hammer	30/25	All
Storm Shield	20/10	All
Heavy Chainsword	10/5	Black Templars only
Frost Weapon	25/20	Space Wolves only
Corvus Hammer	10/5?	Dark Angels

May take any of the following:

Name	Points	Availability
Combat Shield	10/5	All
Meltabombs	5	All

Terminator Wargear

If the model has more than one wound then use the following two tables:

May replace Power Weapon with:

Name	Points	Availability
Lightning Claw	Free	All
Powerfist	10	All
Chainfist	15	All
Thunder Hammer	15	All

May replace Storm Bolter with:

Name	Points	Availability
Combi-Weapon	5	All
Lightning Claw	10	All
Powerfist	20	All
Chainfist	25	All
Thunder Hammer	25	All

Storm Shield	15	All
--------------	----	-----

If the model has one wound then use the following table

May replace both Power Weapon and Storm Bolter with:

Name	Points	Availability
Twin Lightning Claws	5	All
Powerfist and Storm Bolter	5	All
Chainfist and Storm Bolter	10	All
Thunder Hammer and Storm Shield	10	All
Thunder Hammer and Storm Bolter	10	Salamanders only
Lightning Claw and Storm Bolter	5	Space Wolves only
Lightning Claw and Combi-Weapon	10	Space Wolves only
Powerfist and Combi-Weapon	10	Space Wolves only
Chainfist and Combi-Weapon	15	Space Wolves only

Terminator Heavy Weapons

May replace Storm Bolter with:

Name	Points	Availability
Heavy Flamer	10	All
Assault Cannon	15	All
Plasma Cannon	15	Dark Angels only
Grav-Cannon	30	Iron Hands only

Multi-Melta	10	Salamanders only
-------------	----	------------------

Alternatively may take:

Name	Points	Availability
Cyclone Missile Launcher	25	All

Special Wargear

(Jump Packs and Bikes will be included in Units as the cost will change to much between different Units, plus it means the table is simplar)

May take any of the following

Name	Points	Availability
Auspex	5	All
Teleport Homer	10	All, except Space Wolves
Special Ammunition	10/3	Independent Characters only
Locator Beacon	15	All

May exchange their Power Armour for

Name	Points	Availability
Artificer Armour	15/10	Independent Characters, Salamander Sergeants and Salamander Veteran Sergeants only.
Terminator Armour	20	Iron Hands Veteran Sergeants without Jump Packs or Space Marine Bikes only

Veteran Skills

If the cost is shown like X/Y then X is the cost a multi wound character or vehicle pays (like a Captain or Dreadnought) and Y is the cost a single wound character pays (like a Sergeant)

All members of a unit must buy the same skill.

Name	Points	Availability
Adamantium Will	10/3	All
Crusader	10/3	All
Furious Charge	10/3	All
Hatred	10/3	All
Hit and Run	10/3	Not Terminator Armour or Dreadnoughts
Infiltrate	10/3	Not Terminator Armour or Dreadnoughts
Monster Hunters	10/3	All
Move Through Cover	10/3	Not Terminator Armour or Dreadnoughts
Scout	10/3	Not Terminator Armour or Dreadnoughts
Skilled Rider	10/3	Equipped with Space Marines Bikes only
Skilled Jump Trooper	10/3	Equipped with Jump Packs only
Split Fire	10/3	Not Dreadnoughts
Stealth	10/3	Not Terminator Armour or Dreadnoughts
Stubborn	10/3	Not Dreadnoughts
Tank Hunters	10/3	All

“Generic” Relics

An HQ choice may take one relic from either this list or a chapter specific list, each relic may only be taken once.

Name	Cost	Replaces
------	------	----------

Adamantium Mantle	10 points per wound	Nothing
Plasma Blaster	15 points	Chainsword, Bolt Pistol, Bolter or Storm Bolter
Relentless Armour?	?? points	Nothing
Primarch's Wrath	?? points	Chainsword, Bolt Pistol, Bolter or Storm Bolter

Vehicle Upgrades

Name	Points
Dozer Blades	5
Extra Armour	10
Hunter-Killer	5
Storm bolter	5

HQ Choices

Note that the names presented for entries here are just the most common name marines use for that position.

Chapter Master (0-1)

A Chapter Master possesses centuries of battle experience and is invariably highly skilled in tactics, leadership and all kinds of combat. In battle he leads from the front, combining front-line combat with tactical and strategic assessment that allows him to see how victory can be accomplished.

A Chapter Master is a peer of the Imperium, the leader of an autonomous military force of nearly unrivaled power, and as such is answerable to the authority of no other, except to other such Masters.

Different Chapters have different traditions, ranks and titles. The variations on the title of Chapter Master in other chapters include Supreme Grand Master (Dark Angels), Lord Commander (Blood Angels), Great Wolf (Space Wolves), Great Khan (White Scars), Master of the Fire Drakes (Salamanders), High Marshal (Black Templars) and Lord High Commander (Red Scorpions)

170 points	WS	BS	S	T	W	I	A	LD	Sv
Chapter Master	6	5	4	4	4	5	4	10	3+

Unit Composition

1 Chapter Master (Infantry, Independent Character)

Wargear

Bolter, Bolt Pistol, Chainsword, Frag Grenades, Krak Grenades, Power Armour, Iron Halo

Special Rules

And They Shall Know No Fear, Chapter Tactics, Rites of Battle, Combat Tactics, Orbital Bombardment

Rites of Battle

All units of the same chapter can use his Leadership for Moral, Pinning and Break tests

Combat Tactics

All units of the same chapter can choose to fail any Moral, Pinning and Break tests

Options

- May also be the Captain of the 1st Company for 10 points. This moves Veteran Squads to Troops if he is not equipped with Terminator Armour; or Tactical Terminator Squads to Troops if he is equipped with Terminator Armour
- May do one of the following
 - Replace his Bolter, Bolt Pistol or Chainsword for a Jump Pack for 10 points
 - Replace his Bolter, Bolt Pistol or Chainsword for a Space Marine Bike for 15 points
 - Replace all his Wargear for a Power Weapon, Storm Bolter and Terminator Armour for 40 points
- If he took Terminator Armour he may only take items from the Terminator Wargear, Terminator Heavy Weapons and Special Wargear lists provided that all restrictions are followed
- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol, Special Weapon and Special Wargear lists provided that all restrictions are followed
- Provided that he did not take Jump Pack, Space Marine Bike or Terminator Armour then he may choose an item from the Heavy Weapons list
- May take a Veteran Skill from the Veteran Skills list
- May take an Honour Guard Squad which does not take up a HQ slot.

Designers Note

We increased the power level of the Chapter Master by increasing his tactical prowess by bringing back the Rites of Battle and Combat Tactics special rules. Hopefully he now brings more to the table than just the small stats bump GW treated him too.

We also gave an option for him to lead the 1st Company because in a few Chapters the Chapter Master must also be the 1st Company Captain. Salamanders do it because they believe that Vulkan is still alive and effectively the 1st Company Captain is actually the temporary Chapter Master until he returns. The Crimson Fists have the dual role due to a tradition dating back to M36.

Captain

A Space Marine Captain (also known as Brother-Captain) typically commands an entire company of his battle brothers (a customary maximum of one hundred Marines).

In addition to leadership of his own Company and its resources, a Captain may have other Chapter responsibilities (and correspondingly, an additional title) - usually being responsible for an area of Chapter logistics. Typically, the senior-most Captain commands the First Company and often serves as second-in-command to the Chapter Master and as their immediate successor.

In addition some chapters, such as the Salamanders and the Space Wolves, the Chapter Master is at once the leader of the entire chapter and of his own company of marines.

Different Chapters have different traditions, ranks and titles. The variations on the title of Captain in other chapters include Master (Dark Angels), Iron Captain (Iron Hands), Wolf Lord (Space Wolves), Khan (White Scars), Shadow Captain (Raven Guard), Marshal or Castellan (Black Templars), Commander (Red Scorpions) and Corpus-Captain (Excoriators).

