|  |
| --- |
|  |
| CODEX |
| ASTARTES |
|  |
|  |
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| *Araith*  *August 2009* |

**+++ INTRODUCTION +++**

**+ FROM THE AUTHOR +**

*This document is a loving fan alternative of the Warhammer 40,000 forces of the Adeptus Astartes, as was last produced in the Codex: Space Marines in 2008.*

*First I want to clarify that I am certainly not dissatisfied with the Codex: Space Marines. In fact, I love it. However, as always the representation of the Astartes in Warhammer 40,000 does not live up to how they are portrayed in the universe’s background and the many novels that have been written about or including them. Now I use the Codex: Space Marines with pleasure, but there remains a lingering sense of weakness compared to what I’ve read. So once I had a basis of ideas of how to portray the Astartes differently, more approaching the background material, I set out to write this codex.*

*The basis of change in this codex is that the Astartes have two Wounds. I have mostly left it with that; the reason being that stats should not be changed too much, because the stats in the other codices were defined largely in comparison to those of the Space Marines. A unit with WS5 has that skill because it is supposed to be better at that than the Astartes are. A remaining stat is the Wounds stat and improving that is just what I sought to make the Astartes more resilient. Working from that the end product is what you have before you.*

*I hope you enjoy reading and perhaps using this army list.*

*~ Araith*

**+ CONTENTS +**

Astartes special rules 3

Wargear 3

Astartes army list 4

HQ 4

Troops 6

Dedicated transports 8

Elites 9

Fast attack 11

Heavy support 13

Chapter variant rules 14

Reference sheet 19

**+++ LEGAL DISCLAIMER +++**

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**+++ ASTARTES SPECIAL RULES +++**

**And they shall know no fear, Combat squads**

See the codex: Space Marines, page 51.

**Combat tactics**

Roboute Guilliman favoured a balanced approach to battle, pulling together units with different rules to form an army far more effective than the sum of its parts. If Guilliman was conservative in his selection of military assets, he was calculating in their disposal. Not for him the futile stand against unconquerable odds or a bloody victory to no purpose. Guilliman knew when to stand, when to withdraw and when to strike with every weapon at his command.

Many thousands of years old as they may be, Guilliman’s tenets of warfare remain as potent today as they did when the Horus heresy raged across the galaxy. His fluid and flexible battle stance is still employed by the vast majority of chapters of the Adeptus Astartes today.

A non-fearless Astartes unit with this special rule can choose to automatically fail any Morale check it is called upon to take. A unit that is falling back voluntarily because of this special rule may take tests to regroup if there are enemies within 6”.

**Drop Pod Assault**

An Astartes army may use this special rule if all units that can take a drop pod are deploying in drop pod and if all units except infiltrators start the battle in reserve.

At the beginning of your first turn you must designate up to half of your drop pods as the first wave, which will arrive that first turn. At the beginning of your second turn you can designate up to half of your original number of drop pods as the second wave, which will arrive that second turn. Drop pods in the second wave that aim to land within 6” of where a drop pod of the first wave landed only scatter d6” instead of 2d6”.

The arrival of any remaining drop pods will be rolled for as normal. Any of those that aim to land within 6” of where a drop pod of the first two waves landed also scatter only d6” instead of 2d6”.

**Veteran command**

Sergeants are veteran battle brothers who have seen many battlefields during decades or even centuries of brutal and often constant war; many of them have served in the First Company. They are hardened, cunning and unyielding individuals, capable of reading the battlefield for opportunities and directing their troops to exploit those.

Sergeants in units with this special rule may forgo their own shooting for one of the following actions:

* Allow one model in the squad to use the Sergeant’s Ballistic Skill that Shooting phase.
* Allow one model in the squad to shoot at another target than the unit’s target.
* Re-roll the squad’s difficult terrain tests in the Movement phase.

**+++ WARGEAR +++**

**Artificer armour**

These usually ancient suits of power armour are all unique relics that offer protection superior to that of normal power armour.

Artificer armour counts as Astartes power armour that grants the wearer a 2+ instead of a 3+ armour save.

**Astartes power armour**

Through the Black Carcass among other implants the Astartes interface with their armour in a unique way, as if it is part of their own body. This allows them to use the armour to its fullest extent, which not only protects them but also enhances their strength and their senses.

Astartes power armour grants the wearer a 3+ armour save. The wearers of Astartes power armour can also opt to make a careful advance. If they do so they may only move d6” instead of the normal 6”, but they count as stationary for the purpose of firing weapons.

**Chainsword**

The chainswords the Astartes use are like most of their wargear particularly large, heavy and brutally effective. Chainswords are close combat weapons with which any failed roll to wound may be re-rolled.

**+++ ASTARTES ARMY LIST +++**

**+ HQ +**

In absence of major officers (smaller) Astartes detachments are often commanded by veteran sergeants. Despite any force organisation chart in use you may opt not to take any HQ choice in your army. If no HQ choice is taken, you must designate one Sergeant in the army as the force commander. In that case anything in the scenario or enemy army that would normally take effect on HQ choices or independent characters will instead take effect on the designated force commander.

