

## 6.3 CODEX ASTARTES SPACE MARINE ARMY LIST

*"The Codex Astartes is the holy tome of these loyal Battle Brothers. The wisdom of the ancients is both scripture and the unbending rod by which they are measured. In war, they are fierce and as steadfast as those of old who stood beside the Emperor and broke the Legions of Horus. In faith and valour they are unmatched. The torches of their chapels burn bright with flames whose holy fire has shone upon an unchanging brotherhood for a hundred centuries. In their lives and in war, the Codex Astartes is their guide."*

Space Marines are the most powerful and dreaded of all of the Imperium's warriors. They are not human at all but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Space Marines are organised into small independent armies called Chapters, each of which is responsible for its own recruitment, equipment, organisation and strategy.

The Codex Astartes is a massive tome that describes the organisation, tactical operation, and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holo-pages. The Codex Astartes amounts to an authoritative guide to waging war in any number of ways on countless different types of world. The majority of Space Marine chapters follow its teachings as if they were holy writ.

### Fighting Units

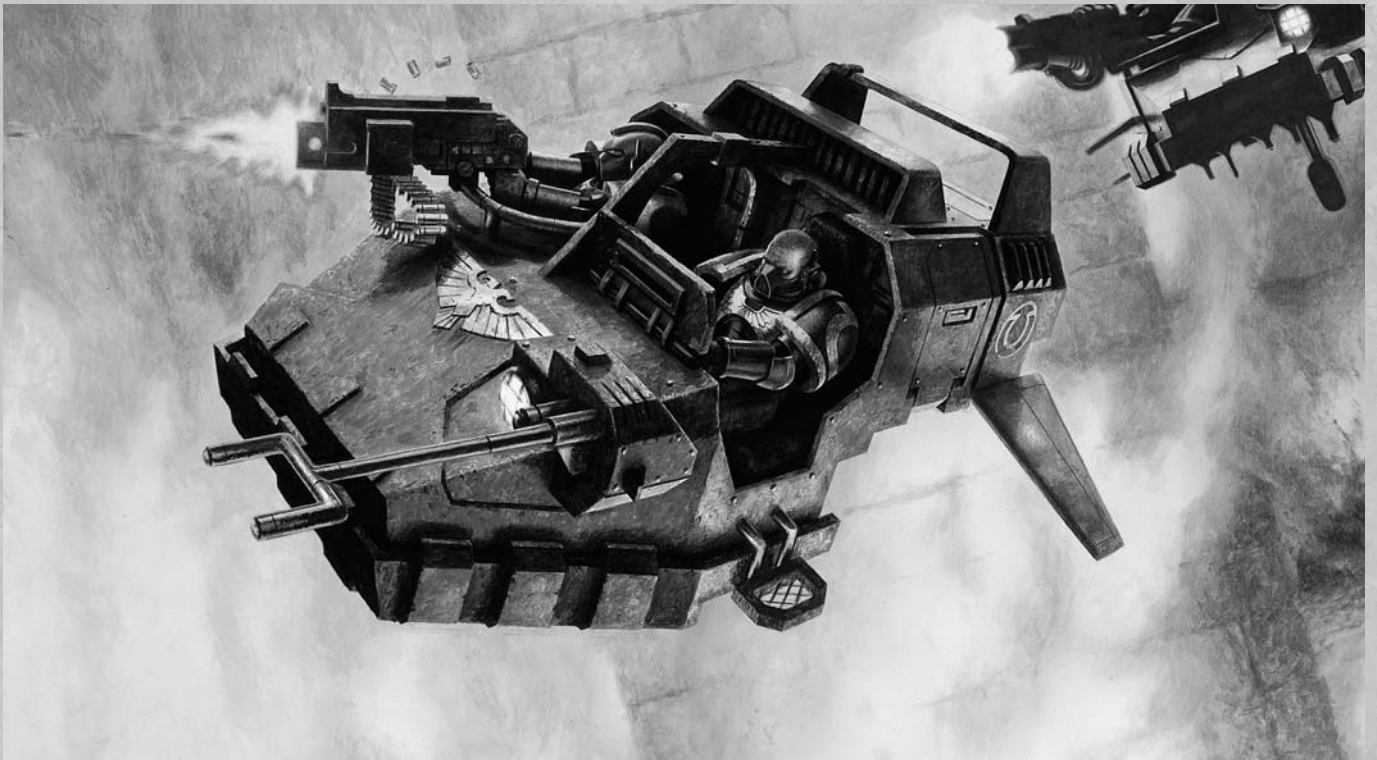
The organisation of the fighting units of Space Marines was laid down by the High Lords of Terra following the reformation of the Space Marine Chapters after the Horus Heresy. The rules governing Space Marine organisation and numbers are called the Codex Astartes.

Although not drawn up until the Emperor's incarceration, the Codex Astartes is commonly taken as his work. During the ten thousand years since the original Codex Astartes, many Chapters have introduced their own variations. In some cases their organisation and equipment differs completely from the rigid dictates of the Codex Astartes. However, in most cases, today's Space Marines follow the broad organisational rules laid down ten thousand years ago. A few chapters regard the Codex Astartes as a holy text, and stick rigidly to its contents, regarding any deviation as tantamount to heresy. The organisation described next is that of the Codex Astartes, and it may be regarded as the normal organisational pattern of Space Marines.

Space Marines are divided into companies, the exact number of which varies from Chapter to Chapter but is typically ten. A company is led by a Space Marine Captain. There are ten squads to a company, and each squad consists of nine Space Marines plus a Space Marine Sergeant.

The First Company is made up from the oldest and most battle-hardened Space Marines. It is the senior and most respected company, and its members use Terminator armour as well as other Space Marine equipment.





The Tenth Company forms a training company, and is comprised of Scout squads. Its sergeants are older veterans but its fighting Space Marines are the Chapter's least experienced warriors. After a period in the training company, Space Marines are allotted to other companies to replace battle casualties.

Individual Space Marines are trained to use all equipment, but in battle each squad is equipped in one of three ways: as a Devastator squad, an Assault squad, or a Tactical squad. Devastator squads use a high proportion of heavy weapons; Assault squads carry close combat weapons; Tactical squads are used in a general combat role.

