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ASTARTES

APOCRYPHA



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APOCRYPHA

A SPACE MARINE RETROSPECTIVE

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WELCOME TO INDEX ASTARTES: APOCRYPHA

This volume brings together some of the most elusive articles in Space Marine history. Disinterred from the darkest reaches of the Citadel archives and spanning almost thirty years, it allows the reader to discover first-hand the origin, history and development of Mankind's greatest warriors.

From their initial appearance in the *Warhammer 40,000: Rogue Trader* game released way back in 1987, to their latest fearsome incarnation, the story of the iconic future soldiers known as Space Marines is utterly compelling. You'll find their very beginnings laid out here in a series of excerpts and articles published in rulebooks, Citadel publications and landmark editions of *White Dwarf*, all of which have long been unavailable, save for those preserved and cherished by the most fortunate and determined of collectors.

These excerpts take the reader on a journey that explores many of the founding Chapters, including the Ultramarines, Dark Angels and Space Wolves. However, and as any 40K hobbyist will attest, it takes more than soldiers, albeit superhuman ones, to shield Humanity from a hostile and remorseless galaxy of rebellion, alien forces and Dark Gods. As such, the

Space Marines wield the grandest, most venerated weapons and artefacts ever produced for the Imperium's huge armoury. You'll be privy to some early drafts of now iconic weapons, enjoy stunning cutaway posters for the Land Raider and Predator tanks, and take in-depth looks at power and Terminator armour, as well as designs for the early Dreadnoughts.

Also among its esoteric treasures are two gripping stories from Bill King. The first provides a definitive account of the invasion of Terra during the Horus Heresy, while the second tells of the final battle between Horus and the Emperor. These tales provide the basis for the entire Horus Heresy legend and give context to the captivating miniatures that exemplify it.

This collection of extracts, artwork, sketches and diagrams reveals the true history of the Adeptus Astartes as you may never have seen it before, and the further you delve into this rich past the more you will uncover. As such it provides an invaluable resource for anyone interested in these peerless warriors, and for anyone who fields a force of Space Marines on the tabletop, for – as the Imperium inculcates in every member of its warrior elite – knowledge is power.









Warhammer 40,000: Rogue Trader (1987)

With the indefatigable proclamation 'And they shall know no fear', the Space Marines burst into 1987's *Rogue Trader* tabletop game. Despite this being their first ever appearance, their customs, aesthetics and iconography will resonate with a generation of readers.



• THE LEGIONES ASTARTES

The Legiones Astartes is the official title of the warrior organisation more commonly known as the Space Marines. It is the most powerful and most feared fighting arm in the Imperium. Most of its troopers are recruited from the feral planets, where traditional warrior castes compete for the honour of becoming a 'warrior of the gods'. Because the feral planets are rough, primitive and untamed, their inhabitants make excellent fighting material. For true aggression and psychotic killer-instinct, however, few recruits can best the murderous followers of the city-scum that roam the darkest pits of the hive-worlds. Driven to extremes of insanity by the colossal pressures of hive-world living, these merciless killers are usually ignored by the authorities (indeed their warrens are so vast it would be impractical to eradicate them completely). They make ideal Space Marines, and whole gangs of city-scum are sometimes hunted and captured for this purpose. Some recruits come from the civilised areas of the Imperium - but not very many.

Young recruits are subjected to many hours of intensive training and indoctrination, leading to physical and mental changes. Their bodies are toughened by bio-chem, and their resolve is hardened by psycho-surgery. A special black plastic carapace is merged with their natural flesh, forming a sort of identity tag as well as permanent protection. All this preparation is intended to turn the prospective Marine into a disciplined killer, or at least a controllable one.

The Space Marines differ from the ordinary army in many respects: its organisational base and mode of operation are totally different. The basic unit, called a Chapter, is led by its own Imperial Commander. Each Chapter is like a small army in itself, and, although it contains only a thousand fighting Marines, the Chapter has the fighting potential of many times that number of ordinary troops. Chapters have their own uniforms, transport, non-combatant staff, etc and are fully capable of travelling to their destination using their own spacecraft. Because they are mobile, the Space Marines are usually the first troops to arrive at a scene of conflict, and they are used to mount strikes, raids and surprise attacks. Their reputation for savage ferocity and complete lack of mercy has earned them the nickname *Angels of Death*.

Each Chapter has a home base, which may be an imperial planet, or possibly a deserted moon or asteroid. Some Chapters go to great lengths to keep the location of their home base a secret, whilst others are quite open. The preferred location is an imperial planet, where the Chapter's leader will usually make a bargain with the planet's governor, paying a tithe in return for being allowed to build and occupy their own fortresses. Governors often appreciate having a Marine Chapter right on their doorstep. It certainly discourages unwelcome visitors.



THE AGE OF THE IMPERIUM

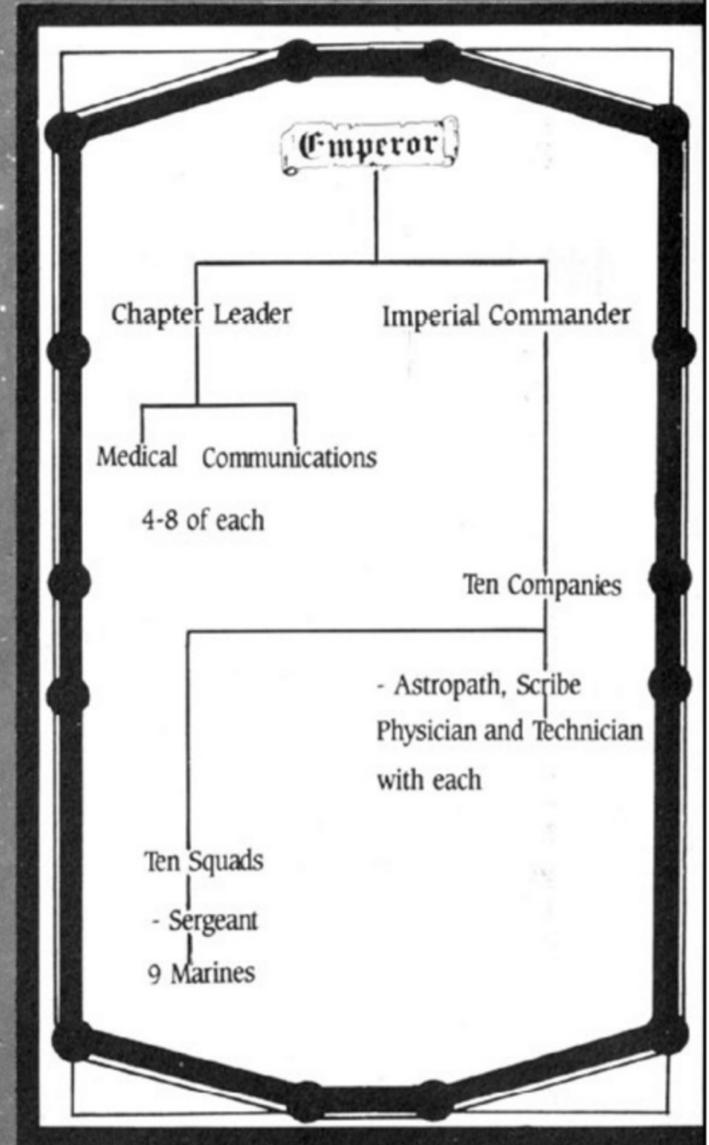


Fighting Characteristics							Personal Characteristics					
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	
4	4	4	4	3	1	4	1	8	8	8	8	

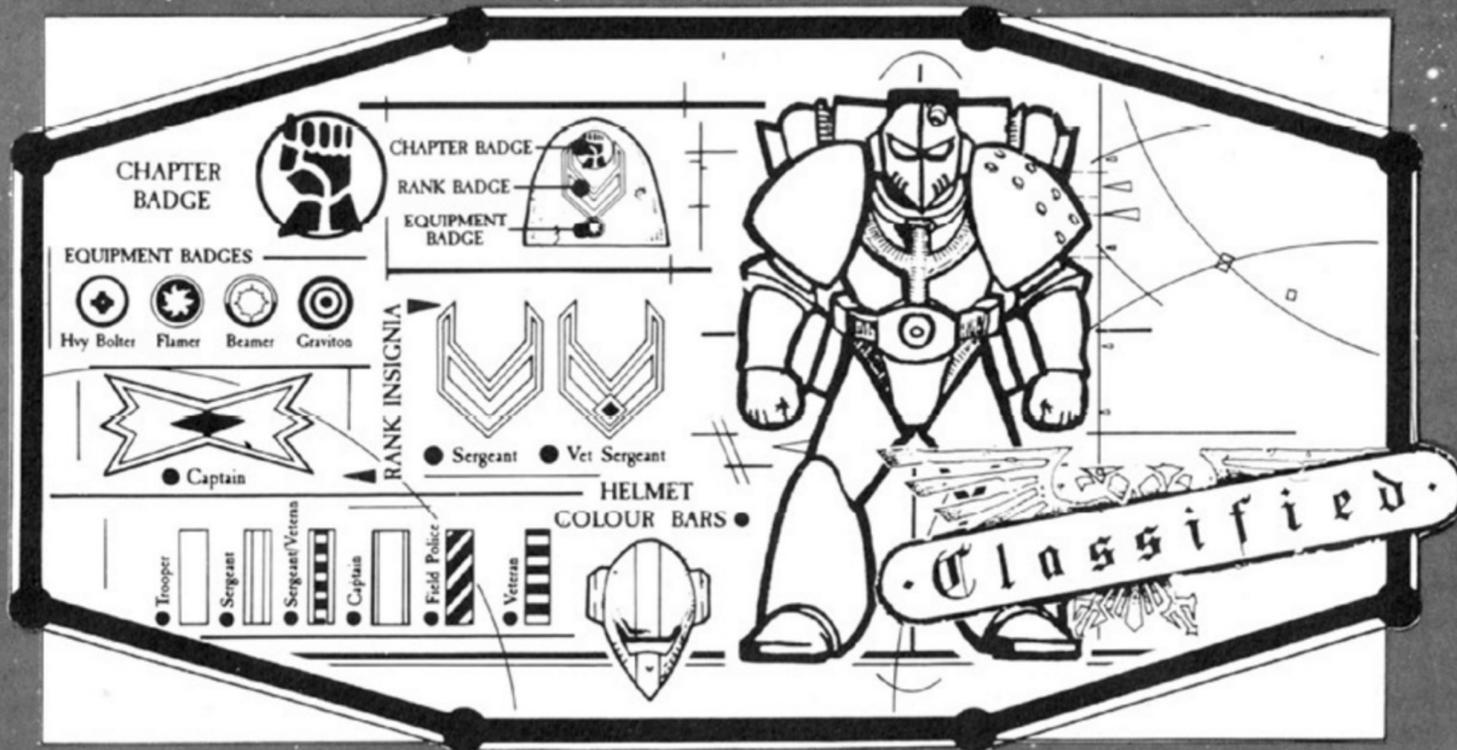
This is the basic creature profile for Marines. Personalities can be generated from this in the same way as for other humans. Normal human maximum values apply (so *S* never goes above 4, for example).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	3	1	4	1	8	8	8	8
Champion	4	5	5	4	3	1	5	1	8	8	8	8
Minor Hero	4	6	6	4	4	2	6	2	9	9	9	9
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

