

CHAPTER CREATOR

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Special thanks to the Dakka Dakka community for all the help, support, and ideas.
Much love guys.



These rules are intended to bring your Space Marine chapter some flavour, to make them feel like they're a stand-alone Codex army while still keeping their Space Marine feel. I studied the most recent army books for Black Templars, Blood Angels, Dark Angels, and Space Wolves and I was actually able to pick out design patterns with each one that I have subsequently used for these Chapter Creator rules.

While I have done my best to balance these rules within reason, I am not perfect and I may have missed something. However, if you are worried about ultra-competitive rules balancing for top-tier tournament play then please, look elsewhere. I joined this hobby back during late Second Edition and had my first army around the time of early Third Edition, part of what attracted me to this hobby was the fact that while GW tried their best to balance each army so that the game was fair they still realized that this was a hobby game and thus always left lots of room for customization and homebrew, even to the point of providing rules for various things at one point or another.

However lately I've noticed that GW has completely ditched such official creation rules and doesn't seem too keen at ever releasing new ones. I know they have tried to merge such rules like custom Chapters into the Codex themselves, but by doing so they've hit them with the "Balance Hammer" to the point where every Codex Space Marine army just feels like an Ultramarines army with only extremely minor variance (using Chapter Masters).

I set out to create these rules to give you, the Space Marine player, a more stable and structured base to create your own Codex-worthy Space Marine chapter without the fear of going completely overboard on them (like I have a tendency to do with my background/fluff). Are some people going to attempt to "Power Game" with these rules? More than likely, but again I don't believe the hobby should be gravitating towards such uber-balanced tournaments and should go back to focusing on story and just good old fashioned fun gameplay. Those who "Power Game" are going to do such regardless of what game they are playing.

The rule of thumb I always use is to ask the opposing player for an Army List and if you feel the army violates the sport/spirit of the game through "Power Gaming" or abuse of a Codex armies or homebrew rules, just politely decline to play them as nobody is forcing you to play against them.

In the end I hope that these rules and what I've said can help players to gravitate away from "soulless" tournaments and back towards simple, good old fashioned story driven fun. I thank you for taking the time to read these homebrew rules and I always appreciate feedback for them, suggestives for things to add, as well as suggestives to beef up the areas that are underpowered or perhaps pull back some of the areas which are a bit too good. Thank you once again and have fun out there!

Before You Begin

Before we begin, in order to use these rules there are a few restrictions and changes made to Codex Space Marines for use with these Chapter Creation rules.

- You will not have access to the Chapter Master unit.
- Captains lose the Mounted Assault option.
- Masters of the Forge lose the Lord of the Armoury ability and are simply called Grand Techmarines instead (entries referring to a Master of the Forge are referring to the unit in Codex Space Marines, not the Master of the same type from the Unit Creation entries).
- Chapters that use these rules no longer benefit from the Combat Tactics special rule as used by Codex Space Marines, however they will still benefit from "And They Shall Know No Fear" and the Combat Squads special rules as normal.
- These rules require the use of Codex Space Marines (5th Edition as of this document's creation) in order to play your custom chapter, also note that certain rules within this document may require another army's Codex in order to use that specific trait.

- Any model which has access to a Plasma Pistol may instead take a Hand Flamer for +10 points or an Infernus Pistol for +15 points. This includes non-Independent Character units.
- Honour Guard and Command Squads may be taken for any non-vehicle Headquarters independent character as their retinue, not just Chapter Masters or Captains.
- Land Raiders, Land Raider Crusaders, and Land Raider Redeemers no longer occupy Heavy Support choices. Instead, the only way to have one in your army is as a Transport Option for a squad. Any squad which may take a transport may take a Land Raider, Land Raider Crusader, or Land Raider Redeemer as a transport for the appropriate points cost. Created Land Raiders are the same UNLESS they have no Transport capability, in which case they are treated as a Heavy Support choice.

PART 1) CHAPTER SPECIAL RULES

COMBAT PRACTICES & DEVIATIONS

You may pick up to two selections from the **Combat Practices & Deviations** section, however you may only ever take one Deviation. Only taking one or not taking any Combat Practices or Deviations does not yield any special benefit, however you do not have to take two or any selections from these special rules. Note that no Combat Practice may be taken more than once.

Combat Practices

Though most chapters have standard training practices, most go above and beyond these training practices to specialize in certain areas that their doctrine, home world, or enemy requires.

Abhor the Witch, Destroy the Witch: The chapter despises psykers of all kinds, considering them to be heretics and witches. So great is their hatred of such beings that they will never fight alongside a psyker (excluding Grey Knights) and may never take any Librarians of any kind. If the enemy army includes at least one unit with psychic powers, all non-vehicle chapter models count as having the Scouts universal special rule and must make this Scout movement if able, moving towards the nearest enemy unit. All non-vehicle (excluding dreadnoughts) units in the army count as having the Preferred Enemy universal special rule against all enemy units so long as the enemy has a non-Grey Knight psyker on the table.

Be Ever Vigilant: The chapter makes much more extensive use of their scout squads than other chapters, allowing them to function even more effectively as scouts and allow more detailed intel for proper surgical strikes and rapid responses. If you have any models in reserve that belong to the chapter and so long as there is a friendly Scout Squad from the chapter on the table when you roll for Reserves, you may add +1 to your reserve rolls.

Cleanse and Purify: The chapter practices and trains with flamer and melta weapons more than they do their own bolters, having an affinity with such heat-based weaponry. All Flamers, Heavy Flamers, Meltas, and Multi-Meltas in the army count as being twin-linked. Additionally, any squad which may take a heavy weapon may replace their missile launcher or heavy bolter for a flamer or replace their plasma cannon for a meltagun at no additional points cost. Non-Sergeant units in a squad may replace their plasma pistol for a flamer as well.

Death From Above: The chapter trains excessively in orbital drops using jump packs or drop pods, allowing them more efficiency and accuracy when assaulting positions using such methods. Any unit equipped with Jump Packs or a Drop Pod re-roll failed reserve rolls if arriving by Deep Strike. Also the unit will scatter D6" less (D6" rather than 2D6").

Fists of the Emperor: The chapter has an affinity towards power fists, training with them more than any other close quarters weaponry at their disposal. All power fists in the chapter count as being master-crafted. Also, any model which may take a power weapon but does not normally have access to a power fist may replace their bolt pistol or bolter for a power fist at +25 points.

Hammers of the Forge: The chapter has an affinity towards thunder hammers, whether it be due to an affinity for forge works or simply a love of such a weapon, and uses them more than any other close quarters weaponry at their disposal. All thunder hammers in the chapter count as being master-crafted. Also, any model which may take a power weapon but does not normally have access to a thunder hammer may replace their bolt pistol or bolter for a thunder hammer at +30 points.

Keen Senses: The chapter, through extensive night fight training, a genetic trait of the populace they recruit from, a benevolent geneseed malfunction, or a resulting adaptation from the extreme darkness of their homeworld, have a much better sense of sight, hearing, and/or smell than other humans and even other space marines. To represent this, all non-vehicle units in the chapter count as having the Night Vision/Acute Senses universal special rule.

Know Your Enemy: The chapter through means either by that of psyker intuition or from very dedicated planning, intel gathering, and scouting, are able to almost always infiltrate behind enemy lines and strike out at unsuspecting enemies. All units in the chapter, excluding vehicles, squads mounted in vehicles, and models in terminator armour, count as having the Infiltrate universal special rule.

Leave Them No Quarter: The chapter practices extensively in close quarters combat drills, allowing them to capitalize fully on enemy openings when in a close combat situation, leaping into the fray. All non-vehicle models in the chapter have Counter-Attack.

Master Your Craft: The chapter is incredibly diligent and skilled in their ability to craft weapons and suits of armour on their own. Any Sergeant in the chapter who does not already have Artificer Armour or Terminator Armour may be upgraded to have Artificer Armour for +10 points (per model upgraded). Any Independent Characters with Artificer Armour automatically gain the Eternal Warrior universal special rule, as the craftsmanship of their armour is beyond the craft of most chapters.

May the Emperor's Light Destroy Our Foes: The chapter practices extensively and trains with plasma weapons more than they do their own bolters, allowing them a sense of when the weapon is going to overheat and avoiding any damage from such. All plasma pistols, plasma guns, and plasma cannons in the chapter no longer have the Gets Hot! special rule.

Never Give Up, Never Surrender: The chapter is notorious for being incredibly stalwart and stern, able to stand in the face of death without flinching. All non-vehicle units in the chapter have the Stubborn universal special rule.

Run Like the Wind: The chapter trains in many running drills and is capable of covering much greater distances at ease than most other Space Marine chapters. All models in the chapter roll 3D6 when making Run moves, picking the highest result.

See, But Don't Be Seen: The chapter trains extensively in ambush and stealth tactics or knows how to make better use of terrain and fortifications for cover. All non-vehicle models excluding Terminators and models mounted on a space marine bike in the chapter have the Stealth universal special rule.

Shield of the Emperor: The chapter trains extensively with using storm shields as an offensive weapon in close quarters as well as a defensive tool. Any unit or model in the chapter equipped with a storm shield counts the Storm Shield as being a close combat weapon when in an assault. Additionally, any non-vehicle model in the chapter which normally does not have access to a storm shield may replace his boltgun or bolt pistol for a Storm Shield for +5 points per model.

Suffer Not the Alien to Live: The chapter is under constant siege from one type of xenos species, either that or the chapter has a long, bitter history fighting such a xenos species and knows where and how to strike at them. All non-vehicle (excluding dreadnought) models in the chapter have the Preferred Enemy universal special rule against one of the following: Eldar (includes Dark Eldar); Necrons; Orks; Tau (includes Kroot and Vespids); Tyranids. May not be taken with Suffer Not the Daemon to Live or Suffer Not the Traitor to Live.

Suffer Not the Daemon to Live: The chapter has spent countless time studying and fighting daemons, whether by choice or by necessity. All non-vehicle (excluding dreadnoughts) models in the chapter have the Preferred Enemy universal special rule against Daemons. This includes Summoned Daemons, any units from the Chaos Daemons codex, Daemon Princes, Daemonhosts, Possessed Chaos Space Marines, any vehicle with Daemonic Possession, enemies equipped with Daemon Weapons, and Avatars. May not be taken with Suffer Not the Alien to Live or Suffer Not the Traitor to Live.

Suffer Not the Traitor to Live: The chapter has suffered some hardship due to their traitorous brothers, perhaps corruption within their own chapter or being betrayed by their former battle brothers, causing an extreme level of bitterness towards such traitor chapters and legions. All non-vehicle (excluding dreadnought) models in the chapter have the Preferred Enemy universal special rule against Chaos Space Marines (any unit within Codex Chaos Space Marines that is not a summoned Daemon or Greater Daemon) OR Space Marines. May not be taken with Suffer Not the Alien to Live or Suffer Not the Daemon to Live.

Suffer Not the Work of Heretics: The chapter makes a point to train in anti-tank tactics, knowing where to hit their enemy's vehicles in order to exploit any and all weaknesses possible in their armour. All non-vehicle (excluding dreadnoughts) models in the chapter have the Tank Hunters universal special rule.

Swift and Deadly: The chapter is able to move much more quickly and nimbly than other chapters, whether due to their training or the conditions of their home world. All non-vehicle models and units in the chapter count as having the Fleet universal special rule.

Talons of the Eagle: The chapter has an affinity for clawed weapons, such weapons being trained with more than any other close quarters weaponry and used more than others as well. All lightning claws in the chapter count as being master-crafted. Also, any model or unit in the chapter which may take a power weapon but does not normally have access to lightning claws may replace their bolter, bolt pistol or close combat weapon with a single lightning claw for +15 points or both for a pair of lightning claws at +25 points.

Take the Fight To Them: The chapter does not adhere closely to the Codex Astartes where bolters and close quarters combat are concerned and instead prefer to use more readily available close quarters tactics. Any unit with a Boltgun and a Bolt Pistol may replace their Boltgun for a close combat weapon at no additional points cost. Additionally, any model in a Sternguard Veteran Squad, Tactical Squad, or Assault Squad equipped with a meltagun, plasma cannon, or flamer (assault squads only) may replace their weapons with a bolt pistol and power weapon at no additional points cost.

With Skill Comes Victory: The chapter trains extensively with a certain type of power weapon, such as power swords or power mauls, and tends to utilize them more than any other close quarters weapons at their disposal. All standard power weapons in the chapter count as being master-crafted. Additionally, Terminator Squads and Terminator Assault Squads may replace their power fists or thunder hammers for power weapons at no additional points costs. Note that you may only choose a single power weapon style (example: power swords) and must model all power weapons in your chapter accordingly.

With the Emperor's Grace: The homeworld the chapter inhabits has very rough terrain, whether it be dense forests, deep mud, or other impediments which make even walking rather difficult, thus causing the chapter to adapt methods to navigating such types of terrain. All models in the chapter count as having the Move Through Cover universal special rule and models equipped with bikes have the Skilled Rider universal special rule. Additionally, vehicles may re-roll any failed dangerous terrain test.

Deviations

Some chapters, either through their planet's environment, a genetic trait of the populace they recruit from, or a malfunctioning geneseed, have abnormalities with their body not present in other chapters of space marines. Sometimes these are not mutations, in fact they can sometimes be just practices which the chapter partakes in which causes physical deviations from the norm of a space marine chapter.

Bionics: Some chapters ritualistically replace body parts and organs which mechanical versions, allowing them to occasionally shrug off injuries that would kill a normal space marine. All non-vehicle units in the army (excluding Scouts of any kind) have the Feel No Pain universal special rule, however they may never run or make sweeping advances and have any fall back or consolidate movements reduced by 1" (to a minimum of 1"). Units must be modeled appropriately. This combat practice may not be taken with **Run Like The Wind** or **Swift And Deadly**.

Bloodlust: The chapter suffers from a condition similar to or identical to that of the Blood Angels, its members being continually under threat of losing control of themselves during or before combat and succumbing to an uncontrollable bloodlust or the Red Thirst. At the beginning of the game, before any scout movement is made and before the first player makes their turn, roll a D6 for every non-vehicle (excluding dreadnoughts) unit in the chapter. On a roll of 6 the unit suffers from the effects of bloodlust (mark the unit accordingly). Units with bloodlust no longer benefit from "And They Shall Know No Fear" and instead are Fearless and have the Furious Charge universal special rule.

Corrosive Blood: The chapter has a very strange blood make up and while their bodies don't seem to be affected by their own blood, to everything else (including their own armour) their blood is corrosive, eating away at metal, flesh, and bone alike. Any enemy units in base contact with a model that received an unsaved wound (even if it killed the model) receive a Strength 3 hit with armour saves being taken as normal. However this corrosive blood wreaks havoc on their own armour and equipment as well. Place a Corrosion Marker on any non-vehicle model in the chapter which received an unsaved wound but did not die. Models with a Corrosion Marker must re-roll all successful armour saves once, accepting the second result instead.

Emissions: Some geneseed abnormalities are incredibly odd, such as exhaling smoke or flames. While these really have no damaging effects on the enemy it does make the marines of the chapter much harder to hit. All non-vehicle models in the chapter always count as being in cover and always have a 5+ cover save against shooting attacks when in the open. However this is also a curse as it limits their ability to react to close quarters situations and as such all non-vehicle models in the army have their Initiative reduced by 1.

Hardened Body: Usually present in chapters whose home planet has a corrosive atmosphere or chapters with a malfunctioning Ossmodula zygote. These marines are much more durable than space marines of other chapters. All non-vehicle models in the chapter get +1 to their Toughness (their original toughness is still used for things such as instant death). However, corrosive or harmful atmospheres also wreak havoc on the sensory organs of a marine, either that or their malfunctioning Ossmodula creates hindering bone obstructions in the body, slowing down the chapter's reaction time. All units in the chapter suffer -1 to their base Initiative and have any fall back, consolidate, or run movements reduced by 1" (to a minimum of 1").

Nimble: The gravity on the chapter's homeworld is much lighter than on most other planets or some sort of geneseed trait makes their muscles more attuned for reacting quickly and less for brute force, increasing the chapter's quickness at the expense of their muscles becoming weakened. All non-vehicle units in the chapter get +1 to their base Initiative value, however they are not as strong as the rest of their battle brothers and will suffer a -1 to their Strength when rolling to-wound or when rolling for armour penetration in close combat.

Sturdy: The gravity on the homeworld in which the chapter resides is much higher than normal, causing its inhabitants to have to adapt much more strength to cope at the expense of reaction time. All non-vehicle units in the chapter get +1 to their Strength (this does not increase their base Strength). However the crushing gravity of the planet has dulled the movement speed and reaction time of the Marines, slowing them down noticeably. All units in the chapter suffer -1 to their base Initiative and have any fall back, consolidate, or run movements reduced by 1" (to a minimum of 1").

The Weapon of the Enemy: The chapter seems to have a habit of collecting xenos or daemonic artifacts, especially weapons, with the notion of safeguarding them. Some within the chapter, however, also utilize these weapons to their own advantage in taking the credo of using the weapon's enemy against them to extremes. Any Independent Character that isn't a Special Character or Hero may take a Daemonblade for +15 points (see page 56 of Codex Grey Knights, roll). Note that these can be modeled as any kind of alien artifact and doesn't necessarily have to be daemon or of chaos in origin. However this behavior has earned them the ire of the Inquisition and as such the chapter may never ally themselves with any units from Codex Grey Knights or Codex Sisters of Battle (even in Apocalypse games) and all units from those two Codex books count as having the Preferred Enemy universal special rule against all models from this chapter.

PART 2) CHAPTER ORGANIZATION

CHAPTER TACTICS

Not all chapters adhere strictly to the Codex Astartes. Some either willingly adapt or are forced to change their strategies and the layout of their chapter in order to better suit their needs or strengths.