The squads that make up a company are organised into ad-hoc formations called *detachments* when they undertake a mission. Although a detachment can theoretically include any of the units from a chapter, the Codex Astartes details a number of standard detachments which it recommends be used in most circumstances.

#### **The Codex Chapters**

Not all Chapters follow the strict organisational and tactical guidelines of the Codex Astartes. Those that do are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation and identification markings. Of all the Codex Chapters' the oldest and most famous is the Ultramarines, the Chapter of the Primarch Roboute Guilliman himself. Many of the other Codex Chapters are descended from the Ultramarines' genetic line.

Most Chapters do not stick so rigidly to the Codex patterns laid down either for organisation, tactical roles, or other processes. Many Chapters are largely organised according to the Codex but have slight variations, such as the Blood Angels and Dark Angels, for example. A small number of chapters are utterly different from the Codex and owe nothing to it at all. The most famous of these Chapters is the Space Wolves. The Space Wolves have never followed the Codex, their strong willed Primarch moulded his Chapter very much in his own image, irrespective of other influences.

The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed it is doubtful if it could. However, with subsequent foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of years, some of these chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles of Roboute Guilliman.





### Using The Army List

The following army list allows you to field an army based on one of the Space Marine Chapters that closely follows the teachings of the Codex Astartes. It can also be used as a 'stand in' army list for other Space Marine Chapters that do not follow the Codex Astartes, such as the Blood Angels, Dark Angels and Space Wolves.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of three or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Codex Astartes army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and one Vindicator. If both were taken it would cost  $175 + 50 + 75 = 300$  points

Codex Astartes Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

## SPECIAL RULE

### 6.3.1 Space Marine Transports

*The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!*

*Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list opposite.*

*Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.*

*In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for planetfall (see section 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.*



## CODEX ASTARTES ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations (see 5.1.1).

### SPACE MARINE DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Assault	Four Assault units	Commander, Vindicator	175 points
Bike	Five Bike units	Commander, Attack Bike	200 points
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Land Raider	250 points
Land Raider	Four Land Raiders	Commander, Vindicator	400 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator	300 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	325 points
Thunderhawk	One Thunderhawk Gunship.	None	200 points
Vindicator	Four Vindicators	Commander	300 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

### SPACE MARINE UPGRADES

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 points (+50 points if Supreme Commander)
Dreadnought	Add one or two Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Land Raiders	Add up to four Land Raiders	100 points each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback
Sniper	One Scout unit may be given the Sniper ability	+25 points
Typhoon/ Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado
Vindicator	Add one or two Vindicators	75 points each

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

### TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each



## 5.1 SPACE MARINES

*"Life is not measured in years, but in the deeds of men."*

The Legions of Adeptus Astartes are more commonly known as the Space Marines – the most powerful and the most dreaded of all human warriors. In some respects they are not really human at all but superhuman – superior in almost every way to an ordinary man.

Compared to humanity's teeming billions, there are very few Space Marines indeed. They are far too few to form the sole fighting forces of the Imperium. The Space Marines are the Imperium's elite fighting troops, a core of highly mobile shock troops trained to fight on land and in space. On the battlefield they are expected to take part in the most dangerous and important attacks, and to hold their positions no matter how hopeless the situation.

Space Marines are entrusted with all sorts of dangerous missions, such as lightning raids behind enemy lines, infiltration attacks to capture vital positions, and tunnel fights in enemy-held cities. They also undertake long voyages of planetary exploration and conquest on behalf of the Imperium, ear-marking planets which are too well defended so that they can be attacked later with the support of the Imperial Guard.

### Chapters

Space Marines are organised into small independent armies called Chapters. Each Chapter has its own ships, its own uniforms, and its own distinct identity and traditions. Most Chapters operate from a world owned by the Chapter, known as the Chapter Planet. Chapter Planets are part of the Imperium, but they are ruled by the Space Marine Chapter that has its base there. Some Chapters are not based on a planet at all: their base of operations can be a vast space fleet, an orbital asteroid, or a giant space station.



All the Space Marines in a Chapter belong to its warrior cult. In many cases, the warrior cults of the Space Marines preserve traditions and practices older even than the accepted ritual of the Ecclesiarchy. The details of these practices are rumoured to be barbaric and darkly sinister. Space Marines belonging to a Chapter are therefore spiritual brothers as well as brothers at arms. This dual role as physical and spiritual warriors is very important, and it is what makes the Space Marines such dedicated warriors.





## Origins

The Space Marines were created at the very dawn of Imperial history, ten thousand years before the present day. Some Chapters can trace their history back to that time. These are the Chapters of the First Founding, created by the scientists of the Emperor to take part in the Great Crusade. Since that time many other Space Marine Chapters have been created, the most recent being those of the Twenty-Sixth Founding.



## The First Founding

Originally there were only twenty Chapters. Many of these Chapters took part in the rebellion known as the Horus Heresy and were subsequently destroyed or exiled. Those that rebelled during the Horus Heresy and are no longer part of the Imperial Forces (some have survived as Chaos Renegades in the infernal regions of the Eye of Terror). The names and histories of Chapters 2 and 11 were deleted from Imperial records following the Horus Heresy. The name of Chapter 16, the Lunar Wolves, was changed to Sons of Horus prior to the Horus Heresy, and subsequently to the Black Legion, under which name it now serves the forces of Chaos.

## Chapter Organisation

There are approximately a thousand chapters of Space Marines at the current time. The Chapters are distributed fairly evenly throughout the galaxy, some outside the confines of the Imperium, most concentrated around areas occupied by Orks or other dangerous races. At any one time approximately half the Space Marine chapters are engaged on exploratory missions, seeking out new worlds to conquer and and hounding hostile aliens to extinction.

Most Space Marine Chapters are organised using the rules laid down in a set of guidelines call the Codex Astartes. This book was written many thousands of years ago, and states that a Space Marine Chapter should consist of ten companies each of one hundred Space Marines. A company consists of ten squads each of ten men including a Sergeant. In addition to this basic fighting strength, each company has its own Captain, Standard Bearer, Chaplain and Apothecary.