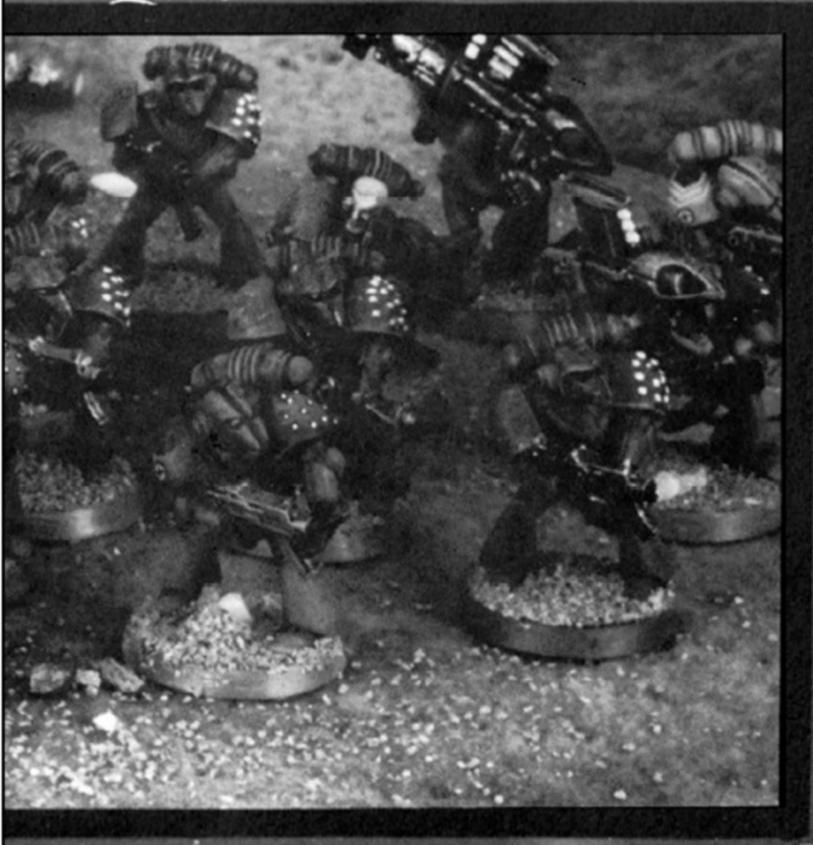
Organisation. Marines belonging to the same Chapter are called battle-brothers or battle-kin. Each Chapter comprises administrative staff, maintenance teams, transport teams and about a thousand Space Marines. Each Chapter is led by a veteran Marine with the rank of Imperial Commander. The warriors themselves are divided into fighting squads of 10 troopers, each led by a Sergeant. 10 such squads make up a Company led by a Captain. Non-combatant staff perform all the support roles and are organised accordingly into mechanics, spacecraft crew, etc. Each Chapter has its own associated Astropaths and Navigators. Medical and Communications officers are organised at Chapter level, but operate as individuals on the battlefield (corresponding to *minor heroes*). Each Chapter would have between 4 and 8 medical officers and communications officers.



Their introduction in the *Rogue Trader* rulebook also outlined the customary thousand-strong composition of each Space Marine Chapter, detailing its ten-company, ten-squad, ten-man structure, plus uniform and organisational notes.



Each of the thousand Chapters has its own history, rituals and traditions. Many have been in existence since the Age of the Imperium began and their names are associated with legendary battles and heroic deeds. Each Chapter has its own banners, and some chapters even take them into battle - although this is becoming less common. Chapter leaders frequently have their own banners, especially if they come from worlds where such things are usual, and these too may be carried into battle. Individual Chapter Commanders are free to organise or augment their regular troops in any way they see fit, and a variety of musical instruments may be brought into the fray.



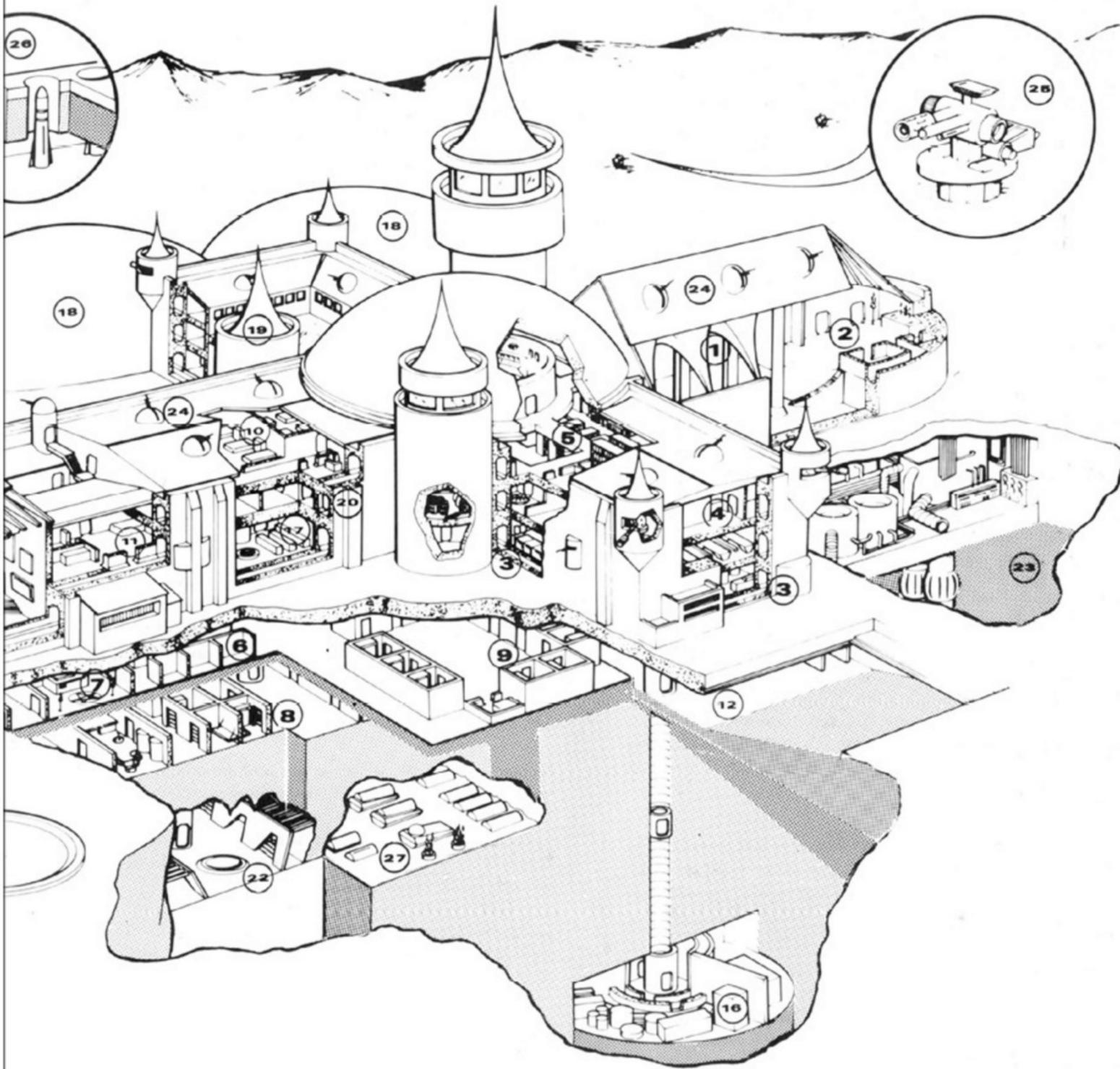


- ① Assimularum
- ② Reclusiam
- ③ Refectory
- ④ Oratorium
- ⑤ Librarium
- ⑥ Cells
- ⑦ Company Chapel
- ⑧ Penitorium
- ⑨ Private Chambers
- ⑩ Communal Dormitories
- ⑪ Guest Chambers
- ⑫ Foundries
- ⑬ Shuttle Silos
- ⑭ Teleportorium
- ⑮ Launcher Pads
- ⑯ Armoury
- ⑰ Apothacarion
- ⑱ Hydro-culture
- ⑲ Terrarium
- ⑳ Scriptory
- ㉑ Solitorium
- ㉒ Dungeon
- ㉓ Generatorum
- ㉔ Defence Laser
- ㉕ Local Defences
- ㉖ Missile Silos
- ㉗ Catacombs
- ㉘ Great Hall
- ㉙ Barbican



**THE FORTRESS-MONASTERY
OF THE SPACEWOLVES**

That the Space Wolves make their lair in an impregnable fortress on the freezing death world of Ferris is much storied. Less known is that they, and the embryonic Fang, were first linked to the planet 'Lucan'. Diagram taken from the *Rogue Trader* rulebook.



• Chapter Information •





Company Chapel - every company has its own chapel attached to its company block. This is the most commonly used place of worship. Here the battle-brothers recite liturgies, and incant the battle-prayers that form part of their régime of discipline.

Penititorium - brothers guilty of any kind of transgression undergo remedial confinement and penitence in the penititorium.

Private Chambers - these private offices and rooms are used by the various Masters of the Order. The Master of the Ships, the Master of the Forge, and the Master of the Ordinance have offices here.

Communal Dormitories - this is where the servants, administrators, technicians, naval personnel and other non-combatant staff live and sleep. These areas are far less spartan than the cells of the battle brothers themselves.

Guest Chambers - these comparatively luxurious apartments are reserved for important visitors. A private chapel is attached. Visiting members of the administratum would stay in rooms such as this.

Foundries - this is where the Marines manufacture and repair their weapons and equipment. The foundries of the Space Wolves are large and well provisioned. The skilled workers are special Marines called Brother Artisans. The man in charge of the weapon-shop is the Master of the Forge. Beyond the foundries are the testing and weapon grounds where equipment is evaluated.

Shuttle Silos - the Space Wolves' large and well-equipped fleet is maintained in orbit around Lucan. The monastery-fortress has only a small number of ships. These are used as courier vessels and as transports between Lucan and the fleet.

Teleportorium - there are four separate teleporter rooms in the Space Wolves' base. They are the primary means of moving between the fortress-monastery and the fleet. Teleportorium One is used for the reception of guests and has numerous secret defences.

Launcher Pads - twenty-four aircraft are housed in underground hangars beneath the launcher pads, including four large transports and eight high-speed scouts. The maintenance hanger and fuel tanks are surrounded by diamantine armour casing.

Armoury - the armoury is a large but crowded underground complex. Its main lift shaft is shielded by double-thickness ceramite-cored doors. Ammunition is stored in four separate magazines, each wrapped in an individual stasis field and protected by seven layers of laminated armour. Even if an accident were to destroy one magazine the damage would be contained. The security of the armoury is the responsibility of the Master of Ordinance. The armoury may only be entered in his presence, the doors opening to his gene-print and coded signal. Only the Commander of the Chapter knows the secret spoken formula which will open the doors in an emergency.

Apothacation - the apothacation is an advanced medical facility combining all the resources of a hospital, research establishment and bio-lab. The Doctors and Surgeons have private quarters on the upper levels. Servants, nurses, and other supernumeraries share a dormitory on a lower level. In charge of the facility is the Master of the Apothacation. He is a very important member of the Chapter. It is here that the warriors are surgically altered into super-human warrior using sophisticated bio-chem and psycho-surgery.

Every Chapter of the Adeptus Astartes has its own headquarters or base. The locations of some are widely known, such as the Crimson Fist fortress-monastery on Rynn's World. The exact locations of many Chapter bases are closely guarded secrets. Many are so secret even the imperial authorities have no idea where they are. Some are not situated on planets at all, but take the form of orbiting spacecraft or hollowed-out asteroids.