You may not take two Chapter Tactics that both have a single asterisk beside their name. You may, however, have two different Chapter Tactics which have a double asterisk beside their name (the double asterisk simply signifies that the entry is a Command/Headquarters change for the purposes of rules later on in this document).

For each Chapter Tactic you do not take you may instead take one additional Combat Practice.

Creeping Death: The chapter makes heavy use of tanks and mechanized infantry. All vehicles taken as transports in the chapter count as having Extra Armour at no additional points cost (must still be modelled on the vehicles). Additionally, you may take up to three Predators as a single Heavy Support choice.

Descend and Destroy: The chapter makes extensive use of orbital drop tactics, landing on the battlefield to take their enemies by surprise using drop pods and Thunderhawk Gunships. All squads must be mounted in a transport (Dreadnoughts must take a Drop Pod) or be equipped with Jump Packs. All vehicles in the army and all models equipped with Jump Packs have the Deep Strike special rule and must arrive via Deep Strike. The only units that are set up normally and who do not have to take a transport or Drop Pod are units with the Scouts and Infiltrate universal special rules (not provided by Combat Practices).

Once your Scouts/Infiltrators are set up and once the enemy has set up their army, split your forces in reserves into two forces of equal size. One of the two forces will enter play immediately before the game begins using the rules for Deep Strike, the other force will remain in reserves and enter play as normal reserves using the Deep Strike rules.

Heed the Wisdom of the Ancients: The chapter has in possession of and uses a larger number of Dreadnoughts than other chapters, either by choice, belief, or perhaps from having suffered countless losses in combat requiring them to sure up their numbers more quickly. You may take Dreadnoughts as Elites or Heavy Support choices and Venerable Dreadnoughts as Headquarters or Elites choices.

Honour Your Wargear*: The chapter has learned to make full use of their available devastator squads and such squads have become just as ingrained and important to the chapter as their tactical squads have. Any Devastator Squad which numbers ten models may be taken as Troops or Heavy Support choices. Sternguard Veteran Squads may be upgraded to a Devastator Veteran Squad at no additional points cost. Devastator Veteran Squads may take up to four special weapons instead of two, but have the cost of each of these special weapons increased to 15/25/35 points respectively. Devastator Squads count as scoring units.

If you took **Knowledge is Power** you may choose to use both of your Chapter Tactics to have your chapter have **Knowledge Above All** instead. Knowledge Above All has the same benefits as Knowledge is Power, additionally any Sergeant (not including Scout Sergeants) in the army may be upgraded to a Psyker for +40 points. The Psyker Sergeant has the same stats and options as the normal Sergeant he was upgraded from, but is equipped with a Force Weapon and has either the Smite or Force Dome psychic power (you must choose one and only one for each Psyker Sergeant).

Knowledge is Power:** The chapter is an oddity for a space marine chapter as it employs many more Librarians than is common for a chapter to employ. This could be due to the populace from which they recruit from having a higher number of psykers than normal, they could be obsessed with history, lore, and archaeology, or perhaps both. Librarians count as Elites choices instead of HQ choices and you may take up to three as a single Elites choice.

A Librarian may be upgraded to Chief Librarian for +45 points. A Chief Librarian remains as an HQ choice, may choose three psychic powers instead of two (see the entry for Librarians in Codex Space Marines), and gets +1 Ballistic Skill, +1 Wound, +1 Initiative, and +1 Attack. Chief Librarians have the same upgrade options, wargear, special rules, and psychic power selection as a Librarian. Chief Librarians are one per HQ slot. Additionally, you may create more than one Hero that is a Master of the Librarium.

Leave Them No Shelter*: Though the Codex Astartes does not include or recommend use of ordnance weaponry which is in use by the Imperial Guard, some chapters with heavy siege tactics prefer the use of such larger ordnance in combination with their Whirlwinds and Vindicators. The chapter has access to the Ordnance Battery from Codex Imperial Guard (though each machine is operated by Servitors rather than guardsmen and should be modelled accordingly) at the appropriate points cost. Additionally, you may take a mix of 1-3 Vindicators and/or Whirlwinds as a single Heavy Support choice.

On Wings of Angels*: The chapter makes much more extensive use of their assault squads, utilizing them just as much as a chapter would make use of their tactical squads. Assault Squads count as Troop choices instead of Fast Attack choices. Additionally, Command Squads and Honour Guard Squads may be upgraded to have Jump Packs (if the independent character they are attached to is equipped with one) at +10 points per model. Assault Squads count as scoring units.

Praise the Machine God:** Whether it be that the tactics employed by the chapter require larger numbers of warmachines and, thus, larger numbers of those who can repair them or that they simply are fanatical about their praise and worship to the Machine God, the chapter has many more techmarines than other chapters tend to employ.

The chapter may no longer take Techmarines as Elites choices. Masters of the Forge count as Elites choices instead of HQ choices and you may take up to three as a single Elites choice. A Master of the Forge may be upgraded to a Warsmith for +30 points. Warsmiths remain as HQ choices and get +1 Weapon Skill, +1 Wound, +1 Initiative, and +1 Attack and have all the same upgrade options, wargear, and special rules as a Master of the Forge. Additionally, you may create more than one Hero that is a Master of the Forge.

Purity Above All: Due to geneseed corruption or fear of geneseed corruption, the chapter employs many more Apothecaries than is normal for a chapter. Any Sergeant (excluding Scout and Terminator Sergeants) within the army may be upgraded to an Apothecary for +10 points. An Apothecary has the same stats, wargear, and options as the Apothecary in the Command Squad listing in Codex Space Marines.

Ride Like the Wind*: The chapter has access to and utilizes their bikes more than other chapters, preferring lightning quick deployments and strikes that leave their enemies with little time to react. Space Marine Bike Squads may be taken as either Troops choices or Fast Attack choices, but Space Marine Bike Squads taken as Troops choices must be at least five models strong. Vanguard Veteran Squads may be equipped with Space Marine Bikes instead of Jump Packs for +20 points per model. Additionally, Command Squads and Honour Guard Squads may be upgraded to have Space Marine Bikes (if the Chapter Master or Captain they are attached to is equipped with one) at +20 points per model. Space Marine Bike Squads count as scoring units.

Shadows That Move: The chapter makes much more extensive use of their Scout Squads than most other Space Marine chapters, to the point where fully fledged members who are able to become a full Space Marine often choose to remain as a Scout. Scout Squads may be taken as Troops or Fast Attack choices. You may upgrade a Scout Squad to a Hardened Scout Squad for +2 points per model. Scouts (not including the Scout sergeant) in a Hardened Scout Squad have their Ballistic Skill and Weapon Skill raised to 4. A Hardened Scout Squad may take up to two Heavy Bolters instead of the one limited to normal Scout Squads. Scout Squads count as scoring units.

Strength Through Leadership: Unlike most chapters, this chapter distributes its Terminator armour amongst its battle companies, gifting it to sergeants and other members of leadership, either that or the chapter has access to a larger number of suits of terminator armour than other chapters. Any Sergeant in the army that is not equipped with a jump pack or a bike and that is not a scout sergeant may replace their Power Armour, Bolt Pistol, Frag and Krak Grenades, and Boltgun for Terminator Armour with a Power Weapon and a Storm Bolter for +25 points. Sergeants upgraded to have Terminator Armour in this fashion may replace their storm bolter and power weapon for a pair of lightning claws or a thunder hammer and storm shield at no additional points cost. For the purposes of dedicated transports, Sergeants in terminator armour may ride inside dedicated transportation for his squad only or inside of a Lander Raider and does not take up any additional space.

Thralls of War: Sometimes chapters have rather extreme recruitment practices which leave many potential recruits damaged or unable to function, leaving only a smaller percentage that actually become Space Marines. However, this does represent a benefit in the form of the chapter having many more Servitors than a normal chapter as those damaged or who dropped out continue to serve the chapter as Servitors.

For every Techmarine, Master of the Forge/Grand Techmarine, and Warsmith in your army you may take up to three squads of Servitors. These Servitor squads do not take up any force organization slots. If you have also taken **Praise the Machine God**, any squad not equipped with Jump Packs, Bikes, or Jet Bikes may add 1-5 Servitors to the squad using the rules and points costs on page 138 of Codex Space Marines (these Servitors count as being part of the unit, so must adhere to unit coherency).

Through Faith We Gain Strength:** The chapter is either fanatical in their devotion to the Emperor, their religion, or the Imperial creed or they require much stronger spiritual guidance to an extent where they have larger numbers of Chaplains present within the chapter than most other chapters do. Chaplains count as Elites choices instead of HQ choices and you may take up to three as a single Elites choice. A Chaplain can be upgraded to a Reclusiarch for +30 points. Reclusiarchs remain as HQ choices and gain +1 Ballistic Skill, +1 Wound, +1 Initiative, and +1 Attack. Reclusiarchs have the same upgrade options, wargear, and special rules as Chaplains. Reclusiarchs are only 1 per HQ slot. Additionally, you may take create more than one Hero that is a Master of Sanctity.

If you took **Through Faith We Gain Strength** you may choose to use both of your Chapter Tactics to have **Faith Is It's Own Reward** instead. This has the same effects and benefits as Through Faith We Gain Strength but also allows you to upgrade any Sergeant (excluding Scout Sergeants) in the army to a Priest Sergeant for +30 points. A Priest Sergeant has the same wargear and options as the Sergeant he was upgraded from, however he has a Leadership value of 10 instead of 9 and also has the Liturgies of Battle and Honour of the Chapter special rules as well, though he only confer these special rules onto the squad he joins.

PART 3) CHARACTER CREATION

CHAPTER HEROES

Part of making a unique chapter is to create special characters for it. There is no limit to the number of Heroes your chapter is allowed to have, just make sure that each is appropriate and has a proper background. These rules use a base template from Codex Space Marine units and allow you to modify them as you see fit. However have care, the more you add to a unit the more expensive it will make that unit.

First, pick an archetype you want your hero to follow. You will find each entry below and on the following pages along with some of their options, restrictions, and various points costs. **Note that no Hero, excluding Squad Heroes and Dreadnoughts (which have their own points limits), may exceed 300 points and all Heroes occupy a Headquarters choice unless otherwise noted.**

CAPTAIN 100 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	6	5	4	4	3	5	3	10	3+

Basics

- You may have a maximum of 10 Captains and one of each Master in your chapter.
- Captains have all the same special rules (apart from Mounted Assault), wargear, and upgrade options as Captains from the Space Marine Captain entry in Codex Space Marines.

The Masters

Within the ranks of the chapter's Administration are eight marines that boast the rank of Captain or a rank equal to it but do not lead a company. These eight individuals are the Master of the Fleet, the Master of the Arsenal, the Master of the Forge, the Master of the Librarium, the Master of the Recruits, the Master of Sanctity, the Master of the Watch, and most importantly the Master of the Chapter. See the following page for details and rules on the chapter's Masters.

Characteristic Upgrades

There are no restrictions to the number of upgrades you are allowed for characteristics, just remember that it will increase the Captain's point cost as well. **NOTE:** Weapon Skill cannot exceed 8, Ballistic Skill cannot exceed 7, Strength cannot exceed 6, Toughness cannot exceed 6, Wounds cannot exceed 5, Initiative cannot exceed 7, and Attacks cannot exceed 5. Scout Armour may not be taken if you take Artificer or Terminator Armour.

- +1 Weapon Skill.....10 pts
- +1 Ballistic Skill.....5 pts
- +1 Strength.....5 pts
- +1 Toughness.....10 pts
- +1 Wound.....10 pts
- +1 Initiative.....5 pts
- +1 Attack.....5 pts
- Scout Armour (4+ Save).....-5 pts

Special Rules & Unique Wargear

There is no limit to the amount of special rules or unique wargear the hero can have, however he may still not exceed 300 points in cost.

- Special Rules are picked from the Part 6) Special Rules section at their Independent Character points cost. You may also modify the points cost to increase the range of units that the Captain can give these special rules to.
 - The Captain does not benefit from the special rule, but may select a single friendly squad/unit of a specified type (you must select what squad/unit type when you make the Captain) at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** No added point's cost.
 - The Captain and any squad he joins benefits from the special rule **OR** the Captain does not benefit from the special rule, but may select two friendly squads/units of a specified type (you must select what squad/unit type when you make the Captain) that belong to the chapter at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** +10 points.
 - The Captain, any squad he joins, and any friendly Space Marine unit or squad belonging to the chapter with a model within 12" of the Captain able to benefit from the rule. **Cost:** +20 points.

Company Tactics

- A Captain may take a single Company Tactic from the next page at the appropriate points costs. A force led by a Captain with Company Tactics must choose to use either their Chapter Tactics or their Company Tactics. If you choose to use Company Tactics, any Chapter Tactics not marked with a ** will cease to function and the Company Tactics will instead be used. Only a maximum of two special characters in a chapter may have Company Tactics selected from the Company Tactics page.
- Alternatively, a Captain may have Minor Company Tactics. You may pick up to three Special Rules from the Special Rules section, add the points together and then double the result. The result cannot exceed 80 points. Unlike the above Company Tactics, these do not negate any Chapter Tactics.

MASTERS

Your Chapter may have only one of each type of Master except for Masters of the Chapter, which you may have any number of. Any Captain, Reclusiarch, Grand Librarian, and Warsmith (in some cases, other types of Heroes can be a Master). Each Master upgrade has their own points costs and restrictions as detailed below and Masters do not count towards any number limitations in each hero entry.

Master of the Chapter (+25 points): May be taken by Dreadnought Heroes as well. This Master looks over and leads the entire chapter and ultimately has the last say in anything the chapter does or does not do. The Master of the Chapter is usually the most brilliant tactical mind within the chapter with skills to match. A Master of the Chapter gains the following special rule. Dreadnought Heroes may also be selected as a Chapter Master.

- **God of War:** The Master of the Chapter can choose whether to pass or fail any Morale check he is called upon to make. Whilst the Master of the Chapter is on the table, all non-vehicle units can also choose whether to pass or fail any Morale check they are called upon to take.

Master of the Arsenal (+50 points): A Master of the Arsenal brings to bear the full force of a chapter's ancient war relics and powerful wargear. A Master of the Arsenal has the following special rule.

- **Hail of Death:** The Master of the Arsenal brings with him the best and rarest ammunition the chapter has to bear in plentiful amounts. If the Master of the Arsenal is in your force, any models which are not normally Fast Attack choices equipped with a boltgun count as having the Special Issue Ammunition wargear as detailed in Codex Space Marines.

Master of the Fleet (+50 points): Captains Only. This Master is in charge of the chapter's usually fearsome naval fleet and as such is able to call down impressive firepower from orbiting strike cruisers at his beck and call. A Master of the Fleet gains the following special rule.

- **Orbital Bombardment:** The Master of the Fleet calls in a strike from the chapter's naval presence in orbit. An orbital bombardment is treated as a ranged weapon that can be used provided the bearer did not move in the preceding movement phase (though he can assault later if the controlling player wishes). Each time the orbital bombardment is used, you must choose which kind of strike you wish to call down. Note that orbital strikes always scatter the full 2D6" in the direction shown (if a hit is rolled, they scatter in the direction of the small arrow on the 'hit' symbol).

Weapon	Range	Str	AP	Type
Barrage Bomb	Unlimited	6	4	Ordnance D3*, Large Blast
Lance Strike	Unlimited	10	1	Heavy 1, Blast, Lance**

*: Roll for the number of shots each time the barrage bomb is fired.

***: Any vehicle hit by the lance strike suffers a strength 10 hit, regardless whether or not the centre of the template lies over the vehicle.

Master of the Forge (+50 points): Techmarines and Warsmiths Only. The Master of the Forge is the most skilled Techmarine within the chapter. A Master of the Forge has the following special rule.

- **Skilled Artisan:** If the Master of the Forge is in your force, all vehicles in the chapter have the Extra Armour upgrade at no additional points cost. Additionally, enemies may only ever get a maximum of 1D6 for armour penetration against friendly chapter vehicles and friendly chapter vehicles' armour values may not be reduced.

Master of the Librarium (+50 points): Librarians, Chief Librarians, and Librarian Dreadnought Heroes only. The Master of the Librarium is the most potent psyker in the chapter, able to call upon all of the chapters psychic powers at any time from memory. A Master of the Librarium has the following special rule.

- **Master Psyker:** The Master of the Librarium has every psychic power available to the chapter's Librarians instead of just two or three.

Master of the Recruits (+25 points): The Master of the Recruits is in charge of recruiting and aiding in the training of all new members of a chapter. A Master of the Recruits has the following special rule.

- **Legendary Training:** Select up to three non-vehicle, non-independent character units in your army at the beginning of the game. These are squads that the Master of the Recruits has trained himself and each will get +1 to their Weapon Skill for the entire game (this does not stack with any other effect).

Master of Sanctity (+50 points): Chaplains, Reclusiarchs, and Chaplain Dreadnoughts only. The Master of Sanctity is the head of the religious administration within the chapter, charged with bringing the word of the Emperor to his battle brothers and his foes alike.

- **Battle Prayers:** Before a battle, a Master of Sanctity will lead his battle brothers in prayer. Choose one of the following prayers before each battle.
 - **Prayer of the Emperor's Honour:** All non-vehicle units in the army belonging to the chapter have the Feel No Pain universal special rule, however the save is on a 5+ instead of a 4+.
 - **Prayer of the Emperor's Sacrifice:** All non-vehicle units in the army belonging to the chapter are Fearless.
 - **Prayer of the Emperor's Wrath:** All units in the army belonging to the chapter (excluding non-dreadnought vehicles) count as having the Preferred Enemy universal special rule against all enemies in close combat.

Master of the Watch (+50 points): The Master of the Watch is charged with the defence of the chapter's homeworld. mobile fortress, or important locations and he will do so until his dying breath. A Master of the Watch has the following special rule.