80 points	WS	BS	S	T	W	I	A	LD	Sv
Captain	6	5	4	4	3	5	3	10	3+

Unit Composition

1 Captain (Infantry, Independent Character)

Wargear

Bolter, Bolt Pistol, Chainsword, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics

Options

- May trade his Power Armour for Scout Armour for free, if he does so then he may not take a Jump Pack
- May take an Iron Halo for 15 points
- May do one of the following
 - Replace his Bolter, Bolt Pistol or Chainsword for a Jump Pack for 10 points
 - Replace his Bolter, Bolt Pistol or Chainsword for a Space Marine Bike for 15 points
 - Replace all his Wargear for a Power Weapon, Storm Bolter and Terminator Armour for 40 points
- May move different units to Troops depending on what he is equipped with for 10 points:

- Scout Armour which makes Scout Bike Squads of at least 5 models a Troop choice (Captain of the 10th Company)
- An item from the Heavy Weapon list makes Devastators a Troop choice (Captain of the 9th Company)
- Jump Pack makes Assault Marines a Troop choice (Captain of the 8th Company)
- Space Marine Bike makes Bike Squads of at least 5 models a Troop choice (Captain of the 6th Company), unless he is wearing Scout Armour which makes Scout Bike Squads of at least 5 models a Troop choice instead (Captain of the 10th Company)
- Terminator Armour makes Tactical Terminator Squads a Troop choice (Captain of the 1st Company)
- If he is not equipped with Terminator Armour, Scout Armour, a Space Marine Bike or a Jump Pack, then Veteran Squads become a Troop choice (Captain of the 1st Company)
- If he took Terminator Armour he may only take items from the Terminator Wargear, Terminator Heavy Weapons and Special Wargear lists provided that all restrictions are followed
- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol, Special Weapon and Special Wargear lists provided that all restrictions are followed
- Provided that he did not take Jump Pack, Space Marine Bike or Terminator Armour then he may choose an item from the Heavy Weapons list
- May take a Veteran Skill from the Veteran Skills list
- May take a Command Squad which does not take up a HQ slot.

Designers Note

We kept him broadly the same except now he can unlock more different types of units as troops through wargear, to better represent him leading different companies. We've also made it so that Command Squads could only be unlocked by the Captains.

As you can see it's a bit messy with all these options but flexibility was one of the aims with this project.

Master of Sanctity (0-1)

The Master of Sanctity is the head of the Chaplaincy in a Chapter of the Adeptus Astartes and head of the Chapter Cult. One of the Masters of the Chapter, the Master of Sanctity oversees the spiritual health of the Chapter by assigning Chaplains to the Companies. Immediately beneath him is the Reclusiarch, the head of the Reclusiam.

This statline can be used to represent other Chapter's equivalent roles, such as High Chaplain (Blood Angels), Wolf High Priest (Space Wolves), Grand Master of Chaplains (Dark Angels), Lord Chaplain (Salamanders), and Santiarch (Excoriators)

This statline can also be used to represent a Chapter's Reclusiarch such as Grimaldus of the Black Templars, Mikelus of the Blood Ravens or Carnaeon of the Flesh Tearers. A Reclusiarch is the second most senior member of the Chaplaincy in a Space Marines Chapter.

As the immediate subordinate of the Master of Sanctity, the Reclusiarch is charged with overseeing the Reclusiam, the holiest place in the fortress - monastery which houses the Chapter's holiest relics. The Reclusiarch also oversees the rituals pertaining to the relics, as well as training new Chaplains.

145 points	WS	BS	S	T	W	I	A	LD	Sv
Master of Sanctity	6	5	4	4	3	5	3	10	3+

Unit Composition

1 Master of Sanctity (Infantry, Independent Character)

Wargear

Crozius Arcanum, Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Rosarius, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Fearless, Aura (Hatred)

Options

- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 10 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 15 points
 - Replace all his Wargear for a Crozius Arcanum, Storm Bolter, Terminator Armour and Rosarius for 20 points
- If he took Terminator Armour he may only take items from the Terminator Wargear and Special Wargear lists provided that all restrictions are followed

- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- May take a Veteran Skill from the Veteran Skills list

Designers Note

We made a Master of Sanctity / Reclusiarch profile! We've also made use that he doesn't just get stats boosts but also provides a tactical benefit over the regular Chaplain by giving him the Aura (Hatred) special rule. This grants all units within 6" the Hatred special rule, so he benefits both his unit and other units.

Chaplain

Space Marine Chaplains are the spiritual leaders of Space Marine Chapters. Warrior-priests, they fight alongside their battle-brothers, chanting the Chapter's sacred battle creeds, and inspiring their brethren to greater feats of bravery. To enemies they appear as terrifying and sinister figures in black power armour and skull-visaged helmets.

Each Chapter has its own unique cult, which is often thousands of years old. As these cults often predate the rise of the Ecclesiarchy, the Chapter cults are not simply facets of the common Imperial Cult. While the Ecclesiarchy and its lay followers worship the Emperor of Mankind as a deity, several Chapter cults regard him as merely a brilliant and inspirational man, though with scarcely less reverence. As in all things, this view of the Emperor's divinity, or lack thereof, varies from Chapter to Chapter. The chapter's own Primarch is also a major part of the Chapter's specific cult, often revered as much as the Emperor.

Chaplains are the most well-versed in the knowledge of the Chapter's cult. This knowledge is put to practical use as Chaplains are responsible for the spiritual health, discipline and faith of the Chapter brethren.

80 points	WS	BS	S	T	W	I	A	LD	Sv
Chaplain	5	4	4	4	2	5	2	10	3+

Unit Composition

1 Chaplain (Infantry, Independent Character)

Wargear

Crozius Arcanum, Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Rosarius, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Fearless, Hatred

Options

- May purchase +1 BS for 5 points
- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 10 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 15 points
 - Replace all his Wargear for a Crozius Arcanum, Storm Bolter, Terminator Armour and Rosarius for 20 points
- If he took Terminator Armour he may only take items from the Terminator Wargear, and Special Wargear lists provided that all restrictions are followed

- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- May take a Veteran Skill from the Veteran Skills list

Designers Note

Very much like the previous incarnations. As you can see we've added the option for Artificer Armour and we've brought back Veteran Skills. Veteran Skills mean that each Character and Elite unit can be made even more elite and specialised.

Chief Librarian (0-1)

The Chief Librarian is the strongest and most psychically attuned Librarian of a Space Marine Chapter.

He is master of the Librarium and has full access to otherwise restricted parts of it that house the Chapter's most powerful and dangerous relics. His century-long studies and experience, gathered on thousands of battlefields, makes him a crucial advisor to his Chapter and its commanders.

Chief Librarians often lead forces or assist the Chapter Master in battle while other Librarians aid company Captains. He also holds the overall responsibility for communications as well as scrutinizes battle reports to provide recommendations for honour awards.

The Blood Raven Chapter, who have a higher proportion of Librarians than many other Chapters, is known for combining the Chapter Master and Chief Librarian roles. Azariah Vidya was the the first Blood Raven to combine these roles and is remembered as the Great Father.

180 points	WS	BS	S	T	W	I	A	LD	Sv
Chief Librarian	6	5	4	4	3	5	3	10	3+

Unit Composition

1 Chief Librarian (Infantry, Independent Character)

Wargear

Force Weapon, Bolter, Bolt Pistol, Relic Psychic Hood (18in), Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Psyker (Mastery Level 3)

Options

- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 10 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 15 points
 - Replace all his Wargear for a Force Weapon, Storm Bolter and Terminator Armour for 25 points
- If he took Terminator Armour he may only take items from the Terminator Wargear, and Special Wargear lists provided that all restrictions are followed
- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed

- May take a Veteran Skill from the Veteran Skills list

Designers Note

We made a Chief Librarian profile who brings a bit more than just Mastery Level 3 to the table. With his 'Relic' Psychic Hood he provides a larger area of Psychic defence for your force.

Librarian

Librarians are Space Marine psykers. They fulfill several important specialist roles in a Chapter such as interstellar psychic communications, keeping of the Chapter's archives and providing both psychic defense and offense in battle.

All potential recruits into a Chapter are scrutinised by Librarians for psychic ability. Those with psychic powers undergo judgment that divides them into those who will join the Chapter as Librarians, and those who are so weak in power or character that they would present a danger. Worthy psychic candidates are passed on to the chapter Librarium for training. The rate of attrition is the greatest for psychically gifted candidates, as they must not only be strong enough to survive the training that the normal candidate must undergo, but possess the mental strength to endure the shaping of their minds and to fend off the daemons and entities of the Warp who see the strong form and mind of a Librarian as a great prize.