A typical Marine base is that of the Space Wolves on the planet Lucan. The leader of the Space Wolves, Imperial Commander Enoch, also holds the governorship of the planet. The Space Wolves' leader is known as Lord Lucan, or Lucan, for this reason. The base is a giant fortress-monastery dedicated both to battle and worship. As in all Marine Chapters, the fighting troops of the Space Wolves are warrior-monks. Ordinary Marines are *Battle Brothers* whilst Sergeants, Captains and the Commander are spiritual as well as martial leaders. The exact nature of Marine religious ritual, belief, and expression, varies from Chapter to Chapter, but is centred around the tenets of the Imperial Cult and the spiritual hegemony of the Ecclesiarch.

Assimularum - aside from the Great Hall itself, this is the largest hall in the base. The entire Chapter can be gathered inside this vast and high-vaulted room. The assimularum is used for mass meetings, religious festivals and special feasts. Speakers address the assembly from the raised dais in front of the altar. During feasts the *high table* is placed on the dais where Commander Enoch and the Masters of the Chapter sit. When the assimularum is used for cult ceremonies, the screens covering the altar are removed revealing the reclusiam behind.

Reclusiam - the reclusiam is normally partitioned from the assimularum by a screen. This is an area reserved exclusively for cult activities. The reclusiam is looked after by a religious officer called a Reclusiarch. The Chapter's holy relics and many of their most precious battle-trophies are kept here. The Reclusiarch has an office off to one side, and there are three private chapels dedicated to Leman Russ (the Chapter's founder), The Emperor Deified, and The Emperor Oracular.

Refectory - this is the main dining area used during ordinary meals. The kitchens, store-rooms, disposal units and purification vats lie beyond. Fighting members of the Chapter follow a strict and simple diet. This is augmented by the complex bio-chem necessary to maintain their physically enhanced bodies. Meals are eaten in silence following prayers of thanks offered by the most senior Marine present.

Oratorium - there are several such rooms throughout the fortress-monastery. They are used for private meetings, briefings, lectures and small assemblies of all kinds.

Librarium - the library is more than a collection of books, it is the central record office and also the main seat of communications. The Chapter's Astropaths spend many hours here, monitoring and broadcasting the psychic messages that allow Lucan to communicate with the rest of the Imperium. The Chief Librarian is an important figure. He is responsible not only for maintaining the Chapter's historic written, micro, and holo records, but also for communications within the base and with the outside world. He is also responsible for the base's defence systems. These are controlled from a special armoured room in the Librarium. The Chapter's Communications Officers are based here too, as well as a sizeable staff of librarians, astropaths and technical assistants.

Cells - each of the fighting brethren has his own cell, a simple room in which he sleeps. The cells are arranged in blocks of ten corresponding to the members of a fighting squad, each ten blocks represent the contingent of a company. Each company block incorporates a small administrative office and private chambers for the Captain.

Hydro-culture - Lucan is a productive world. The Space Wolves take a tithe of food grown on the planet and always have a supply of fresh local produce. In addition, exotic or seasonal vegetables are grown in the hydro-culture vats. Many other Chapters maintain far larger hydro-culture facilities.

Terrarium - the terrarium comprises several large rooms given over exclusively to the maintenance and propagation of plants from all over the galaxy. As well as providing a pleasant area, showpiece, and reference collection, the terrarium also provides the raw ingredients for several of the potent drugs used in the apothecarion.

Scriptory - this small room is one of several such scattered around the base. Scriptories provide instant access to unclassified codices from the librarium files. A computing terminal allows the user to select and consult files and record entries in the main library itself.

Solitorium - the solitorium is situated a short distance from the fortress-monastery itself. In this retreat battle-brethren may spend days or even years in private contemplation. Marines seeking promotion are expected to undergo weeks of self-deprivation and soul-searching in the solitorium.

Dungeon - the dungeons of the Space Wolves lie deep below the Apothecarion. Prisoners may be safely installed in the diamantine reinforced cells of the dungeon, from where they may be taken to the apothecarion for subsequent interrogation.

Generatorum - the fortress-monastery derives its power from the deep layers of Lucan itself. Four huge crystal-piles penetrate many miles into the planet's core, converting subterranean heat to conventional energy via a phased crystal interface.

Defence laser - the base is protected by a formidable array of defence lasers mounted in armoured turrets. Thirty-two lasers remain permanently on line. The remaining eighty-eight weapons may be brought to a state of readiness within four days.

Local defences - the base perimeter is protected by an auto-system controlling three hundred and seventeen separate weapon turrets. Each turret houses four laser cannon and a missile launcher.

Missile silos - the main punch of the Space Wolves' ground-to-space defence system is housed in a complex of missile silos situated beyond the perimeters of the base itself. There are over four hundred silos like this scattered over the surface of Lucan, each controlled from an armoured defence room in the librarium.

Catacombs - the burial ground of the Space Wolves and last resting place of many heroes of old.

Great hall - the main entrance to the base leads directly into the high-vaulted great hall. The hall is intended to impress. It is the largest single-room structure on the entire planet. Inside are arrayed many of the battle-trophies of the Chapter. Paintings of famous battles line the walls. Ancient weaponry and armour shines from plexi-glass cases. From the ceiling, spanning the full length of the hall, hangs the spacecraft 'Medusa' flown by Leman Russ the founder of the Space Wolves.

Barbican - before visitors may enter the fortress-monastery they must pass through the gate-house or barbican. This is always guarded so that visitors may be properly received. Not all visitors come overland, so the barbican has its own landing and launch pads to facilitate the reception of airborne craft.



Penal Legion troops advance under close supervision



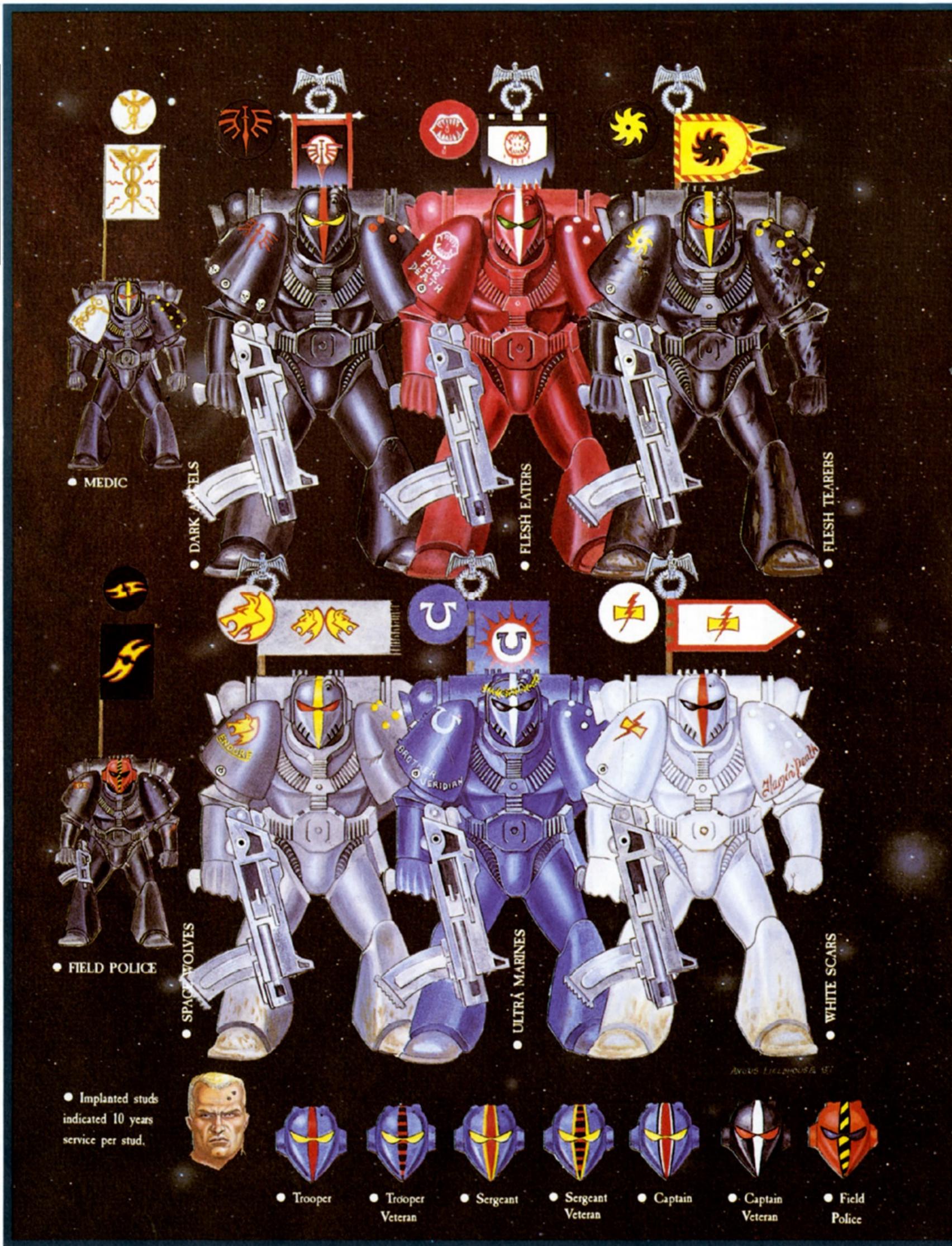
Eldar mercenaries



Trooper of 'Army Retribution IX' Hamburgerwald campaign



THE AGE OF THE IMPERIUM



• MEDIC

• DARK ANGELS

• FLESH EATERS

• FLESH TEARERS

• FIELD POLICE

• SPACE WOLVES

• ULTRA MARINES

• WHITE SCARS

• Implanted studs indicated 10 years service per stud.

• Trooper

• Trooper Veteran

• Sergeant

• Sergeant Veteran

• Captain

• Captain Veteran

• Field Police

Rogue Trader also presented the first heraldic colour plates showing details of Space Marine Chapter livery. Note that both the Dark Angels and Flesh Tearers originally wore black armour.





Ravenwing Biker by Dave Gallagher

THE RAVEN WING

There are ten companies (each of a hundred battle-brothers) making up the fighting brethren of the Dark Angel chapter of Space Marines. Each company is led by a captain assisted by an assigned lieutenant and supported by medics, communication officers and psykers drawn from the apothecarion and librarium.

Number seven company is a specialised recon and attack company, known as the 'Raven Wing'. Instead of the usual Dark Angel motif Brothers of the company sport a black wing overlaid by the company number on the right shoulder armour. Equipped and trained for high-speed reconnaissance, the Raven Wing specialises in hit-and-run warfare and search-and-destroy missions.

At full operational level, Raven Wing boasts ten squads of ten riders, each divided into two battle units of five riders. One is led by the squad sergeant and the other by the squad's most senior brother-trooper. The company's captain, lieutenant and ancillary staff are additional to this total.

History. The Raven Wing's exact origins are lost in the history of the First Crusade (circa thirtieth millennia - about ten thousand years ago). Indeed little is known of the Dark Angels during that time. The Chapter's early history was removed from all Imperial records following the Horus Heresy and the banishment of the nine "treacher-legions" to the Eye of Terror. The reason for the erasure is now known only by the Emperor himself.

According to legend, the Chapter was founded by Lynol Jacobsen or Jonsen, a man whose reputed exploits include the incineration of Goyas Asteroid and the first sub-light circumnavigation of the Outer Dolmans. He is said to have died defending the honour of the chapter in a duel with Leman Russ (founder of the Spacewolves). This may be true, but it is more likely that the story was invented following the inter-legionary wars in the thirty second millennia. In any case, the two chapters have remained rivals at best (and outright enemies at worst) ever since.