**MASTER** 100 points

- WS BS S T W I A Ld Sv

Master 6 5 4 4 3 5 3 10 3+

-

**Unit composition:**

**Experience of centuries**

The masters of the Astartes can draw on the experience gained by centuries of fighting and commanding. If you go first you can, after the enemy has deployed but before infiltrators are deployed, redeploy one unit within 24” of its original position. If you go second you have a +1 on your roll to Seize Initiative.

\* 1 Master

**Unit type:** Infantry

**Wargear:**

\* Astartes power armour

\* boltgun or bolt pistol

\* combat blade

\* chainsword

\* frag and krak grenades

\* Iron Halo

**Special rules:**

\* And they shall know no fear

\* Combat tactics

\* Experience of centuries

\* Independent character

**Options:**

\* Replace boltgun with:

- a storm bolter... 5 points

- a combi-flamer, -melta or plasma... 10 points

- a plasma pistol... 15 points

\* Replace chainsword with:

- a lightning claw or power weapon... 15 points

- a power fist or relic blade... 30 points

\* Replace power armour with artificer armour... 15 points

\* Take special issue ammunition... 10 points

\* Take meltabombs... 5 points

\* Take a jump pack... 20 points

**CHAPLAIN** 75 points

- WS BS S T W I A Ld Sv

Chaplain 5 5 4 4 2 4 2 10 3+

-

**Unit composition:**

**Rosarius**

A gift of the Ecclesiarchy, the Rosarius is one of the Chaplain’s badges of office, usually in the shape of a gorget or amulet. It protects the Chaplain from physical and spiritual harm. A Rosarius confers a 4+ invulnerable save.

**Litanies of death**

A Chaplain very presence in the thick of the fighting inspires intense devotion and zeal in his brethren. He and all members of his unit are subject to the Fearless universal special rule. Also, during the player turn on which he assaults a Chaplain and all members of his unit can re-roll failed rolls to hit.

\* 1 Chaplain

**Unit type:** Infantry

**Wargear:**

\* Astartes power armour

\* Crozius Arcanum (power weapon)

\* bolt pistol

\* frag and krak grenades

\* Rosarius

**Special rules:**

\* Independent character

\* Litanies of death

**Options:**

\* Replace bolt pistol with a plasma pistol... 15 points

\* Take meltabombs... 5 points

\* Take a jump pack... 20 points

**+ ELITES +**

**APOTHECARY** 50 points

*You can take 1-3 Apothecaries and Techmarines as a single Elites choice.*

- WS BS S T W I A Ld Sv

Apothecary 4 4 4 4 2 4 1 8 3+

-

**Unit composition:**

\* 1 Apothecary

**Unit type:** Infantry

**Wargear:**

\* Astartes power armour

\* bolt pistol

\* combat blade

\* frag and krak grenades

\* narceticum

**Special rules:**

\* And they shall know no fear

\* Combat tactics

\* Independent character

**TECHMARINE** 50 points

*You can take 1-3 Apothecaries and Techmarines as a single Elites choice.*

- WS BS S T W I A Ld Sv

Techmarine 4 4 4 4 2 4 1 8 2+

-

**Unit composition:**

\* 1 Techmarine

**Unit type:** Infantry

**Wargear:**

\* artificer armour

\* Mechanicus axe (master-crafted power weapon)

\* boltgun or bolt pistol

\* frag and krak grenades

\* servo-arm

**Special rules:**

\* And they shall know no fear

\* Blessing of the Omnissiah

\* Bolster defences

\* Combat tactics

**Options:**

\* ...

**LIBRARIAN** 100 points

- WS BS S T W I A Ld Sv

Librarian 5 5 4 4 2 4 2 10 3+

-

**Unit type:** Infantry

**Wargear:**

\* Astartes power armour

\* force weapon

\* bolt pistol

\* frag and krak grenades

\* psychic hood

**Special rules:**

\* And they shall know no fear

\* Combat tactics

\* Independent character

\* Psyker

**Psychic powers:**

...

Fire storm: template S5 APd6+1 Assault 1 or 12” S5 APd6+1 Assault 1 large blast

Force bolts: 12” S8 AP3 Assault 3 lance

Force dome: enemy shooting phase; 5++ for unit

Lightning storm: 12” S6 AP4 Assault 2

Null zone: as in Codex: SM

Epistolaries:

\* Precognition: WS10 and I10

\* Telepathic communication: re-roll 1 reserves roll

Blood Angels:

\* Blood rage: unit has Furious Charge

\* Wings of Sanguinius: jump infantry, Fleet, count as Company Standard

Dark Angels:

\* Fear the darkness: foes in 12” have –d3 Ld and must make a Pinning test

\* Mind worm: target in 6”: WS1 and –d6 Ld; make Ld test every player turn to end effect

Fists:

\* Unbreakable: S and T 6

Salamanders:

\* Promethean hammer: S10

\* Dragonflame: S5 AP3 template

White Scars:

\* Living lightning

Wolves:

\* storm caller

\* tempest’s wrath

**VETERAN SQUAD** 30 points per model

- WS BS S T W I A Ld Sv

Sergeant 4 5 4 4 2 4 2 9 3+

Veteran Brother 4 5 4 4 2 4 2 9 3+

-

**Unit composition:**

\* 4-9 Veteran Brothers

\* 1 Sergeant

**Unit type:** Infantry

**Wargear:**

\* Astartes power armour

\* boltgun

\* combat blade (the sergeant instead has a chainsword)

\* frag and krak grenades

\* special issue ammunition

**Special rules:**

\* And they shall know no fear

\* Combat squads

\* Combat tactics

\* Veteran command

**Dedicated transport:**

\* May select a Drop Pod or a Land Raider.

**Options:**

\* Any model may replace his boltgun with one of the following:

- a storm bolter... free

- a combi-flamer, -melta or –plasma... 5 points per model

\* Up to two Veteran Brothers may replace their boltguns with one of the following:

- a flamer, heavy bolter or missile launcher... 5 points per model

- a meltagun, multi-melta, plasma cannon or plasma gun... 10 points per model

- a heavy flamer or lascannon... 15 points per model

\* The Sergeant may replace his boltgun with one of the following:

- a bolt pistol... free

- a plasma pistol... 15 points

\* The Sergeant may replace his chainsword with one of the following:

- a lightning claw or power weapon... 15 points

- a power fist... 30 points

\* Any model may take meltabombs... 5 points

**TERMINATOR SQUAD** 50 points per model

- WS BS S T W I A Ld Sv

Terminator Sergeant 4 5 4 4 2 4 2 9 2+

Terminator 4 5 4 4 2 4 2 9 2+

-

**Unit Composition:**

\* 4-9 Terminators

\* 1 Terminator Sergeant

**Unit Type:** Infantry

**Wargear:**

\* terminator armour

\* storm bolter

\* power fist (the sergeant instead has a power weapon)

**Special Rules:**

\* And they shall know no fear

\* Combat squads

\* Combat tactics

**Dedicated Transport:**

\* May select a Drop Pod or a Land Raider.

**Options:**

\* For every five models in the squad, one Terminator may take one of the following options:

- replace his storm bolter with a heavy flamer... 5 points

- a cyclone missile launcher... 25 points

- replace his storm bolter with an assault cannon... 30 points

\* Any model may replace his power fist with:

- a lightning claw... free

- a chainfist... 5 points

**+ TROOPS +**

**TACTICAL SQUAD** 180 points

- WS BS S T W I A Ld Sv

Sergeant 4 5 4 4 1 4 2 9 3+

Battle Brother 4 4 4 4 1 4 1 8 3+

-

**Unit composition:**

\* 9 Battle Brothers

\* 1 Sergeant

**Unit type:** Infantry

**Wargear:**

\* Astartes power armour

\* boltgun

\* combat blade (the sergeant instead has a chainsword)

\* frag and krak grenades

**Special rules:**

\* And they shall know no fear

\* Bolter drill

\* Codex squad tactics

\* Veteran sergeant

**Dedicated transport:**

\* May select a Drop Pod.

**Options:**

\* One Battle Brother may replace his boltgun with one of the following:

- a flamer... free

- a meltagun or plasma gun... 10 points

\* One Battle Brother may replace his boltgun with one of the following:

- a heavy bolter or missile launcher... free

- a multi-melta or plasma cannon... 5 points

- a lascannon... 10 points

\* The Sergeant may replace his boltgun with one of the following:

- a bolt pistol... free

- a storm bolter or combi-flamer... 5 points

- a combi-melta or combi-plasma... 10 points

\* The Sergeant may replace his chainsword with one of the following:

- a power weapon... 15 points

- a power fist... 25 points

\* The Sergeant may have meltabombs... 5 points

\* The Sergeant may have a teleport homer... 5 points

**SCOUT SQUAD** 80 points

- WS BS S T W I A Ld Sv

Scout Sergeant 4 5 4 4 1 4 2 9 4+

Neophyte ­­ 3 3 4 4 1 4 1 8 4+

-

**Unit composition:**

\* 4 Neophytes

\* 1 Sergeant

**Unit type:** Infantry

**Wargear:**

\* scout armour

\* boltgun

\* combat blade (the sergeant instead has a chainsword)

\* frag and krak grenades

**Special rules:**

\* Codex squad tactics

\* Infiltrate

\* Move through cover

\* Scouts

\* Veteran sergeant

**Options:**

\* Add up to five Neophytes... 13 points per model

\* Any model may replace his boltgun with a shotgun or sniper rifle... free

\* One Neophyte may replace his boltgun with a heavy bolter with hellfire shells or a missile launcher... 10 points

\* The Sergeant may replace his boltgun with one of the following:

- a bolt pistol... free

- a storm bolter or combi-flamer... 5 points

- a combi-melta or combi-plasma... 10 points

\* The Sergeant may replace his chainsword with one of the following:

- a power weapon... 10 points

- a power fist... 25 points

\* The Sergeant may have meltabombs... 5 points

\* One Neophyte may have a locator beacon... 10 points

\* The squad may have camo cloaks... 3 points per model

**+ DEDICATED TRANSPORTS +**

**DROP POD** 35 points

- BS Front Armour Side Armour Rear Armour

Drop Pod - 12 12 12

-

**Unit Composition:**

**Orbital landing pod**

Drop Pods always enter play using the Deep Strike rules from the mission special rules section of the Warhammer 40,000 rulebook. Should a Drop Pod scatter on a friendly squad or within 1” of an enemy squad the move counts as a Tank Shock. Units Tank Shocked in this manner may not attempt Death of Glory. Should a Drop Pod scatter on a friendly vehicle or within 1” of an enemy vehicle, reduce the scatter distance by the minimum required in order to avoid the obstacle.

Once a Drop Pod has landed the hatches are blown and all passengers must immediately disembark as normal. The passengers may not assault that turn. Once passengers have disembarked, no models can embark on the Drop Pod for the remainder of the game.

A Drop Pod cannot move once it has entered the battle.

\* 1 Drop Pod

**Unit type:** Vehicle (Open-Topped)

**Transport capacity:**

\* twelve infantry or one Dreadnought

**Special rules:**

\* Orbital landing pod

**+ FAST ATTACK +**

**ASSAULT SQUAD** 210 points

- WS BS S T W I A Ld Sv

Sergeant 4 5 4 4 2 4 2 9 3+

Battle Brother 4 4 4 4 2 4 1 8 3+

-

**Unit composition:**

\* 9 Battle Brothers

\* 1 Sergeant

**Unit type:** Jump infantry

**Wargear:**

\* Astartes power armour

\* chainsword

\* bolt pistol

\* frag and krak grenades

\* jump pack

**Special rules:**

\* And they shall know no fear

\* Combat squads

\* Combat tactics

**Options:**

\* Up to two Battle Brothers may replace their bolt pistols or chainswords with:

- a flamer... 5 points per model

- a plasma pistol or power weapon... 15 points per model

\* The Sergeant may replace his chainsword and/or bolt pistol with:

- a lightning claw or power weapon... 15 points

- a power fist... 30 points

\* The Sergeant may have meltabombs... 5 points

**LAND SPEEDER SQUADRON** 50 points per model

- BS Front Armour Side Armour Rear Armour

Land Speeder 4 10 10 10

-

**Unit composition:**

\* 1-3 Land Speeders

**Unit type:** Vehicle (Fast, Skimmer)

**Wargear:**

\* heavy bolter

**Special rules:**

\* Deep strike

**Options:**

\* Any model may replace its heavy bolter with:

- a heavy flamer... free

- a multi-melta... 10 points per model

\* Any model may be upgraded with one of the following:

- a Typhoon missile launcher... 40 points

- a Tornado pattern:

- a heavy bolter or heavy flamer... 10 points

- a multi-melta... 20 points

- an assault cannon... 30 points

**+ HEAVY SUPPORT +**

**DEVASTATOR SQUAD** 210 points

- WS BS S T W I A Ld Sv

Sergeant 4 5 4 4 2 4 2 9 3+

Battle Brother 4 4 4 4 2 4 1 8 3+

-

**Unit composition:**

\* 9 Battle Brothers

\* 1 Sergeant

**Unit type:** Infantry

**Wargear:**

\* Astartes power armour

\* boltgun

\* combat blade (the sergeant instead has a chainsword)

\* frag and krak grenades

**Special rules:**

\* And they shall know no fear

\* Combat squads

\* Combat tactics

\* Veteran command

**Dedicated transport:**

\* May select a Drop Pod or a Land Raider.

**Options:**

\* Up to four Battle Brothers may replace their boltguns with:

- a heavy bolter or missile launcher... 10 points per model

- a multi-melta or plasma cannon... 15 points per model

- a lascannon... 25 points per model

\* The Sergeant may replace his boltgun with one of the following:

- a bolt pistol... free

- a storm bolter... 5 points

- a combi-flamer, –melta or –plasma... 10 points

- a plasma pistol... 15 points

\* The Sergeant may replace his chainsword with one of the following:

- a lightning claw or power weapon... 15 points

- a power fist... 30 points

\* The Sergeant may take meltabombs... 5 points

**DREADNOUGHT** 150 points

- WS BS S Front Armour Side Armour Rear Armour I A

Dreadnought 5 5 6 12 12 10 4 3

-

**Unit Composition:**

**Living machine**

Even before he was interred into his sarcophagus the hero inside the Dreadnoughts was among the greatest of his Chapter, a fearless and unfazed warrior. Now the hulking adamantium monster is literally an extension of his body and will. Dreadnoughts are unaffected by the Crew Shaken and Crew Stunned results on the Vehicle Damage table.