This profile is intended to represent a Codicier Librarian, with an option to upgrade to a Epistolary.

80 points	WS	BS	S	T	W	I	A	LD	Sv
Codicier Librarian	5	4	4	4	2	4	2	10	3+

Unit Composition

1 Librarian (Infantry, Independent Character)

Wargear

Force Weapon, Bolter, Bolt Pistol, Psychic Hood (12in), Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Mastery Level 1

Options

- May purchase +1 BS for 5 points
- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 10 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 15 points
 - Replace all his Wargear for a Force Weapon, Storm Bolter, Psychic Hood and Terminator Armour for 25 points
- If he took Terminator Armour he may only take items from the Terminator Wargear and Special Wargear lists provided that all restrictions are followed

- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- May upgrade to a Epistolary Librarian by improving his Mastery Level to level 2 for 30 points
- May take a Veteran Skill from the Veteran Skills list

Designers Note

One of the thing we brought back was the distinction between Codicier and Epistolary by improving his Mastery Level by one.

Another thing which we've implemented was the ability to bump up your Character's stats a little for a bit of player customisation.

Chief Apothecary (0-1)

The Master of the Apothecarion or Chief Apothecary is the senior-most Apothecary in a Space Marine Chapter. As head of the Apothecarion, the Master of the Apothecarion is responsible for assigning Apothecaries to Companies, so that they may heal their battle-brothers or recover the gene-seed.

Blood Angels Apothecaries are known as Sanguinary Priests and hold more responsibility than the medical aspect for they also, along with the Chapters Chaplains, oversee their Battle Brothers' spiritual health. The head of their order is known as the Sanguinary High Priest, which is currently High Priest Corbulo. It is his duty to guard the Red Grail, the holy cup which was used to preserve the blood of Sanguinius after he was slain. It is from this cup that the assembled Sanguinary Priests drink as part of the ritual of initiating a new Sanguinary Priest.

Corbulo resembles the Primarch of the Blood Angels, Sanguinius both physically and spiritually. He has become determined to cure the Blood Angels and their successors of the Red Thirst, a quest that has taken him across the galaxy in search of wonders from the Dark Age of Technology. In addition, he shares Sanguinius' foresight and has limited abilities in Divination. However while this gift is sometimes used to the Chapter's advantage in battle, he is most focused on researching a cure to his chapter's affliction.

80 points	WS	BS	S	T	W	I	A	LD	Sv
Chief Apothecary	5	4	4	4	2	4	2	10	3+

Unit Composition

1 Chief Apothecary (Infantry, Independent Character)

Wargear

Bolter, Bolt Pistol, Relic Narthecium, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Feel no Pain (4+)

Options

- May purchase +1 BS for 5 points
- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 10 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 15 points
 - Replace all his Wargear for a Relic Narthecium, Storm Bolter and Terminator Armour for 25 points
- If he took Terminator Armour he may only take items from the Terminator Wargear and Special Wargear lists provided that all restrictions are followed

- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- May take a Veteran Skill from the Veteran Skills list

Designers Note

We made a Chief Apothecary profile, who provides Feel no Pain (4+) to his unit, giving players access to Chief Apothecaries without having to use Chapter specific Special Characters.

Master of the Forge

The Master of the Forge is an honoured title with great responsibilities given to the chief weaponsmith of the Adeptus Astartes. They are charged with the organisation of the Chapter's Techmarines and the maintenance of their Chapter's relics, armoured vehicles and fleet; using their arcane knowledge of science that had been refined over centuries that rivals the most senior Techpriests of Mars.

Their skills are refined to such an extent that they can determine the ailment of a Machine Spirit with a simple glance and recognise the cause of its intemperance from the whisper of its tortured mantra of function. Such a skill tends to make them somewhat of an outcast within the Chapter even though they are members of the Chapter Council. Despite this being the case, they are seen as outsiders to all but their subordinate Techmarines and are shunned in all matters except the mechanical.

This isolation tends to further a Master of the Forge path into eccentricity as they are surrounded either by silent machines or witless Servitors. As a result, their own voice becomes atrophied and on the rare occasions when they do speak, they do so with a clipped, monotone, cold tone that is uncomfortably precise in detail as well as delivery.

80 points	WS	BS	S	T	W	I	A	LD	Sv
Master of the Forge	4	5	4	4	2	4	2	10	2+

Unit Composition

1 Master of the Forge (Infantry, Independent Character)

Wargear

Bolter, Bolt Pistol, Servo Arm, Frag Grenades, Krak Grenades, Artificer Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Bolster Defences, Blessings of the Omnissiah

Bolster Defences: One piece of terrain in your deployment zone has +1 to its cover save. This piece of terrain is determined after deployment but before infiltration.

Blessings of the Omnissiah: A model with the blessings of the Omnissiah can attempt to repair one vehicle damage result instead of shooting in the shooting phase. The model with this rule must be embarked on the vehicle or in base contact with. The model attempting to repair rolls a d6, on a roll of 6+ one damage result on the vehicle is fixed. The model adds the following bonuses to his roll:

- +1 if the the model has a Servo Arm
- +2 if the the model has a Servo Harness

- +1 for each Servitor with a Servo Arm

Options

- May purchase +1 WS for 5 points
- May do one of the following
 - Replace his Servo Arm for a Jump Pack for free
 - Take a Space Marine Bike for 15 points
- He may exchange his Servo Arm for:
 - A Servo Harness for 25 points
 - A Conversion Beamer for 35 points
- He may take items from the Close Combat Weapon, Bolter Weapon Heavy weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- May take a Veteran Skill from the Veteran Skills list

Designers Note

Very little has changed here except for the ability to take a Jump Pack. Whilst perhaps not the best idea, it has been an option for Blood Angel Techmarines for years...

Honour Guard (0-1 per Chapter Master)

A Space Marine Honour Guard is a unit made of the best soldiers a Space Marine Chapter has to offer, and as such will often form the retinue for the Chapter Master.

Honour guards are two extremes, solemn and taciturn at peace but ferocious and unyielding in combat. They have achieved all awards and honours that a marine can, which puts them in a position of unrivaled knowledge. Often their experience and knowledge of warfare outstrips the Captains of a chapter, but to offer unsolicited advice would be to undermine the position of these captains. Fittingly for such experience they have access to some of the oldest and greatest equipment their Chapter has to offer.

The Chapter Champion is a warrior of immense skill and are known for their unyielding bravery. The Chapter Champion will always be ready to lay down their life in defence of their Chapter Master and to face the challenges of any enemy leader in single combat.

The Chapter Ancient is the oldest of these veteran warriors of the Chapter and as such has the honour of carrying the Chapter Banner.

105 points	WS	BS	S	T	W	I	A	LD	Sv
Honour Guard	6	5	4	4	1	4	2	10	2+
Chapter Champion	6	5	4	4	2	5	3	10	2+
Chapter Ancient	6	5	4	4	2	4	2	10	2+

Unit Composition

3 Honour Guard (Infantry)

Wargear

Bolter, Bolt Pistol, Power Weapon, Special Ammunition, Frag Grenades, Krak Grenades, Artificer Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics

Options

- May take up to 7 additional Honour Guard for 35 points per model
- One Honour Guard may be promoted to Chapter Champion for 30 points
- The Chapter Champion may exchange his Power Weapon for a Thunder Hammer for 15 points

- One Honour Guard may be promoted to Chapter Ancient for 50 points, he must exchange either his Bolter, Bolt Pistol or Storm Bolter for the Chapter Banner
- Any model may exchange their Power Weapon for a Relic Blade for 15 points per model
- Any model may take an Auxiliary Grenade Launcher for 10 points per model
- The unit must take the same item from this list as the Chapter Master took, if he didn't take any then neither may they:
 - Replace their Bolters for Bikes for 7 points per model
 - Replace their Bolters or Bolt Pistols for Jump Packs for 4 points per model
 - Replace all their Wargear for a Power Weapon, Storm Bolter and Terminator Armour for 10 points per model
- The whole unit must take a Veteran Skill from the Veteran Skills list for no additional cost

Designers Note

In the current codex they were under costed, in this one they're probably slightly over costed, but they do now have a Veteran Skill and Special Ammunition included in their cost.