A Chapter also includes a number of officers and specialists who stand aside from the company organisation. These individuals are known as the headquarters staff and they may be assigned to fight with a company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and Techmarines together with their Servitors.

The Master of each Space Marine Chapter is its leader and spiritual head. A Space Marine Master not only leads his troops in battle, but he also has to act as the figurehead for the whole Chapter. As some Chapters rule entire planets, a Space Marine Master may act as the head of government as well – effectively as the Imperial Commander of a whole planet.

A Space Marine Chapter includes a substantial organisation designed to provide everything needed by the Space Marine fighting units. This includes armouries and weapon shops, space fleet and vehicle construction and maintenance sites, research laboratories, information repositories, communication offices and cult chapels. These organisations employ many more individuals than the fighting units, but only a small proportion are actually Space Marines. The majority are hereditary slaves of the Chapter. These slaves are born to serve the Chapter. They are well treated, receive a fine education, and fulfil a vital role within the Chapter. Slaves regard themselves as part of the Chapter, and their loyalty is beyond doubt.

Although the Codex describes a number of ranks and responsibilities within the headquarters staff, only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to find and train recruits or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.

There are relatively few of these senior officers as most non-combatant roles within the Chapter are performed by the Chapter's human serfs. The two largest groups are the Librarians and the Techmarines. Consequently, these two are set aside from the other headquarters staff and considered separately.

Each of the ten companies that comprises a Chapter is led by a Space Marine Captain and includes supernumeraries such as the Company's Chaplain and Apothecary. The fighting strength of each company is made up of ten squads each of ten Space Marines led by a Sergeant.



Of the ten companies comprising a Chapter, the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company is the only one able to use the rare and treasured Terminator armour.

All of the companies except the Scout company maintain Rhino transports for each of their squads and officers. The 1st Company also has a permanent establishment of Land Raiders for carrying Terminator squads. It is also customary for Dreadnoughts to remain a part of their company and their presence certainly bolsters the company's fighting strength.

The 2nd, 3rd, 4th and 5th are Battle companies, each consisting of six squads of tactical Space Marines, two of assault, and two of Devastators. These four Battle companies form the main battle lines and generally bear the brunt of the fighting. The Assault squads of the Battle company may be deployed as bike squadrons or land speeder crews.

Companies 6 and 7 are Tactical companies, each consisting of ten Tactical squads. These are intended to act as a reserve which may be used to bolster the main line, launch diversionary attacks, or stem enemy flanking moves. Company 6 is also trained to use the Space Marine bike and the entire company may be deployed as bike squadrons. Similarly, Company 7 squads are trained to fight with land speeders and the company acts as a light vehicle reserve formation.

The 8th Company is an Assault company consisting of ten Assault squads. This is the most mobile company and is often equipped with jump packs, bikes and land speeders. The 8th Company is used in the assault role and wherever a strong hand-to-hand fighting force is needed.

The 9th Company is a Devastator company, consisting of ten Devastator squads. It is the most powerfully equipped company in the Chapter and is used to bolster defence points and provide long range support.

The Chapter's 10th Company is its Scout company consisting of a number of Scout squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete

they fight as Scouts. There is no formal size for a Scout company as the rate of recruitment is not fixed.

Although most Chapters follow the guidelines in the Codex Astartes, this is not true of every single one. Some Chapters have a completely different Chapter organisation, such as the Great Companies used by the Space Wolves, while many others include unique formations and companies that are not described in the Codex Astartes such as the Ravenwing of the Dark Angels Chapter or the Death Company of the Blood Angels. The majority of Chapters, though, follow the teachings of the Codex Astartes and treat its words as holy writ that should be followed as closely as possible.

## SPECIAL RULE

### 5.1.1 They Shall Know No Fear

*Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:*

- *It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).*
- *Space Marine formations are only broken if they have two Blast markers per unit in the formation.*
- *Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.*
- *When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number.*



# SPACE MARINE CHAPTER ORGANISATION

<b>ARMOURY</b> <i>Techmarines</i> <i>Servitors</i>	<h2>HEADQUARTERS STAFF</h2> <p><i>Master of the Chapter</i>  <i>Senior officers</i>  <i>Administrative staff</i>  <i>Support personnel</i></p>	<b>LIBRARIUS</b> <i>Chief Librarian</i> <i>Epistolaries</i> <i>Codiciers</i> <i>Lexicaniums</i>
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<h2>VETERANS</h2>	<h2>BATTLE COMPANIES</h2>			
<div style="border: 2px solid black; padding: 5px;"> <p><b>1st</b> (VETERAN) <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  20 Terminator                  or                  10 Veteran</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Land Raiders</p> </div>	<div style="border: 1px solid gray; padding: 5px;"> <p><b>2nd</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  6 Tactical                  2 Assault                  2 Devastator</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Land Speeders                  Bikes</p> </div>	<div style="border: 2px solid black; padding: 5px;"> <p><b>3rd</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  6 Tactical                  2 Assault                  2 Devastator</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Land Speeders                  Bikes</p> </div>	<div style="border: 2px solid black; padding: 5px;"> <p><b>4th</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  6 Tactical                  2 Assault                  2 Devastator</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Land Speeders                  Bikes</p> </div>	<div style="border: 2px solid black; padding: 5px;"> <p><b>5th</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  6 Tactical                  2 Assault                  2 Devastator</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Land Speeders                  Bikes</p> </div>

<h2>RESERVE COMPANIES</h2>				<h2>SCOUTS</h2>
<div style="border: 2px solid black; padding: 5px;"> <p><b>6th</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  10 Tactical</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Bikes</p> </div>	<div style="border: 2px solid black; padding: 5px;"> <p><b>7th</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  10 Tactical</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Land Speeders</p> </div>	<div style="border: 2px solid black; padding: 5px;"> <p><b>8th</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  10 Assault</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos                  Land Speeders                  Bikes</p> </div>	<div style="border: 2px solid black; padding: 5px;"> <p><b>9th</b> <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i>  <i>Standard Bearer</i></p> <p><u>Squads:</u>                  10 Devastator</p> <p><u>Support:</u>                  Dreadnoughts                  Rhinos</p> </div>	<div style="border: 2px solid black; padding: 5px;"> <p><b>10th</b> (SCOUT) <b>COMPANY</b></p> <p><i>Captain</i>  <i>Chaplain</i>  <i>Apothecary</i></p> <p><u>Squads:</u>                  Scouts</p> </div>

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.