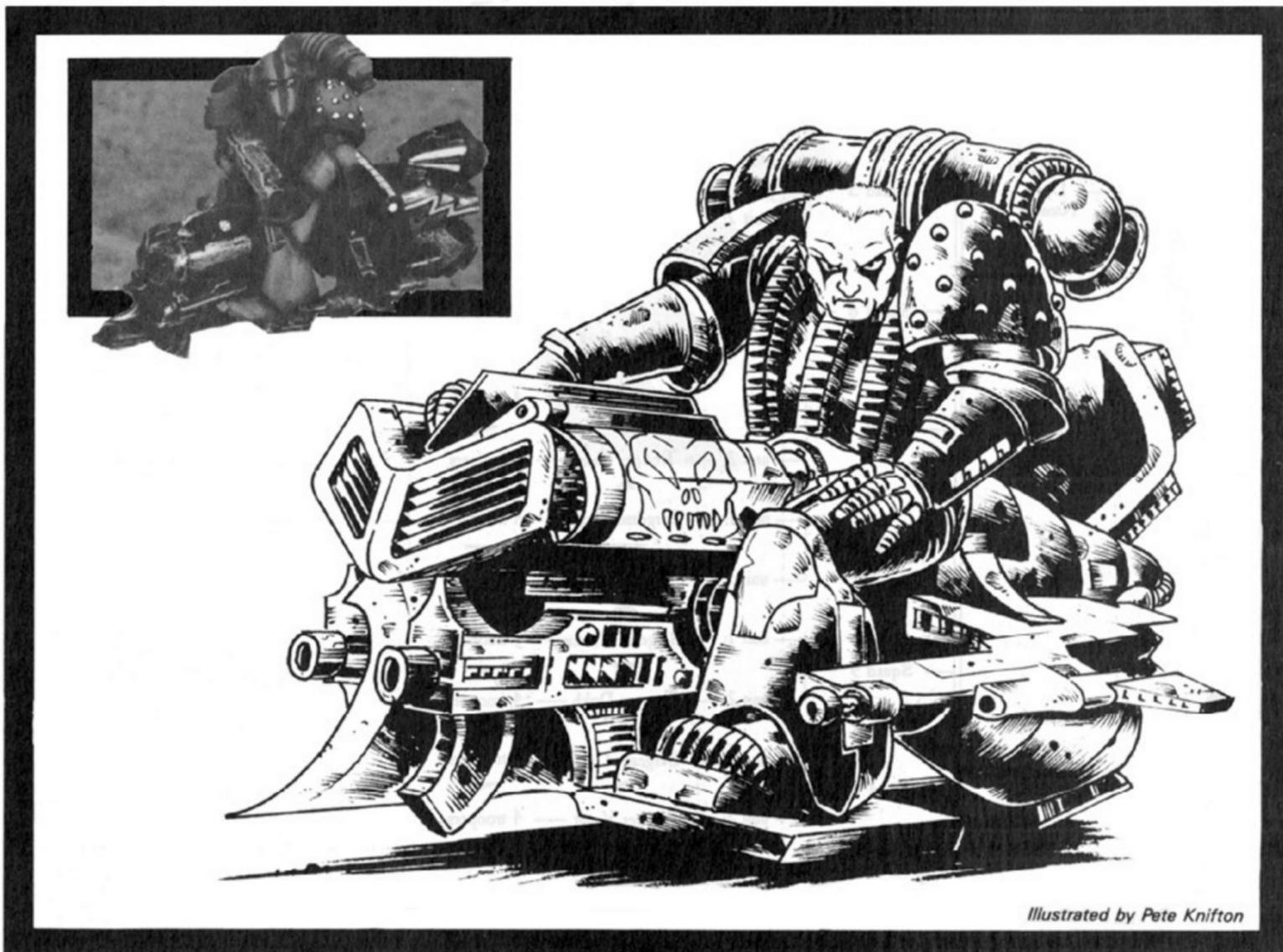
More recently the Dark Angels undertook the initial invasion of Rastabal (year 465 of the current millennia), pursued Tyranid hive-fleet 'Behemoth' during the last Tyranic War (678-745), and took part in the final assault upon the space-fortress of the pretender Kaligar during the fourth quadrant rebellion (780). In the current year 987, the Chapter is engaged in the war against the Charadon Orks around Rynns World and Bad Landing.

Raven Wing. In 986 the Dark Angels received an Imperial Order to relieve Rynns World. The planet was then under siege following the almost complete destruction of the Crimson Fist marines at the hands of Ork Warlord, Snagrod the Arch-arsonist of Charadon. As the Dark Angels approached orbit around Rynns World, their fleet took a severe beating from a vastly superior Ork force. The Dark Angel fleet was eventually driven from orbit - but not before it had made a single pass in which recon unit LADA-7 'Raven Wing' was dropped into a declining orbit. Captain Gaius Oblonksy's first mission as Captain of the Company was to be no easy ride... Hitherto, the Raven Wing had been led by Tarquin Hesperides, until his transporter accident and subsequent retirement to the Chapter Apothecarion.

The Company was inserted in eleven drop ships: the first ten holding squads 1 to 10, while ship 11 contained the captain and other staff.

Equipped with the new Mk14 'bullock' jet-cycles, the unit staged the first ever aerial-drop separation manoeuvre (flying out of their drop ships before they hit the ground). This proved to be good decision as only two of the company's 11 drop ships landed intact - by then, of course, they were empty.

With the rest of the chapter driven into deep space, Oblonksy and the Raven Wing were left to fend for themselves. They did remarkably well, raiding and destroying two of the three equatorial, ground-to-space defence sites before hurrying to reinforce the surviving units of the Crimson Fist at New Rynn City.



White Dwarf 95 (1987)

Described as the 7th Company of the Dark Angels rather than the now familiar 2nd, and hurtling into the fray astride jet-cycles, the 'Raven Wing' company first appeared in this issue of *White Dwarf* magazine.



THE TRAITOR LEGIONS

The Eye of Terror is a region of space cut off by warpstorms, wreathed in dust clouds, cloaked in mystery and danger. While it lies inside Imperial Space, it is not part of the Imperium. It is a desolate volume of space - the small number of systems to be found within the Eye have few habitable planets. However, its isolation from the Imperium is due to another cause. The Eye of Terror is home to the

Imperium's oldest enemies and greatest rebels: the Traitor Legions.

Banished from the Imperium, the Traitor Legions are the remnants of nine Marine Chapters from the First Founding. Deep inside the Eye, beyond the range of even the most sensitive psyker, the Traitor Legions made planetfall. There they have remained to the current day, a threat to the Imperium and to the natural order of the universe. From their fastness within the Eye of Terror, the Traitor Legions emerge in force, falling upon Imperial worlds, rekindling the fear and despair of the Horus Heresy.

THE HORUS HERESY

Imperial entanglements with Chaos have a long and bloody history, dating back almost to the First Founding of the Legiones Astartes. The most serious incident was the so-called Horus Heresy of the 31st Millennium, now commonly assumed to be a conventional revolt. Only the Emperor and the Cyber-libraries of the Ordo Malleus have an accurate recollection of the Heresy.

General Horus was regarded as the finest military commander that the Imperium had produced. His abilities were faultless, and eventually the Emperor granted him the title of Imperial Warmaster. This was a high honour, even in the early years of the Imperium, when brave deeds were commonplace.

Before Horus could travel to Terra to receive his reward he fell ill on the feral world of Davin. This was his undoing. During his convalescence on Davin he was inducted into a secret warrior's lodge, which proved to be little more than a coven. A change of character became evident in the Warmaster - he had been possessed by a Daemon. Horus' membership of the secret lodge was not unusual; Imperial soldiers were often encouraged to join warrior societies of this type. Recruiting was felt to be easier on worlds where 'warriors from the stars' had become 'brothers'.



Warmaster Horus was recalled to duty in preparation for a new Imperial Crusade. It is clear that the Warmaster introduced a system of 'warrior lodges' into the five Legiones Astartes Chapters under his direct command. The Chapters were entirely corrupted as the lodges revealed their true nature and showed themselves to be nothing less than Chaos covens. The infection rapidly spread to the Orders of Adeptus Mechanicus attached to Horus' command. From there the rot spread further into the Imperial forces. More than half of the Adeptus Mechanicus, including many units of Collegia Titanica and the Legio Cybernetica wholeheartedly supported Horus and his vision of a new Imperium of Chaos. This wholesale treachery went undetected by the Inquisition.

Before Horus could move, the Imperial Commander of Isstvan III declared the entire Isstvan system to be an independent principality. The Emperor and Administratum, ignorant of the change in Horus, his subordinate chapters and the parts of the Adeptus Mechanicus, ordered the Warmaster to secure the system. Horus chose a bioweapon bombardment on Isstvan III, and the planet became a tomb in seconds. The psychic death scream of the 12 billion who died during the Scouring of Isstvan is reputed to have been louder than the Astronomican.

During the bombardment, loyal Adeptus Astartes officers and troops managed to seize control of the frigate *Eisenstein*. They had discovered the rot that had been spread through the Warmaster's Chapters and the Adeptus Mechanicus. As Horus completed his withdrawal to Isstvan V the loyalists fled into warp space, carrying a warning to the rest of the Imperium. The seizure of the *Eisenstein* is regarded as the start of the First Inter-Legionary War.

The Emperor now became aware of the danger, and the Inquisition began a purge of the Adeptus Mechanicus. Fighting broke out immediately as the Mechanicus split into loyalists and rebels. The Legio Cybernetica and Collegia Titanica bases on Mars were immediately besieged by loyalist troops. Out of all the Titan Legions of the Divisio Militaris only those on Terra remained loyal. The rest declared for Horus.

With the wholesale treachery of the Division Militaris, the loyalist faction within the Collegia Titanica was forced to husband its battlefield resources. Fortunately, many of the weapon shops and supply depots of the Collegia had remained loyal. The priesthood were in control of the Collegia depots, and their presence ensured that these vital resources remained in the hands of the Imperium. The rebels were presented with an immediate supply problem; damaged and destroyed Titans could not be repaired with the limited spares stockpiles held by individual Orders.

Savage battles broke out between loyalist and rebel Titan Orders. Faced with extinction through lack of spares if they delayed or acted

defensively, the rebels attacked. The Collegia histories list many construction adepts who performed the dedication rites on a new Titan, and then mounted their charge and took it straight into battle. In some cases the libations were still wet when it reached combat. Only able to match such fanaticism with their sheer weight of numbers, the rebels were often forced into a position of stalemate. However, despite the valiant defence of these loyal remnants of the Collegia Titanica, enough supplies were captured to allow the rebels to make good use of their Titans during the final assault upon Earth.

Across the Imperium rebel units attacked loyalists and vice versa. Old feuds were revived in many systems, giving additional excuses for battle. The rule of the Imperium dissolved into planetary battles. Many units of the Imperial Guard declared for the Warmaster. The Imperial Fleet dithered and managed only to drive rebel ships from the Imperial home system. In the process they took heavy casualties and retired to their Luna bases.

The Emperor took stock of the situation, and ordered seven entire Marine Chapters, a third of the Legiones Astartes, to destroy Horus and his rebels. Only with the death of the Warmaster, the figurehead and inspiration of rebellion, would the revolt come to an end. The crusade against Horus, although of the utmost urgency, took more than 180 days to plan and launch. Horus used the time well, establishing his claim as a 'New Emperor' with many of the rebels, and spreading the worship of Chaos further afield.