Command Squad (0-1 per Captain)

90 points	WS	BS	S	T	W	I	A	LD	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Unit Composition

5 Veterans (Infantry)

Wargear

Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May include up to 5 more Veterans for 18 points per model
- Any Veteran may purchase +1 BS for 4 points per model, if they have Terminator Armour they all must do this
- Any Veteran may purchase +1 WS for 2 points per model, if they have Terminator Armour they all must do this
- One Veteran may replace their Bolter, Bolt Pistol, Chainsword or Storm Bolter with the Company Banner for 15 points
- The unit must take the same item from this list as their Captain took, if he didn't take any then neither may they:
 - Replace their Bolters for Bikes for 7 points per model
 - Replace their Bolters or Bolt Pistols for Jump Packs for 4 points per model
 - Replace all their Wargear for a Power Weapon, Storm Bolter and Terminator Armour for 21 points per model
- If they did not buy a Bike, Jump Pack or Terminator Armour, any model may buy a Chainsword for 4 points per model
- Any model may take items from the Bolt Weapons, Special Pistols and Close Combat Wargear lists unless they have Terminator Armour where they can only choose items from the Bolter Weapon and Terminator Wargear lists
- A unit may upgrade to Special Issued Ammunition for 3 points per model with a Bolter, Combi-Weapon, Storm Bolter or Twin-Linked Bolter
- Up to 2 Veterans may take a Weapon from either the Special Weapon or Heavy Weapon lists unless Terminator Armour was chosen. Heavy Weapons can only be taken if Jump Packs, Space Marine Bikes have not been chosen
- If Terminator Armour was taken one Veteran may take a Weapon from the Terminator Heavy Weapons list. A second Veteran can take an item from the Terminator Heavy Weapons list if the unit consists of 10 models

- The whole unit may take a Veteran Skill from the Veteran Skills list
- If the unit does not have Space Marine Bikes or Jump Packs then the Squad may take a Drop pod, Rhino, Razorback, Land Raider Phobos, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.

Designers Note

You'll note that they now have loads more options including increasing their unit size! Some of those options are tied into what their Captain took so that they work together better.

Troops

These men form the main force of most Space Marine strike forces.

Tactical Squad

Of the Tactical Space Marine, bedrock of his Chapter and paragon to his brothers, I shall tell thee.

He shall be steeped in the lore of battle and schooled in all manner of weapon and strategy. With combat blade, boltgun and grenade he shall assail the foe. But these are mere tools: a Tactical Marine's true weapons are his courage, his wits, and his dedication to his brothers.

He will bring his foe to battle in a manner and time of his choosing, never himself caught unready or ill-prepared for the task at hand. In defence he shall be stalwart as the mountain, a bulwark stood firm against the enemies of Man. In attack he shall strike with the wrath of the Immortal Emperor, felling the foe without mercy, remorse, or fear.

Roboute Guilliman, quoted in the Apocrypha of Skaros

75 points	WS	BS	S	T	W	I	A	LD	Sv
Tactical Marine	4	4	4	4	1	4	1	8	3+
Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	5	5	4	4	1	4	2	9	3+

Unit Composition

1 Sergeant (Infantry)

4 Tactical Marines (Infantry)

Wargear

Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May take up to 5 additional Tactical Marines for 15 points per model
- Any model may exchange their Bolter for a Close Combat Weapon for free or be equipped with an additional Close Combat Weapon for +2 points per model
- One Tactical Marine may take an item from the Special Weapon or Heavy Weapon lists
- If the Squad consists of 10 models then one Tactical Marine may take an item from the Special Weapon or Heavy Weapon lists. If a Special Weapon has already been taken they cannot take a second, likewise with Heavy Weapons
- The Sergeant may be upgraded to a Veteran Sergeant for 10 points

- The Sergeant or Veteran Sergeant may take items from the Bolter Weapons, Special Pistols, Close Combat Wargear and Special Wargear lists
- May take a Rhino, Razorback or Drop Pod as a Dedicated Transport

Designers Note

You'll note that they can now take Chainswords and can tri-equip which is nice. The base cost of 15 was chosen because of the power of chapter tactics and that it provided a better basis for other unit's costs.

Scout Squad

Scouts are the new recruits of a Space Marine chapter who have advanced far enough in the early stages of their training and biological transformation to take part in battle with the rest of the Chapter.

More lightly armed and armoured than full battle brothers, their role is to range ahead of the main Space Marine force, preparing the way for the main advance by infiltrating enemy lines, sabotaging and gathering intelligence - causing as much chaos and disruption as possible.

Every Marine belonging to a Codex chapter begins his combat life as a Scout. Over a period of several months, under the tutelage of a Sergeant, the Scout learns the use of all the weapons at the disposal of the Adeptus Astartes, and becomes skilled at every aspect of war.

As part of a Scout Squad, a Scout enters combat for the first time as a skirmisher, or an infiltrator. Relying on stealth rather than brute force, Scouts slip behind enemy lines, gather intelligence, destroy strategic targets, and capture or assassinate key enemy commanders, then fade away before the enemy has had a chance to react. During the final stage of their training, Scouts are trained in the use of Bikes, performing a faster-moving version of the reconnaissance and skirmish roles they fulfill on foot. Off the battlefield, the scouts train and learn under the tutelage of a veteran Sergeant, taking to heart the lessons and skills that will one day see them elevated to the rank of a full battle brother.

60 points	WS	BS	S	T	W	I	A	LD	Sv
Scout Marine	3	3	4	4	1	4	1	8	4+
Sergeant	4	4	4	4	1	4	1	8	4+
Veteran Sergeant	5	5	4	4	1	4	2	9	4+

Unit Composition

1 Sergeant (Infantry)

4 Scout Marines (Infantry)

Wargear

Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Scout Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads, Scouts, Infiltrate

Options

- May take up to 5 additional Scout Marines for 12 points per model

- The whole squad may be given Camo Cloaks for 3 points per model
- Any model may exchange their Bolter for a Close Combat Weapon, Shotgun or Sniper Rifle for free
- One Scout Marine may take an item from the Heavy Weapon list with an ^s next to it
- The Sergeant may be upgraded to a Veteran Sergeant for 10 points
- The Sergeant or Veteran Sergeant may take items from the Bolter Weapons, Special Pistols, Close Combat Wargear and Special Wargear lists
- May take a Land Speeder Storm as a Dedicated Transport

Designers Note

These guys are broadly the same as before.

Dedicated Transports

Rhino

40 points	Front	Side	Rear
Rhino	11	11	10

Unit Composition

1 Rhino (Vehicle, Tank)

Wargear

Storm Bolter, Smoke Launchers, Searchlight

Transport

10 Infantry, may not transport Bulky units

Access Points

One on each Side, one from the Rear

Special Rules

Self Repair

Options

- May take items for the Vehicle Wargear list

Designers Note

Note the lack of Hull Points due to the change in the main rules.

Razorback

50 points	Front	Side	Rear
Razorback	11	11	10

Unit Composition

1 Razorback (Vehicle, Tank)

Wargear

Twin-Linked Heavy Bolter, Smoke Launchers, Searchlight

Transport

6 Infantry, may not transport Bulky units

Access Points

One on each Side, one from the Rear

Special Rules

None

Options

- May replace the Twin-Linked Heavy Bolter with one of the following
 - Twin-Linked Heavy Flamer for free
 - A Multi-Melta for free
 - Twin-Linked Assault Cannons for 15 points
 - Twin-Linked Lascannons for 15 points
 - Lascannon and Twin-Linked Plasmaguns for 15 points
- May take items for the Vehicle Wargear list

Designers Note

Largely the same except for the points costs.

Drop Pod

40 points	Front	Side	Rear
Drop Pod	12	12	12

Unit Composition

1 Drop Pod (Vehicle)

Wargear

Storm Bolter

Transport

10 Infantry

Access Points

None

Special Rules

Immobile, Deep Strike, Drop Pod Assault

Drop Pod Assault: Half of all drop pods in an army arrive from reserves at the start of turn 1. Models with this rule that scatter over impassable terrain or another unit reduce their scatter enough to safely land.