\* 1 Dreadnought

**Unit Type:** Vehicle (Walker)

**Wargear:**

\* assault cannon

\* Dreadnought close combat weapon (with built-in storm bolter)

\* smoke launchers

\* searchlight

**Special Rules:**

\* Living machine

\* Move through cover

**Dedicated Transport:**

\* May select a Drop Pod.

**Options:**

\* Replace assault cannon with:

- a multi-melta, plasma cannon or two heavy bolters... free

- a flamestorm cannon or twin-linked lascannon... 20 points

\* Replace storm bolter with a heavy flamer... 10 points

**DEATHSTORM-PATTERN DROP POD** 100 points

*You can take 1-3 Deathstorm Drop Pods as a single Heavy Support choice.*

- BS Front Armour Side Armour Rear Armour

Deathstorm Drop Pod 2 12 12 12

-

**Unit Composition:**

**Automated weaponry**

When a deathstorm drop pod lands and opens up, it opens fire in all directions, the simple machine spirit selecting targets indiscriminately, and will continue to blaze away until all ammunition is spent.

On the turn the deathstorm lands it will fire at every possible target, foe, friend and neutral alike, within 12”. Every target will be fired at D3 times with one weapon (so is effectively targeted by D3 deathwind frag launchers or D3 assault cannons). After that turn all ammunition is spent and the deathstorm drop pod cannot fire again.

\* Deathstorm Drop Pod

**Unit type:** Vehicle (Open-Topped)

**Wargear:**

\* 5 deathwind frag launchers or 5 assault cannons

**Special rules:**

\* Automated weaponry

\* Inertial guidance system

\* Orbital landing pod

**VINDICATOR** 115 points

- BS Front Armour Side Armour Rear Armour

Vindicator 4 13 11 10

-

**Unit composition:**

\* 1 Vindicator

**Unit type:** Vehicle (Tank)

**Wargear:**

\* demolisher cannon

\* storm bolter

\* smoke launchers

\* searchlight

**Options:**

\* May take any of the following:

- a dozer blade... 5 points

- a hunter-killer missile... 10 points

- siege shield... 10 points

- extra armour... 15 points

**WHIRLWIND** 75 points

- BS Front Armour Side Armour Rear Armour

Whirlwind 4 11 11 10

-

**Unit composition:**

\* 1 Whirlwind

**Unit type:** Vehicle (Tank)

**Wargear:**

\* whirlwind multiple missile launcher

\* storm bolter

\* smoke launchers

\* searchlight

**Options:**

\* May take any of the following:

- a dozer blade... 5 points

- a hunter-killer missile... 10 points

- extra armour... 15 points

**+ CHAPTER VARIANT RULES +**

Since each Chapter has its own centuries old traditions, it is not uncommon for Chapters to have some measure of divergence from the organisation, strategies and tactics that are proscribed in the Codex Astartes. Rules for a number or more or less divergent Chapters can be found here.

**Black Dragons**

* **Cursed Founding:** Puritan Inquisitors will not ally with the Black Dragons.
* **The Dragon Claws:** A Black Dragons force can take one unit of Dragon Claws as a Fast Attack choice.

**Blood Angels**

* **The Red Thirst:** At the start of your every turn after the first you roll a rage check. On a d6 roll of 1 the entire Blood Angels force falls subject to the Black Rage, conferring upon the entire force the Rage and Furious Charge universal special rules for the duration of the battle.
* **Artificers:** Blood Angels independent characters, (Terminator) Sergeants and Veteran Brothers may master-craft their weapons for 5 points per weapon.
* **Long living:** Sergeants and Veteran Brothers have a Weapon Skill value of 5.
* **Descent of Angels:** All Blood Angel jump infantry may re-roll reserve rolls and scatter dice when deep striking.
* Any Neophyte in a Scout squad may replace his boltgun with a bolt pistol.
* Veteran squads may not be taken. Instead Blood Angels have access to Veteran assault squads as Elites choices.
* **Honour Guards:** ....
* **The Death Company:** If a Blood Angels force includes a Chaplain you must include a Death Company (see next page); a Chaplain must lead the unit, he may not leave it. Before the battle starts you must remove one Battle Brother or Veteran Brother anywhere in the army for every model in the Death Company.

**Blood Ravens**

* **Chapter tactics:** Remove the Combat Tactics special rule. At a roll-off to see who can choose to go first or second the player of a Blood Ravens force may re-roll his dice.
* Epistolary Librarians may be taken as HQ choices.

**Crimson Fists**

* **Nemesis:** Crimson Fists have the Preferred Enemy: Orks universal special rule.
* **On the brink of extinction:** Only one unit may be taken of Veteran squads, Terminator squads and Dreadnoughts. Also, Tactical squads are taken as Elites choices, but are still scoring units.