- **Defend Until Death:** If your army includes the Master of the Watch, he and all friendly chapter units within the army have the Stealth and Stubborn universal special rule. If they are ever in a mission where they are the defenders, the Master of the Watch and all friendly units belonging to the chapter in the army are Fearless and treat any friendly fortifications as having an armour value of 14. Such friendly fortifications cannot have their armour value reduced and enemy weapons may only ever roll 1D6 for armour penetration.

COMPANY TACTICS

Ancient Company (15 points): The Hero is the leader of a specialized company which utilizes more Dreadnoughts than are normally utilized by any company of most other chapters. If a Captain with this Company Tactic is in the army, Dreadnoughts may be taken as either Elites or Heavy Support choices and Venerable Dreadnoughts may be taken as Elites or Headquarters choices.

Assault Company (20 points): The Hero is the leader of a specialized company which utilizes more Assault Squads than are normally utilized by any company of most other chapters. Assault Squads may be taken as either Troops or Fast Attack choices and Vanguard Veteran Squads may be taken as either Elites or Fast Attack choice. Assault Squads and Vanguard Veteran Squads count as scoring units. May only be taken by a model equipped with a Jump Pack.

Devastator Company (20 points): The Hero is the leader of a specialized company which utilizes more Devastator Squads than are normally utilized by any company of most other chapters. If a Captain with this Company Tactic is in the army, Devastator Squads that are ten models strong may be taken as either Troops choices or Heavy Support choices. Devastator Squads count as scoring units.

Drop Assault (10 points): If the hero is present in the army, all squads must be mounted in a transport (Dreadnoughts must take a Drop Pod) or be equipped with Jump Packs. All vehicles in the army and all models equipped with Jump Packs have the Deep Strike special rule and must arrive via Deep Strike. The only units that are set up normally and who do not have to take a transport or Drop Pod are units with the Scouts and Infiltrate universal special rules (not provided by Combat Practices).

Once your Scouts/Infiltrators are set up and once the enemy has set up their army, split your forces in reserves into two forces of equal size. One of the two forces will enter play immediately before the game begins using the rules for Deep Strike, the other force will remain in reserves and enter play as normal reserves using the Deep Strike rules.

First Company (Terminators) (20 points): The Hero leads the First Company which, in this particular chapter, is composed primarily of Terminators and is kept together as its own company during engagements. If the Captain is in the army, Terminator Squads **OR** Terminator Assault Squads (you may only choose one) may be taken as either Troops or Elites choices. If the model takes an Honour Guard Squad or a Command Squad, all models in the squads must be upgraded with Terminator Armour as well for +5 points per model for an Honour Guard Squad and +15 points per model for a Command Squad (these units replace their Bolter, Bolt Pistol, Power Armour, and Artificer Armour for Terminator Armour and a Storm Bolter, but keep their Power Weapon). May only be taken by a model wearing Terminator Armour. If a Captain in your chapter has this company tactic, no other Captain may take the First Company (Veterans) company tactic. Your Terminators Squads and Terminator Assault Squads become scoring units.

First Company (Veterans) (20 points): The Hero is the head of the First Company which, in this particular chapter, is composed primarily of Veteran units and is kept together as its own company during engagements. If this Captain is in the army, Sternguard Veteran Squads may be taken as either Troops or Elites choices. If a Captain in your chapter has this company tactic, no other Captain may take the First Company (Terminators) company tactic. Your Sternguard Veteran Squads become scoring units.

Hussar Company (20 points): The Hero is the leader of a specialized company which utilizes more Bike Squads than are normally utilized by any company of most other chapters. If a Captain with this Company Tactic is in the army, Space Marine Bike Squads which are at least five models strong may be taken as either Troops or Fast Attack choices. Space Marine Bike Squads count as scoring units.

Mechanized Company (20 points): If the Hero is present in the army, all vehicles taken as transports in the chapter count as having Extra Armour at no additional points cost (must still be modelled on the tanks). Additionally, you may take up to three Predators as a single Heavy Support choice.

Siege Company (15 points): The Company which the Hero leads makes extensive use of siege equipment, so much that they also make use of limited amounts of Imperial Guard siege equipment operated by servitors. If the hero is present in the army, the army has access to the Ordnance Battery from Codex Imperial Guard (though each machine is operated by Servitors rather than guardsmen and should be modelled accordingly) at the appropriate points cost. Additionally, you may take a mix of 1-3 Vindicators and/or Whirlwinds as a single Heavy Support choice.

Sternguard Company (Free): The Company which the Hero leads makes heavy use of siege tactics and tends to find very little use for specialized fast moving squads such as Assault Squads or Bike Squads. If the Captain is in your army you lose two Fast Attack slots on the force organization chart and gain one additional Heavy Support slot (in most games this will leave you with 1 Fast Attack slot and 4 Heavy Support slots).

Terminator Sergeants (15 points): If this Hero is in your army, any Sergeant in the army that is not equipped with a jump pack or a bike and that is not a scout sergeant may replace their Power Armour, Bolt Pistol, Frag and Krak Grenades, and Boltgun for Terminator Armour with a Power Weapon and a Storm Bolter for +25 points. Sergeants upgraded to have Terminator Armour in this fashion may replace their storm bolter and power weapon for a pair of lightning claws or a thunder hammer and storm shield at no additional points cost. For the purposes of dedicated transports, Sergeants in terminator armour may ride inside dedicated transportation for his squad only or inside of a Lander Raider and does not take up any additional space.

Vanguard Company (Free): The Company in which the Hero leads makes heavy use of fast assault tactics and tends to find very little use for specialized, cumbersome heavy support units and squads such as Devastator Squads and heavy tanks. If this Captain is in your army you lose two Heavy Support slots on the force organization chart and gain one additional Fast Attack slot (in most games this will leave you with 1 Heavy Support slot and 4 Fast Attack slots).

LIBRARIAN 100 pts

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

Basics

- You may have a maximum of 10 Librarian special characters in your Chapter unless your chapter benefits from **Knowledge is Power** or **Knowledge Above All**, in which case you can have any number of Librarian special characters and up to 10 Grand Librarians.
- If your chapter benefits from **Knowledge is Power** or **Knowledge Above All**, you may upgrade the Librarian special character to a Chief Librarian special character for +45 points. Chief Librarians have all the same special rules and wargear options as a standard Librarian but may take up to three Psychic Powers instead of just two.

The Masters

Within the ranks of the chapter's Administration are eight marines that boast the rank of Captain or a rank equal to it but do not lead a company. These eight individuals are the Master of the Fleet, the Master of the Arsenal, the Master of the Forge, the Master of the Librarium, the Master of the Recruits, the Master of Sanctity, the Master of the Watch, and most importantly the Master of the Chapter. See the following page for details and rules on the chapter's Masters.

Characteristic Upgrades

There are no restrictions to the number of upgrades you are allowed for characteristics, just remember that it will increase the Librarian's point cost as well. **NOTE:** Weapon Skill cannot exceed 8, Ballistic Skill cannot exceed 8, Strength cannot exceed 6, Toughness cannot exceed 6, Wounds cannot exceed 5, Initiative cannot exceed 7, and Attacks cannot exceed 5.

- +1 Weapon Skill.....10 pts
- +1 Ballistic Skill.....5 pts
- +1 Strength.....5 pts
- +1 Toughness.....10 pts
- +1 Wound.....10 pts
- +1 Initiative.....5 pts
- +1 Attack.....5 pts

Special Rules & Unique Wargear

There is no limit to the amount of special rules or unique wargear the hero can have, however he may still not exceed 300 points in cost.

- Special Rules are picked from the Part 6) Special Rules section at their Independent Character points cost. You may also modify the points cost to increase the range of units that the Librarian can give these special rules to.
 - The Librarian does not benefit from the special rule, but may select a single friendly squad/unit of a specified type (you must select what squad/unit type when you make the Librarian) at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** No added point's cost.
 - The Librarian and any squad he joins benefits from the special rule **OR** the Librarian does not benefit from the special rule, but may select two friendly squads/units of a specified type (you must select what squad/unit type when you make the Librarian) that belong to the chapter at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** +10 points.
 - The Librarian, any squad he joins, and any friendly Space Marine unit or squad belonging to the chapter with a model within 12" of the Librarian able to benefit from the rule. **Cost:** +20 points.

Company Tactics

- A Chief Librarian may take a single Company Tactic from the previous page at the appropriate points costs. A force led by a Chief Librarian with Company Tactics must choose to use either their Chapter Tactics or their Company Tactics. If you choose to use Company Tactics, any Chapter Tactics not marked with a ** will cease to function and the Company Tactics will instead be used. Only a maximum of two special characters in a chapter may have Company Tactics selected from the next page.
- Alternatively, a Chief Librarian may have Minor Company Tactics. You may pick any Special Rules from the Special Rules section, add the points together and then double the result. The result cannot exceed 80 points. Unlike the above Company Tactics, these do not negate any Chapter Tactics.

Psychic Powers

Each Librarian in a chapter has their own psychic powers and each chapter has an array of their own unique psychic powers as well. Librarians may choose two Psychic Powers from the ones you create from your chapter (see the Chapter Psychic Powers section of this rules book) and Chief Librarians may choose three. Librarians may use only one Psychic Power each turn and Grand Librarians may use only two Psychic Powers each turn.

- A Librarian may be upgraded to an Epistolary for +50 points. The Epistolary will have the same stats, wargear, special rules, and options as a Librarian but may use two Psychic Powers each turn instead of only one.
- A Chief Librarian can be upgraded to a Grand Librarian for +50 points. The Grand Librarian will have the same stats, wargear, special rules, and options as a Chief Librarian but may use three Psychic powers each turn instead of one.

CHAPLAIN100 pts

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

Basics

- You may have a maximum of 10 Chaplain characters in your Chapter unless your chapter benefits from **Through Faith We Gain Strength** or **Faith is it's Own Reward**, in which case you can have any number of Chaplain special characters and up to 10 Reclusiarchs.
- If your chapter has the **Through Faith We Gain Strength** or **Faith is it's Own Reward** chapter tactics you may upgrade the Chaplain special character to a Reclusiarch special character for +30 points. Reclusiarchs have all the same special rules and wargear options as a standard Chaplain.

The Masters

Within the ranks of the chapter's Administration are eight marines that boast the rank of Captain or a rank equal to it but do not lead a company. These eight individuals are the Master of the Fleet, the Master of the Arsenal, the Master of the Forge, the Master of the Librarium, the Master of the Recruits, the Master of Sanctity, the Master of the Watch, and most importantly the Master of the Chapter. See the following page for details and rules on the chapter's Masters.

Characteristic Upgrades

There are no restrictions to the number of upgrades you are allowed for characteristics, just remember that it will increase the Chaplain's point cost as well. **NOTE:** Weapon Skill cannot exceed 8, Ballistic Skill cannot exceed 7, Strength cannot exceed 6, Toughness cannot exceed 6, Wounds cannot exceed 5, Initiative cannot exceed 7, and Attacks cannot exceed 5.

- +1 Weapon Skill.....10 pts
- +1 Ballistic Skill.....5 pts
- +1 Strength.....5 pts
- +1 Toughness.....10 pts
- +1 Wound.....10 pts
- +1 Initiative.....5 pts
- +1 Attack.....5 pts

Special Rules & Unique Wargear

There is no limit to the amount of special rules or unique wargear the hero can have, however he may still not exceed 300 points in cost.

- Special Rules are picked from the Part 6) Special Rules section at their Independent Character points cost. You may also modify the points cost to increase the range of units that the Librarian can give these special rules to.
 - The Chaplain does not benefit from the special rule, but may select a single friendly squad/unit of a specified type (you must select what squad/unit type when you make the Chaplain) at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** No added point's cost.
 - The Chaplain and any squad he joins benefits from the special rule **OR** the Chaplain does not benefit from the special rule, but may select two friendly squads/units of a specified type (you must select what squad/unit type when you make the Chaplain) that belong to the chapter at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** +10 points.
 - The Chaplain, any squad he joins, and any friendly Space Marine unit or squad belonging to the chapter with a model within 12" of the Chaplain able to benefit from the rule. **Cost:** +20 points.

Company Tactics

- A Reclusiarch may take a single Company Tactic from the Company Tactics page at the appropriate points costs. A force led by a Reclusiarch with Company Tactics must choose to use either their Chapter Tactics or their Company Tactics. If you choose to use Company Tactics, any Chapter Tactics not marked with a ** will cease to function and the Company Tactics will instead be used. Only a maximum of two special characters in a chapter may have Company Tactics selected from the Company Tactics page.
- Alternatively, a Reclusiarch may have Minor Company Tactics. You may pick up to three Special Rules from the Special Rules section, add the points together and then double the result. The result cannot exceed 80 points. Unlike the above Company Tactics, these do not negate any Chapter Tactics.

TECHMARINE100 pts

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

Basics

- You may have a maximum of 10 Techmarine special characters in your Chapter unless your chapter benefits from ***Praise the Machine God***, in which case you can have any number of Techmarine special characters and up to 10 Warsmiths.
- If your chapter benefits from ***Praise the Machine God***, you can upgrade a Techmarine to a Warsmith for +30 points.
- Warsmiths and Techmarines have all the same wargear, special rules, and wargear options as a Master of the Forge.

The Masters

Within the ranks of the chapter's Administration are eight marines that boast the rank of Captain or a rank equal to it but do not lead a company. These eight individuals are the Master of the Fleet, the Master of the Arsenal, the Master of the Forge, the Master of the Librarium, the Master of the Recruits, the Master of Sanctity, the Master of the Watch, and most importantly the Master of the Chapter. See the following page for details and rules on the chapter's Masters.

Characteristic Upgrades

There are no restrictions to the number of upgrades you are allowed for characteristics, just remember that it will increase the Techmarine's point cost as well. **NOTE:** Weapon Skill cannot exceed 8, Ballistic Skill cannot exceed 8, Strength cannot exceed 6, Toughness cannot exceed 6, Wounds cannot exceed 5, Initiative cannot exceed 7, and Attacks cannot exceed 5.

- +1 Weapon Skill.....10 pts
- +1 Ballistic Skill.....5 pts
- +1 Strength.....5 pts
- +1 Toughness.....10 pts
- +1 Wound.....10 pts
- +1 Initiative.....5 pts
- +1 Attack.....5 pts

Special Rules & Unique Wargear

There is no limit to the amount of special rules or unique wargear the hero can have, however he may still not exceed 300 points in cost.

- Special Rules are picked from the Part 6) Special Rules section at their Independent Character points cost. You may also modify the points cost to increase the range of units that the Techmarine can give these special rules to.
 - The Techmarine does not benefit from the special rule, but may select a single friendly squad/unit of a specified type (you must select what squad/unit type when you make the Techmarine) at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** No added point's cost.
 - The Techmarine and any squad he joins benefits from the special rule **OR** the Techmarine does not benefit from the special rule, but may select two friendly squads/units of a specified type (you must select what squad/unit type when you make the Techmarine) that belong to the chapter at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** +10 points.
 - The Techmarine, any squad he joins, and any friendly Space Marine unit or squad belonging to the chapter with a model within 12" of the Techmarine able to benefit from the rule. **Cost:** +20 points.

Company Tactics

- A Warsmith may take a single Company Tactic from the Company Tactics page at the appropriate points costs. A force led by a Warsmith with Company Tactics must choose to use either their Chapter Tactics or their Company Tactics. If you choose to use Company Tactics, any Chapter Tactics not marked with a ** will cease to function and the Company Tactics will instead be used. Only a maximum of two special characters in a chapter may have Company Tactics selected from the Company Tactics page.
- Alternatively, a Warsmith may have Minor Company Tactics. You may pick up to three Special Rules from the Special Rules section, add the points together and then double the result. The result cannot exceed 80 points. Unlike the above Company Tactics, these do not negate any Chapter Tactics.

SQUAD HEROVarious (See Chart)

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chapter Champion	30 pts	5	4	4	4	1	4	3	10	2+
Company Champion	20 pts	5	4	4	4	1	4	2	9	3+
Apothecary	15 pts	4	4	4	4	1	4	2	9	3+
Space Marine Sergeant	10 pts	4	4	4	4	1	4	2	9	3+
Scout Sergeant	10 pts	4	4	4	4	1	4	2	9	4+

Basics

- There is no limit to the number of Squad Heroes you may have in your chapter except for Chapter Champions and Company Champions. You may only have one Chapter Champion and up to 10 Company Champions in your chapter.
- No Squad Hero may exceed a points value of 50 points.
- Squad Heroes do not count as Independent Characters and must be part of a squad (see Squad Restrictions).
- Squad Heroes will replace a member of the squad the Squad Hero joined (see Squad Restrictions).

Characteristic Upgrades

There are no restrictions to the number of upgrades you are allowed for characteristics (apart from the points restriction detailed above), just remember that it will increase the Squad Hero's points cost as well.

NOTE: Weapon Skill cannot exceed 6, Ballistic Skill cannot exceed 6, Strength cannot exceed 5, Toughness cannot exceed 5, Initiative cannot exceed 5, and Attacks cannot exceed 3.

- +1 Weapon Skill.....10 pts
- +1 Ballistic Skill.....5 pts
- +1 Strength.....5 pts
- +1 Toughness.....10 pts
- +1 Initiative.....5 pts
- +1 Attack.....5 pts

Special Rules & Unique Wargear

There is no limit to the amount of special rules or unique wargear the hero can have, however he may still not exceed 50 points in cost.

- Special Rules are picked from the Part 6) Special Rules section at their Independent Character points cost (even though these heroes do not count as Independent Characters). You may also modify the points cost to increase the range of units that the Squad Hero can give these special rules to.
 - Only the Squad Hero benefits from the special rule. **Cost:** No added point's cost.
 - The Squad Hero and the squad he joins benefits from the special rule. **Cost:** +10 points.