## 5.1.2 SPACE MARINE UNITS

The following section describes all of the different units used by the Space Marines, and provides all of the information you will need to use them in your games of Epic. Space Marine armies have a strategy rating of 5, and all Space Marine formations have an initiative rating of 1+ and use the 'They Shall Know No Fear' special rule.

The Space Marines of the Adeptus Astartes are an accurate, decisive fighting force. Each Space Marine represents the pinnacle of human genetic engineering. Their bodies are enhanced by various implants, making their senses far better than a normal man's. This physical superiority is combined with extensive indoctrination and hypnotic therapy, ensuring each Space Marine is unswervingly loyal to his Chapter and the Emperor. Space Marines literally know no fear and when even the bravest human would run in terror, they will continue fighting at the forefront, blasting their foes with their rapid-firing boltguns.

Although exceptional warriors, Space Marines are comparatively few in number – each Chapter operates with around a thousand warriors at one time, and there are only about one thousand Chapters to help defend the whole of the Imperium. However, what the Space Marines may lack in numbers they more than make up for in bravery and skill. They fight with surgical precision, using their swift Rhinos and Thunderhawks to strike at the heart of the enemy, eradicating their high command and capturing vital installations. They are also excellent terror troops – the mere threat of a Space Marine assault has quelled rebellions in the past and few can withstand the fury of their attack. The Space Marines tanks and armoured fighting vehicles are geared towards this role also, with the rapid Predator and hulking Land Raider battle tanks making up the bulk of their armoured columns. Even their artillery, the Whirlwind, is rapid-moving, laying down a cover of supporting fire for the advancing Space Marines. As well as being terrifying shock troops, Space Marines excel in defensive situations too. Their heavy armour and special training allows them to withstand attack after attack against seemingly overwhelming odds, coming out at the end battered but victorious.



### SPACE MARINE COMMANDER

The Commanders of the mighty Adeptus Astartes are numbered amongst the greatest warriors in the service of the Emperor, veterans of countless wars and resolute beyond measure. How leaders are chosen from within the ranks varies from

Chapter to Chapter as does their combat doctrine. The one

constant is the ability for any Space Marine Commander, whether they are Chaplain, Captain or Librarian to forge the efforts of several squads into a single battle plan. A squad of Space Marines on their own is a force to be reckoned with, but when combined with other squads as part of an integrated plan they are virtually unstoppable. Renowned for their tenacity of purpose and iron will, Space Marine Commanders will inspire their brothers to press home an assault even after sustaining casualties that would have lesser troops fleeing in terror.

#### SPACE MARINE COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Smite	(15cms)	Small Arms	Macro-weapon, Extra Attack (+1)	



**Notes:** Space Marine Commanders can be one of four types: Captains, Librarians, Chaplains, or Supreme Commanders. All are *Characters* and have an *Invulnerable Save* and the *Leader* abilities. Captains also have the *Commander* special ability. Librarians have a *Smite* attack (listed in the weapon section above). Chaplains are *Inspiring*. Supreme Commanders have the *Supreme Commander* ability.



### SPACE MARINE TERMINATORS

Terminators are heavily armed and equipped with immensely strong Terminator armour. The knowledge of how to produce Tactical Dreadnought or Terminator armour is long lost to the Imperium, its origins a jealously guarded secret of the Adeptus

Mechanicus. Most Adeptus Astartes Chapters maintain a

precious few full suits, each maintained with almost sacred reverence by the Chapter's Tech Priests. Terminator armour is only granted to the Chapter's finest warriors and commanders, each suit bearing the mark of those that have fallen before them. Encased in layered ceramite armour and powerful servo systems, a Terminator Marine can withstand a direct hit from all but the most powerful of weapons whilst delivering a brutal attack from the suit's augmented combat systems. Out of all of the elite Space Marines, it is the power and skill of those wearing Terminator armour that is most feared by the enemies of the Imperium.

#### SPACE MARINE TERMINATORS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Storm Bolters	(15cms)	Small Arms	—	
2 x Assault Cannon	30 cm	AP5+ / AT5+	—	
Power Weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)-	



**Notes:** *Reinforced Armour, Teleport, Thick Rear Armour.*

## SPACE MARINE TACTICAL SQUAD

Tactical squads make up the bulk of Space Marine forces on Armageddon and are at the heart of virtually all special operations staged during Ghazghkull's invasion. Equipped to serve a flexible battlefield role, they were often tasked with the hardest of all objectives to either assault or secure. Such was the fate of the Celestial Lions who were given the job of destroying the Gargant construction yards at Mannheim Gap. Tactical Squads from four Companies led the assault in Rhino transports only to discover the Gargants there were already fully operational. Massively outgunned the Celestial Lions

heroically engaged the Gargants, but lacking the firepower needed to penetrate their power fields were eventually surrounded and destroyed. Although a grievous loss to the Imperial forces on Armageddon, Tactical squads still fight at the centre of Space Marine operations in the Armageddon sector, winning back ground in lightning hit and run raids that suit the highly mobile nature of the Adeptus Astartes.



### SPACE MARINE TACTICAL

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	Small Arms	—	
Missile Launcher	45cm	AP5+/AT6+	—	



## SPACE MARINE ASSAULT SQUAD

Assault squads are equipped with jump packs and close combat weapons. Known for their martial savagery, the Blood Angels played a prominent part in the Armageddon conflict under the leadership of Commander Dante. In particular, several of the Blood Angels assault squads reputedly retook the factory district and censorium at Hive Infernus from Ghazghkull's forces after a protracted and particularly bloody firefight against some of Ghazghkull's own elite Nobz. Led by Dante himself and his Honour Guard, several Blood Angels assault squads stormed the complex in a bold aerial drop from Thunderhawk

Gunships taking the Orks completely by surprise. After securing the factory complex, Dante's force used their jump packs to literally leap from one building to another, effectively bypassing the entrenched Ork positions at street level. Using their speed and mobility to outflank the Orks, Dante's Assault Marines captured the factory complex and demonstrated precisely why the Assault squads of the Adeptus Astartes are rightly feared and respected.