**Dark Angels**

* **Chapter tactics:** Replace the Combat Tactics special rule with the Stubborn universal special rule.
* **The Deathwing:** Terminator squads replace the Stubborn universal special rule with the Fearless universal special rule.
* **The Ravenwing:** Ravenwing attack squadrons replace Bike squads, replacing two Battle Brothers with a Land Speeder with an assault cannon Tornado pattern. Ravenwing attack squadrons have the Scouts universal special rule and cost an additional 30 pts. Land Speeder squadrons are renamed as Ravenwing support squadrons; they also have the Scouts universal special rule.
* **The hunt for the Fallen:** All independent characters and the Deathwing benefit from the Preferred Enemy universal special rule against Fallen Angels. In addition, the hunt for the Fallen takes precedence over any other mission considerations if any Fallen are present, with their death or capture being the victory condition.

**Doom Eagles**

* **Chapter tactics:** Remove the Combat Tactics special rule. Assault squads are scoring units.
* **Dead warriors:** All Doom Eagles are Fearless.
* Veteran squads may not be taken. Instead Doom Eagles have access to Veteran assault squads as Elites choices.

**Exorcists**

* **Chapter tactics:** Replace the Combat Tactics special rule with the Preferred Enemy: Daemons universal special rule.
* **Incorruptible:** Replace the And They Shall Know No Fear special rule with the Fearless universal special rule.

**Flesh Tearers**

* **The Red Thirst:** Every Flesh Tearers unit must make a Leadership test with a -2 penalty at the start of every game turn. If a unit fails that unit is subject to the Rage universal special rule for the duration of the battle.
* **Chapter tactics:** Replace the Combat Tactics special rule with the Furious Charge universal special rule.
* **Descent of Angels:** All Blood Angel jump infantry may re-roll reserve rolls and scatter dice when deep striking.
* Assault squads are Troops choices.
* Any model in a Scout squad may replace his boltgun with a bolt pistol.
* Veteran squads may not be taken. Instead Flesh Tearers have access to Veteran assault squads as Elites choices.
* **The Death Company:** If a Flesh Tearers force includes a Chaplain you must include a Death Company; a Chaplain must lead the unit, he may not leave it. Before the battle starts you must remove one Battle Brother or Veteran Brother anywhere in the army for every model in the Death Company.
* **A dying Chapter:** A Flesh Tearers force may include only a total of one Veteran assault and Terminator squads, and may include only one each of Fast Attack and Heavy Support choices.

**Imperial Fists**

* **Chapter tactics:** Devastator squads count as scoring units. Imperial Fists have a +1 bonus to Armour Penetration rolls against buildings and fortifications.
* **Blind to the risk:** The opponent may choose to re-roll rolls for the end of the battle.
* **The Emperor’s Champion:** An Imperial Fists force may have an Emperor’s Champion, who does not take up a choice on the Force Organisation chart.

**Iron Hands**

* **Chapter tactics:** Remove the Combat Tactics special rule.
* **The flesh is weak:** All Sergeants and independent characters have the Feel No Pain universal special rule.
* **Venerate the machine:** Dreadnoughts are a 0-1 HQ choice. Every Iron Hands unit with a model within 6” of a Dreadnought is Fearless. In addition all Tanks have the Power of the Machine Spirit special rule.
* No Chaplains may be taken. Instead an Iron Hands force may take an Iron Father as an HQ choice.
* Tactical squads with a dedicated transport are taken as Fast Attack choices, though they remain scoring units.
* No Terminator squads may be taken. Sergeants in Tactical and Devastator squads may change their wargear to that of a Terminator or Terminator sergeant for +35 pts, bestowing the Stubborn universal special rule upon the unit.

**Lamenters**

* **Cursed Founding:** Puritan Inquisitors will not ally with the Lamenters.
* **The Lamenters’ lot:** The opponent player(s) gets d6 re-rolls at the game’s start. These may be used on rolls for attacks targeting the Lamenters and on rolls made by the player of the Lamenters.
* **Prevalence in desolation:** All Lamenters are Stubborn.
* **Long living:** Sergeants and Veteran Brothers have a Weapon Skill value of 5 for +3 pts per model.
* No Scout squads may be taken.

**Minotaurs**

* **Cursed Founding:** Puritan Inquisitors will not ally with the Minotaurs.
* **Chapter tactics:** Remove the Combat Tactics special rule; Minotaurs also may not use the Infiltrate, Outflank, Scouts and Stealth universal and mission special rules. Instead Minotaurs have the Fleet universal special rule and during the phase they declare an assault Minotaurs are Stubborn.
* Any model in a Tactical or Scout squad may replace his boltgun with a bolt pistol.

**Raptors**

* **Chapter tactics:** Replace the Combat Tactics special rule with the Move Through Cover and Scouts universal special rules.
* A Raptors force may include only a total of two Fast Attack and Heavy Support choices. Tactical squads that take a transport option are taken as Fast Attack choices.
* Battle Brothers in Tactical squads may replace heavy bolters with heavy flamers at no additional cost.

**Raven Guard**

* **Chapter tactics:** Remove the Combat Tactics special rule. Instead Assault squads and Land Speeder squadrons that would enter play by deep strike may re-roll for arrival from reserves. Furthermore, units that deep strike within 6” of a Scout squad do not scatter.
* Scout squads may take cluster mines for +10 pts, which they may use if they infiltrate.
* A Raven Guard force may include only one Heavy Support choice.