Standard Bearers

- You may upgrade a Space Marine Sergeant to be a Company Standard Bearer or a Chapter Standard Bearer. The Standard Bearer must be equipped with a Standard, selected by choosing what effects the Standard has on nearby units (through the Unique Wargear section of this document using the Independent Character points values). Standards must automatically have the Inspiring wargear trait but may only choose the 12" range option.
- Standards confer their ability to any squad or unit able to benefit from the ability within 12" of the Standard Bearer.
- You may have a maximum of 1 Chapter Standard Bearer and up to 10 Company Standard Bearers.

Basic Wargear Options

- Squad Heroes have the same basic wargear options as a Space Marine Captain at the same points costs listed in the Space Marine Captain section of Codex Space Marines.
- Scout Sergeants may not select Artificer Armour or Terminator Armour from the options listed in the Captains entry in Codex Space Marines, however may replace their bolter for a shotgun or sniper rifle at no extra cost.
- For starting wargear, see the Honour Guard Squad for Chapter Champions, Command Squad for Company Champions and Apothecaries, Tactical Squad for Space Marine sergeants, and Scout Squad for Scout Sergeants.

Squad Restrictions

- Any Squad Hero that isn't a Scout Sergeant not mounted on a Bike or equipped with either Terminator Armour or a Jump Pack may join any Tactical Squad, Devastator Squad, Sternguard Veteran Squad, Command Squad, or Honour Guard Squad.
- Any Squad Hero that is equipped with Terminator Armour may only join a Terminator Squad or Terminator Assault Squad. The only exception to this is if your Chapter has the **Strength Through Leadership** chapter tactic or the Captain leading the company has the **Terminator Sergeants** company tactic, in which case you may take the Squad Hero in any Tactical Squad or Devastator Squad as well.
- Any Squad Hero mounted on a Bike may only join a Space Marine Bike Squad, a Command Squad (but only if the Command Squad is also mounted on Bikes), or a Vanguard Veteran Squad (but only if the Vanguard Veteran Squad is mounted on Bikes).
- Any Squad Hero equipped with a Jump Pack may only join Assault Squads, Vanguard Veteran Squads (but only if the Vanguard Veteran Squad is equipped with Jump Packs), or any Command Squad or Honour Guard Squad (but only if the Command Squad or Honour Guard Squad are equipped with Jump Packs).
- If the Squad Hero is a Scout Sergeant and is not riding a Bike he may only join a Scout Squad.
- If the Squad Hero is a Scout sergeant and is riding a Bike he may only join a Scout Bike Squad.
- Squad Heroes, excluding Standard Bearers, will always replace the Sergeant of a squad. Standard Bearers will replace a regular member of the squad.

DREADNOUGHT HERO70 points

	Armour							
	WS	BS	S	FA	SA	RA	I	A
Dreadnought Hero	4	4	6	12	12	10	4	2

Basics

- There is no limit to the number of Dreadnought Heroes you may have in your chapter.
- Dreadnought Heroes do not start with any weapons but must have a weapon present on each arm. Dreadnought Heroes do not have Smoke Launchers or a Searchlight but can purchase them.
- Dreadnoughts have three weapon points: right arm, left arm, and shoulders. Note that shoulders only counts as one weapon point, twin-linked weapons are represented by having one on each shoulder.
- Dreadnought Heroes automatically have the Venerable special rule as detailed on page 65 of Codex Space Marines.
- Additional options may not be chosen after creation.

Characteristic Upgrades

There are no restrictions to the number of upgrades you are allowed for characteristics, just remember that it will increase the Dreadnought Hero's points cost as well. **NOTE:** Weapon Skill cannot exceed 8, Ballistic Skill cannot exceed 8, Strength cannot exceed 7, Initiative cannot exceed 7, and Attacks cannot exceed 4.

- +1 Weapon Skill.....20 pts
- +1 Ballistic Skill.....20 pts
- +1 Strength.....10 pts
- +1 Initiative.....15 pts
- +1 Attack.....15 pts

Special Rules & Unique Wargear

There is no limit to the amount of special rules or unique wargear the hero can have, however he may still not exceed 300 points in cost.

- Special Rules are picked from the Part 6) Special Rules section at their Independent Character points cost. You may also modify the points cost to increase the range of units that the Dreadnought Hero can give these special rules to.
 - The Dreadnought Hero does not benefit from the special rule, but may select a single friendly squad/unit of a specified type (you must select what squad/unit type when you make the Dreadnought Hero) at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** No added point's cost.
 - The Dreadnought Hero does not benefit from the special rule, but may select two friendly squads/units of a specified type (you must select what squad/unit type when you make the Dreadnought Hero) that belong to the chapter at the start of a battle. That unit/squad gains the paid for special rule until the end of the game. **Cost:** +10 points.
 - The Dreadnought Hero and any friendly Space Marine unit or squad belonging to the chapter with a model within 12" of the Dreadnought Hero able to benefit from the rule. **Cost:** +20 points.

Armour Upgrades

You may upgrade the Dreadnought Hero's armour to one of the following at the listed points cost.

- **Assault Armour:** Increases the Front Armour value to 13. **Cost:** 15 points.
- **Siege Armour:** Increases the Front Armour and Side Armour values to 13. **Cost:** 25 points.

Vehicle Upgrades

You may upgrade your Dreadnought Hero with any of the following vehicle upgrades at the listed points costs. Note that hunter killer missiles occupy the Dreadnought Hero's shoulder weapon slots.

- Extra armour.....15 pts
- Ironclad assault launchers.....15 pts
- Searchlight and smoke launchers.....5 pts
- Up to two hunter killer missiles.....10 pts each

Weaponry

If you want your Dreadnought Hero to have fairly standard weaponry, use the upgrades list below. Anything marked with an asterisk is Arm Only and may not be mounted on the shoulders. Note that any close combat weapon below which normally strikes last in an assault does not do so on a Dreadnought Hero.

- multi-melta.....10 pts
- twin-linked heavy flamer.....10 pts
- twin-linked heavy bolter.....15 pts
- inferno cannon.....20 pts
- twin-linked autocannon.....20 pts
- twin-linked missile launcher.....20 pts
- plasma cannon or assault cannon.....20 pts
- hurricane bolter.....20 pts
- twin-linked lascannon.....40 pts
- lightning claw*.....10 pts
- deadnought close combat weapon*.....20 pts
- seismic hammer*.....25 pts
- chainfist*.....25 pts
- thunder hammer*.....25 pts

Additionally, if the Dreadnought Hero has any close combat weapons, you may upgrade them to have built-in weaponry as well from the following list at the listed points costs. Note that if the dreadnought hero has two close combat weapons, both can have built-in weapons at no additional points costs (weapons will count as a single twin-linked weapon).

- built-in storm bolter or flamer.....free
- built-in plasma gun or meltagun.....5 pts
- built-in heavy flamer.....10 pts

Librarian or Chaplain Dreadnought

Your Dreadnought Hero can be upgraded to a Librarian Dreadnought for +50 points or a Chaplain Dreadnought for +50 points (Librarian Dreadnoughts may not be taken by a chapter with **Abhor the Witch, Destroy the Witch**). Librarian Dreadnoughts have a Force Weapon, Psychic Hood, and two Psychic Powers (counts as having Ld 10, perils of the warp cause a glancing hit). Chaplain Dreadnoughts have a Rosarius (they get a 4+ Invulnerable save against any glancing or penetrating hits) and count as having Liturgies of Battle.

Company Tactics

See Company Tactics in the Captain entry on page 7.

PART 3) UNIT CREATION

UNIQUE FORCES

Chapters will occasionally have specialized squads or vehicles types outside of the spectrum of a strict Codex Astartes chapter. The following rules will detail how to create your own unique squad or vehicle, however before we begin there are some rules that must be touched on.

First, you may not create more than five new units, they can be any combination of squads or vehicles but they may not total more than five new units in total. Second, you may not create more than two new units per force organization slot except for Headquarters, which you may only have one new unit in (so you can't create more than one new HQ units, more than two new Elites units, etc). Chapter Heroes and created squads replacing other squads do not count towards these limits.

You must take at least one upgrade for each created unit, whether it be weapons, special rules, wargear, characteristic upgrades, etc.

Unit Replacements

You may replace certain units in the chapter with units you have created without taking away from your six allowed new units. However, you may only do this for a maximum of 4 units in your army. Units that may be replaced: Honour Guard, Command Squads, Terminator Squads AND Terminator Assault Squads, Sternguard Veteran Squads AND Vanguard Veteran Squads, Tactical Squads, Scout Squads (cannot be replaced if they have already been removed) AND Scout Bike Squads AND Land Speeder Storms, Assault Squads, Space Marine Bike Squads AND Attack Bike Squads, Devastator Squads.

A created Space Marine Squad without the jump packs, space marine bikes, jet bikes, or heavy mobility options and costing no more than 24 points per model (excluding the sergeant) may replace your chapter's Tactical Squads entirely. A created Space Marine Squad with Heavy mobility and not costing more than 24 points per model (excluding the sergeant) may replace your chapter's devastator squads entirely. A created Space Marine Squad with Space Marine Bikes or Jet Bikes may replace your chapter's Bike Squads and Attack Bike Squads entirely. A created Space Marine Squad with Jump Packs may replace your chapter's assault squads. A created Space Marine Squad with Jump Packs and costing 24 points or more (excluding the sergeant) may replace your chapter's Vanguard Veteran Squads. A created Space Marine Squad without jump packs, space marine bikes, jet bikes, or heavy mobility options and costing 25 points or more (excluding the sergeant) may replace your chapter's Sternguard Veteran Squads entirely.

A created Neophyte Squad or a Space Marine Squad with Scout Armour without jump packs, space marine bikes, or jet bikes may replace the army's Scout Squads/Scout Bike Squads/Land Speeder Storms. This unit's Force Organization slot will be decided by the created unit's entry, not by what unit they replace.

A created Terminator Squad may replace your Terminator Squads/Terminator Assault Squads.

A created Space Marine Squad or Terminator Squad may replace your Command Squad or Honour Guard squads.

These new units count as their replaced units for the purposes of Combat Practices/Mutations, Chapter Tactics and Company Tactics.

SPACE MARINE SQUAD 16 pts per model/26 pts for Sergeant

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

Basics

- All costs are added to the cost of each member of the squad, including the Sergeant. Cost per non-sergeant model cannot exceed 50 pts (not including optional wargear).
- Squads can number between 3 and 10, you will have to decide your starting squad size and maximum squad size when you create the unit.
- The new Space Marine Squad will count as a Troops choice unless one of the following conditions are met. They are listed in order of importance, so entries override any ones below them.
 - Any new space marine squad unit may be taken as a headquarters choice so long as the squad costs at least 25 points per model (not including the Sergeant).
 - If each non-Sergeant model in the squad costs 25 or more points per model and are not mounted on a Space Marine Bike or Jet Bike or equipped with a Jump Pack, the squad becomes an Elites choice.
 - If the squad is Heavy, the squad becomes a Heavy Support choice.
 - If the squad is equipped with Jump Packs, Space Marine Bikes or Jet Bikes, the squad becomes a Fast Attack choice.

Characteristic Changes

Your space marine squad can upgrade up to two characteristics or downgrade up to two of characteristics or any mix of the two, however no one value except Leadership (up to a maximum Leadership value of 10) may be upgraded or downgraded more than once.

- +1 Weapon Skill.....2 pts
- -1 Weapon Skill.....-1 pt
- +1 Ballistic Skill.....2 pts
- -1 Ballistic Skill.....-1 pt
- +1 Strength.....2 pts
- Veterans (+1 Attack).....2 pts
- +1 Leadership.....1 pt
- Artificer Armour (2+ Save).....10 pts
- Scout Armour (4+ Save).....-1 pt

Mobility

If you choose so, you may have the squad be equipped with one of the following mobility upgrades. The Heavy option means that the squad can take up to four Special Weapons.

- Heavy.....free
- Jump Packs.....4 pts
- Space Marine Bikes.....9 pts
- Jet Bikes*.....14 pts
- *: Jet Bikes are equipped with a twin-linked storm bolter.

Special Rules

By default, a new space marine squad will benefit from the **And They Shall Know No Fear** and **Combat Squads** special rules as detailed in Codex Space Marines. There is no limit to the amount of special rules or unique wargear the squad can have, however the unit may still not exceed 50 points per non-sergeant model.

Wargear

By default, space marines in a new Space Marine Squad will be equipped with a bolt pistol, boltgun, and frag and krak grenades and can have any created special wargear so long as they do not exceed their points limitations. The new squad can be equipped with any of the following weapons (these become their default starting weapons, see Wargear Options for their extra options). Their boltgun or bolt pistol is replaced for each selection from the following list.

- close combat weapon.....free
- sniper rifle.....free
- shotgun.....free
- hand flamer.....free
- flamer.....free
- infernus pistol.....free
- meltagun.....5 pts
- plasma pistol.....5 pts
- storm shield.....5 pts
- special issue ammunition boltgun*.....10 pts
- plasma gun.....10 pts
- power weapon.....10 pts
- lightning claw.....10 pts
- astartes grenade launcher.....15 pts
- pair of lightning claws.....15 pts
- power fist.....20 pts
- thunder hammer.....25 pts
- *: See the Sternguard Veteran Squad entry of Codex Space Marines.

Wargear Options

The Wargear Options available to the squad will depend on what their mobility type is. Note that if their bolter or bolt pistol has been upgraded to something that increased the marine's point cost, subtract that point cost from the values below (to a minimum of 0/free). Sergeants may choose space marine sergeant upgrades from the Tactical Squad unit entry in Codex Space Marines.

Normal

Every fifth marine in the squad may upgrade their weapon for one of the following. If the squad is a Troops choice, use the first points cost and not the second.

- flamer.....free/5 pts
- meltagun.....5/10 pts
- plasma gun.....10/15 pts
- heavy bolter, multi-melta or missile launcher.....free/15 pts
- heavy flamer or autocannon.....5/20 pts
- plasma cannon or assault cannon.....5/25 pts
- lascannon.....10/35 pts

Heavy

Up to four marines in a heavy squad may replace their weapon for one of the above weapons at the second points cost.

Assault (Jump Packs, Space Marike Bikes, Jet Bikes)

Every fifth marine in the squad may upgrade their weapon for one of the following.

- hand flamer.....+5 pts
- flamer.....+10 pts
- infernus pistol.....+10 pts
- meltagun.....+15 pts
- plasma pistol.....+15 pts
- plasma gun.....+20 pts

NEOPHYTE SQUAD10 pts per model/20 pts for Sergeant

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

Basics

- All costs are added to the cost of each member of the squad, including the Sergeant. Cost per non-sergeant model cannot exceed 30 pts (not including optional wargear).
- Squads can number between 5 and 10, you will have to decide your starting squad size and maximum squad size when you create the unit.
- The new neophyte squad will count as a Troops choice unless one of the following conditions are met. They are listed in order of importance, so entries override any ones below them. Neophyte squads may not be taken as Headquarters choices.
 - If each non-Sergeant model in the squad costs 15 or more points per model and are not mounted on a Space Marine Bike or Jet Bike or equipped with a Jump Pack, the squad becomes an Elites choice.
 - If the squad has Jump Packs, Space Marine Bikes or Jet Bikes, the squad becomes a Fast Attack choice.

Characteristic Changes

Your neophyte squad can upgrade up to two characteristics, however no one value except Leadership (up to a maximum Leadership value of 10) may be upgraded more than once.

- +1 Weapon Skill.....2 pts
- +1 Ballistic Skill.....2 pts
- +1 Strength.....2 pts
- Veterans (+1 Attack).....2 pts
- +1 Leadership.....1 pt

Mobility

If you choose so, you may have the squad be equipped with one of the following mobility upgrades. The Heavy option means that the squad can take up to four Special Weapons.

- Jump Packs.....4 pts
- Space Marine Bikes.....9 pts
- Jet Bikes*.....14 pts
- *: Jet Bikes are equipped with a twin-linked storm bolter.

Direct Training

You may take neophytes as an add-on to a new space marine squad using the rules on both this page and the previous page. Neophytes must have all the same Special Rules as the other marines in the squad and must have the same mobility type. Note that neophytes in a new space marine squad will not have access to Wargear Options. You may have any number of neophytes in a new space marine squad, however the number of neophytes in the squad cannot exceed the number of marines in the squad. If you take this and your created space marine squad replaces your tactical squad then you may not take any scout squads.

Special Rules

By default, a new neophyte squad will benefit from the **And They Shall Know No Fear** and **Combat Squads** special rules as detailed in Codex Space Marines, however they will not benefit from **Infiltrate**, **Stealth**, or **Move Through Cover** (these can be purchased back, however). There is no limit to the amount of special rules or unique wargear the squad can have, however the unit may still not exceed 30 points per non-sergeant model.

Wargear

By default, neophytes in a new neophyte squad will be equipped with a bolt pistol, boltgun, and frag and krak grenades. The squad may be equipped with a single piece of unique wargear which may be standard wargear OR a wargear option but may not have more than one piece of unique wargear in the squad. Otherwise the new squad can be equipped with any of the following weapons (these become their default starting weapons, see Wargear Options for their extra options). They must replace their boltgun or bolt pistol for any of these options and the costs are added to each model in the squad.

- close combat weapon.....free
- sniper rifle.....free
- shotgun.....free
- hand flamer.....free
- infernus pistol.....free
- flamer.....free
- meltagun.....5 pts
- plasma pistol.....5 pts
- special issue ammunition boltgun*.....10 pts
- plasma gun.....10 pts
- power weapon.....10 pts
- storm shield.....10 pts
- lightning claw.....10 pts
- astartes grenade launcher.....15 pts
- pair of lightning claws.....15 pts
- power fist.....20 pts
- thunder hammer.....25 pts
- *: See the Sternguard Veteran Squad entry of Codex Space Marines.