### SPACE MARINE ASSAULT

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cms)	Small Arms	—	
Chainswords	(base contact)	Assault weapon	—	



**Notes:** *Jump Packs*

## SPACE MARINE DEVASTATOR SQUAD

Space Marine Devastator squads are equipped with additional heavy weapons and are used to provide support for Assault and Tactical squads. During the first days of Ghazghkull's assault several key communication and astropath facilities were overrun by the Orks. Realising that they would become isolated by the Orks advance, a task force from the Salamanders Chapter of Space Marines chose instead to make a stand at the Pyrian Deep promethium refinery. From positions high on the refineries' cooling towers, several Devastator squads engaged the advancing Orks at long range crippling over a dozen

armoured vehicles in the first salvo alone. Forced to mount an assault on the refinery, the Orks counter-attacked over a period of three days, but each time were driven away from the complex by the combined firepower of the Devastators. Eventually, the refinery fell to heavy siege guns brought up from the assault on Infernus Hive, but not before the Salamanders had inflicted significant losses on Ghazghkull's forces.



### SPACE MARINE DEVASTATOR

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
2 x Missile Launcher	45cm	AP5+/AT6+	—	





## SPACE MARINE SCOUTS

In most Space Marine Chapters, Scouts are initiates, not yet fully in combat and yet to earn their place amongst their veteran power armoured brothers. Deployed ahead of the main force, Scouts are the Chapter's eyes and ears, able to infiltrate enemy positions or disrupt vital supply lines. They are usually lightly armed with close range weapons. The constant breaching of Ork lines

laying siege to Hive Tartarus was widely attributed to Space Marine Scout elements of the Angels Porphyr Chapter. Their hit and run attacks opened up a front allowing vital supplies to reach General Kurov's besieged Imperial Guard forces within. Scout squads also saw action as part of the successful South Primus Front where their skills in infiltration were used to hunt out surviving pockets of the Orks Blackfire tribe. Aided by Titans from Legio Tempestor and Legio Victorum, the Orks were driven back into the equatorial jungles east of Anthrand pursued by scouts from the Space Wolves Chapter.

### SPACE MARINE SCOUTS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Shotguns	(15cms)	Small Arms	—	
Heavy bolter	30cm	AP5+	—	



**Notes:** *Scouts, Infiltrators*



## SPACE MARINE DREADNOUGHT

When a Space Marine falls in combat, the loss is sorely felt within the Chapter, such is the bond between brother Marines. Not all fatally wounded Space Marines are destined to die however; those whose bodies are shattered beyond repair may yet

fight on within the sarcophagus of a Space Marine Dreadnought. For a Space Marine this is a great honour, and one only bestowed upon the Chapter's finest warriors after centuries of service. Sustained and kept alive within the sarcophagus, the link between their physical being and the Dreadnought's systems is absolute and for the remainder of their life. Only awakened from stasis at times of great need, the Chapter's Dreadnoughts fight alongside their former battle brothers, adding armoured might and heavy weapons to an already formidable fighting force.

### SPACE MARINE DREADNOUGHT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Missile Launcher	45cm	AP5+/AT6+	—	
Twin Lascannon	45cm	AT4+	—	
<b>OR</b>				
Power Fist	(base contact)	Assault weapon	Macro-weapon, Extra Attacks (+1)	
Assault Cannon	30cm	AP5+/AT5+	—	



**Notes:** *Walker.* Note that a Dreadnought may be armed with either a Missile Launcher and Twin Lascannon or a Power Fist and Assault Cannon, not all four weapons!



## SPACE MARINE BIKE SQUADRON

Space Marine Bike squadrons carry out vital reconnaissance and assault missions, often operating on their own well behind enemy lines. Vital to the Imperial war effort on Armageddon was the continued supply of fresh water pumped from the water purification plants at Phaedra River and St Capilene, both situated in the frozen wastes of the southern continent. Tasked with securing these facilities, Space Marines from the White Scars Chapter mounted raids against the Orks of Gorsnik Magash that were staged there, drawing them into a four week running engagement. Unable

to catch the bike mounted White Scars, the Orks were forced to fall back in frustration, but not before Suboden Khan's Tulwar Brotherhood had put the Orks' submersible shipyards to the torch. Defeated and demoralised, the Orks were eventually routed from the Deadlands by several bike formations of White Scars that mounted a daring raid on the Ork drop site, crippling their remaining defences and adding another battle honour to the Tulwar's Horsetail Banner.



### SPACE MARINE BIKE

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms	—	
Chainswords	(base contact)	Assault weapons	—	

Notes: *Mounted*



## SPACE MARINE ATTACK BIKE

Attack Bikes bring much needed firepower to Space Marine bike squadrons and are often deployed in support of these fast moving units where their heavy bolters are used to provide long-range fire support, in much the same way that Devastators provide support for Tactical and Assault Marine squads. The incorporation of Attack Bikes into a highly mobile fighting force is particularly favoured by a number of Chapters, not least amongst them the White Scars who use them extensively within

their 'Brotherhoods'. Several Chapters have also used Attack Bike squadrons in their own right as outriders for larger armoured assault forces, as ably demonstrated by the Black Templars at Stygies Bridge where two squadrons of Attack Bikes punched a hole in the Ork lines allowing elements of the Templars Third Crusade Force to secure the northern highway and briefly stem the Ork advance towards Helsreach.



### SPACE MARINE ATTACK BIKE

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Heavy bolter	30cm	AP5+	—	







## LAND SPEEDER

The discovery of design templates for anti-gravitic plates by the famed Technoarchaologist Arkhan Land during his expedition of the Librarius Omnis on Mars is widely attributed to the eventual construction of the Land Speeder. Used by virtually every Space

Marine Chapter in the Imperium, the Land Speeder's role as a fast reconnaissance and attack vehicle is not underestimated,

especially by the Ultramarines who use over a dozen such vehicles within the 7th and 8th reserve companies alone. The Land Speeder's greatest weakness however is in its thin armour. It was originally designed as an unarmed transport vehicle, and so sacrifices had to be made to the vehicle's ceramite plating in order to carry weapon systems and crewmembers wearing heavy power armour. Because the vehicle is lightly armoured, Land Speeder crews rely on its high manoeuvrability and terrain hugging abilities to evade enemy fire and survive.