Options

- May replace the Storm Bolter with a Deathwind Missile Launcher for 10 points
- May take a Locator Beacon for 10 points
- May take items for the Vehicle Wargear list

Designers Note

Again largely the same except for the points costs.

Land Speeder Storm

50 points	Front	Side	Rear
Land Speeder Storm	10	10	10

Unit Composition

1 Land Speeder Storm (Vehicle, Fast)

Wargear

Heavy Bolter, Jamming Beacon

Transport

5 Infantry, Scout Armour only

Access Points

One on each Side

Special Rules

Open Topped

Options

- May replace the Heavy Bolter with one of the following
 - Heavy Flamer for free
 - Multi-Melta for 10 points
 - Assault Cannon for 15 points
 - Cerebus Launcher for 10 points
- May take items for the Vehicle Wargear list

Designers Note

Again largely the same except for the points costs.

Elites

Chapter Specialists

May take 1 to 3 Chapter Specialists as a single Elite choice. These are Lexicanium, Apothecary, Techmarine, Junior Chaplain, and Tank Veteran. Whilst technically Librarians and Chaplains are Chapter Specialists their importance in their Chapter's and Company's Command structure and their combat prowess means that they were assigned to the HQ.

Designers Note

Chapter Specialists were implemented as a flexible way of taking single wound, Independent Characters in an army.

Tank Veteran

Tank Veterans fall outside of any Company or Command structure, they are simply those battle brothers who have fought and specialised in tank warfare.

The Tank Veteran costs 20 points and acts as an upgrade to any Tank, improving its BS to 5.

The Tank Veteran does not grant any Victory Points when the Tank is destroyed, however all Victory Points that would normal be scored for the Tank being destroyed are still given.

Designers Note

Tank Veterans were added in so that better tank drivers could be implemented in any Chapter without having to resort to Chronus of the Ultramarines Chapter.

Lexicanium

Lexicanium is the lowest rank of Space Marine Librarian. This rank is given to those who have recently joined the Librarius and are given duties related to the creation of battle reports to submit to the Chapter's records. These summary accounts chronicle the history of a Chapter and can vary in nature, depending on the Lexicanium's beliefs and philosophy or the campaign.

One the battlefield Lexicaniums are often distinguished by their lack of a psychic hood or even helmet, appearing very similar to their brother-marines except for the blue Power Armour that Librarians wear.

40 points	WS	BS	S	T	W	I	A	LD	Sv
Lexicanium	4	4	4	4	1	4	1	8	3+

Unit Composition

1 Lexicanium (Infantry, Independent Character)

Wargear

Force Weapon, Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Psyker (Mastery Level 1)

Options

- May purchase +1 BS for 4 points, if he has Terminator Armour he must do this
- May purchase +1 WS for 2 points, if he has Terminator Armour he must do this
- May purchase +1 A for 4 points, if he has Terminator Armour he must do this
- May purchase +1 Ld for 5 points, if he has Terminator Armour he must do this
- May not purchase more than 1 Psychic Power which may not cost more than 5 points.
- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 4 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 7 points
 - Replace all his Wargear for a Force Weapon, Storm Bolter and Terminator Armour for 15 points
- If he took Terminator Armour he may only take items from the Bolter Weapon, Terminator Wargear and Special Wargear lists provided that all restrictions are followed
- Else he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- If he has two Attacks and Leadership 9, he may take a Veteran Skill from the Veteran Skills list

Designers Note

Lexicanium provide cheap offence through psychic powers and their Force Weapon, however provide very little psychic defence due to their lack of Psychic Hood.

Note how the requirement for taking a Veteran Skill is two Attacks and Leadership 9 and that Terminator Armour requires WS 5 and BS 5 on top of that.

Apothecary

Apothecaries are Space Marines with special medical training and serve as a field medic and bio - researcher. Their role in battle is to recover the Chapter's gene-seed from killed Marines and to tend to the wounded. Outside of combat, Apothecaries are responsible for monitoring recruits and neophytes for mutation or flaws in their gene-seed organs and implants.

Apothecaries are greatly honoured within the Chapter, as they are responsible for maintaining the purity of its gene-seed. If its gene-seed were to become mutated, it could well bring the Chapter's extinction or its fall to Chaos. The Apothecaries also are charged with maintaining the health and genetic purity of the Space Marines.

Their skills and equipment, when combined with the added organs and resilience of a Space Marine, allow an Apothecary to perform battle surgery with a good chance of success. For the wounded Marines that cannot be saved, it is the Apothecary's responsibility to administer "the Emperor's Peace" to those warriors who deserve it.

It is also the Apothecary's duty to harvest from the bodies' of fallen Marines the two implanted Progenoid glands, allowing for the gene-seed material to be cultivated and re-implanted in a Neophyte. Marines rarely go into battle without an Apothecary being available, as every Marine is a valuable resource and to lose any of their gene-seed would be a blow to the Chapter.

45 points	WS	BS	S	T	W	I	A	LD	Sv
Apothecary	4	4	4	4	1	4	2	9	3+

Unit Composition

1 Apothecary (Infantry, Independent Character)

Wargear

Bolter, Bolt Pistol, Narthecium, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Feel no Pain (5+)

Options

- May purchase +1 BS for 4 points, if he has Terminator Armour he must do this
- May purchase +1 WS for 2 points, if he has Terminator Armour he must do this
- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 4 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 7 points
 - Replace all his Wargear for a Narthecium, Storm Bolter and Terminator Armour for 15 points

- If he took Terminator Armour he may only take items from the Bolter Weapon, Terminator Wargear and Special Wargear lists provided that all restrictions are followed
- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- May take a Veteran Skill from the Veteran Skills list

Designers Note

Apothecaries can now be added to any squad! They also have many options which they can take making them very flexible and potentially powerful additions to any force.

Techmarine

In addition to being battle-brothers to their fellow Space Marines, Techmarines are part of the Mars Machine Cult so that they can serve as mechanics and technicians to their respective Chapters, maintaining their Chapters Armouries and Vehicles. This dual allegiance makes Techmarines to both the Cult Mechanicus and their Chapter, makes them something of an oddity among their battle-brothers.

A Techmarine's Power Armour is modified to accommodate his cybernetic enhancements and his armour's backpack is also upgraded with several servo-arms and mechadendrites. These, along with the rituals learnt on Mars, allow the Techmarine to repair vehicles quickly on and off the battlefield.

His armour bears the rust-red colours of the Adeptus Mechanicus, but his Chapter badge is retained and displayed on one of the shoulder guards, so as not to disrespect the armour's spirit. Techmarines are able to wear full servo-harnesses, huge harnesses armed with servo-arms, plasma cutters, and flammers. Techmarines can also be accompanied by a retinue of Servitors; Gun Servitors, Combat Servitors, and Tech Servitors. Their usual weapon is a Power Axe with the Adeptus Mechanicus symbol on the head, as both a symbol of rank and as a weapon

50 points	WS	BS	S	T	W	I	A	LD	Sv
Techmarine	4	4	4	4	1	4	1	9	2+

Unit Composition

1 Techmarine (Infantry, Independent Character)

Wargear

Bolter, Bolt Pistol, Servo Arm, Frag Grenades, Krak Grenades, Artificer Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Bolster Defenses, Blessings of the Omnissiah

Options

- May purchase +1 BS for 4 points
- May purchase +1 WS for 2 points
- May purchase +1 A for 4 points
- May do one of the following
 - Replace his Servo Arm for a Jump Pack for free
 - Take a Space Marine Bike for 7 points
- Provided that he did not take a Jump Pack, he may exchange his Servo Arm for a Servo Harness for 20 points

- He may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- If he has two Attacks, he may take a Veteran Skill from the Veteran Skills list

Designers Note

Very similar as before except for points cost and the Jump Pack option as explained in the Master of the Forge profile

Junior Chaplain

Junior Chaplains are Veterans who are training to be a Chaplain.