Wargear Options

The Wargear Options available to the squad will depend on what their mobility type is. Note that if their bolter or bolt pistol has been upgraded to something that increased the marine's point cost, subtract that point cost from the values below (to a minimum of 0/ free). Sergeants may choose scout sergeant upgrades from the Scout Squad unit entry in Codex Space Marines.

Normal

A single neophyte in the squad may upgrade their weapon for one of the following.

- hand flamer.....free
- flamer.....free
- infernus pistol.....free
- meltagun.....+5 pts
- plasma pistol.....+5 pts
- plasma gun.....+10 pts
- heavy bolter with hellfire shells.....+15 pts
- missile launcher.....+15 pts

Assault (Jump Packs, Space Marine Bikes, Jet Bikes)

A single neophyte in the squad may upgrade their weapon for one of the following.

- hand flamer.....+5 pts
- flamer.....+10 pts
- infernus pistol.....+10 pts
- meltagun.....+15 pts
- plasma pistol.....+15 pts
- plasma gun.....+20 pts

TERMINATOR SQUAD40 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+

Basics

- All costs are added to the cost of each member of the squad. Cost per model cannot exceed 60 pts (not including optional wargear).
- Squads can number between 3 and 10, you will have to decide your starting squad size and maximum squad size when you create the unit.
- A new terminator squad will always count as either an Elites or Headquarters choice, you must select which when you create the unit.

Characteristic Changes

Your space marine squad can upgrade up to two characteristics or downgrade up to two of characteristics (or any mix of the two), however no one value may be upgraded or downgraded more than once.

- +1 Weapon Skill.....2 pts
- -1 Weapon Skill.....-1 pt
- +1 Ballistic Skill.....2 pts
- -1 Ballistic Skill.....-1 pt
- +1 Strength.....2 pts
- Veterans (+1 Attack).....2 pts

Special Rules

By default, a new terminator squad will benefit from the **And They Shall Know No Fear** and **Combat Squads** special rules as detailed in Codex Space Marines. There is no limit to the amount of special rules or unique wargear the squad can have, however the unit may still not exceed 60 points per non-sergeant model.

Wargear

By default, terminators in a new terminator squad will be equipped with terminator armour, a storm bolter, and a power fist. The squad may be equipped with a single piece of unique wargear which may be standard wargear OR a wargear option but may not have more than one piece of unique wargear in the squad. Otherwise the new squad can be equipped with any of the following weapons (these become their default starting weapons, see Wargear Options for their extra options). They must replace their storm bolter or power fist for any of these options and the costs are added to each model in the squad.

- power weapon.....free
- lightning claw.....free
- pair of lightning claws.....free
- thunder hammer.....free
- storm shield.....free
- flamer.....free
- chainfist.....5 pts
- meltagun.....5 pts
- heavy flamer.....5 pts
- plasma gun.....10 pts
- wrist-mounted storm bolter*.....10 pts
- wrist-mounted flamer*.....10 pts
- wrist-mounted meltagun*.....15 pts
- *: Replaces the storm bolter, however leaves both hands free for two close combat weapons. Note that the weapon does not have to be mounted on the wrist, feel free to use your imagination.

Wargear Options

The Wargear Options available to the squad will depend on what their mobility type is. Note that if their storm bolter or power fist has been upgraded to something that increased the marine's point cost, subtract that point cost from the values below (to a minimum of 0/ free).

Any model in the squad may replace their weapons with one of the following options.

- power weapon and storm bolter.....free
- pair of lightning claws.....free
- thunder hammer and storm shield.....free

Every fifth terminator in the squad may replace their weapon with one of the following.

- heavy flamer.....5 pts
- twin-linked autocannon.....25 pts
- assault cannon or cyclone missile launcher.....30 pts

Lead By Example

Prior to the wide-spread use of the rules layed down in the Codex Astartes, it was not uncommon for veteran and terminator squads to split up into individual and join with other squads in a force. This special rule does not cost any additional points.

Prior to a battle, you may split up the terminator squad and have each member join a seperate space marine unit. If the squad is a Terminator Squad it may not join any scout/pure neophyte squads or squads equipped with jump packs, space marine bikes, or jet bikes. Only one terminator may join each squad in this manner.

Space Marine Squads: Additionally, any space marine squad taken as an Elites choice may have this rule as well and have the same squad limitations and restrictions with the following exceptions: if the squad is equipped with jump packs they may only join other squads equipped jump packs; if the squad is equipped with space marine bikes they may only join other squads equipped with space marine bikes.

INDEPENDENT CHARACTER25 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Independent Character	4	4	4	4	1	4	2	9	3+

Basics

- If the Independent Character costs 50 points or less you may take up to three as a single Elites choice. Each Independent Character in this squad can select different wargear options from the list, but must have all the same basic characteristics, special rules, and basic wargear. These Independent Characters do not follow the rules for coherency with one another.
- If the Independent Character costs more than 50 points than each Independent Character you take will take up a single Headquarters choice. The maximum points cost for one of these Independent Characters is 175 points (not including optional wargear).

Characteristic Changes

Weapon Skill cannot exceed 6, Ballistic Skill cannot exceed 5, Strength cannot exceed 5, Toughness cannot exceed 5, Wounds cannot exceed 3, Initiative cannot exceed 5, and Attacks cannot exceed 3.

- See Captain entry for points costs.

Special Rules

By default, new independent characters will benefit from the **And They Shall Know No Fear** and **Independent Character** special rules as detailed in Codex Space Marines and the Warhammer 40,000 rulebook. There is no limit to the amount of special rules or unique wargear the unit can have so long as their points limit is not exceeded. This unit, unlike other units, uses the Independent Character points values for special rules and unique wargear.

Wargear & Wargear Options

By default, independent characters in a unit will be equipped with a bolt pistol, close combat weapon, and frag and Krak grenades. The independent characters can be equipped with up to two pieces of unique wargear (including unique weapons). Otherwise the independent character unit can be equipped with any of the weapons listed in the Space Marine Captain section of Codex Space Marines for the appropriate points cost.

After the unit is created, each independent character (including Apothecaries) in the unit have the same wargear options as a Space Marine Captain unless otherwise noted.

Squad Additions

Instead of creating an Independent Character you may use this rules entry to create either an upgrade for a non-Sergeant member of a squad or a standard member of a squad (in either case can only replace a non-Sergeant space marine in the unit). This can be anything from a generic Standard Bearer to an Apothecary or a special kind of champion of your making. Models without jump packs cannot join units without jump packs and models without space marine bikes cannot join units with space marine bikes.

To do this, simply give the squad addition the same wargear and special rules (plus any additional wargear, characteristics, and special rules) and subtract a number of points equal to the cost of a basic squad member. You can either use the resulting points cost as an upgrade to a single non-Sergeant space marine in the squad or have the addition be a permanent one, in which case add the resulting cost to the basic cost of the squad.

Squad additions do not count towards your created units limit.

Specialists

You can upgrade an Independent Character unit when you first create them to have one of the following specializations at the listed points cost. Any special rules given by these entries do not count towards the unit's special rules limit.

- **Lexicanum Librarian (40 pts):** A Lexicanum Librarian is a junior rank of Librarian that has not yet earned their Psychic Hood or mastered the ways of the Librarium. The unit has two psychic powers chosen from the chapter's list of available psychic powers, may use one psychic power each turn, and is equipped with a Force Weapon.
- **Battle Priest (30 pts):** A Battle Priest is the first step that a marine must take on becoming a Chaplain. Battle Priests have not earned a Crozius Arcanum or a Rosarius yet, but have the **Liturgies of Battle** and **Honour of the Chapter** special rules, though the unit will only confer these special rules onto squads they join.
- **Techmarine (30 pts):** A Techmarine is charged with knowing the various ancient technologies present in a chapter and how to fix them if they break down. He is equipped with a Servo Arm and Artificer Armour as well as having the **Blessing of the Omniah** and **Bolster Defenses** special rules. The independent character may upgrade their servo-arm for a servo-harness at +25 points.
- **Apothecary (10 pts):** The independent character unit consists of special Apothecaries, charged with securing the chapters future through recovering geneseed and through the treating of injured marines. The independent character is equipped with a narthecium.
- **Standard Bearer (see description):** See the Standard Bearer section of the Squad Hero's entry for rules and points costs.
- **Emperor's Champion (5 pts):** For Independent Characters costing more than 50 points only (before the cost of this specialization). The Emperor's Champion may have a maximum Weapon Skill of 7 and a maximum Attack value of 5. An Emperor's Champion will always be an Independent Character and may never join any units. An Emperor's Champion counts as having the Preferred Enemy universal special rule in close combat against all other Independent Characters and enemy units containing an Independent Character.

BEAST PACKsee below

	pts per model	WS	BS	S	T	W	I	A	Ld	Sv
Small Beast	3	4	0	3	3	2	4	1	5	6+
Medium Beast	5	4	0	4	4	1	4	1	5	6+
Large Beast	12	4	0	5	5	1	4	1	8	6+
Monstrous Beast	20	4	0	6	6	1	4	1	8	6+

Basics

- It is actually not that uncommon for chapter's to employ the use of beasts, especially ones sharing chapter iconography.
- Beasts without Leaping or Flying will count as Troops choices. Beasts with Leaping or Flying will count as Fast Attack choices. Monstrous Beasts will always count as an Elites choice.
- Small Beast Packs and Medium Beast Packs number between 5 and 15 Small Beasts or Large Beasts. Large Beast packs number between 1 and 3 Large Beasts. Huge Beasts are one huge beast per force organization slot.
- Points values in below listings are ordered Small/Medium/Large/Monstrous.
- No beast pack may exceed 15/35/75/100 points per model.

Riding Beasts

If you create a beast pack for your chapter you may also create riding beasts. Riding Beasts do not count towards your unique wargear limit and can be taken by any heroes, unique units or independent characters that can take Space Marine Bikes or Jet Bikes.

The stats and benefits a riding beast will confer depend on two things: the beast's size, locomotion, and attributes. Additionally, models may only ride medium, large, or monstrous beasts. The unit riding the beast will count as having the same locomotion type. A medium beast will confer +1 Toughness and +1 Attack, a large beast will confer +2 Toughness, +1 Strength, and +1 Attack, and a monstrous beast will confer +3 Toughness, +2 Strength and +1 Attack. Any toughness additions are modified with the original unit's toughness being used for things such as instant death.

Certain attributes will also be added to the character on the riding beast. The following attributes will confer their benefits to the rider: Strong, Tough, Hard to Kill (maximum of +1 Wound), Quick Reflexes, Quick Attacks/Extra Appendages, Massive, Agile, Poisonous, Razor Sharp Talons/Claws/Fangs, and Furious/Horns/Spiky.

The cost of a riding beast will be the cost of the beast itself for independent characters. For unique units that are not independent characters the cost will be half the points cost of the beast (rounded up).

Companions

If your chapter has access to a beast pack than any independent character in your army may take the beasts as companions, but only if the beasts are medium or large in size. Independent characters can have up to two medium beasts as companion or up to one large beast as a companion at the appropriate points cost per model.

These companions must always stay within 2" of the independent character they belong to, even if the independent character is in a squad (though other members of the squad can be within 2" of one of the beasts). These do not count towards the limit of army-wide unique wargear (see Unique Wargear section).

Locomotion

Different beasts have different types of locomotion and such forms of locomotion will effect their own points costs.

- Slow (Slow and Purposeful).....-2/-4/-6/-8 pts
- Normal (infantry).....free
- Leaping (cavalry).....2/4/8/12 pts
- Flying (jump infantry).....3/6/12/18 pts

Attributes

Not all species of animals are created equal and all have their own unique traits. You may select any number of the following attributes from each list, adding the listed points cost to each model. You may only select these upgrades when you first create the unit. Attributes marked with an asterisk may only be taken once. Any values of X means that such a creature size cannot take that benefit. Wounds can't exceed 5 and Attacks can't exceed 6.

- Predatory* (+1 WS).....2/3/6/10 pts
- Strong* (+1 S).....3/4/6/10 pts
- Tough* (+1 T).....3/4/6/15 pts
- Frail (-1 S & -1 T).....-1/-3/-6/-9 pts
- Hard To Kill (+1 W).....2/5/10/15 pts
- Quick Reflexes (+1 I).....1/1/2/4 pts
- Slow-Witted* (-3 I).....-1/-3/-6/-12 pts
- Quick Attacks/Extra Appendages (+1 Attack).....1/2/4/8 pts
- Thick Hide* (5+ Save).....2/2/5/10 pts
- Hard Carapace/Thick Scales* (4+ Save).....3/4/8/16 pts
- Dodge* (5+ Invulnerable Save).....5/5/X/X pts
- Acidic Blood* (see right).....4/3/3/3 pts
- Agile* (Fleet of Foot).....3/3/7/14 pts
- Burrowing* (Deep Strike).....3/5/10/15 pts
- Camouflage* (Stealth).....1/1/3/X pts
- Defensive Spines* (see right).....3/3/3/3 pts
- Eager* (Scouts & Infiltrate).....3/5/X/X pts
- Fearsome/Disturbing* (see right).....X/5/5/5 pts
- Flame Breath/Acid Spray* (see right).....3/5/10/20 pts
- Furious/Horns/Spiky* (Furious Charge).....X/3/7/15 pts
- Keen Senses* (see right).....3/3/3/3 pts
- Massive* (Monstrous Creature).....X/X/X/20 pts
- No Pain* (Feel No Pain).....5/5/5/5 pts
- Poisonous* (Poisoned 4+).....6/3/2/2 pts
- Razor Sharp Talons/Claws/Fangs* (Rending).....4/5/6/6 pts
- Stunning Blows* (see right).....5/5/5/5 pts
- Sweeping Attacks* (see right).....X/X/15/25 pts
- Swooping* (Hit & Run).....5/8/X/X pts
- Vicious* (Counter-Attack).....1/1/2/4 pts

Acidic Blood: When the beast suffers a wound, even if it is removed from the table, all enemy models in or that were in base contact with the beast suffer a Strength 4 hit with armour saves being taken as normal.

Defensive Spines: Whenever an enemy models scores a hit against these beasts, regardless of whether the hit wounds or not, that model receives a S3 hit that allows armour saves as normal for each attack that lands against the beast.

Fearsome/Disturbing: The creature is horrific or terrifying to behold, even those with the strongest of wills must steel themselves to face such beasts. Enemy units wishing to assault the beast must pass a Leadership test. If they fail they may not assault the beasts but may choose different targets if they wish. If the beasts assault an enemy unit, that unit must pass a Leadership test. If the assaulted unit fails the test they will strike at Initiative 1 for the rest of that assault phase.

Flame Breath/Acidic Spray: Beasts have a flamer weapon, which profile they use depends on the size. Small Beasts use Hand Flamer profile, Medium Beasts use Flamer profile, Large Beasts use Heavy Flamer profile, and Monstrous Beasts use Flamestorm Cannon profile. Heavy Flamers and Flamestorm Cannon profiles for beasts count as Assault instead of Heavy.

Keen Senses: Enemy units may not infiltrate within 24" of a beast with Keen Senses. Position of Lictors or any other special deployment units within 24" of a beast with Keen Senses are revealed.

Stunning Blows: If a model receives a wound from the beast (regardless of if it's saved or unsaved) and if the model is still alive after the attack then they will strike at Initiative 1 in the next round of combat.

Sweeping Attacks: Large Beasts gain +D3 Attacks in close combat and Monstrous Beasts gain +D6 Attacks in close combat, but only if they are fighting groups of models in close combat (if they are fighting against a single model they do not get this attack bonus).

BEAST PACK SPECIAL RULES

Since most beasts are not intelligent enough to hold objectives or take complex orders, beasts trained by space marine chapters are trained to seek out and attack the enemy ruthlessly. To represent this, all Beast Packs have the following special rule.

Single-Minded: Beasts trained by space marine chapters are trained to have a single minded goal: seek out and kill the enemy. Beast Packs must advance their full movement in the movement phase towards the nearest enemy unit. In the assault phase, a beast pack must assault an enemy unit if it is able. Beast packs do not benefit from And They Shall Know No Fear or Combat Squads.

Pack Mentality: Most smaller or average-sized beasts believe that there is safety and strength in numbers. For small and medium beasts, for each 5 models currently in the pack add +1 to any morale tests the pack is required to take.

Swarms: Several small beasts tend to occupy a very small area, this makes them exceptionally difficult to kill but also makes them vulnerable to certain weaponry. Small beasts automatically have the Swarms universal special rule.

Untrustworthy: Though beasts can be valuable on the battlefield, chapters can't put their trust into them to capture or hold objectives. Beast Packs never count as scoring units and can never hold or claim objectives. Also, beast packs may never count towards mandatory force organization choices.

DREADNOUGHT70 pts

	Armour							
	WS	BS	S	FA	SA	RA	I	A
Dreadnought	4	4	6	12	12	10	4	2

Basics

- New types of Dreadnoughts may not exceed 200 points. A new type of dreadnought will count as an Elites choice unless it costs 140 to 200 points in which case it will become a Heavy Support choice. Chaplain, Librarian, and Venerable Dreadnoughts always count as Elites choices.
- New types of dreadnoughts do not start with any weaponry. Dreadnoughts have three weapon points: left arm, right arm, and shoulders. The left arm and right arm must be equipped with weapons with the shoulder slot being optional.

Characteristic Upgrades

You can upgrade one stat twice or two stats once. **NOTE:** Weapon Skill cannot exceed 6, Ballistic Skill cannot exceed 5, Initiative cannot exceed 5, Attacks cannot exceed 3.