### SPACE MARINE LAND SPEEDER

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm	MW5+ and Small Arms	— Macro-weapon	



**Notes:** *Skimmer, Scout.* The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.



## LAND SPEEDER TORNADO

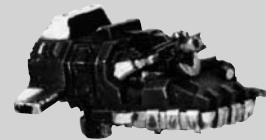
The Tornado is a more heavily armed version of the Land Speeder designed to provide close support fire. Although not deployed on Armageddon during the early stages of the war, the Dark Angels Chapter is no stranger to the Ork Warlord Ghazghkull Thraka having

faced his forces on Piscina IV. In the days that led up to the night assault on Koth Ridge, members of the Dark Angels'

renowned Ravenwing struck Ghazghkull's camps in a bold daylight raid, cutting the Orks' supply lines and destroying several of their repair yards. Mounted in Tornado pattern Land Speeders, three squadrons evaded the Orks' northern pickets using the hills to mask their approach before descending on the camp strafing it with assault cannons and heavy bolters. Caught completely by surprise, the Orks were slow to react and sustained hundreds of casualties before they were able to return fire. The Speeders broke contact after making two further passes, having only suffered the loss of only a single Tornado to small arms fire.

### SPACE MARINE LAND SPEEDER TORNADO

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Assault Cannon	30cm	AP5+ / AT5+	—	
Heavy Bolter	30cm	AP5+	—	



**Notes:** *Skimmer, Scout*



## LAND SPEEDER TYPHOON

The Typhoon is another more heavily armed Land Speeder variant, in this case designed to provide long-range anti-tank fire. After several attempted uprisings on the agri-world of Angarius raised concerns of sedition, two regiments of Pyran Dragoons were sent

to subdue the local populace and detain several political governors. Accompanied by the Strike Cruiser *Ebony Talon* of the Night Hawks Chapter, the task force spent several months

engaged in a bitter war against an increasingly hostile population. In an attempt to capture one of the local leaders, several platoons from the Dragoons 18th battalion found themselves trapped, encircled by Angarian Rebels and cut off from friendly forces. Whilst a rescue mission was mounted, Land Speeder Typhoons from the Night Hawks conducted non-stop sorties throughout the night, pounding the rebel positions with missile salvos and driving them back from the trapped Dragoons. Stopping only to rearm, the Night Hawks' Typhoons kept up the relentless barrage until in the face of the Chapter's furious assaults the rebels withdrew.

### SPACE MARINE LAND SPEEDER TYPHOON

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Typhoon missile	45cm	AP3+ / AT5+	—	
Heavy Bolter	30cm	AP5+	—	



**Notes:** *Skimmer, Scout*

## SPACE MARINE VINDICATOR

The Space Marine Vindicator is a heavy support vehicle. During the uprising of Sabien IV, Imperial forces became embroiled in a bitter siege for the manufacturing citadel of Van Valdt. After several failed assaults, the deadlock was eventually broken with the aid of Vindicators from the Iron Hands Chapter who used the tank's reinforced armour and powerful siege cannon to quite literally blast their way into the city. Working in small squadrons of three tanks, the Vindicators and supporting Tactical squads of the Iron Hands 7th company breached the rebel defences time and time again making space

for the supporting Imperial infantry to secure each district. Within five days, the final bastions of rebel resistance had collapsed under the Vindicators' brutal fire bringing to an end a siege that had lasted over three months. Out of a total of seven squadrons, not a single Vindicator was lost making the Van Valdt engagement one of the Iron Hands most successful campaigns to date and ensuring the Vindicators legendary status as 'siege breaker'.



SPACE MARINE VINDICATOR				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	



## SPACE MARINE WHIRLWIND

The Whirlwind turret provides long ranged fire support for Space Marine Chapters and is most often deployed when a target requires 'softening up' prior to a full scale assault. During the Kharmallan Fields campaign, Whirlwinds belonging to the Black Consuls Chapter conducted a fourteen hour long bombardment of rebel positions in preparation for the launch of the ground offensive. In total over six thousand missiles were launched by the three squadrons of Whirlwinds, resulting in a five mile front being opened up in the rebel lines and the destruction of several key defensive positions. Although the

Black Consuls offensive was deemed a huge success and the ensuing ground assault resulted in the total collapse of the rebel force in the southern continent, all of the Whirlwinds were lost to a surprise counter-strike by a rebel tank battalion. Unprotected and forward of the Consuls' main force the Whirlwinds provided an all too easy target for the enemy tanks. Their loss was a sad blow to the Chapter.



SPACE MARINE WHIRLWIND				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Whirlwind	45cm	1BP	Indirect Fire	



## SPACE MARINE HUNTER

Until the Hunter Multi-Launcher STC template was unearthed, most Space Marine Chapters lacked any effective anti-air capability. Attempts to retro-fit the Whirlwind for an anti-air role proved to be disastrous, and after several modified Whirlwinds belonging to the Exorcists Chapter failed to engage incoming Ork Bombers most have been withdrawn from active service. Using a different set of targetting algorithms, the hunter missile is both faster and more maneuverable than those launched by the Whirlwind. The Hunter is mounted on the Rhino hull and uses a single launch platform with a side mounted sensor and precognitive targeting array. Missiles are

fed onto the launch rail by a cylindrical drum feed located on the opposite side to the targeters. After launch, fins extend from the body of the missile, allowing it to be guided towards its target. With a longer operational reach compared to the Whirlwind, the Hunter is finding favour with the Tech Adepts of the Adeptus Astartes, some have further modified the launcher to house paired launch units and a central sensor array in an effort to further improve its capabilities.