**Salamanders**

* A Salamanders force may include only one Fast Attack choice.
* Any Salamander with a power fist may replace it with a thunder hammer. Thunder hammers count as power fists that cause every model hit by them to strike at Initiative 1 during the next round; they also confer the Shaken condition to every vehicle they hit in addition to other effects they may roll on the Vehicle Damage table if they glance or penetrate it.
* Any Chaplain and Librarian may replace his power armour with artificer armour for +15 pts. Any Sergeant and Veteran may do so for +5 pts.
* Battle Brothers in Tactical and Devastator squads may replace plasma cannons with heavy flamers.
* Land Raiders may have reinforced ceramite armour for +30 pts, which negates the lance and melta weapon special rules.

**White Scars**

* **Chapter tactics:** Remove the Combat Squads and Combat Tactics special rules. Bike squads, Attack bike squadrons and all vehicles may outflank, including transports carrying troops. In addition, Bike squads gain the Hit & Run universal special rule.
* Bike squads may be taken as Troops.
* Masters may take Astartes bikes for +35 pts.
* Scout squads have Astartes bikes for +7 pts per model. Scout squads with Astartes bikes may not infiltrate and may not take heavy weapons.
* Veteran squads may not be taken. Instead White Scars have access to Veteran bike squads as Elites choices.
* Attack bike squads may be taken as Fast Attack choices.

**0-1 DEATH COMPANY** 60 Points

- WS BS S T W I A Ld Sv

Lost Brother 4 4 5 4 2 4 2 9 3+

-

**Unit Composition:**

\* 3 Lost Brothers

**Unit Type:** Infantry

**Wargear:**

\* Astartes power armour

\* chainsword

\* bolt pistol

\* frag and krak grenades

**Special Rules:**

\* Fearless

\* Feel no pain

\* Furious charge

\* Rage

**Options:**

\* Include up to seven additional Lost Brothers... +20 pts per model

\* The squad may have jump packs, changing the unit type to Jump Infantry... +10 pts per model

**DRAGON CLAWS** 130 Points

- WS BS S T W I A Ld Sv

Clawmaster 4 4 4 4 2 4 3 9 3+

Dragon Claw 4 4 4 4 2 4 2 8 3+

-

**Unit Composition:**

**Ossific blades**

Due to a mutation of the Ossmodula zygote in Black Dragon geneseed, some brethren have bony crests growing from their heads and blade-like bone protrusions growing from their forearms. Those brethren hone those bones as weapons, sheathing them in adamantium, and are gathered in separate assault units called Dragon Claws. Close combat attacks made by Dragon Claws count as being made with rending weapons.

\* 4 Dragon Claws

\* 1 Clawmaster

**Unit Type:** Jump Infantry

**Wargear:**

\* Astartes power armour

\* bolt pistol

\* frag and krak grenades

\* jump pack

**Special Rules:**

\* And they shall know no fear

\* Combat tactics

\* Ossific blades

**Options:**

\* Include up to five additional Dragon Claws... +25 pts per model

**EMPEROR’S CHAMPION** 110 Points

- WS BS S T W I A Ld Sv

Emperor’s Champion 5 5 4 4 2 4 3 9 2+

-

**Unit Composition:**

**Armour of Faith**

... 2+/4++

**Slayer of champions**

It is the sacred duty of the Emperor’s Champion to seek out and challenge enemy champions in battle; it is his honour to slay them. In an assault the Emperor’s Champion must move in base to base contact with an enemy independent character if and whenever possible. He always re-rolls any failed rolls to hit and wound against enemy independent characters.

\* 1 Emperor’s Champion

**Unit Type:** Infantry

**Wargear:**

\* Armour of Faith

\* Black Sword (relic blade)

\* bolt pistol

\* frag and krak grenades

**Special Rules:**

\* And they shall know no fear

\* Combat tactics

\* Independent character

\* Slayer of champions

\* Stubborn

**IRON FATHER** 150 Points

- WS BS S T W I A Ld Sv

Iron Father 5 5 4 4 2 4 2 10 2+

-

**Unit Composition:**

\* 1 Iron Father

**Unit Type:** Infantry

**Wargear:**

\* Artificer armour

\* bolt pistol

\* Mechanicus power axe (power weapon)

\* frag and krak grenades

\* servo arm

\* Mechanicus Protectiva

**Special Rules:**

\* Blessings of the Omnissiah

\* Independent character

\* Litanies of Death

**Mechanicus Protectiva**

...