- +1 Weapon Skill.....20 pts
- +1 Ballistic Skill.....20 pts
- +1 Initiative.....15 pts
- +1 Attack.....20 pts

Librarian or Chaplain Dreadnought

You may create a Librarian Dreadnought for +50 points or a Chaplain Dreadnought for +50 points (Librarian Dreadnoughts may not be taken by a chapter with **Abhor the Witch, Destroy the Witch**). Librarian Dreadnoughts have a Force Weapon, Psychic Hood, and two Psychic Powers (counts as having Ld 10, perils of the warp cause a glancing hit). Chaplain Dreadnoughts have a Rosarius (they get a 4+ Invulnerable save against any glancing or penetrating hits) and count as having Liturgies of Battle.

Venerable

You may create a new type of venerable dreadnought for +20 points. New types of venerable dreadnoughts have the Venerable special rule as detailed in Codex Space Marines.

Special Rules

There is no limit to the amount of special rules or unique wargear the vehicle can have, however the vehicle may still not exceed 200 points. Use the Independent Character points values for special rules and unique wargear.

Armour Upgrades

You may upgrade your new type of dreadnought's armour to one of the following at the listed points cost.

- Assault Armour:** Increases the Front Armour value to 13. **Cost: 15 points.**
- Siege Armour:** Increases the Front Armour and Side Armour values to 13. **Cost: 25 points.**

Vehicle Upgrades

You may upgrade your new type of dreadnought with any of the following vehicle upgrades at the listed points costs, which may be taken as options after the unit is created. Note that taking any shoulder-mounted weapon will result in hunter killer missiles not being able to be taken at all.

- Extra armour.....15 pts
- Ironclad assault launchers.....15 pts
- Searchlight and smoke launchers.....5 pts
- Up to two hunter killer missiles.....10 pts each

Weaponry

Your new type of dreadnought can be equipped with any of the weapons listed below or can be equipped with a single piece of unique wargear (see Unique Wargear section of this document, close combat weapons are always Arm Only). Anything marked with an asterisk is Arm Only and may not be mounted on the shoulders. Note that any close combat weapon below which normally strikes last in an assault does not do so on a dreadnought.

- multi-melta.....10 pts
- twin-linked heavy flamer.....10 pts
- twin-linked heavy bolter.....15 pts
- flamestorm cannon.....20 pts
- twin-linked autocannon.....20 pts
- twin-linked missile launcher.....20 pts
- plasma cannon or assault cannon.....20 pts
- hurricane bolter.....20 pts
- twin-linked lascannon.....40 pts
- lightning claw*.....10 pts
- dreadnought close combat weapon*.....20 pts
- seismic hammer*.....25 pts
- chainfist*.....25 pts
- thunder hammer*.....25 pts

Additionally, if the new type of dreadnought has any close combat weapons, you may upgrade them to have built-in weaponry as well from the following list at the listed points costs. Note that if the dreadnought hero has two close combat weapons, both can have built-in weapons at no additional points costs (weapons will count as a single twin-linked weapon).

- built-in storm bolter.....free
- built-in flamer.....free
- built-in plasma gun.....5 pts
- built-in meltagun.....5 pts
- built-in heavy flamer.....10 pts

Weapon Options

You may give your new type of dreadnought any weapon options from the above list, however you must choose which arm they can be purchased for. For weapon options, use the above cost minus the cost of the weapon they are replacing (again, see the above points costs) to a minimum of 0 points (free).

LAND SPEEDER40 pts

	Armour			
	WS	FA	SA	RA
Land Speeder	4	10	10	10

Basics

- New types of land speeders may not exceed 100 points and will always count as a Fast Attack choice.
- New types of land speeders do not start with any weapons or equipment. Land speeders have two weapon points, one on the undercarriage and one on the passenger's side. Typhoon missile launchers and hunter killer missiles are the only weapons which may only be mounted on the "shoulders" of the land speeder and must be mounted here (they may never be mounted on the undercarriage or on the passenger's side).

Characteristic Upgrades

You can upgrade the land speeder's Ballistic Skill by +1 once to a maximum of 5 for 20 points.

Special Rules

There is no limit to the amount of special rules or unique wargear the vehicle can have, however the vehicle may still not exceed 100 points. Use the Independent Character points values for special rules and unique wargear.

Armour Upgrades

You may upgrade your new type of land speeder's armour to one of the following at the listed points cost.

- **Assault Armour:** Increases the Front Armour value to 13. *Cost: 15 points.*
- **Siege Armour:** Increases the Front Armour and Side Armour values to 13. *Cost: 25 points.*
- **Raider Armour:** Increases the Front Armour and Side Armour values to 14. *Cost: 40 points.*

Vehicle Upgrades

You may upgrade your new type of land speeder with any of the following vehicle upgrades at the listed points costs, which may only be selected when you first create the unit. Note that if you take any hunter killer missiles you may not take a typhoon missile launcher.

- extra armour.....20 pts
- up to two hunter killer missiles.....15 pts each

Weaponry

Your new land speeder can be equipped with any of the weapons listed below or can be equipped with a single piece of unique wargear. Typhoon missile launchers can only be mounted on the "shoulders" of the land speeder.

- heavy bolter10 pts
- heavy flamer.....10 pts
- multi-melta.....20 pts
- assault cannon.....40 pts
- plasma cannon.....40 pts
- typhoon missile launcher.....40 pts

Wargear Options

You may give your new type of land speeder any weapon or vehicle upgrade options from the above lists except for hunter killer missiles and typhoon missile launchers. For weapon options, use the above weapon cost minus the cost of the weapon they would be replacing (again, see the above points costs) to a minimum of 0 points (free). Use the standard cost if the weapon point has no weapon currently attached to it.

Character Upgrade

Instead of using this newly created land speeder as a new unit, you can make it be an upgrade for any non-dreadnought hero. Simply take the cost of the land speeder and add the cost of the hero's special rules and any weapon skill upgrades to it, if the point's value is lower than the point's value of the hero than the upgrade is considered free, however if the point's value is higher than it costs an amount equal to the difference of how much it would cost (for example if your hero only costs 100 points, but the land speeder with the special rules only costs 120 points, than the upgrade would add 20 points to the character's cost).

Land Speeders created as upgrades for heroes do not count as their own unit, thus do not use up your unit limits. Additionally this is one of the few wargear options allowed to heroes.

SPACE MARINE TANK30 pts

	Armour			
	WS	FA	SA	RA
Space Marine Tank	4	11	11	10

Weaponry

Your new tank can be equipped with any of the weapons listed below and can be equipped with a single piece of unique wargear. Space marine tanks have the following weapon selections for each weapons point on the vehicle. **NOTE:** If you take a light turret **OR** non-ordnance front weapon, the transport capacity of the vehicle will be reduced to 6 (if you take both you will lose the transport capacity completely).

If you take a heavy turret, sponson weapons, and/or an ordnance front weapon, the tank will lose its transport capacity all together. You may have a light Turret or heavy turret, never both. Also, if you take a front weapon and it's an ordnance weapon you may not take any turret. An earthshaker cannon makes the tank open-topped.

Light Turret

- multi-melta.....5 pts
- twin-linked heavy bolters10 pts
- twin-linked heavy flamer.....35 pts
- lascannon and twin-linked storm bolter.....40 pts
- plasma cannon.....40 pts
- assault cannon with twin-linked plasma gun.....40 pts
- twin-linked assault cannons.....45 pts
- assault cannon and twin-linked plasma gun.....45 pts
- twin-linked lascannons.....45 pts
- lascannon and twin-linked plasma gun.....45 pts

Heavy Turret

- autocannon.....15 pts
- twin-linked heavy bolter.....15 pts
- twin-linked autocannon.....20 pts
- flamestorm cannon.....20 pts
- typhoon missile launcher.....30 pts
- plasma cannon.....45 pts
- twin-linked assault cannons.....50 pts
- twin-linked lascannon.....55 pts
- whirlwind multiple missile launcher.....55 pts
- battle cannon.....55 pts

Front

- heavy bolter.....10 pts
- heavy flamer.....10 pts
- autocannon.....15 pts
- plasma cannon.....20 pts
- lascannon.....35 pts
- thunderfire cannon*.....75 pts
- demolisher cannon.....70 pts
- earthshaker cannon.....75 pts

*: Counts as an ordnance weapon for the purposes of these creation rules.

Sponsons

- heavy flammers.....20 pts
- heavy bolters.....25 pts
- multi-meltas.....35 pts
- plasma cannons.....45 pts
- lascannons.....60 pts

Wargear Options

You may give your new type of tank any weapon or vehicle upgrade options from the above lists so long as the tank has that weapon point occupied already (sponsons may be taken for any non-transport tank regardless). For weapon options, use the above weapon cost minus the cost of the weapon they would be replacing (again, see the above points costs) to a minimum of 0 points (free). Use the standard cost if the weapon point has no weapon currently attached to it.

Basics

- A new space marine tank will have a transport capacity of 10.
- A space marine tank will not be equipped with any weapons, wargear, or special rules except for smoke launchers and a searchlight.
- Space marine tanks have three weapon points: top, front, and sponsons.

Characteristic Upgrades

You can upgrade the tank's Ballistic Skill by +1 once to a maximum of 5 for 20 points.

Special Rules

A new space marine tank may spend no more than 100 points on unique wargear and special rules in total. Use the Independent Character points values for special rules and unique wargear.

Force Organization

The position on the force organization chart in which the tank will occupy depends on its weapons, this includes any post-creation weapon options you give the tank.

- If the vehicle is only equipped with a pintle-mounted weapon or has a light turret (or both) and no sponsons it may be taken as a Dedicated Transport for squads that can take transports (excluding squads equipped with terminator armour).
- If the vehicle costs more than 45 points, has no transport capacity, and has no weapons with a range greater than 36" and no ordnance weaponry than the tank counts as a Fast Attack choice.
- If the tank costs more than 45 points, has no transport capacity and either has a weapon with a range over 36" or is equipped with an ordnance weapon than the tank counts as a Heavy Support choice.

Armour Upgrades

You may upgrade your new type of space marine tank's armour to one of the following at the listed points cost.

- **Assault Armour:** Increases the Front Armour value to 13. **Cost: 15 points.**
- **Siege Armour:** Increases the Front Armour and Side Armour values to 13. **Cost: 25 points.**
- **Heavy Armour:** Increases the Front Armour value to 14 and the Side Armour values to 13. **Cost: 45 points.**
- **Raider Armour:** Increases the Front Armour and Side Armour values to 14. **Cost: 65 points.**

Vehicle Upgrades

You may upgrade your new type of tank with any of the following upgrades, even after creation. If the tank has no turret it may take up to two hunter killer missiles but only when you first create the unit.

- extra armour.....15 pts
- hunter killer missile.....10 pts
- a dozer blade.....5 pts
- a siege shield.....10 pts
- a pintle-mounted storm bolter or flamer.....10 pts
- a pintle-mounted plasma gun or meltagun.....15 pts
- terminator transportation upgrade*.....5 pts

*: If you select this you may not take any turret weapons.

LAND RAIDER160 pts

Special Rules

A new land raider may spend no more than 150 points on unique wargear and special rules in total. Use the Independent Character points values for special rules and unique wargear. Land Raiders automatically have the Power of the Machine Spirit and Assault Vehicle special rules and these special rules do not count toward the land raider's special rules limitations.

Vehicle Upgrades

You may upgrade your new type of land raider with any of the following upgrades, even after creation. If the tank has no turret it may take up to two hunter killer missiles but only when you first create the unit.

- extra armour.....15 pts
- hunter killer missile.....10 pts
- a dozer blade*.....5 pts
- a siege shield*.....10 pts
- improved comms**.....10 pts

*: If you take either of these vehicle upgrades the Land Raider will lose its front access point.

**: Allows you to re-roll a single reserves roll each turn. May only be taken when you first create your land raider.

	Armour			
	WS	FA	SA	RA
Land Raider	4	14	14	14

Basics

- A new land raider will not start with any weapons or wargear and will start with a transport capacity of 10.
- All created Land Raiders have three weapon points: top, front, and sponsons.
- Land Raiders do not have weapon options after they are created, only Vehicle Upgrade options may be taken after the new type of land raider is finished.

Characteristic Upgrades

You can upgrade the land raider's Ballistic Skill by +1 once to a maximum of 5 for 20 points.

Weaponry

Your new land raider can be equipped with any of the weapons listed below and can be equipped with a single piece of unique wargear.

NOTE: Taking a turret weapon will reduce the land raider's transport capacity by 5. Taking an ordnance front weapon will remove the land raider's transport capacity entirely.

You can use some creativity with turret appearance, such as using an exterminator autocannon instead of trying to model two twin-linked autocannons onto a turret.

Top (Turret)

- two twin-linked heavy bolters.....30 pts
- two multi-meltas.....30 pts
- two twin-linked assault cannons.....50 pts
- two twin-linked plasma cannons.....60 pts
- whirlwind multiple missile launcher.....55 pts
- battle cannon.....55 pts

Front

- autocannon.....15 pts
- twin-linked heavy flammers.....20 pts
- twin-linked heavy bolters.....20 pts
- plasma cannon.....20 pts
- twin-linked assault cannons.....50 pts
- twin-linked lascannons.....55 pts
- thunderfire cannon*.....75 pts
- demolisher cannon.....70 pts
- earthshaker cannon**.....75 pts

*: Counts as an ordnance weapon for the purposes of these creation rules.

** : Use of this weapon will not allow you to take a top/turret weapon and will make the land raider open-topped. You can make this weapon a turret weapon for +5 points in order to not make it open-topped, however you will not be able to take another front weapon or any pintle-mounted weapon. Even if this weapon is made a turret weapon it will still lose all of its transport capacity.

Sponsons

- hurricane pattern bolters.....40 pts
- flamestorm cannons.....40 pts
- twin-linked multi-meltas.....45 pts
- twin-linked autocannons.....45 pts
- twin-linked plasma cannons.....55 pts
- twin-linked assault cannons.....55 pts
- two twin-linked heavy bolters.....70 pts
- twin-linked lascannons.....70 pts

PART 4) SPECIAL RULES

SPECIAL RULES

Heroes and Unique Units alike have the capability to take special rules not normally available to them at an appropriate cost upgrade. Restrictions for Special Rules can be found in the appropriate Hero or Unique Unit entry.

On this page and the following pages in this chapter of the document you will find a vast array of special rules, each with two points costs. The first points cost is the Unit Points Cost while the second points cost is the Independent Character points cost.

After this section you will also find a Special Rule Modifier section. This section will allow you to introduce modifiers to a special rule, mutating it to give it different effects depending on situations or perhaps offering choices from a list of special rules.

Any points entry marked with a dash means that the unit may not select that special rule (example: if an entry has -/15 pts, this would mean that non-independent character units cannot take this special rule). Negative points values may not be increased or decreased by any means.

Brilliance* (3/10 points): Enemy units within 12" of this unit attempting to shoot at this unit do so at -1 BS. You may take this more than once and each time you do you must pay the cost again and add an additional 2/5 points to the cost, each time you take it will increase the distance by 12". Can't exceed a range of 36".

Chameleonic* (10/35 points): Enemies attempting to shoot at this unit must do so as if they were shooting in a mission using Night Fight but only multiplying the dice roll by 2 instead of 3. Units that attempt to fire more than 18" away from a unit with this special rule do so at -1 BS. Cannot be conferred to other units.

Continuous Strikes (5/15 points): For each to-hit roll of 6 in close combat the unit gets, they receive +1 Attack that assault phase (rolled immediately). These bonus attacks cannot generate further attacks.

Counter-Attack (2/10 points): The unit has the Counter-Attack universal special rule.

Eternal Warrior (10/35 points): The unit has the Eternal Warrior universal special rule. The unit may not confer this to other units.

Exploit Weakness (-/30 points): Non-Dreadnought Heroes Only, can't be conferred to other units. The unit gets a number of bonus Attacks in close combat equal to the difference between the unit's Weapon Skill and the highest Weapon Skill amongst enemy models he is in base contact with (subtract the highest enemy unit in base contact's Weapon Skill from this unit's, that is how many extra Attacks this unit gets).

Fast Shot (-/20 points): Non-Dreadnought Heroes Only. The hero adds +1 to the number of shots he gets with ranged weapons. May not be taken more than once.

Fearless (2/10 points): The unit replaces And They Shall Know No Fear with the Fearless universal special rule.

Feel No Pain (2/15 points): The unit has the Feel No Pain universal special rule.

Fire Command* (-/15 points): Instead of firing in the shooting phase, the hero may let another model use his Ballistic Skill this turn instead of their own. The hero does not benefit from this special rule and he must be able to confer it to another squad (see the Special Rules entries in the Chapter Heroes unit entries). Other than the modifiers listed in the Chapter Heroes entries, this special rule may not be given any additional modifiers.

Fire Control* (10/20 points): Only applies to Independent Characters, Heroes, and Sergeants (for non-Independent Character units, just pay for the lower points cost for each Sergeant). As long as the model is still alive and does not shot in the shooting phase the unit may split its fire and fire at two different targets instead of one. Simply declare which models will fire at each target and then carry on using the normal rules.

Fleet (1/5 points): The unit has the Fleet of Foot universal special rule.

Furious Charge (2/15 points): The unit has the Furious Charge universal special rule.

Fury* (-/15 points): Confers +1 Attack to other units. The independent character does not benefit from this special rule and he must be able to confer it to another squad (see the Special Rules entries in the Chapter Heroes unit entries). Other than the modifiers listed in the Chapter Heroes entries, this special rule may not be given any additional modifiers.

Gunfighter* (2/15 points): If the unit has two pistols they will still gain the +1 Attack as if they had two close combat weapons. Additionally, if the unit is not in close combat, is equipped with two pistols and remained stationary in the movement phase he may rapid-fire one of his pistols, treating the pistol for that turn as a Rapid Fire weapon.