40 points	WS	BS	S	T	W	I	A	LD	Sv
Chaplain	4	4	4	4	1	4	2	9	3+

Unit Composition

1 Chaplain (Infantry, Independent Character)

Wargear

Crozius, Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Hatred

Options

- May purchase +1 BS for 4 points, if he has Terminator Armour he must do this
- May purchase +1 WS for 2 points, if he has Terminator Armour he must do this
- May do one of the following
 - Replace his Bolter or Bolt Pistol for a Jump Pack for 4 points
 - Replace his Bolter or Bolt Pistol for a Space Marine Bike for 7 points
 - Replace all his Wargear for a Crozius, Storm Bolter and Terminator Armour for 15 points
- If he took Terminator Armour he may only take items from the Bolter Weapon, Terminator Wargear and Special Wargear lists provided that all restrictions are followed
- Provided that he did not take Terminator Armour he may take items from the Close Combat Weapon, Bolter Weapon, Special Pistol and Special Wargear lists provided that all restrictions are followed
- May take a Veteran Skill from the Veteran Skills list

Designers Note

Provides cheap Hatred to a unit.

Veteran Squad

Veteran Squads can be used to represent Vanguard Veterans, Sternguard Veterans, Company Veterans (Dark Angels), Wolf Guard (Space Wolves) or Sword Brothers (Black Templars)

Send a tactical squad and they will win a fight, send a squad of veterans and they will end a war.
Rogal Dorn during the Scouring, M31

90 points	WS	BS	S	T	W	I	A	LD	Sv
Veterans	4	4	4	4	1	4	2	9	3+
Veteran Sergeant	5	5	4	4	1	4	2	9	3+

Unit Composition

1 Veteran Sergeant (Infantry)

4 Veterans (Infantry)

Wargear

Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May include up to 5 more Veterans for 18 points per model
- Each Veteran may purchase +1 BS for 4 points per model
- Each Veteran may purchase +1 WS for 2 points per model
- Each model may buy a Chainsword for 4 points per model or trade their bolter, if no models buy then the whole unit may buy one of the following:
 - Jump Packs for 4 points per model
 - Space Marine Bikes for 7 points per model
- Any model may take items from the Bolt Weapons, Special Pistols and Close Combat Wargear lists
- The Veteran Sergeant may also take items from the Special Wargear list
- A unit may upgrade to Special Issued Ammunition for 3 points per model with a Bolter, Combi-Weapon, Storm Bolter or Twin-Linked Bolter
- Up to 2 Veterans may take a Weapon from either the Special Weapon or Heavy Weapon lists. Heavy Weapons can only be taken if Jump Packs or Space Marine Bikes have not been chosen
- The unit may take a Veteran Skill from the Veteran Skills list

- If the unit does not have Space Marine Bikes or Jump Packs then the Squad may take a Drop pod, Rhino, Razorback, Land Raider Phobos, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport.

Designers Note

Like Command Squads these guys are super flexible

Tactical Terminator Squad

220 points	WS	BS	S	T	W	I	A	LD	Sv
Terminator	5	5	4	5	1	4	2	9	2+
Terminator Sergeant	5	5	4	5	1	4	2	9	2+

Unit Composition

1 Terminator Sergeant (Infantry, Character)

4 Terminators (Infantry)

Wargear

Power Weapon (Terminator Sergeant), Powerfist (Terminator), Storm Bolter Terminator Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May include up to 5 more Terminators for 45 points per model
- Any Terminator may replace his Powerfist with a Chainfist for 5 points
- One Terminator may take a Weapon from the Terminator Heavy Weapons list
- If the unit consists of 10 models, a second Terminator may take a Weapon from the Terminator Heavy Weapons list
- The unit may buy special issue ammo for 3 points per model with a Storm Bolter
- The unit may take a Veteran Skill from the Veteran Skills list
- The unit may take a Land Raider Phobos, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport

Designers Note

Very much like the Codex Terminators, except for Veteran Skills and their higher WS, BS and Toughness.

Assault Terminator Squad

225 points	WS	BS	S	T	W	I	A	LD	Sv
Assault Terminator	5	5	4	5	1	4	2	9	2+
Terminator Sergeant	5	5	4	5	1	4	2	9	2+

Unit Composition

1 Terminator Sergeant (Infantry, Character)

4 Assault Terminators (Infantry)

Wargear

Twin Lightning Claws, Terminator Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May include up to 5 more Assault Terminators for 45 points per model
- Any model may replace his Twin Lightning Claws with a Thunder Hammer and Storm Shield for 5 points per model
- The unit may take a Veteran Skill from the Veteran Skills list
- The unit may take a Land Raider Phobos, Land Raider Crusader or Land Raider Redeemer as a Dedicated Transport

Designers Note

As above

Dreadnought

To see a dreadnought march to war is witness an ancient hero awoken from deserved slumber to stride upon the field of battle once again. The battle brothers see their history and heritage walking among them, none shall be seen to be unworthy of the legacy they have been given.

100 points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	5	5	6	12	12	10	4	3

Unit Composition

1 Dreadnought (Vehicle, Walker)

Wargear

Dreadnought Close Combat Weapon with inbuilt Storm Bolter, Multi-Melta

Special Rules

Chapter Tactics, Aura (Stubborn)

Options

- May upgrade to a Chaplain Dreadnought for 40 points, replacing Aura (Stubborn) with Aura (Hatred) and Aura (Fearless) special rules. A Chaplain Dreadnought may not replace his Dreadnought Close Combat Weapon but may replace its inbuilt Storm Bolter
- May upgrade to a Librarian Dreadnought for 30 points, gaining Psyker (Mastery Level 1) and Psychic Pilot special rules, replacing Aura (Stubborn) with Aura (Adamantium Will) special rule, and replacing his Dreadnought Close Combat Weapon and inbuilt Storm Bolter for a Dreadnought Force Weapon
- May upgrade to a Venerable Dreadnought on top of any other upgrades for 20 points, allowing the controlling player to force their opponent to re-roll the result on the Vehicle Damage table and must now be taken as an HQ choice instead of an Elite choice
- A Venerable Librarian Dreadnought may improve their Psyker Mastery Level to 2 for 30 points
- May upgrade their Front Armour to AV 13 for 25 points
- May take Ironclad Assault Launchers for 10 points
- May take up to two Hunter-Killer Missiles for 10 points each
- May replace his Multi-Melta with one of the following
 - Dreadnought Close Combat weapon with inbuilt Storm Bolter for free
 - Hurricane Bolter for free
 - Twin-Linked Heavy Flamer for free
 - Twin-Linked Heavy Bolter for free
 - Plasma Cannon for free
 - Assault Cannon for 10 points

- Twin-Linked Autocannon for 15 points
- Twin-Linked Lascannon for 15 points
- May replace his Dreadnought Close Combat Weapon and inbuilt Storm Bolter with one of the following
 - Thunder Hammer with inbuilt Storm Bolter for 5 points
 - Dreadnought Chainfist for 5 points
 - Twin-Linked Autocannon for 15 points
 - Cyclone Missile Launcher for 25 points
- May replace any inbuilt Storm Bolter with one of the following
 - Heavy Flamer for 5 points
 - Meltagun for 5 points
- May replace Aura (Stubborn) with one of the following special rules
 - Aura (Counter Attack) for free
 - Aura (Crusader) for free
 - Aura (Hatred) for 20 points, Venerable Dreadnought only
 - Aura (Furious Charge) for 20 points, Venerable Dreadnought only
 - Aura (Preferred Enemy) for 50 points, Venerable Dreadnought only
- May take a Veteran Skill from the Veteran Skills list
- May take a Drop Pod as a Dedicated Transport

Designers Note

Super flexibility was the aim with the Dreadnought entry. Note that the Librarian and Chaplain options were added and that the Venerable option moves them to a HQ choice

Centurion Assault Squad

180 points	WS	BS	S	T	W	I	A	LD	Sv
Centurion	4	4	5	5	2	2	1	8	2+
Centurion Sgt	4	4	5	5	2	2	1	8	2+
Centurion Vet Sgt	5	5	5	5	2	2	2	9	2+

Unit Composition

1 Centurion Sergeant (Infantry)

2 Centurion Assault Marines (Infantry)

Wargear

Centurion warsuit, Pair of chainfists, Hurricane bolter, twin-linked flamer

Special Rules

And They Shall Know No Fear, Chapter Tactics, slow and purposeful, very bulky

Options

- May take up to 2 additional centurion assault marines at 60 points per model
- The sgt may be made a veteran sgt for 15 points
- The sgt may take an omniscope for 10 points
- Any model may replace hurricane bolter with an ironclad assault launcher for free
- Any model may replace twin-linked flamer with a twin-linked melta gun for 5 points/ model
- The unit may take a land raider as a dedicated transport

Fast Attack

Assault Squad

And of the Assault Marine so do I decree:

He shall descend upon the perfidious foe as an Angel of Judgment from on high. Let the jump pack be his wings, and the roar of its engines a hymn of retribution.