**Options:**

\* Replace boltgun with a plasma pistol... +15 pts

\* Take meltabombs... +5 pts

**VETERAN ASSAULT SQUAD** 25 points per model

- WS BS S T W I A Ld Sv

Sergeant 4 5 4 4 2 4 2 9 3+

Veteran Brother 4 5 4 4 2 4 2 9 3+

-

**Unit Composition:**

\* 4-9 Veteran Brothers

\* 1 Sergeant

**Unit Type:** Infantry

**Wargear:**

\* Astartes power armour

\* chainsword

\* bolt pistol

\* frag and krak grenades

\* jump pack

**Special Rules:**

\* And they shall know no fear

\* Combat squads

\* Combat tactics

**Options:**

\* Any model may replace his chainsword or bolt pistol with one of the following:

- a lightning claw, plasma pistol or power weapon... +15 pts

- a power fist... +30 pts

\* Any model may take meltabombs... +5 pts

**VETERAN BIKE SQUAD** 40 points per model

- WS BS S T W I A Ld Sv

Sergeant 4 5 4 4 2 4 3 9 3+

Veteran Brother 4 5 4 4 2 4 3 9 3+

-

**Unit Composition:**

\* 4-9 Veteran Brothers

\* 1 Sergeant

**Unit Type:** Bikes

**Wargear:**

\* Astartes power armour

\* close combat weapon

\* bolt pistol

\* frag and krak grenades

\* Astartes bike with twin-linked boltgun

**Special Rules:**

\* And they shall know no fear

\* Furious charge

\* Hit & Run

**Options:**

\* Any model may replace his chainsword or bolt pistol with one of the following:

- a lightning claw, plasma pistol or power weapon... +15 pts

- a power fist... +35 pts

\* Up to two Veteran Brothers may replace their bolt pistols with:

- a flamer... +5 pts

- a meltagun or plasma gun... +15 pts

\* Any model may take meltabombs... +5 pts

**+ REFERENCE SHEET +**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | **Sv** |
| Arco-flagellant (passive) | 3 | 0 | 3 | 3 | 2 | 3 | 1 | 10 | 5+ |
| (active) | 3 | 0 | 4 | 3 | 2 | 4 | 1 | 10 | 5+ |
| Battle Sister | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 3+ |
| Bodyguard | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Canoness | 4 | 5 | 3 | 3 | 3 | 3 | 3 | 9 | 3+ |
| Celestian | 3 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 3+ |
| Confessor | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 9 | 6+ |
| Frater | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 | 6+ |
| Heavy Weapon Team | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 7 | 5+ |
| Heroine | 4 | 5 | 3 | 3 | 2 | 3 | 2 | 8 | 3+ |
| Mistress | 3 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 3+ |
| Preacher | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 | 6+ |
| Seraph | 3 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 3+ |
| Sergeant | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Sister Repentia | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 6+ |
| Sister Superior | 3 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 3+ |
| Trooper | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **WS** | **BS** | **S** | **Front** | **Side** | **Rear** | **I** | **A** |
| Exorcist | - | 4 | - | 13 | 11 | 10 | - | - |
| Immolator | - | 4 | - | 11 | 11 | 10 | - | - |
| Penitent Engine | 3 | 2 | 5(10) | 10 | 10 | 10 | 4 | D6 |
| Rhino | - | 4 | - | 11 | 11 | 10 | - | - |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Weapons** | **Range** | **S** | **AP** | **Type** |
| **Assault cannon** | 24” | 6 | 4 | Heavy 4, Rending |
| **Boltgun**  **with dragonfire bolts**  **with hellfire rounds**  **with kraken bolts**  **with vengeance rounds** | 24”  24”  24”  30”  18” | 4  4  X  4  4 | 5  5  5  4  3 | Rapid Fire  Rapid Fire, ignores cover  Rapid Fire, Poisoned (2+)  Rapid Fire  Rapid Fire, Gets hot! |
| **Bolt pistol** | 12” | 4 | 5 | Pistol |
| **Cyclone/Typhoon missile launcher**  **Frag**  **Krak** | 48”  48” | 4  8 | 6  3 | Heavy 2, Blast  Heavy 2 |
| **Deathwind frag launcher** | 12” | 6 | - | Heavy 1, Large blast |
| **Flamer** | Template | 4 | 5 | Assault 1 |
| **Flamestorm cannon** | Template | 6 | 3 | Heavy 1 |
| **Missile launcher**  **Frag**  **Krak** | 48”  48” | 4  8 | 6  3 | Heavy 1, Blast  Heavy 1 |
| **Heavy bolter** | 36” | 5 | 4 | Heavy 3 |
| **Heavy flamer** | Template | 5 | 4 | Assault 1 |
| **Hunter-killer missile** | n/a | 8 | 3 | Heavy 1 |
| **Lascannon** | 48” | 9 | 2 | Heavy 1 |
| **Meltagun** | 12” | 8 | 1 | Assault 1, Melta |
| **Multi-melta** | 24” | 8 | 1 | Heavy 1, Melta |
| **Plasma cannon** | 36” | 7 | 2 | Heavy 1, Blast, Gets hot! |
| **Plasma gun** | 24” | 7 | 2 | Rapid Fire, Gets hot! |
| **Plasma pistol** | 12” | 7 | 2 | Pistol, Gets hot! |
| **Shotgun** | 12” | 4 | - | Assault 2 |
| **Sniper rifle** | 36” | X | 6 | Heavy 1, Sniper |
| **Storm bolter** | 24” | 4 | 5 | Assault 3 |