The Warmaster had established a temporary headquarters on Isstvan V. The loyalist Chapters struck in quick succession, and the battles of the Pacification of Isstvan were bloody in the extreme. The first assaults by loyalist Chapters were mauled during their landings, and then destroyed in detail. Three complete Chapters took part in the initial landings on Isstvan; only five Marines, bearing the gene-seed of their departed brothers, eventually managed to escape to carry the news of the disaster to the Emperor. Their own 'loyalist' follow-up waves, rather than attacking the rebels, fell upon their erstwhile allies. Horus had, apparently, managed to corrupt four of the seven Chapters sent against him.

With nine rebel Chapters and the bulk of the Adeptus Mechanicus behind him, and three loyal Chapters destroyed, Horus assaulted Earth. Throughout the Imperium rebel and loyalist units were fighting



each other to a virtual standstill, although the tide of battle was turning, ever so slowly, in the Emperor's favour. Possessed as he was, the Warmaster had lost none of his strategic bluntness: crush the heart, and the Imperium could be remoulded in his own warped image.

The Imperial Fleet was bypassed, and its Luna bases destroyed. Within 30 standard days the Warmaster had reduced the system defences, invested Earth, and thrown a ring of troops about the Imperial Palace. The forces under Horus' command had ceased to be loyal Imperial Marines. They had become the Traitor Legions.

The Adeptus Custodes, the Imperial Fist and Whitescar Chapters, and loyalists of the Collegia Titanica were all that remained on Earth. Even their suicidal bravery and the leadership of the Emperor were not enough to prevent the battle turning into a siege. The rebel Traitor Legions were aided by the machines of the Adeptus Mechanicus and, outnumbered by these, even the bravest loyalists could do little. By the 55th day the Traitor Legions and the rebel Adeptus Mechanicus Legions had reached the walls of the Inner Palace.

The situation grew more desperate by the hour and, when the Outer Palace was abandoned to the Traitor Legions and their allies, the Emperor acted. He disconnected himself from the Astronomican, a signal to the remainder of the Imperial Fleet that the end, one way or another, was approaching. The Emperor and an elite company of Custodes Adeptus soldiery and Imperial Fist Marines were then teleported into Horus' command bunker. In the fierce fighting that followed Horus was killed (although his body was never found), and the Emperor seriously wounded.

With the death of the Warmaster the rebels paused in their assaults, then fell back to their transports and fled into space. The Imperial Fleet, which had been powerless to intervene while the rebels were within the Palace, gave chase. The Emperor returned to the Palace, where he was placed within a life-bubble; his wounds would have been fatal for an ordinary man. Under his watchful eyes the construction of the Golden Throne, which sustains him to this day, began.

His future assured, the Emperor pronounced judgement on Horus and his Legions. They had broken faith with the Emperor and trafficked with Daemons. They were declared to be the Traitor Legions, rebels against the Emperor and Mankind. The Fleet was ordered to drive them into the Eye of Terror, a system of hell-worlds wrapped in a dust nebula and awash with warpstorms. Here the Traitor Legions would be confined for all eternity; all records and memories of the lapsed Marine Chapters would be expunged from Imperial Archives. Their tied servants and support troops were to be removed from the Istvan and Davin systems, and sent into the Eye aboard almost derelict hulks. It would be as if the Traitor Legions had never existed. In this decision the Emperor tempered his vengeance with reality - the Imperium had been so weakened by the struggle that no other punishment was possible.

As news of the Warmaster's defeat spread though the Imperium widespread fighting was renewed. The loyalists were revitalized by the news, and fell on the rebels. Many Guard and Fleet detachments had withheld their support from both sides. Such indecision was punished by the rebels and loyalists alike. The loyalists bled such formations white in attacks against rebel strongholds. The rebels turned on all within reach in a final despairing orgy of destruction. The fighting continued another seven years before the last rebel formations were destroyed or exiled.

Those who could flee did so, heading for the Eye of Terror. Many had declared for the Warmaster without understanding that Daemon-worship had been the rebellion's cause. They rapidly fell victim to the cultists of the original Traitor Legions, who, it is said, grew bored of a diet of human flesh.

The destroyed Chapters were slowly re-established using what gene-seed had been saved. Many systems, including Davin and Istvan, were cleansed and placed under the protection of the Inquisition. The unit designations of the Traitor Legions were placed on the inactive list and assigned to new Marine Chapters raised during later Foundings.

The Emperor's body had breathed its last, and he entered the Golden Throne. The Traitor Legions and their dead Warmaster vanished into the Eye of Terror. The First Inter-Legionary War - the Horus Heresy - lasted less than a decade, but it nearly destroyed the Imperium.



THE EYE OF TERROR

Within the Eye of Terror the Traitor Legions established the rule and worship of Chaos - with their exiled slaves they have created their own Imperium of Chaos. The warp storms isolated the Eye's only system, and the poison of Chaos seeped into reality, creating a zone of madness and insanity to rival and finally dwarf the Chaos Wastes. The Eye's habitable planets became Warp Worlds, entirely given over to mutation, twisted reality and Chaos.

The warping of Chaos has also worked its foul changes upon the Traitor Legions. Where once were Space Marines - eaten by the rot of Chaos but Marines nonetheless - there are now only Traitor Legionnaires. Chaos has wrought changes of a subtle and gross nature in the minds and bodies of the Legionnaires. They are the same beings who revolted against the Imperium ten thousand years ago, made ageless by the seeping power of Chaos.

They are not, however, unchanged. Few of the Legionnaires have escaped mutation in one form or another. Many have made personal pacts with Chaos, allowing their bodies to be possessed by Daemons. Many of the officers of the Legions, seeking to prove their loyalty to their dark masters, have given also themselves to Daemons.

In more extreme cases Legionnaires and some of the lesser exiles have become hosts for Summoned Daemons. Over the course of centuries, The Eye of Terror has been warped to such a degree that Summoned Daemons can exist comfortably within reality. Only when they leave the Eye as part of a raiding force, for example, do the stresses of reality affect them.

The Traitor Legions and the Eye of Terror have also acted as a magnet for the darkest elements of the Imperium. Chaos Renegades often retreat there, where their presence is not only tolerated but welcomed.

The Traitor Legions have retained their old Chapters, now dedicated to the service of the Chaos Powers rather than the Imperium. They have also maintained the ancient technology of gene-seeding and adaptive surgery. The children needed to become new Legionnaires have been bred from slave stock and a variety of Humans captured on Legion raids into the Imperium.

Although nominally loyal to the dead Warmaster and his clone-sons, the history of the Traitor Legions is littered with internecine struggles, as one Legion has fought with the servants of a rival Chaos Power. For the most part, however, rival Legions vent their hatred upon the



IN THE GREAT LIBRARIUM ON EARTH THERE IS A BOOK AS LARGE AS A TABLE. WITHIN ITS ANCIENT COVERS ARE ENTERED THE NAMES AND THE HONOURS OF THE THOUSAND CHAPTERS OF THE LEGIONES ASTARTES. IT IS A GREAT TOME THAT RECORDS THE HISTORY OF THE SPACE MARINES SINCE THE FIRST FOUNDING AT THE VERY DAWN OF IMPERIAL HISTORY. UPON ITS CRACKED LEATHER IS GILDED THE TITLE OF THE MOST HONOURED RECORD IN THE IMPERIUM - INDEX ASTARTES.

INTRODUCING A NEW FEATURE FOR WARHAMMER 40,000 - INDEX ASTARTES! EVERY MONTH WE'LL BE LOOKING IN DEPTH AT ONE OF THE THOUSAND CHAPTERS OF SPACE MARINES. THIS MONTH WE START WITH THE ULTRAMARINES. ONE DOWN ... NINE HUNDRED AND NINETY NINE TO GO!



INTRODUCTION

Captain Asata made his way up the winding steps to the fortress's uppermost battlements. He was not surprised to see the elegant form of Astropath Illiyan Nastase staring out sightlessly from the edge of the ramparts. The half-human psyker never failed to unnerve him. As he approached, the shrill voice of the bastard pierced the hot evening air. 'Captain Keorn Asata', he announced, without turning his head, 'your footfalls are as distinctive as an Ambull dancing upon a tile roof.'

Asata fingered the hilt of his intricately inlaid sword but thought better of it. Instead he spat venomously at the dry, sandy ground. 'You have picked them up?' He growled as he leant against the hewn stone of a battlement.

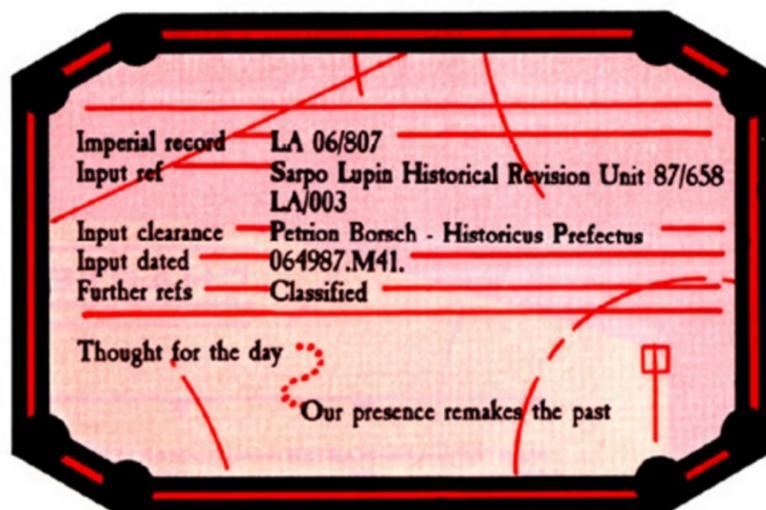
'They were faint,' replied Nastase. 'Too faint... I think they must have taken more casualties than anticipated.' He turned his strangely delicate Eldarian face directly towards Asata. The marine was all too aware of those unnaturally alien features, the long aristocratic nose, tight but large lips and of course, the characteristic sharp ears. Like all Astropaths Nastase was blind. His empty eyes were hidden by dark plasflex hemispheres, just failing to conceal the puckered scar tissue around his eye-sockets.

'These new recruits don't seem to have the right stuff,' said Asata with disdain. 'Dammit, when I first arrived here I didn't even get the privilege of the Ambull hunt. No, my initiation took place at the hands of the Tyranids, I've still got the scars from that battle and do you know something...?'

Nastase awaited the end of the anecdote. It was a story he had heard countless times before.

'Do you know something? They still made me go on an Ambull hunt as soon as I was out of the Apothacarian...'

THE ULTRA-MARINES



Chapter Ultra-Marine of the Legiones Astartes was founded during the inter-legionary wars of the thirty second millennium. Tradition places the date at 4001001.M32 - the very first day of the millennium. The chapter is therefore over eight thousand years old, making it a chapter of the third founding. Upon its inception, the Emperor gave the chapter the number 13 - formerly the number of one of the traitor-legions now banished to the Eye of Terror 'without number and name with all honours erased'.

Along with their number, the new chapter received the gene-sperm, implant zygotes, rituals, and other paraphernalia of indoctrination previously entrusted to the banished 13th legion. The chapter's founder was Roboute Gulliman whose bones now lie in the Reclusiam on Macragge.

The Ultra-Marines were incepted as a mobile legion based in a vast fighting fleet. The legion distinguished itself in the first Tyranic War (thirty fourth millennium) and subsequently in many other major conflicts. Following the last Tyranic War (ended 745 of the current - forty first - millennium) the chapter was entrusted with the

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overlordship of what is now their home. This is the planet Macragge in the Vendors system. With the possession of the planet went the title of Imperial Commander and Lord Macragge as well as the right to be honoured as 'Adeptus Astartes' and to be addressed by those of equal rank as *Adept*. Both titles are reserved exclusively for the Adeptus Terra. They are only used by marine chapters which are also planetary governors.