Let the chainsword be his sceptre of decree, its harsh voice singing joyfully with each and every blow. With it shall the Assault Marine bring bloody retribution to the heretic, the traitor, and all alien aggressors who trespass on the Emperor's domain.

So will the Assault Marine be the hunter of warlords and the slayer of kings. His armour shall run slick with the life-blood of the vanquished, and all shall honour his name.

Roboute Guilliman, quoted in the Apocrypha of Skaros

75 points	WS	BS	S	T	W	I	A	LD	Sv
Assault Marine	4	4	4	4	1	4	1	8	3+
Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	5	5	4	4	1	4	2	9	3+

Unit Composition

1 Sergeant (Infantry)

4 Assault Marines (Infantry)

Wargear

Chainsword, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May take up to 5 additional Assault Marines at 15 points per model
- Any model may exchange their Chainsword for a Bolter for 1 point
- Two Assault Marines may take an item from the Special Pistol or Special Weapon lists
- The Sergeant may be upgraded to a Veteran Sergeant for 10 points
- The Sergeant or Veteran Sergeant may take items from the Bolter Weapons, Special Pistols, Close Combat Wargear and Special Wargear lists
- The whole unit may take Jump Packs at 3 points per model
- If they did not take Jump Pack they must take either a Rhino, Razorback or Drop Pod as a Dedicated Transport

Designers Note

Largely the same except for the ability to take Bolters!

Bike Squad

Use your Bike squads as a blade, striking the enemy and turning aside his counter-blows in equal measure. But in all things beware that speed is nothing without direction, just as even the mightiest weapon is worthless without careful aim.

A biker's stance should always be resolute and dauntless, but never immobile or rigid. Speed is his advantage, and surprise his deadliest weapon. In fluidity he will find success, and in success shall he find renown.

Roboute Guilliman, quoted in the Apocrypha of Skaros.

60 points	WS	BS	S	T	W	I	A	LD	Sv
Biker Marine	4	4	4	4	1	4	1	8	3+
Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	5	5	4	4	1	4	2	9	3+
Attack Bike	4	4	4	4	2	4	2	8	3+

Unit Composition

- 1 Sergeant (Bike)
- 2 Biker Marines (Bike)

Wargear

Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour, Space Marine Bike

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May take up to 5 additional Biker Marines for 20 points per model
- May take either an Attack Bike armed with a Heavy Bolter for 45 points or up to two additional Biker Marines for 20 points per model
- The Attack Bike's Heavy Bolter may be replaced with a Multi-Melta for 10 points
- Any model may exchange their Bolt Pistol for a Bolter for free (required to take a Special Weapon and Sergeants taking Combi-Weapons)
- Any model may be equipped with an additional Close Combat Weapon for +3 point per model
- Two Biker Marines may take an item from the Special Weapon lists
- The Sergeant may be upgraded to a Veteran Sergeant for 10pts
- The Sergeant or Veteran Sergeant may take items from the Bolter Weapons, Special Pistols, Close Combat Wargear and Special Wargear lists

Designers Note

Largely the same except for their ability to buy a Chainsword and their drop in toughness due to the changes in the main rulebook.

Attack Bike Squad

A variant of the Bike is the Space Marine Attack Bike, which includes a Heavy Bolter or Multi-Melta mounted on an attached sidecar. This heavy weapon, combined with the manoeuvrability of the Assault Bike, makes it excellent at rapidly deploying large amounts of heavy fire-power to those areas which require it urgently.

As such Attack Bikes are commonly used by the White Scars, Blood Angels, Black Templars and in the Dark Angels Ravenwing to bring fast, mobile, heavy fire power to support the other mobile and assault elements of their strike force.

Many say you cannot move an anvil; they have never seen my brother's Legion.

Vulkan speaking of the White Scars use of attack bikes

45 points	WS	BS	S	T	W	I	A	LD	Sv
Attack Bike	4	4	4	4	2	4	2	8	3+

Unit Composition

1 Attack Bike (Bike)

Wargear

Heavy Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour, Space Marine Attack Bike

Special Rules

And They Shall Know No Fear, Chapter Tactics

Options

- May take up to 4 additional Attack Bikes at 45 points per model
- Any model may replace their Heavy Bolter with a Multi-Melta for 10 points per model

Designers Note

Remained largely the same except for their squad size

Scout Bike Squad

51 points	WS	BS	S	T	W	I	A	LD	Sv
Scout Biker Marine	3	3	4	4	1	4	1	8	4+
Sergeant	4	4	4	4	1	4	1	8	4+
Veteran Sergeant	5	5	4	4	1	4	2	9	4+

Unit Composition

1 Sergeant (Bike)

2 Scout Biker Marines (Bike)

Wargear

Bolt Pistol, Frag Grenades, Krak Grenades, Scout Armour, Space Marine Bike

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May take up to 7 additional Scout Biker Marines for 17 points per model
- Any model may exchange their Bolt Pistol for a Bolter or Shotgun for free
- Any model be equipped with an additional Close Combat Weapon for +3 points per model
- Up to three Scout Biker Marines may replace their Space Marine Bike's Twin-Linked Bolters for an Astartes Grenade Launcher for 10 points per model
- The Squad may take Cluster Mines for 20 points
- The Sergeant may be upgraded to a Veteran Sergeant for 10 points
- The Sergeant or Veteran Sergeant may take items from the Bolter Weapons, Special Pistols, Close Combat Wargear and Special Wargear lists

Designers Note

Again they are largely the same except toughness and points.

Land Speeder Squadron

50 points	Front	Side	Rear
Land Speeder	10	10	10

Unit Composition

1 Land Speeder (Vehicle, Fast)

Wargear

Heavy Bolter

Transport

None

Special Rules

Open Topped

Options

- May take up to 4 additional Land Speeders for 50 points per model
- May replace the Heavy Bolter with one of the following
 - Heavy Flamer for free
 - Multi-Melta for 10 points
 - Assault Cannon for 10 points
- A Land Speeder may become a Land Speeder Tornado, taking one of the following
 - Heavy Bolter for 10 points
 - Heavy Flamer for 10 points
 - Multi-Melta for 20 points
 - Assault Cannon for 20 points
- Alternatively a Land Speeder may become a Land Speeder Typhoon, taking a Cyclone Missile Launcher for 25 points
- May take items for the Vehicle Wargear list

Designers Note

Largely the same except the cost of an Assault Cannon is now a bit less

Heavy Support

Devastator Squad

A Devastator's reach shall be without limit and his touch without mercy. Fire shall roar from his fingertips, but it shall consume him not. Thunder will roar when he calls, yet it will swallow him not.

Let the Devastator squad be thy blazing wrath, bringing the light of the Emperor's justice to the darkest corners of the battlefield. Wherever he stands, that shall be his fortress of righteousness. He shall hold in his gift the fate of all who pass before his unblinking gaze.

All shall fear him, and he shall know no fear.

Roboute Guilliman, quoted in the Apocrypha of Skaros

75 points	WS	BS	S	T	W	I	A	LD	Sv
Devastator Marine	4	4	4	4	1	4	1	8	3+
Sergeant	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	5	5	4	4	1	4	2	9	3+

Unit Composition

1 Sergeant (Infantry)

4 Devastator Marines (Infantry)

Wargear

Bolter, Bolt Pistol, Frag Grenades, Krak Grenades, Power Armour

Special Rules

And They Shall Know No Fear, Chapter Tactics, Combat Squads

Options

- May take up to 5 additional Devastator Marines at 15 points per model
- Four Devastator Marines may take an item from the Heavy Weapons lists
- The Sergeant may be upgraded to a Veteran Sergeant for 10 points
- The Sergeant or Veteran Sergeant may take items from the Bolter Weapons, Special Pistols, Close Combat Wargear and Special Wargear lists

- They may take either a Rhino, Razorback or Drop Pod as a Dedicated Transport

Designers Note

Largely the same as before.