Hated* (-/1-5 points): The unit is hated by another force, units from that force count this unit as being a Preferred Enemy. Select one of the following (all units from the chosen Codex gain this effect): Ultramarines, Salamanders, Imperial Fists, Raven Guard, Crimson Fists, White Scars, Dark Angels, Blood Angels, Flesh Tearers, Space Wolves, Black Templars, Grey Knights, Imperial Guard, Sisters of Battle, Eldar, Dark Eldar, Tau Empire, Chaos Space Marines, Chaos Daemons, Orks, Necrons, or Tyranids. Can only be taken once. Alternatively, you can increase the points cost reduction to -2/-10 if you pick one of the following options: Space Marines (all chapters, including non-Inquisitor Grey Knights), Imperium (Imperial Guard, Sisters of Battle, all Inquisitors), Eldar (Eldar and Dark Eldar), or Chaos (Chaos Space Marines and Chaos Daemons).

Hit and Run (5/25 points): The unit has the Hit and Run universal special rule. Vehicles and models in Terminator Armour may not take and do not benefit from this special rule.

Honour Bound* (-/15 points): Chapter Master only. If the hero is present in the army, you may take up to three Honour Guard squads instead of just one. These Honour Guard squads count as a Headquarters unit but will not take up any force organization slots and only one squad may have a Chapter Banner.

Impaired Sight* (-1/-5 points): The unit always counts as being in a Night Fight scenario. No wargear or other special rules may improve or remove such Night Fight checks for the unit. This unit does not benefit from Acute Senses/Night Vision.

Infiltrate (2/15 points): The unit has the Infiltrate universal special rule. Vehicles, units with a dedicated transport, and models/units in Terminator Armour may not take and do not benefit from this special rule.

Invulnerable (10/20 points): The unit adds +1 to their Invulnerable saving throw. If the unit does not have an Invulnerable save they will gain a 5+ Invulnerable save instead. May be taken up to twice but may never exceed a 3+ Invulnerable save for Independent Characters or a 4+ Invulnerable Save for non-Independent Characters. If you want this save to be against only shooting OR close combat attacks, reduce the cost to 5/10 points instead.

Initiative* (-/15 points): An army which includes this unit may re-roll the dice when attempting to seize the initiative.

Living Relic* (-/25 points): Heroes Only. If the hero is reduced to 0 wounds or suffers a Destroyed result, leave the model in place. From that point on, all friendly units belonging to the chapter become Fearless for the rest of the game. If the mission uses objectives, the Hero's remains are counted as an additional objective. If the mission uses kill points, the owning player forfeits an extra D3 kill points unless he has a model in contact with the hero at the end of the game.

Lone Warrior* (-/free): Non-Vehicle Independent Characters only. Each unit is a one-man unit that can never join or be joined by other models.

Morale* (-/10 points): Other friendly units on the table can use this unit's Leadership value for any Morale or Pinning tests.

Move Through Cover (1/5 points): The unit has the Move Through Cover universal special rule.

Night Vision/Acute Senses (1/5 points): The unit has the Night Vision/Acute Senses universal special rule.

Opportunistic* (5/20 points): May not be taken by non-Dreadnought vehicles. For every roll of '1' to hit made against this unit in close combat, enemy units immediately suffer an automatic hit equal to the unit's unmodified Strength value.

Precision* (3/15 points): The unit may re-roll all failed attempts to wound with shooting or close combat attacks. You may take this twice to have it confer both.

Preferred Enemy (2/10 points): The unit has the Preferred Enemy universal special rule against one of the following types of opponents: Space Marines (includes Grey Knights), Imperial Guard (includes non-Grey Knight Inquisition forces), Eldar (includes Dark Eldar), Orks, Chaos Space Marines (includes all units in the Codex except Summoned Daemons and Greater Daemons), Chaos Daemons, Tau (includes Kroot and Vespids), Necrons, Tyranids, Monstrous Creatures (includes Walkers and models with Toughness of 5 or more), or Independent Characters. May only be taken twice by a single unit. You may have the unit consider all enemy units in close combat to be a Preferred Enemy for 10/35 points instead of 2/10 points.

Rage* (-1/-5 points): The unit suffers from the Rage universal special rule. Independent Characters can only use this themselves or confer it to a squad they join, they may not confer it to other models outside of this spectrum. The unit may not take this if they already suffer from Rage.

Reckless Assault (5/15 points): The unit gains +D3 Attacks when they assault instead of just +1. May be increased to +D6 Attacks for 10/25 points instead.

Regeneration* (-/40 points): Non-Vehicle Independent Characters only, may not be conferred to other units. The unit automatically heals a single wound at the beginning of each of his turns. He cannot exceed his starting Wound value.

Rending (3/15 points): The unit's attacks in close combat OR shooting count as Rending. You can take both for 5/25 points.

Relentless* (5/25 points): The unit benefits from the Relentless universal special rule. May never be conferred to anyone except the unit or a squad that the independent character joins.

Riposte* (-/15 points): Non-Dreadnought Independent Characters Only, may not be conferred to other units. Whenever the unit makes an armour save of 6 in close combat he may make a single bonus attack at his basic Strength, directed at the unit that caused the wound, and made at the same Initiative step.

Scoring* (-/10 points): Heroes only. Choose a single non-vehicle (excluding Dreadnoughts) unit or squad type that isn't already a scoring unit when you choose this special rule. If your army includes this hero, the selected unit type counts as a scoring unit. Cannot be modified. Can be taken up to twice by a single Hero, counts as a single special rule if taken twice (still costs 10 points for each unit, so if you take this twice it will cost 20 points).

Scouts (2/10 points): The unit has the Scouts universal special rule.

Shimmer* (3/10 points): The unit has a 5+ Cover Save. Each additional time this special rule is purchased it increases this save by +1 (to a maximum of a 2+ Cover Save). You can have this ability work against only ranged OR only close combat attacks for 2/5 points instead.

Skilled Rider (1/5 points): The unit has the Skilled Rider universal special rule.

Slow and Purposeful* (-2/-5 points): The unit suffers from the Slow and Purposeful universal special rule.

Soulless* (10/35 points): Can't be taken by Librarians. Any enemy unit with a model within 12" of the unit counts as having a Leadership value of 7 (unless it would already be lower than that). Daemons (including Avatars) near the Hero do not have their leadership reduced, but no longer benefit from any Invulnerable save they might have. Necrons, C'Tan, Tau (not including Kroot and Vespids), and other units with Soulless are not effected by this ability.

Stealth (1/5 points): The unit has the Stealth universal special rule. Vehicles do not benefit from this special rule.

Stubborn (1/5 points): The unit has the Stubborn universal special rule.

Tactical (-/25 points): So long as this unit is still on the table, you can choose to re-roll any reserves rolls - even successful ones.

Tank Commander* (-/25 points): Non-vehicle Heroes Only. The hero may be purchased as an upgrade for a Tank if the Hero is not equipped with Terminator Armour, a Jump Pack, a Space Marine Bike, or a Jump Pack. If this is taken, the Hero must be assigned to a Tank in the army. See the Tank Commander special rule on page 89 of Codex Space Marines. Any special rules which the Hero has which can not benefit a tank cease working so long as he is commanding a tank, though any abilities which affect other models still work on such other models as per normal.

Tank Hunters (2/15 points): The unit has the Tank Hunters universal special rule.

Terrifying Charge (5/20 points): An enemy unit assaulted by a unit with this special rule must pass a Leadership test or be reduced to either Weapon Skill 1 or Initiative 1 (pick one when you take this special rule) for the duration of the Assault phase.

True Grit (2/10 points): The unit counts his Bolter as a one-handed weapon and in assaults may treat a Bolter as a pistol (granting him the +1 Attack bonus if he also has a Close Combat Weapon).

Wounded Animal (see description): Independent Characters and Heroes with 2 or more Wounds only. One or more of the model's stats is increased by +1 for each wound they have on them. Any stat except for Wounds, Leadership, and Save may be increased. You can add non-stat effects by selecting any other Special Rule and adding +5 points to the special rule's cost, though you must choose how wounded the model is before he gets that special effect (maximum of 1 of these additional non-stat special rules per wound). Increasing Ballistic Skill, Strength, Initiative, or Attacks cost 5 points each while increasing Weapon Skill or Toughness costs 10 points each.

SPECIAL RULE MODIFIERS

Special Rule Modifiers are added or subtracted after the special rule(s) points total has been calculated. You may not have a Special Rule go into negatives or further into negatives using modifiers, so if a modifier were to take a special rule further into negatives or would take the special rule below 0 (free) than it will count as 0 (free) instead.

For abilities which allow you to select from one of three/four particular special rules, use the points cost of the most expensive special rule out of the three/four and add the modifier's point value onto it.

Modifiers with an asterisk cannot be used on special rules that also have an asterisk.

Lastly, even though there are limits as to the number of special rules you can have, you are allowed to wrap them into a single special rule and use a modifier with them (though they will still count as more than once special rule unless otherwise noted).

Assault Only (-2/-10 points): This special rule only works in the first turn of an assault phase and only if the unit with the special rule is charging OR if an enemy unit is assaulting the unit with the special rule. Can't be taken with Ranged Only or Melee Only or for special rules which already only work by assaulting, special rules which only work for ranged attacks/weapons, or special rules which have no effect in close combat or against close combat attacks.

Feat of Strength/Intelligence (-1/-5 points): This special rule will only work after you make a Strength or Initiative test (you must choose which when you create this special rule, rolled against unmodified values). If the test is passed the special rule works as normal, however if it is failed the special rule does not work. This test is ruled every time the special ability is used.

Melee Only (-1/-5 points): This special rule only works when in close combat. Can't be taken with Ranged Only or Assault Only or for special rules which already work only for close combat, special rules which only work for ranged, or special rules which have no effect with or against close combat weapons.

Orders* (-/10 points): Can only be used on Heroes who use the modifier which grants the special rule to another squad. Instead of picking the other squad at the beginning of the game, the hero may pick a single squad each turn to issue an order to at the beginning of each turn. That squad must pass a Leadership test in order for the special rule to work for that turn. If a double 6 is rolled the hero has not conveyed a clear message and has confused the squad, the selected squad may not take any actions that turn. If a double 1 is rolled for the order, the hero can immediately issue a further order to another unit (there is no need to make a test, this free order does not count towards the number of squads the hero can give these orders to).

Preferential Target* (-2/-10 points): The special rule will only work against a single type of target or a single species, selected from the following list (you must pick one and only one): Monstrous Creatures (includes models with a Toughness of 5 or more as well), Independent Characters, Tyranids, Orks (includes Gretchen), Chaos Space Marines, Daemons (includes Avatars, Possessed Chaos Space Marines, Daemonhosts, and vehicles with Daemonic Possession), Eldar (includes Eldar, Dark Eldar, and Harlequins), Tau Empire (includes Kroot and Vespids), Necrons, Sisters of Battle, or Grey Knights.

Preferential Weapon (-2/-10 points): This special rule only works with a single type of weapon (you must pick one when you create this special rule for the unit). You can reduce the point deduction to -1/-5 if you pick a range of weapons from the following list: Bolt Weapon (Bolt Pistols, Boltguns, Storm Bolters, Heavy Bolters), Flamers (Hand Flamers, Flamers, Heavy Flamers), Melta (Meltaguns, Multi-Meltas), or Plasma (Plasma Pistol, Plasma Gun, Plasma Cannon).

Ranged Only (-1/-5 points): This special rule only works when firing ranged weapons OR against being fired at by ranged weapons. Can't be taken with Assault Only or Melee Only or for special rules which already only work for ranged weapons, special rules which only work for assault/close combat, or special rules which have no effect with or against ranged weapons.

Selectable Effect* (see description): You may choose up to 3 special rules without an asterisk on them for 2/10 points, 4 special rules without an asterisk on them for 3/20 points, or three sets of two special rules without an asterisk on them for 4/25 points. At the beginning of a battle you may select one of these special rules, whichever is selected remains in effect for the rest of the game. This counts as a single special rule. You may increase the cost by +2/+10 to have the unit be able to select which ability at the beginning of each turn instead.

Single-Use (-2/-10 points): The special rule may only be used once during an entire game. Can be downgraded to being able to be used twice during a single game at a points cost of -1/-5 instead.

Unreliable (-2/-10 points): The special rule cannot be relied upon entirely. Whenever the special rule would be used, roll a D6. On a roll of 1-3 the special rule fails to activate and may not be used for that instance. This is used every time the ability would be used.

Willpower (-2/-10 points): The special rule requires a great strength of will to use. Whenever the special rule would be used, make a Leadership test. If the test is failed the special rule fails to activate and may not be used for that instance. This is used every time the ability would be used. Alternatively, if the ability is granted to another unit, you may have that unit roll the Leadership test instead.

PART 5) CUSTOM WARGEAR

UNIQUE WARGEAR

Non-Combat Wargear

This section is for pieces of wargear that do not fall under the categories of Melee Weapons or Ranged Weapons. These are relics which the hero or unit carries around with them.

These pieces of wargear start off with a cost of 0 and the cost will increase or decrease depending on the attributes added to the piece of wargear. You may select any number of benefits from the following list. Any entry marked with an asterisk cannot be conferred to other models.

Advanced Detection* (1/5 points): The wargear confers the Night Vision/Acute Senses universal special rule to the bearer.

Backlash* (-/25 points): Independent Characters, Heroes, and Vehicles Only. The wargear, through means such as flames, spikes, psychic feedback, or some other means, causes a backlash against those which strike it. For each successful armour or invulnerable save the bearer makes in close combat, the unit causing the wound immediately suffers a Strength 3 hit. You may increase the Strength of the hit by +1 for an extra +5 points per increase (to a maximum of Strength 5) and you can make the hits ignore armour saves for +15 points. For vehicles, any hit in close combat which fails to glance or penetrate causes one of these hits.

Brilliance* (3/10 points): See Special Rules section for description.

Camouflage* (3/10 points): The wargear obscures the shape of the bearer, making them more difficult to hit with weaponry. The bearer has a 5+ Cover Save. Each additional time this special rule is purchased it increases this save by +1 (to a maximum of a 2+ Cover Save). You can have this ability work against only ranged OR close combat attacks for 2/5 points instead.

Ceramite Plating* (-/20 points): Vehicles Only. Enemy units will only ever receive 1D6 for vehicle penetration at range or in close combat and the vehicle's armour values may not be lowered or considered to be lower than they are.

Cloaking* (10/35 points): The wargear makes the bearer difficult to see. Enemies attempting to shoot at this unit must do so as if they were shooting in a mission using Night Fight but only multiplying the dice result by 2 instead of 3. Units that attempt to fire more than 18" away from a unit with this special rule do so at -1 BS. Does not stack with Chameleonic.

Disruptors* (-/45 points): Vehicles Only. When your opponent rolls on the damage table for that vehicle, they must roll two dice and apply the lowest result.

Eldar Runes* (see description): Heroes Only. The bearer has come into possession of Eldar runes and while he cannot fully control their power they do offer him some beneficial effects. Choose one of the following effects (and only one).

- **Focus (-/15 points):** Psykers Only. You may re-roll a failed psychic test, however the re-rolled result is the one that takes effect.
- **Warding (-/20 points):** All enemy Psychic tests must be taken on a 3D6, suffering a Perils of the Warp attack on any roll of 12 or higher.

Energy Shield* (see description): Vehicles Only. Any ranged attack against the vehicle from the front arc (-/25 points) OR front or side arcs (-/40 points) OR front, side, or rear arcs (-/60 points) with a Strength greater than 8 counts as S8. In addition, all ranged attacks never roll more than 1D6 for their armour penetration. Attacks in close combat are unaffected by the energy shield.

Eternal Warrior* (10/35 points): The wargear confers the Eternal Warrior universal special rule.

Fearless (2/10 points): The unit replaces And They Shall Know No Fear with the Fearless universal special rule.

Feel No Pain (2/15 points): The wargear confers the Feel No Pain universal special rule. You can improve this save by +1 by paying for the points cost again, up to a maximum Feel No Pain save of 2+. Saves higher than 4+ cannot be conferred to other units.

Fleet (1/5 points): The wargear confers the Fleet universal special rule.

Furious Charge (2/15): The wargear confers the Furious Charge universal special rule.

Hated Relic* (-1/-5 points): The relic bears a great amount of history, especially to those for whom it used to belong or whom it has done so much wrong or damage to. Select one of the following armies, they count as having the Preferred Enemy universal special rule against the wielder of this piece of wargear (and in the case of independent characters, any unit he joins): Ultramarines, Salamanders, Imperial Fists, Raven Guard, Crimson Fists, White Scars, Dark Angels, Blood Angels, Flesh Tearers, Space Wolves, Black Templars, Grey Knights, Imperial Guard, Sisters of Battle, Eldar, Dark Eldar, Tau Empire, Chaos Space Marines, Chaos Daemons, Orks, Necrons, or Tyranids. Can only be taken once. Alternatively, you can increase the points cost reduction to -2/-10 if you pick one of the following options: Space Marines (all chapters, including non-Inquisitor Grey Knights), Imperium (Imperial Guard, Sisters of Battle, all Inquisitors), Eldar (Eldar and Dark Eldar), or Chaos (Chaos Space Marines and Chaos Daemons).

Heavy* (-2/-5 points): The piece of wargear is extremely heavy and slows down the movement speed of the bearer. The piece of wargear confers the Slow and Purposeful universal special rule to the bearer and any unit the bearer is a part of or joins.

Held Relic* (-1/-5 points): The wargear is too big to be latched on to any other part of the space marine and must be carried. The wargear takes up the use of one of the unit's hands/arms.

Hit and Run* (4/20 points): The piece of wargear confers the Hit and Run universal special rule. May only be taken for unique wargear that is either a bike, jetbike, jump pack, or jet pack.

Impairing (2/15 points): Enemy units assaulting the bearer of this wargear do not gain any additional attacks for having assaulted.

Impervious (10/20 points): This wargear confers a 5+ Invulnerable saving throw. Can be taken more than once, for each time taken increase the Invulnerable save by +1. May never exceed a 2+ Invulnerable Save for Independent Characters or a 3+ Invulnerable Save for non-Independent Characters. Does not stack with the Invulnerable special rule in the previous section. If you want this save to be against only shooting OR close combat attacks, reduce the cost to 5/10 points instead.