Macragge is an inhospitable planet. Over four-fifths of its surface is covered with deep dust-oceans. Although they are uninhabitable by man, the oceans are a major source of protein rich micro-organisms as well as larger 'shrimp like' creatures called dust-krill. These are farmed by giant factory vessels called dust-harvesters. This provides not only the basis of the inhabitants' diet but also Macragge's sole exportable commodity. The remaining fifth of the world is solid rock, rising above the dust oceans in two main land masses called Westenland and Gullimanos.

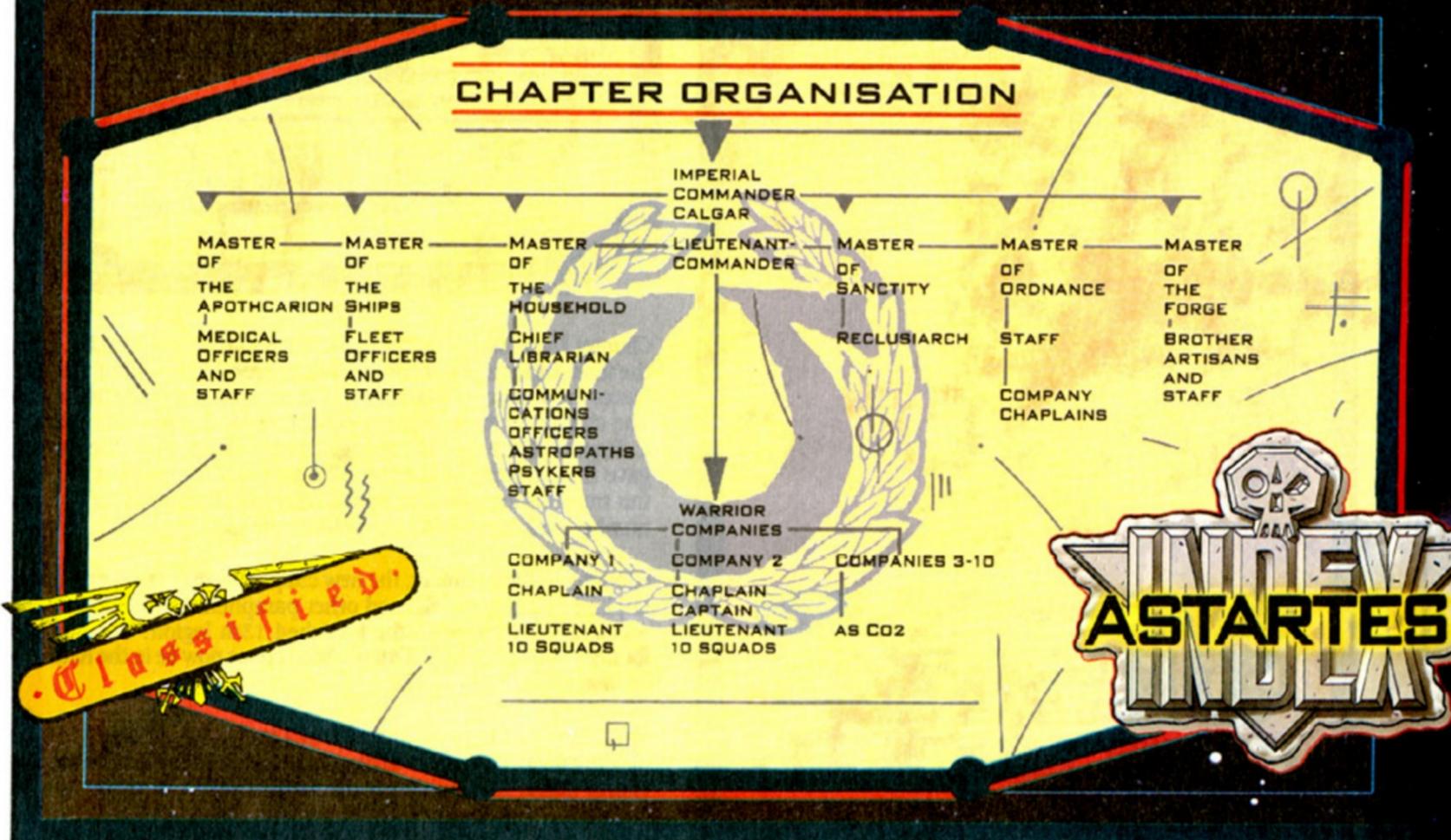
The fortress-monastery of the Ultra-Marines lies in the Marabar plains on the continent of Westenland far north of the equator. Macragge has a breathable atmosphere whose oxygen content sours during the warmer months due to the activities of oceanic-bacteria. The prevailing temperatures are extremely hot during daylight, falling to below zero at night. Moisture content is almost zero within the areas bordered by the dust seas and very low even in the continental interiors. Both rain and vapour clouds are unknown, although clouds of air-borne dust sometimes obscure the deeper oceanic regions. Sealed suits must be worn within the proximity of the oceans to avoid lethal desiccation.

Vegetation is present only in very simple forms. Primitive fungi grow beneath the ground, opening small cracks and fissures and even living within the crystalline structure of the rock itself. This causes spectacular colouring of the normally red rock formations. The best known examples of this are the Rainbow Caves in the equatorial regions of Gullimanos. Although initially devoid of higher life-forms, ambulls and crawlers, which were imported for experimental purposes, have escaped and established themselves on both continents.

The chapter has fought in every Tyrannic War to date (Tyrannic Wars - wars fought against Tyranid Hive-fleets). The Ultra-Marines were one of the three legions which took part in the final assault on Hive-fleet 'Behemoth' (745 of the current millennium). This is the only known record of the destruction of a Hive-fleet.

Although now based firmly on Macragge, the chapter's fleet remains in good repair. The space-going expertise of the Ultra-Marines is used to good effect, attacking and destroying Ork raiding ships and Eldar pirates. Macragge's hyperspatial locality on the eastern rim of the Imperium means it is a useful supply base and jumping-off point for Imperial servants moving beyond the psychic-light of the Astronomican.

In the current year (987 of the forty first millennium) the Ultra-Marines are led by Imperial Commander Adeptus Marneus Calgar, the fourth Lord Macragge. Following a skirmish against Hive-fleet 'Perseus' in 976, Calgar lost all four limbs as well as large areas of body tissue and his left eye. Now fitted with bionic replacements, he is more-machine than man. The chapter's last action against the Tyranids was a skirmish with Hive-fleet 'Perseus' in 982 before it drifted out of the Imperium and disappeared.





IMPERIAL COMMANDER
MARNEUS CALGAR
LORD MACRAGGE

The first portrait of the Ultramarines' imposing Chapter Master Marneus Calgar, shown with the full regalia and honours of the Lord Macragge.

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MASTERSHIPS

The Masters of the Order are important officials. Some perform a purely administrative role. Most, however, are also warriors and many are heroic figures held in awe by the order's young neophytes. A mastership may be held in conjunction with the captaincy of a company. Currently only Captain Asata also holds such a post; he is Captain of number 2 company 'strength is power' as well as the Master of Ordnance.

It is not unusual for a mastership to be held by a non-brethren - ie someone who is not a space marine. In the past, Masters have been ordinary humans (or even morphs or half-humans). Although falling within the feudal jurisdiction of the Lord of Macragge, non-brethren are not marines - some (such as those covered by the general category of 'staff') are slaves owned by the order.

The following offices are currently as indicated on the chart below. Masters are entitled to wear the ceremonial floor-length collared cloak in the colour shown on the chart. Some Masters have been known to wear these into battle! The collar badges are woven in gold and are replicated on the Master's powered armour.



Office	Current Holder (year 987 M41)	Colour	Badge
Master of the Apothacaron	Hulm Singa	White	
Master of the Ships	Christo Columbine	Black	
Master of the Forge	Samus Dexter	Red	
Master of the Household	Fimus Dour	Blue	
Master of the Ordnance	Keorn Asata	Scarlet	
Master of Sanctity	Tow Takka-chow	Green	
Lieutenant-Commander	Cha Lee	Purple	
Commander	Marneus Calgar	Fur	

The cloak of the Commander is a valuable hierloom. It is made from the fur of an unknown alien creature. This is primarily a golden brown colour speckled with white. The lining and hood are scarlet.

Profiles and equipment are given later for each of the current Masters. See below.

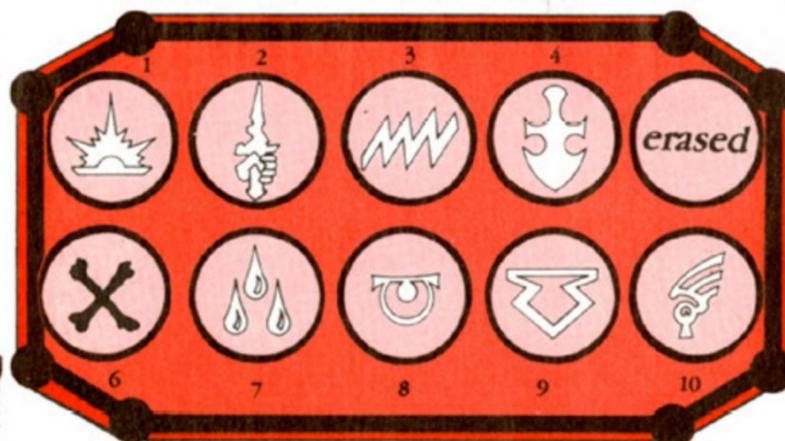
THE WARRIOR COMPANIES

Except for the number 1 company, each company is led by a Captain aided by a Lieutenant. Each company is divided into ten squads of a sergeant, a senior trooper and eight ordinary troopers. Within each company Sergeants have seniority according to their squad number - number 1 squad being the most senior and number 10 squad the least senior. In battle the ten man squad is often divided into two five man fighting units under the command of the Sergeant and senior trooper. Every company also has its own Chaplain. Chaplains are members of individual companies, holding a 'spiritual rank' equivalent to the company's Captain. They have no military rank. In battle they fight as individuals, exhorting their brothers to greater deeds of valour.

The chart below summarises the traditional honour-names of each company as well as listing the names of current Captains and Lieutenants. The company's honour badge is painted on the marine's

shoulder armour above the chapter badge, and occasionally on the helmet as well.

Number	Honour Name	Captain	Lieutenant	Chaplain	Honour Badge
1	Foremost towards oblivion	none*1	Butt	Brown	1
2	Strength is power	Asata*2	Dieta	Maginty	2
3	Endurance	Riebeck	Mullighak	Ohair	3
4	Parity of purpose	Dewl	Pule	Wolf	4
5*3	erased	Htym	Weiss	Donnon	erased
6	We ask only to die	Oquan	Hajadin	Niereck	6
7	Sacrifice	Yu-wan	Andron	Puissant	7
8	Vigilance	Daquinne	Zous	Pio	8
9	Fortitude	Kull	Idu	Relle	9
10	Fleet of will (recon)	Lewing	Vincino	Omos	10



*1 Number 1 company is led by the Lieutenant-Commander. The current Lieutenant-Commander is Cha Lee (see below).

*2 Keorn Asata is also Master of the Ordnance (see below)

*3 Number 5 company held the honour Steadfast until its ritual decimation and erasure of all honours following the Dolman Chain campaign in 986. This punishment deprives the company of its honour name and badge - the company is referred to simply as number 5 and no honour badge appears on the company's armour. The company will be awarded a new honour name and badge when it is judged to have redeemed its defeat.