Centurion Devastator Squad

180 points	WS	BS	S	T	W	I	A	LD	Sv
Centurion	4	4	5	5	2	2	1	8	2+
Centurion Sgt	4	4	5	5	2	2	1	8	2+
Centurion Vet Sgt	5	5	5	5	2	2	2	9	2+

Unit Composition

1 Centurion Sergeant (Infantry)

2 Centurion Devastator Marines (Infantry)

Wargear

Centurion warsuit, Twin-linked heavy bolter, Hurricane bolter

Special Rules

And They Shall Know No Fear, Chapter Tactics, slow and purposeful, very bulky

Options

- May take up to 2 additional Devastator Marines at 60 points per model
- The sgt may be made a veteran sgt for 15 points
- The sgt may take an omniscope for 10 points
- Any model may replace hurricane bolter with a missile launcher for 10 points/ model
- Any model may replace twin-linked heavy bolter with
 - twin-linked lascannon for 15 points/ model
 - grav-cannon with grav-amp for 20 points/ model
- The unit may take a land raider as a dedicated transport

Predator

70 points	Front	Side	Rear
Predator	13	12	10

Unit Composition

1 Predator (Vehicle, Tank)

Wargear

Autocannon, Smoke Launchers, Searchlight

Transport

None

Special Rules

None

Options

- May replace the Autocannon with a Twin-Linked Lascannon for 10 points
- May take one of the following sets of side sponsons
 - Heavy Bolters for 20 points
 - Lascannons for 40 points
- May take items for the Vehicle Wargear list

Designers Note

Largely the same as before except for Hull Points and points cost

Vindicator

100 points	Front	Side	Rear
Vindicator	13	12	10

Unit Composition

1 Vindicator (Vehicle, Tank)

Wargear

Hull Mounted Demolisher Cannon, Siege Shield, Smoke Launchers, Searchlight

Transport

None

Special Rules

None

Options

- May take items for the Vehicle Wargear list

Designers Note

Largely the same as before

Whirlwind

65 points	Front	Side	Rear
Whirlwind	11	11	10

Unit Composition

1 Whirlwind (Vehicle, Tank)

Wargear

Whirlwind Missile Launcher, Smoke Launchers, Searchlight

Transport

None

Special Rules

None

Options

- May take items for the Vehicle Wargear list

Designers Note

Largely the same as before

Land Raider Phobos

250 points	Front	Side	Rear
Land Raider Phobos	14	14	14

Unit Composition

1 Land Raider Phobos (Vehicle, Tank)

Wargear

Hull-Mounted Twin-Linked Heavy Bolters, 2 Twin-Linked Lascannon Sponsons, Smoke Launchers, Searchlight

Transport

12 Infantry

Access Points

One at Front, one on each Side

Special Rules

Power of the Machine Spirit, Assault Vehicle

Options

- May take a pintle mounted Multi-Melta for 10 points
- May take items for the Vehicle Wargear list

Designers Note

Largely the same as before

Land Raider Crusader

250 points	Front	Side	Rear
Land Raider Crusader	14	14	14

Unit Composition

1 Land Raider Crusader (Vehicle, Tank)

Wargear

Hull-Mounted Twin-Linked Assault Cannon, 2 Hurricane Bolter Sponsons, Frag Assault Launchers, Smoke Launchers, Searchlight

Transport

16 Infantry

Access Points

One at Front, one on each Side

Special Rules

Power of the Machine Spirit, Assault Vehicle

Options

- May take a pintle mounted Multi-Melta for 10 points
- May take items for the Vehicle Wargear list

Designers Note

Largely the same as before

Land Raider Redeemer

250 points	Front	Side	Rear
Land Raider Redeemer	14	14	14

Unit Composition

1 Land Raider Redeemer (Vehicle, Tank)

Wargear

Hull-Mounted Twin-Linked Assault Cannons, 2 Flamestorm Cannon Sponsons, Frag Assault Launchers, Smoke Launchers, Searchlight

Transport

12 Infantry

Access Points

One at Front, one on each Side

Special Rules

Power of the Machine Spirit, Assault Vehicle

Options

- May take a pintle mounted Multi-Melta for 10 points
- May take items for the Vehicle Wargear list

Designers Note

Largely the same as before

Space Marine Armoury

Where two costs are listed the first is for multiwound models where the second is for single wound models

Bolter Weapons

May replace Bolter with

- 5 Storm Bolter
- 10 Combi-Weapon

Special Pistols

May replace Bolter, Bolt Pistol, or Close Combat Weapon with

- 10 Hand Flamer^F
- 10 Inferno Pistol^F
- 10 Plasma Pistol
- 10 Grav Pistol^G

Special Weapons

May replace Bolter with

- 10 Astartes Grenade Launcher
- 5 Flamer
- 10 Meltagun
- 15 Plasma Gun
- 15 Grav Gun^G

Heavy Weapons

May replace all weapons with Bolt Pistol and

- 10 Heavy Bolter^S
- 10 Multi-Melta
- 15 Heavy Flamer^V
- 15 Plasma Cannon
- 15 Missile Launcher^S
- 20 Lascannon
- 15 Grav-cannon^{IH}

Special Wargear

May take any of the following

- 5 Auspex
- 10 Teleport Homer^{NW}
- 10/3 Special Ammunition^{IC}
- 15 Locator Beacon

May replace Power Armour with

- 15/10 Artificer Armour^{ICL}
- 20 Terminator Armour^{IHS}

Vehicle Upgrades

- 5 Dozer Blades
- 10 Extra Armour
- 5 Hunter-Killer Missile
- 5 Pintle Mounted Storm Bolter

F Blood Angels, Salamanders, and Legion of the Damned only

S Scouts may only select heavy weapons so marked

IH Iron Hands only

NW Not Space Wolves

W Space Wolves only

SI Salamanders only

ICL Independent Characters, Salamanders Sergeants, and Salamanders Veteran Sergeants only

Terminator Wargear: Multiwound Models

May replace Power Weapon with

- Lightning Claw
- 10 Powerfist
- 15 Chainfist
- 15 Thunder Hammer

May replace Storm Bolter with

- 5 Combi-Weapon
- 10 Lightning Claw
- 20 Powerfist
- 25 Chainfist
- 25 Thunder Hammer
- 15 Storm Shield

Terminator Wargear: Single wound Models

May replace Storm Bolter and Power Weapon with

- Twin Lightning Claws
- Powerfist and Storm Bolter
- 5 Chainfist and Storm Bolter
- 5 Thunder Hammer and Storm Shield
- 5 Thunder Hammer and Storm Bolter^{SI}
- Lightning Claw and Storm Bolter^W
- 5 Lightning Claw and Combi-weapon^W
- 5 Powerfist and Combi-weapon^W
- 5 Chainfist and Combi-weapon^W

Terminator Heavy Weapons

May replace Storm Bolter with

- 10 Heavy Flamer
- 15? Assault Cannon
- 15 Plasma Cannon^{DA}
- 30? Grav-Cannon^{IH}
- 10 Multi-Melta^{SI}

Or may take

- 25 Cyclone Missile Launcher

Close Combat Wargear

May replace Bolter, Bolt Pistol, or Close Combat Weapon with

- Chainsword
- 15/10 Power Weapon
- 15/10 Lightning Claw
- 25/20 Powerfist
- 30/25 Relic Blade^{NW}
- 30/25 Thunder Hammer
- 10/5 Heavy Chainsword^{BT}
- 25/20 Frost Weapon^W
- 10/5? Corvus Hammer^{DA}

May take any of

- 10/5 Combat Shield
- 5 Meltabombs

G Not Blood Angels, Dark Angels, or Space Wolves

V Models which can have Veteran Skills, Tactical Squads with Salamanders Chapter Tactics, Legion of the Damned only

BT Black Templars only

DA Dark Angels only

IC Independent Characters only

IHS Iron Hands Veteran Sergeants without Bikes/Jump Packs only

TEMPLATE	WS	BS	S	T	W	I	A	LD	Sv
Tactical Marine									
Sergeant									
Veteran Sergeant									