SPACE MARINE HUNTER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Hunter-killer	60cm	AT4+/AA4+	—	





## SPACE MARINE LAND RAIDER

The Land Raider is a heavily armoured battle tank and transport vehicle. The Land Raider's heritage predates even the Imperium, and it is still one of the most devastating tanks in the

Adeptus Astartes' arsenal. It is protected by multiple layers of bonded ceramite and adamantium, making it impervious to all bar the most destructive weaponry. It is capable of

operating within virtually any environment, even a vacuum. With transport capacity for a full squad of Space Marines, their field supplies, munitions and medical facilities, the Land Raider is well suited for striking deep behind enemy lines and surviving long periods in the field. Equally impressive is the Land Raider's offensive capabilities, four lascannons and twin-linked heavy bolters allow it to deliver punishing supporting fire capable of smashing through enemy tanks and infantry alike. Although once produced in great numbers there are now few Forge Worlds still able to manufacture them, making the Land Raider one of the Space Marines' most valued artefacts.

### SPACE MARINE LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	—	
Heavy bolter	30cm	AP4+	—	

**Notes:** Reinforced Armour. Thick Rear Armour, Transport (may carry one Terminator unit OR two of the following units: Space Marine Tactical, Devastator & Scout units)



## SPACE MARINE RHINO

For ten millennia, the Rhino has served as the principal armoured transport of the Space Marines. Its versatility and reliability are much prized by the Tech Priests who manage and maintain them for each of the different Space Marine Chapters. The Rhino is capable of transporting up to ten fully

equipped Space Marines within its hold, making it ideally

suited for rapid deployment into rugged and hostile conditions where its speed and reinforced ceramite armour are put to good use. Typically, Rhinos are only lightly armed with a single hatch-mounted storm bolter for close support. However the Rhino is a superbly adaptable vehicle, and it is not uncommon for Tech Priests to attach an additional storm bolter onto the spare pintle mount or even retro fit a single hunter killer missile depending upon the circumstances of the Chapter's deployment. Such is the Rhinos success that there are very few Space Marine Chapters that do not maintain a sizeable number of these venerable transports.

### SPACE MARINE RHINO

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms	—	

**Notes:** Transport (may carry two of the following units: Space Marine Tactical, Devastator & Scout units)



## SPACE MARINE RAZORBACK

The combination of armoured transport and support weapon makes the Razorback one of the most versatile vehicles available to the Space Marines, but not necessarily one of the most popular. Viewed by some Chapters as a poor trade off between transport and a fully fledged

fighting vehicle, the Razorback nevertheless boasts an

impressive tally of campaign victories. Used extensively by the Space Wolves Chapter for their veteran Grey Hunters, the Razorback's turret mounted heavy weapon system makes up for the often reduced number of members in a Grey Hunter pack as proved during the Mamontov Incursion. Mounted in Razorbacks six Grey Hunter packs from Bjorn Stormwolf's Great Company retook the planet's valuable mineral reprocessing facility using the Razorback's lascannons to knock out the refinery's heavy weapon batteries prior to the assault. Once inside, the Razorbacks defended the perimeter until the Space Wolves' own Predator tanks could be brought in.

### SPACE MARINE RAZORBACK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolter	30cm	AP4+	—	
OR Twin Lascannon	45cm	AT4+	—	

**Notes:** Transport (may carry one of the following units: Space Marine Tactical, Devastator & Scout units)  
Note that a Razorback may be armed with either a Twin Heavy Bolter or Twin Lascannon, not both!



## PREDATOR ANNIHILATOR

Unusually, the design for the 'Annihilator' variant of the Predator is attributed to the Iron Priests of the Space Wolves Chapter rather than a rediscovered fragment of Dark Age technology. Finding themselves besieged by Traitor armour during the Skarath Crusade and without the support of their Land Raiders, the Space Wolves ingeniously refitted their Predators to carry lascannons normally used by their Long Fang packs. Drawing energy directly from the Predator's thermic power plant, the Annihilator's lascannons were easily a match for the traitor tanks, enabling the Space Wolves to break out from the ring of armour encircling them. Although

the Space Wolves actions were viewed as blasphemy and desecration by the Adeptus Mechanicus, they grudgingly concluded that the design of the 'Annihilator' was successful and two centuries later proclaimed it had the blessing of the Machine God. Favoured by some Chapters and detested by others, the Predator Annihilator is nevertheless manufactured by more than just the Space Wolves.



### SPACE MARINE PREDATOR ANNIHILATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+	—	
2 x Lascannon	45cm	AT5+	—	



## PREDATOR DESTRUCTOR

In what was possibly the largest deployment of Space Marine heavy armour on Armageddon, Predators from the Salamanders Chapter clashed with Kroksnik's Deth Traks in the ash wastes north of Hive Acheron. Divided into three formations, the Salamander Predators drove an armoured wedge between Kroksnik's forces and the traitor Von Strab, effectively cutting off the Orks from reinforcing Von Strab's supporters within the Hive. Relocating after each assault, the Salamanders harassed the Orks in running engagements for over two days until confronted by Kroksnik's Battle

Fortresses where they forced to withdraw. Returning to the Hemlock Cordon, the Predators were eventually redeployed as part of the Salamanders' offensive against the Ork Rokks to the north-east of Acheron. Aided by Legio Metallica Titans, the Salamanders Predators were pivotal in the destruction of two out of the three gigantic asteroid fortresses there.



### SPACE MARINE PREDATOR DESTRUCTOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	—	
2 x Heavy Bolter	30cm	AP5+	—	







## SPACE MARINE SPACECRAFT

Space Marine Chapters include their own fleet of Battle Barges and Strike Cruisers that are specifically designed to transport the Chapter's troops to battlefields located anywhere in the galaxy. During Ghazghkull's invasion of Armageddon, Battle Barges and Strike

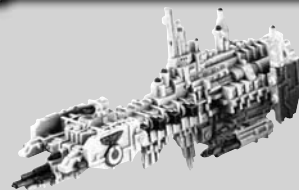
Cruisers from over two dozen Adeptus Astartes Chapters were called to the sector to assist in the planet's defence, their huge bombardment cannons, normally used for planetary assaults

instead turned against the massive Ork invasion fleets. Under the command of the Black Templars High Marshal Helbrecht, the Space Marine fleet, consisting of over one hundred Space Marine craft was pivotal in the destruction of the Ork hulks *Rumbledeth* and *Rokdroppa*. With all of their ground forces committed to the surface of Armageddon, the fleet was then free to assist the remnants of the Imperial Navy for most of the remainder of the war. Those Battle Barges and Strike Cruisers that remained in orbit around Armageddon provided vital support for the Chapter's troops on the ground, either re-supplying them or conducting fire missions with the ship's huge gun batteries, or landing reserve troops straight into battle in drop pods and landing craft.