COMPANY ORGANISATION

Companies 1-9 are organised identically as described below. In practice, casualties may affect the numerical strength of units: individual squads may be combined as a result. All troops are trained to perform in any of the types of squad. The distinction is a tactical one rather than being indicative of different training or ability, although special assault squads are always made up of the most experienced marines.

Captain (lieutenant-commander in the case of no.1 co)
Lieutenant

Chaplain

1 special assault squad	324½ pts
2 assault squads	179 pts
1 heavy weapons squad	317½ pts
6 tactical squads	236 pts

Number 10 company (Fleet of will) is equipped as a reconnaissance unit. It comprises the following individual squads.

1 tactical squad	236 pts
9 reconnaissance squads	264 pts

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The points value of a company excluding lieutenant and captain is 2416 for companies 1 to 9 and 2612 for the recon company. The total value of the chapter not including officers above sergeant rank is therefore 24,366 points at full strength and with standard equipment.

In fact, the current strength of the chapter is marginally less than full. Apart from recent battle casualties, the dishonour of company 5 has reduced the chapter's numbers somewhat. See the entry under *Cha Lee* for details of this particular event. Company 5 has only 3 tactical squads. Company 9 is generally used as a reserve unit and comprises the youngest and least experienced Marines. Because its troopers are frequently re-allotted to other companies it is usually at less than full strength and currently has no special assault squad and only 3 tactical squads.

SQUAD TYPES

Special Assault Squad (Scalpers)	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1 sergeant, chainsword, knife, 2 bolt pistols, plasma grenades (2)	4	5	5	4	3	1	5	1	8	8	8	8
9 marines, chainsword, knife, 2 bolt pistols, crack, smoke and frag grenades	4	4	4	4	3	1	4	1	8	8	8	8

All members of the special assault squads are veterans. They are subject to hatred of Tyranids. All wear powered armour with cameleoline. In addition the sergeant has a bio-scanner and an adapted infra-vision helmet visor. The unit has 2 las-cutters with 6 suspensors each (no move penalty).

Assault Squad (Hunters)	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1 sergeant, power glove, knife, bolt pistol	4	5	5	4	3	1	5	1	8	8	8	8
7 marines, chainsword, knife, bolt pistol, smoke grenades	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, graviton gun, knife, shuriken catapult	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, flamer, knife, shuriken catapult	4	4	4	4	3	1	4	1	8	8	8	8

All wear powered armour. The sergeant has a bio-scanner and an adapted infra-vision helmet visor.

Heavy Weapons Squad (Crushers)	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1 sergeant, bolt gun, knife, bolt pistol	4	5	5	4	3	1	5	1	8	8	8	8
5 marines, bolt gun, knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, missile launcher (frag, heavy type crack shells), knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, grenade launcher (frag, photon, smoke, haywire grenades), bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, las-cannon, knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, heavy bolter, knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8

All wear powered armour. All heavy weapons have targeters. The sergeant carries both a bio-scanner and an energy-scanner. The squad has four suspensors.

Tactical Squad (Flayers)	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1 sergeant, bolt gun, knife, bolt pistol	4	5	5	4	3	1	5	1	8	8	8	8
7 marines, bolt gun, knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, missile launcher (frag, heavy type crack shells), knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8
1 marine, heavy bolter, knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8

All wear powered armour. Each tactical squad carries two targeters and two suspensors.

Reconnaissance Squad (Stalkers)	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1 sergeant, power glove, knife, bolt pistol	4	5	5	4	3	1	5	1	8	8	8	8
9 marines, bolt gun, knife, bolt pistol	4	4	4	4	3	1	4	1	8	8	8	8

All wear powered armour with cameleoline and have helmets adapted to infra-vision. All are equipped with flight packs. Each squad carries two bio-scanners and two energy-scanners.

VEHICLES

The chapter maintains a large number of fighting vehicles in its extensive workshops on Macragge, as well as a permanent force on board the fleet. These latter are stored in drop-ships and can be mobilised as swiftly as the Marines themselves.

The chart below illustrates the number of operational vehicles of each type at the beginning of the current year (987). Each type, except the bike, conforms to the typical profiles given in the *WH40K* book. The Bike is the updated Mk13 Mechanicus Adeptus model conforming to the profile given as the Mk14 MA 'Bullock' in the previous issue of *White Dwarf*.



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Vehicle	Light	Medium	Heavy	Other
Bike				150
Crawler	2	8	1	
Flyer	40	25	12	
Hoverer	45	10	50	
Juggernaut	4	3	1	
Landing-pod	500	50	150	
Road-wheeler	5	12	-	
Tracks/wide wheeler	10	50	5	75 Land Raiders
Walker	4	5	10	
Dreadnoughts				6 Imperial Battle Armour

Weaponry and equipment carried conform to those described as typical in *WH40K* - although items may be substituted at the beginning of a campaign where this may improve a vehicle's suitability. Typical vehicle allotment to fighting units is as follows.

Company or Unit	Vehicle
1 Company	10 Heavy Hoverers 2 Dreadnoughts
2 Company	10 Heavy Hoverers 2 Dreadnoughts
3 Company	10 Heavy Hoverers
4 Company	10 Heavy Hoverers
5 Company	10 Land Raiders
6 Company	10 Land Raiders
7 Company	10 Land Raiders
8 Company	10 Land Raiders
9 Company	10 Land Raiders
10 Company	50 Bikes - MA Mk14 Bullock 25 Light Hoverers - Land Speeder
Medical Communication	2 Heavy Hoverers 5 Light Hoverers - Land Speeder
Lieutenant-Commander	1 Light Hoverer - Land Speeder
Chaplain	1 Bike MA Mk 14 Bullock or Vincent Black Shadow

Standard equipment for bikes is as given in *WH40K* and in the previous issue of *White Dwarf*. Standard equipment for Land Raiders is as given on p110 of *WH40K*. Standard equipment for heavy hoverers is auto-drive, auto-fac, communicator, ejector seats and auto-aim for the main armament. Standard weapons are (main armament - turreted) las-cannon, (secondary armament forward firing) multi-laser and bolter. Dreadnoughts are as described on p119 of *WH40K*.

SPECIAL TACTICS

Normal squad level action will vary according to the situation. A great deal of training revolves around small action combat within and without spacecraft.

Example: In 982 number 4 company 'Purity of purpose' was involved in a fleet action against Ork forces in Gurun System. The Ork flagship was forced down onto Womo (Gurun 4) by fire from chapter vessels 'Guardian' and 'Warshield'. Number 4 company was immediately launched in drop-ships from their station on the Ultra-Marine's flagship 'Gulliman'.

The heavy weapons squads (crushers) took up positions behind a rock outcrop to provide covering fire. The special assault squad (scalpers) rushed towards the fallen craft under the cover of their

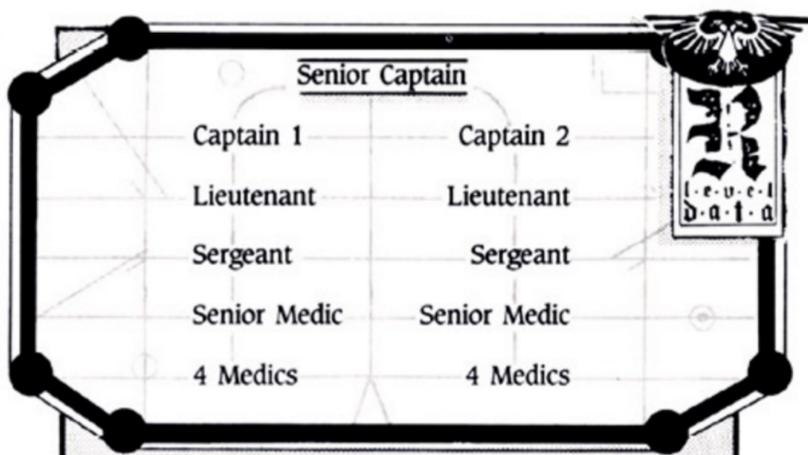
comrades' fire. They were met by the body guard of the Ork Admiral and thrown back after heavy fighting. Seeing the initial wave falter, the captain in command, Tiy Newman, led the remaining assault squads (hunters) into the ship. Following brief fighting, the remaining crew were driven out before the guns of the marine reserve (consisting of the remaining tactical squads (flayers)). Marine losses were 4 men of the special assault squad, 12 other marines and Captain Newman who died fighting the Ork Admiral.

MEDICAL

Medical staff are regular Apothacaron surgeons and doctors. Individuals undertake tours of duty as required, usually serving for the duration of a campaign. Only full brethren are sent on these dangerous missions: they therefore have marine profiles and equipment. Field-medics hold honorary ranks of Captain, Lieutenant, Sergeant, Senior Medic and Medic. The last two are equivalent to Senior Trooper and Trooper. However, these ranks are far less formal than within the fighting chapters and a campaigning force may have only two or three layers of command.

The medical staff have the use of two specially provisioned heavy hoverers. These have a vehicle mounted medi-kit, auto-drive, auto-fac, ejector seats and communicator. They are armed with three forward firing bolt-guns and a turret mounted multi-melta.

A full-chapter force would typically include the following medical staff:



Medics	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
Captains/Senior Captains	4	6	6	4	4	2	6	2	9	9	9	9	88%
Equipment: Powered armour, power sword, bolt pistol, knife, medi-pack													
Lieutenants	4	5	5	4	3	1	5	1	8	8	8	8	28%
Equipment: Powered armour, power sword, bolt pistol, knife, medi-pack													
Medic Sergeants	4	5	5	4	3	1	5	1	8	8	8	8	23%
Equipment: Powered armour, bolt gun, bolt pistol, knife, medi-pack													
Medics/Senior Medics	4	4	4	4	3	1	4	1	8	8	8	8	22%
Equipment: Powered armour, bolt gun, bolt pistol, knife, medi-pack													

COMMUNICATIONS

As with medical personnel, a chapter's field-communications staff varies according to the mission. Communications Officers, Astropaths and Psykers all fall within this section. The primary role of psykers is to maintain inter-stellar and inter-planetary communications. On the battlefield psykers provide psychic support as required.

All communications personnel are drawn from the Librarium staff. The Librarium is the nerve centre of any marine fortress. The three groups outlined above differ in the following respects.

Communication Officers are brethren (ie fully initiated marines) who have technical expertise as well as battle experience. A Communication Officer will usually have held the rank of at least lieutenant before re-training in the communication role. Communication Officers are in charge of all aspects of communications as well as the psychic members of the force. A Communication Officer may also be a psyker (see below).

Astropaths - are Imperial servants, members of the Adeptus Astra Telepathica, posted to marine units as part of the Imperium's complex communications network. An Astropath may hold office within the chapter, but is not a marine and is ultimately subject to the will of the Adeptus Terra.

Psykers - some psykers are judged sufficiently strong to remain whole rather than suffer the transformation into an Astropath. Such men are recruited into the various Imperial services. Some are recruited by the marines and undergo the complete bio-chem ritual which turns them into marines. Some chapters integrate psykers into company level, but the Ultra-Marines place all such individuals within the Librarium. That is not to say they are unused to combat. Psykers perform a vital role as psychic support troops for their brother marines.

A typical chapter field-force of Communications staff would look something like this.



In addition, any fleet in space would have its usual allocation of psychic staff as well as navigators. Typical profiles are given below.