Inspiring (see description): The wargear is incredibly inspiring, any non-vehicle unit with a model within 12" of the unit equipped with the wargear have the following bonus effect (you can increase the range to "any unit with a model with line of sight to this unit" for +40 points). You may also choose an effect not found below from this list and add +20 points to the cost to confer the trait to any unit with a model within 12" of the unit with this wargear. This wargear trait may only be taken by unique wargear for Heroes and for Chapter or Company Standards and always adds onto the Independent Character points values of other traits.

- +1 Weapon Skill (25 pts)
- +1 Strength (30 pts)
- +1 Initiative (25 pts)
- +1 Attack (30 pts)
- Leadership 10 (20 pts)

Nullify (1/5 points): If the bearer of this wargear is the target of or is included in the target area of an enemy psychic power, roll a D6. On a roll of 5+ that power is nullified. Can be bought multiple times to increase the roll required by +1, up to a maximum of 2+.

Personal Defence Weapon* (4/10 points): The wargear is a ranged weapon but with an extremely limited range, allowing for only very close personal defensive capabilities. Personal Defence Weapons give the bearer a +1 Attack in close combat. May only be taken twice, the second +1 Attack bonus cannot be taken by non-Hero units and costs an additional -/20 points.

Personal Teleporter* (10/50 points): Units equipped with personal teleporters are Jump Infantry. Once per game, the unit can elect to make a teleport shunt instead of moving. If making a teleport shunt, the unit immediately makes a move of up to 30" in any direction. This move cannot end on top of another unit or in impassible terrain, but ignores intervening units, terrain, and so on. A unit that moves via a teleport shunt cannot assault in the same turn, although it can shoot or run as normal. The unit counts as having moved.

Phasing* (5/30 points): Cannot be given to Vehicles. The wargear confers the ability for the bearer to pass through solid objects and terrain as if it wasn't even there to begin with. The bearer ignores difficult terrain and can move through/over any kind of terrain without any kind of movement penalty, so long as the model does not end their turn inside or on impassible terrain.

Plasma Syphon* (2/10 points): Models firing plasma weapons (both friendly and enemy units) while within 12" of a model with this wargear will count as Ballistic Skill 1.

Rage* (-1/-5 points): Cannot be given to non-Dreadnought vehicles. The wargear confers the Rage universal special rule to the wielder and any unit he is a part of or joins.

Terrify* (5/25 points): An enemy model assaulted by the bearer of this wargear must pass a Leadership test or be reduced to Weapon Skill 1 OR Initiative 1 (pick only one) for the duration of the Assault phase.

Time Displacement* (4/20 points): Heroes Only. The bearers of this wargear roll an extra D6 when when determining how far they can make a run, sweeping advance, and fall back.

Transporation* (see description): Piece of wargear allowing the bearer to move at much faster rates of speed than they normally would be able to. A model may be equipped with only one of the following and may not take any of these if he already has a Personal Teleporter.

- Jump Pack (4/25 points)
- Jet Pack (6/30 points)
- Space Marine Bike (9/35 points)
- Jet Bike (14/40 points). Space Marine Jet Bikes are equipped with a twin-linked Storm Bolter.

Warp Masking* (-/15 points): Psykers Only. If the bearer suffers a Perils of the Warp attack this wargear will prevent it on a D6 roll of 5+. Can be purchased additional times to increase this save by +1 (up to a maximum prevention roll of 3+).

Wired Explosives* (see description): Heroes Only. Wired Explosives may be triggered by the bearer at any time during the assault phase OR when the bearer is killed (you may only pick one when you choose this special rule). Place a Large Blast template centred on the model, and roll for partial hits on other models as normal. Every model hit, including your own, takes a single Strength X, AP X hit, and the character is removed as a casualty. The points cost will depend on the strength and armour penetration of the explosion, costing -/3 points per point of Strength and -/4 points per point of AP. Note that enemy units need not take a Morale check should this attack inflict 25% casualties, as it can occur outside of the normal sequence in which such checks are required.

Melee Weaponry

This section is for pieces of unique melee weaponry which are either unique to a particular hero or unique to the chapter.

New melee weapons count as a single Close Combat Weapon and start off with a cost of 0 and the cost will increase or decrease depending on the attributes added to the weapon. You may select any number of attributes from the following list, however the points value of a new weapon may not be reduced below 0 points (in other words it will never be a negative value).

Melee weapons only confer their traits and abilities to the bearer unless otherwise noted.

Assault Only (see description): Half (rounded up) of the traits selected for the weapon only work when the bearer assaults OR when the bearer is assaulted (choose one) for -1/-5 points. Alternatively, you can have all of the weapon's traits only work when the bearer assaults OR when the bearer is assaulted (choose one) for -2/-10 points.

Awkward (-1/-5 points): The bearer of this weapon will never receive +1 Attack in close combat for having two close combat weapons, even if he has a pistol or close combat weapon in addition to this weapon. May never be taken for Dreadnoughts.

Bind (4/20 points): Models in base-to-base contact with this model have their number of Attacks reduced by 1 (to a minimum of 1).

Cutting (3/5 points): Attacks made by this model in close combat get an extra D6 for armour penetration.

Daemonbane (2/5 points): Daemons and Psykers which receive an unsaved wound from this weapon but are not killed must pass a Leadership test, even if they normally automatically pass or are not required to take such tests. If they fail they are removed from the table as a casualty.

Decapitating (2/5 points): All to-wound rolls of 6 made by this model in close combat cause Instant Death if unsaved, regardless of the enemy's Toughness.

Distanced (2/5 points): This weapon offers either incredible speed of striking or has a long reach, granting the model +1 Initiative in close combat for each time this trait is taken. Can be taken up to a maximum of twice.

Dubious (-1/-5 points): Select an effect on the weapon. The chosen effect only works on a to-hit OR to-wound roll of 6 (pick one).

Force Weapon (-/40 points): Psykers only. This weapon has the same effects as a Force Weapon as described in the Warhammer 40,000 rulebook. If this weapon is replacing a Psykers Force Weapon, reduce the cost to 0.

Graceful (2/5 points): The bearer gains +1 Attack in close combat. May be taken up to twice OR can gain +D3 extra attacks for -/10 points or +D6 extra attacks for -/20 points instead.

Labourered (-1/-5 points): The weapon is either heavy or clumsy to use, reducing the bearer's Initiative by -1 (to a minimum of 1). Alternatively you can reduce the weapon's cost by X/-15 points to have it reduce the bearer's Initiative value while in close combat to 1. Dreadnoughts do not ignore this trait.

Master-Crafted (1/3 points): The weapon is Master-Crafted as described in the Warhammer 40,000 rulebook.

Mind Shock (3/15 points): Any models wounded but not killed by this weapon must pass a Leadership test for each wound taken, if they fail they suffer Instant Death. This can be taken twice, if so models wounded but not killed take the Leadership test on 3D6 instead.

Momentum (-/15 points): Each successful to-hit attack in close combat after the first adds +1 to the bearer's Strength when rolling to-wound that turn (ex: if the model rolled three successful to-hit attacks in close combat, the model gets +2 to his Strength for all his to-wound rolls that turn).

Monstrous Attacks (10/35 points): The bearer's attacks in close combat count as if he were a Monstrous Creature.

Phasing (3/15 points): The weapon ignores invulnerable saves in close combat.

Piercing (2/5 points): Successful armour saves OR successful Invulnerable saves made against wounds caused by a model bearing this weapon must be re-rolled (the second result stands).

Poisoned (2/5 points): The bearer's attacks in close combat are Poisoned (4+). This may be purchased more than once to increase the Poisoned potency by +1 for each additional time purchased, up to a maximum of Poisoned (2+).

Power Weapon (5/15 points): The weapon ignores armour saves in close combat.

Powerful (see description): Choose one of the following: the bearer of this weapon gets +1 Strength in close combat (2/5 points); the bearer of this weapon gets +2 Strength in close combat (5/15 points); the bearer of this weapon doubles his unmodified Strength value when rolling to-wound against models in close combat (10/20 points).

Precise (2/5 points): The bearer may re-roll all failed to-hit rolls in close combat during a single turn once each with the second resulting standing.

Psykerbane (2/5 points): Wounds made by the bearer of this weapon in close combat against Psykers or Daemons (including Daemonkin) are resolved at double the bearer's unmodified Strength value.

Ranged Profile (see description): The melee weapon has a built-in ranged weapon. See the Ranged Wargear section of the Unique Wargear chapter for details on ranged weapons as well as points costs for these weapons. Once you have decided on the weapon, simply add 2/5 points to the cost.

Rending (3/15 points): The bearer counts as Rending in close combat. He may increase the roll required for Rending by taking this trait more than once, up to a maximum effect of 4+.

Serrated (2/5 points): The bearer may re-roll all failed to-wound rolls in close combat once during each turn with the second result being used no matter what.

Stunning (2/10 points): Models wounded but not killed by this weapon have their Initiative value reduced to 1 until the end of the next assault phase.

Witchblade (-/30 points): The bearer counts as having a Witchblade in close combat. If this weapon is replacing the Psyker's Force Weapon, reduce the cost to 0.

Ranged Weapons

This section will detail how you can make custom ranged weapons. Sadly you cannot create a new weapon entirely from scratch and each weapon will be based off an already existing weapon in the Imperial armoury.

Each entry will have several points costs. The points cost for everything in this particular section, not including the cost of the base weapon (see below), will depend on the weapon's type (Pistol/Assault & Rapid Fire/Heavy/Ordnance).

First, select a weapon from the following list. The point's cost for this and only this list vary depending on the unit purchasing the weapon. The first point's value is for all non-vehicle units (including Independent Characters and Heroes), the second is for Dreadnoughts, and the third and final cost is for non-Dreadnought Vehicles. If one of these points entries is marked with a "-", it means that type of unit cannot take the selected weapon. Ordnance Weapons may not be taken by Land Speeders.

• Bolt Pistol.....	0/0/0 pts
• Boltgun.....	0/0/0 pts
• Storm Bolter.....	2/3/3 pts
• Heavy Bolter.....	15/10/10 pts
• Shotgun.....	0/0/0 pts
• Sniper Rifle.....	0/-/- pts
• Plasma Pistol.....	15/-/- pts
• Plasma Gun.....	15/10/10 pts
• Plasma Cannon.....	25/20/20 pts
• Infernus Pistol.....	15/-/- pts
• Meltagun.....	10/10/10 pts
• Multi-Melta.....	15/10/20 pts
• Flame Pistol.....	5/-/- pts
• Flamer.....	5/5/5 pts
• Heavy Flamer.....	5/5/5 pts
• Flamestorm.....	-/20/20 pts
• Astartes Grenade Launcher*	15/10/10 pts
• Missile Launcher*	15/15/15 pts
• Autocannon.....	20/15/15 pts
• Assault Cannon.....	20/20/40 pts
• Lascannon.....	35/35/40 pts
• Battle Cannon.....	-/55 pts
• Demolisher Cannon.....	-/70 pts
• Earthshaker Cannon.....	-/75 pts
• Whirlwind Multiple Missile Launcher*	-/55 pts

*: You can only upgrade/alter one of this weapon's two types of ammunition.

Once you have selected the weapon you wish to modify you can then make adjustments. Each entry has its own rules and restrictions so please read carefully. Before you begin, note that when you change a weapon's type it becomes that new weapon type for the purposes of points costs and limitations. The first points cost is for Pistol, Assault, and Rapid Fire weapons, the second points cost is for Heavy and Ordnance weapons. For Heroes and Independent Characters, double the below points costs (but not the base cost of the weapon).

Ammunition

You may select up to two positive effects from this list and any number of negative effects.

- **Blast (10/30 points):** Assault, Heavy, and Ordnance weapons only. The weapon now has the Blast effect. You may take this ability up to twice as a single selection, if you do the weapon is Large Blast instead.
- **Focused (-2/-5 points):** Assault, Heavy, and Ordnance weapons only. Reduces the number of shots the weapon has by 1 (to a minimum of 1). Cannot be taken if the number of shots the weapon already has is 1.
- **Gets Hot! (-2/-5 points):** The weapon now has the Gets Hot! trait.
- **Improved Cooling (5/10 points):** Plasma weapons only. Removes the Gets Hot! special rule from the weapon.
- **Inaccurate (-2/-5 points):** May not be taken for Template weapons. Models which fire this weapon do so at -1 to their Ballistic Skill. If the weapon has Blast, it will always scatter (use the arrow on the Hit icon).
- **Lance (5/15 points):** The weapon has the Lance effect.
- **Limited (-2/-5 points):** Reduce the Armour Penetration (AP) value of the weapon by 1. Can be taken up to twice as a single choice but can't reduce the weapon's AP value past "-" (none). Cannot be taken with Piercing and cannot be taken if the weapon's AP is already "-".
- **Melta (5/10 points):** The weapon has the Melta effect.
- **Neural (5/10 points):** Weapon hits are resolved against target's leadership instead of the target's Toughness. Weapons with this modification have no effect against and cannot damage vehicles. A weapon with this mod loses all anti-vehicle abilities (Melta, Lance, etc).
- **Penetrating (2/5 points):** This weapon ignores cover saves.
- **Piercing (5/10 points):** Increase this weapon's Armour Penetration (AP) value by 1. This may be taken more than once, but each upgrade from this ability counts as one of your two choices (so taking it twice means you use both of your weapon mods for this category).
- **Pinning (2/5 points):** Non-Pistol weapons only. The weapon has the Pinning effect.
- **Poison (2/5 points):** Hits made by this weapon are Poisoned (4+). May be taken more than once while still remaining a single choice, each additional time taken increases the Poisoned potency up to a maximum of 2+.
- **Powerful (5/10 points):** Add +1 to the Weapon's Strength value. This may be taken more than once, but each upgrade from this ability counts as one of your two choices (so taking it twice means you use both of your weapon mods for this category).
- **Psi-Shock (2/5 points):** Psykers hit by this weapon suffer a Perils of the Warp attack in addition to any other effects, even if the hit does not wound the target.
- **Rending (5/10 points):** The weapon has the Rending effect.
- **Single Use (-4/-10 points):** The weapon may be fired only once per game. This does not count towards the number of drawbacks/negative effects from this list.
- **Spray (5/10 points):** Assault, Heavy, and Ordnance Weapons only. Adds 1 to the number of attacks this weapon makes.
- **Titan Rounds (-/30 points):** The weapon causes D3 structure points of damage to super heavy vehicles.
- **Weak (-2/-5 points):** Reduce the weapon's Strength value by 1 (to a minimum of 1). Can't be taken with Powerful and can't be taken if the weapon's Strength is already 1.

Barrel

You may select any modifications from this list.

- **Double Barrelled (2/5 points):** The weapon is Twin-Linked.
- **Exhaust (5/free):** This weapon replaces its range value with Template instead. If the weapon was more than Assault 1/Heavy 1/Ordnance 1, it counts as Assault 1/Heavy 1/Ordnance 1 instead. If the weapon is a Rapid Fire weapon, it may only be taken with the with Select Fire mechanic.
- **Extended Barrel (5/10 points):** Cannot be taken by Template weapons. Increases the range of Pistol, Rapid Fire, and Assault weapons by 6" and increases the range of Heavy and Ordnance weapons by 12" .
- **Projected Flame (5/10 points):** Template weapons only. Place the template so that the narrow end is within 12" of the weapon and the large end is no closer to the weapon than the narrow end. The weapon is then treated like any other Template weapon.
- **Shortened Barrel (-2/-5 points):** Cannot be taken by Template weapons. Decreases the range of Pistol, Rapid Fire, and Assault weapons by 6" and decreases the range of Heavy and Ordnance weapons by 12" . Cannot be taken with Extended Barrel.

Mechanics

You may select any options from this list, so long as they do not conflict.

- **Heavy (-5/- points):** Assault and Rapid Fire weapons only. The weapon is now a Heavy weapon (Heavy 1 for Rapid Fire, Heavy X for Assault, X being equal to the number of attacks the Assault weapon had. It counts as a Heavy weapon for the purposes of these rules.
- **Rapid Fire (free):** Assault weapons only. Turns an Assault weapon into a Rapid Fire weapon. It counts as a Rapid Fire weapon for the purposes of these rules.
- **Select Fire (1/- points):** Rapid Fire weapons only. Turns a Rapid Fire weapon into an Assault 1 weapon. It counts as an Assault weapon for the purposes of these rules.
- **Wrist-Mounted (5/- points):** The weapon is mounted on the back of the hand or forearm of the marine and does not use up any of the marine's hands. If taken the weapon may not have any Attachments. For Modeling: Does not have to be mounted on the arm, can be mounted virtually anywhere.

Attachments

You may have only one of the following options from this list.

- **Grip (2/- points):** Rapid Fire weapons only. The user of this weapon counts as being stationary whenever he fires this weapon, even if he moved in the movement phase.
- **Stalker Scope (2/- points):** May not be taken for Template weapons, Ordnance weapons, or Pistols. The weapon always hits on a to-hit roll of 2+. Has no effect on weapons mounted on any type of vehicle and has no effect with Blast or Barrage weapons.
- **Under-barrel Weapon (see description):** The weapon has a secondary weapon attached underneath the weapon barrel or to the side of it. This attached weapon may not be modified and does not gain any of the drawbacks or benefits you've selected for the weapon for which this weapon is attached. Select one and only one of the following: Hand Flamer (5/- points); Auxiliary Grenade Launcher (15/- points); Plasma Pistol (10/- points); Infernus Pistol (10/- points); Shotgun (5/- points). Any weapon which is a Pistol does not have any effect in close combat. This weapon may be used instead of the weapon it is attached to during the shooting phase.