### SPACE MARINE STRIKE CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	5BP	Macro-weapon	

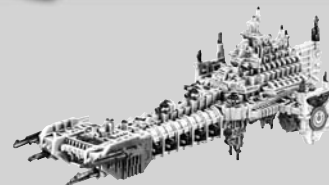
**Notes:** Transport (may carry twenty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus twenty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus six Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board).



### SPACE MARINE BATTLE BARGE

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	14BP	Macro-weapon	

**Notes:** Transport (may carry sixty of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus sixty of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus nine Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board). Slow and steady – may not be used on the first two turns of a battle unless the scenario specifically says otherwise.



## SPACE MARINE LANDING CRAFT

Space Marine Landing Craft are assault vehicles designed to quickly deliver troops to a planet's surface. Like Space Marine Drop Pods they are launched from orbiting spacecraft, the main difference being that a Landing Craft can carry whole detachments of Space

Marines plus their supporting vehicles. After the Landing Craft leaves its parent ship, powerful thrusters quickly accelerate it to speeds of several thousands of kilometres an

hour, making it next to impossible for defence batteries to target as it plummets through a planet's atmosphere. Then, seconds before the Landing Craft is about to hit the ground, ballistic charges blow away the disposable heat shields protecting the landing craft and the vehicles transported upon it, and secondary engines and antigrav devices are employed to rapidly slow down and level out the craft's descent, allowing it to touch down safely. Even before it stops, gun turrets swing into action and hatches slam down to allow the troops inside to deploy. Within twenty or thirty seconds of leaving their spacecraft, any troops and vehicles will be on the ground and in action, supported by the gun batteries mounted on the Landing Craft itself.

### SPACE MARINE LANDING CRAFT

Type	Speed	Armour	Close Combat	Firefight
War Engine	Bomber	4+	5+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	—	
3 x Twin Heavy Bolters	15cm	AP4+	—	
Storm Bolters	(15cm)	Small Arms		

Damage Capacity 4. Critical Hit Effect: The Drop Ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cms of the Drop Ship suffer one hit.

**Notes:** Planetfall, Reinforced Armour. Fearless. Transport (may carry twelve of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each. In addition the Landing Craft can carry four Land Raiders or six of the following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator).



## SPACE MARINE THUNDERHAWK GUNSHIP

Thunderhawks are heavily armed transport aircraft, used to airlift Space Marines to the battlezone and then provide them with supporting fire. Close to the equatorial jungles on Armageddon, the critically strategic port of Mire Anchorage came close to being overwhelmed by a force of feral Orks hundreds of thousands strong. Massively outnumbered, the five regiments of Hive Militia garrisoned there would have been swept away if not for the timely arrival of two companies from the Storm Lords Chapter. Launched from the orbiting Battle Barge *Dominatus Furio*, three pairs of Thunderhawk Gunships carrying one hundred and eighty

Space Marines descended on Mire Anchorage in one of the boldest aerial drops of the entire campaign. Running the gauntlet of Ork Fighta Bommas, the six Thunderhawks successfully touched down to the west of the port delivering its cargo before immediately lifting off to conduct close support operations for the ground forces. Over the course of the following days and months, the Storm Lords Thunderhawks conducted over three hundred sorties, making them one of the most active airborne units of the war.



### SPACE MARINE THUNDERHAWK GUNSHIP

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2 x Twin Heavy Bolter	30cm	AP4+/AA5+	Fixed Forward Arc	
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Right Fire Arc	
1 x Twin Heavy Bolter	15cm	AP4+/AA5+	Left Fire Arc	



Damage Capacity 2. Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.

**Notes:** *Planetfall*, *Reinforced Armour*, *Transport* (may carry eight of the following units: *Space Marine Tactical*, *Assault*, *Devastator*, *Scout*, *Bike*, *Terminator* or *Dreadnought* units. *Terminators* and *Dreadnoughts* take up two spaces each.)

## SPACE MARINE DROP POD

Drop pods are launched from low orbit by the Chapter's Strike Cruisers and Battle Barges, and have been used by the Space Marines for thousands of years as a way of deploying their forces rapidly to a planet's surface. Powered by a single main engine in the pod's core and several small attitude adjustment thrusters, the Drop Pod plummets through the atmosphere before small braking thrusters located underneath the pod arrest its velocity prior to landing. Capable of holding five power armoured Space Marines and their equipment, thick ceramite plating around the base of

the pod protects the Space Marines from the fierce temperatures of re-entry as well as providing an armoured platform from which to fight from. Once on the ground, locking clamps release the side doors and restraining bars, allowing the Space Marines to deploy quickly from the pod and straight into combat. Although not confirmed, it is rumoured that the elapsed time between touch down and deployment is under four seconds.



### SPACE MARINE DROP POD

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	5+	none	none
Weapon	Range	Firepower	Notes	
Deathwind	15cm	AP5+/AT5+	See special rules below.	

**Notes:** *Planetfall*, *Transport* (may carry one formation that includes only *Tactical*, *Devastator*, *Scout* and *Dreadnought* units). After the drop pod lands, its *Deathwind* attacks all enemy units within 15cms. Each enemy formation attacked receives a *Blast* marker for coming under fire, and an extra *Blast* marker for each casualty. Then any troops carried in the drop pod must disembark within 5cms of the drop pod or within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the drop pod. Drop pods may not be used to claim a crossfire.

**Design Concept:** In reality, each Space Marine unit in the formation will be carried in a separate drop pod. The drop pods are all fired off together in a tight pattern so that they land near to each other. Each such pattern of drop pods will be accompanied by one or two *Deathwind* pods, which are fired slightly ahead of the transport pods and which use automated weapon-systems to shoot at enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of drop pod models.