Communications	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
Comm Officers Powered armour, power sword, bolt pistol, knife, long-range communicator, suspensor	4	6	6	4	4	2	6	2	9	9	9	9	86
Astropath (non- brethren) Las-pistol, power sword	4	3	3	3	3	1	3	1	7	7	7	7	Varies
Psyker (brethren) Powered armour, bolt-gun, bolt pistol, knife	4	4	4	4	3	1	4	1	8	8	8	8	Varies

Many of the Librarium staff have psychic abilities. Communication Officers committed to active campaigning would be about 50% likely to have psychic abilities as 'psykers'. The following mastery-levels would be typical in a full-chapter force.

- Senior Communications Officer - level 4
- Communications Officer - 1 at level 3, 1 at level 2, 2 non-psykers
- Psykers - level 1

The points values of psychic individuals will vary according to their powers. As there are over a hundred individual psykers liable to duty tours it is not practical to list them individually. Generate powers randomly.

FAMOUS CHARACTERS

Imperial Commander Marneus Calgar



Calgar was amongst human prisoners rescued from Hive-fleet 'Locust' in the year 947 of the current millennium. His age was then estimated at 14 years based on translucency tests of molar eruption and epiphyseal fusion of the long bones. This makes Calgar 44 years old at the time of writing. Calgar was subjected to the usual tissue compatibility and psychological tests, passed with flying colours and was recruited into the order as a neophyte in the armoury. Calgar took his vows in 951 and was fully ordained as a brother marine in 954. He quickly rose through the ranks and was elected Master of the Household in 973 and Commander in 977 following the death of Decon, the Third Lord Macragge. Following a severe mauling in 976 Calgar has not taken part in any actions personally.

His bionic hands are actually very complex devices incorporating a variety of weapons and other gadgetry, including Jokaero digital weapons, knives, lights and communicator.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
8	6	6	4	4	3	6	3	9	9	9	9	589%

As Calgar no-longer takes the field, he does not normally wear powered armour, although he does take the precaution of carrying a conversion field. The following equipment is carried at all times.

- Power glove - built into right bionic arm. Includes 4 Jokaero digital lasers and knife.
- Power glove - built into left bionic arm. Includes web gun and communicator.
- Infra-vision surgical implants
- Bionic right eye - with targeter, bio-scanner and energy-scanner
- Bionic legs
- Bionic lungs
- Conversion field armour

Calgar hates Tyranids.

Lieutenant-Commander Cha Lee



Cha Lee has commanded the Ultra-Marines in battle ever since Calgar suffered his terrible injuries. Lee was taken from Ulmor as a child in 945. The chapter was engaged upon its pursuit of Hive-fleet 'Locust' at the time. The population of Ulmor was largely wiped out by the Tyranids before the Marines' arrival and the subsequent Battle of Ulmor. Those few inhabitants surviving the conflict were screened for recruitment and re-settled in the Rastaman system.

Lee rose to full Captaincy in 981 and became Lieutenant-Commander in 986 following the death of Lieutenant-Commander Muk Mukyoun in a flyer accident over the Iracund Sea (the dust-ocean lying to the west of Westenland). Cha Lee is noted for his

extreme fits of temper and uncompromising punishment of failure and disobedience. It was Cha Lee who ordered the ritual decimation and disbanding of honours from number 5 company (hitherto

INDEX ASTARTES

Steadfast) following an unsuccessful mission at Grox Station 27 in the Dolman Chain in 986.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	9	9	9	248

Cha Lee wears powered armour and carries a conversion field in addition. He favours hand-to-hand weapons and typically carries the following equipment; Power glove (right hand), chainsword, bolt pistol, hand flamer and a supply of melta-bombs.

The following equipment is surgically implanted.

Infra-vision surgical implants
Bionic eyes - with targeter, bio-scanner and energy -scanner
Breathing apparatus - gill

Chief Librarian Astropath Illiyan Nastase



Illiyan was born to a human mother on the world of Badab following the expulsion of the Tyrant there in 912 of the current millennium. His father was an unknown Eldar mercenary. The youngster was gene-tested at birth in accord with the law and subsequently taken into Imperial custody. He was reared in the government compound by the Imperial Mission which took over the running of Badab after the war.

Along with other potential psychics he undertook the journey to Earth in 924 where further tests led to the eventual *soul-binding* in 925. From that point Nastase was recruited into the Administratum as an Astropath. He attained the ranks of Secundus, Prefect and eventually rose to hold

Consulship for four years, helping to run the Adeptus Terra's advisory Senate to the Master of the Adeptus Astra Telepathica. Following this he undertook four years service with the fleet, a further two years with the Dark Angels Marines and was appointed as chief of the Macragge interstellar communications link under the jurisdiction of the Ultra-Marines (965). Nastase is now 76 years old (current year 987) but, thanks to his parentage, shows few signs of age.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	3	1	7	1	8	9	9	8	181½

Pysker Mastery: Level 2

Psy-level: 20

Pysker Abilities: ▶ Psychic Sense (innate)

▶ Psychic Awareness (innate)

▶ Astrotelepathy (telepath)
▶ Psychic Beacon (telepath)
▶ Resist Psychic Attack (telepath)
▶ Warp Space trail (telepath)

▶ Cure Injury (level 1)
▶ Immunity from Poison (level 1)
▶ Steal Mind (level 1)

▶ Mental Bolt (level 2)
▶ Sense Presence (level 2)
▶ Telekinesis 2 (level 2)



Nastase wears powered armour in combat and carries a force sword and laser pistol. Points value includes all psychic abilities including *astropath* abilities costed at 10 points each.

Master of the Apothecarion Hulm Singa



Singa was taken from Crows World following a brief campaign against Eldar pirates in the system. He undertook initiation at the relatively early age of 14 (973) and began to study medicine after two years combat training and one year active service. Proving a skilled administrator, as well as a first-class surgeon, Hulm gained full Mastership in 986. He has an acute if rather unnerving love of chainswords, having the idea firmly set in his mind that this is the only way to remove troublesome armour when attempting to deal with a wound.



M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	2	6	2	9	9	9	9	104

Singa wears powered armour. He carries the following weapons: bolt gun, knife and bolt pistol.

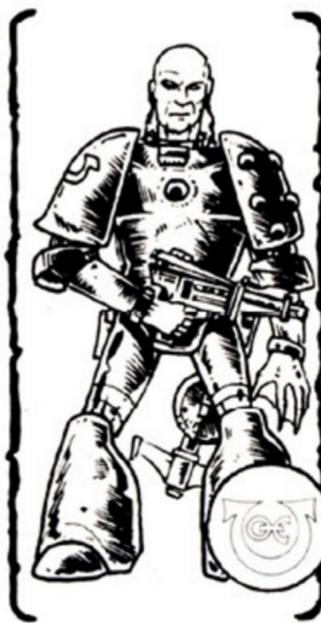
He has the following equipment: bio-scanner, immune, medipack, rad-counter, stimulant, web solvents, 2 suspensers and a chainsword.



Death is not the end but the beginning of immortality.

- Inscription on the tomb of Robert Gulliman

Master of the Ships Christo Columbine



Christo comes from a lesser Navigator Family whose fortunes have declined somewhat over the last couple of hundred years. Faced with family bankruptcy, Christos sold himself into slavery and was bought by the Ultra-Marines. The position of slave is not an especially dishonourable one for a Navigator. Columbine is accorded respect but is expected to fulfil his role to the best of his abilities. Christo was too old to undergo initiation when he joined the Ultra-Marines (the upper limit is 18, subject to the individual - 16 is usual). Christo is now (current year 987) 40 years old.

In 979 he joined the co-ordinating division of the Librarium and took over the Master of Ships in 982 - the first recorded instance of a non-brethren holding the post in this particular chapter. His heritage has left him spindly and his hands and feet are large and webbed.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	9	9	9	93

Columbine wears powered armour. He carries the following weapons: 2 laspistols, shuriken catapult, knife.



Do not forget that Tyranids are the play-thing and help-mates of chaos. Their existence is an anathema to the rule of man. A blasphemy upon the soul of humanity. Their is only one answer to their evil - WAR! WAR! WAR!
- Commander Decon Third Lord Macragge

Master of the Forge Samuel Dexter



Dexter was born to one of the chapter's female slaves and, according to a tradition that all such children belong to the chapter, underwent tissue compatability and psychological tests at the age of 12. Dexter was formally recruited as neophyte at 14 and underwent initiation to full brethren at 16 (the year 966). His long study of runic manuals has instilled a wide understanding of robotics. It was Dexter who created many of the special features of Commander Calgar's bionic limbs. Dexter's pursuit of robot research has caused friction with Captain Asata who would sooner see the effort expended in replacing dreadnoughts lost during the skirmish on Burbeck's Asteroid against the Orks in 985.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	4	4	4	3	1	4	1	8	8	8	8	65½

Dexter has powered armour. He carries a bolt gun, bolt pistol and 8 plasma grenades. He also has a las-cutter which he uses as a weapon! The las-cutter's considerable weight (3" penalty) is offset by 6 suspensors.

Master of the Ordnance Captain Keorn Asata



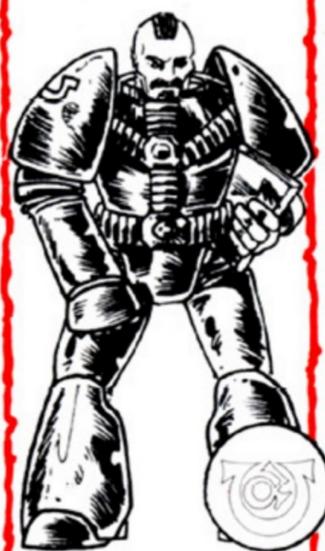
Asata was recruited from a hive-world street gang during a recruiting mission in 950. He was 13 years old when captured, and following tissue compatability and psychology tests was earmarked for partial cerebral reprogramming. Although successful, the process has not entirely removed his rough edge. A ruthless warrior with a naturally alert temperament and rather brash manner, he is highly suspicious of Pyskers and regards Nastase with more than a little trepidation.



M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	2	6	2	9	9	9	9	87

Asata wears powered armour with a refractor field. His weapons are: power sword, bolt gun, bolt pistol and knife.

Master of the Household Fimor Dour



This is the most highly regarded of all the Masterships of the Order.

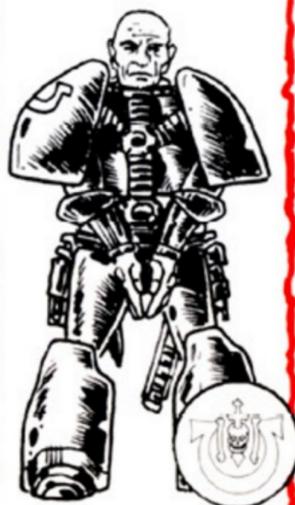
The Master of the Household is responsible for the day-to-day running of the fortress-monastery, acting as private secretary to the Commander as well as administrating such mundane things as food, hygiene, repair, construction, slave relations and non-brethren recruitment. This is a hard but rather boring task. It is seen as providing the necessary training for future Commanders. Fimor is already 45 years old and has occupied his current post since the 'Perseus' engagements in which he fought valiantly. Fimor is an uncompromising administrator and business man whose combat heritage is often forgotten by younger and less

respectful brethren.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	3	1	5	1	8	8	8	8	233½

Dour wears powered armour. His weapons are: 4 Jokaero digital lasers built into a power glove, a bolt gun, bolt pistol and knife.

Master of Sanctity Tow Takka-chow



The Master of Sanctity is responsible for all the religious aspects of the order. Tow Takka-chow must ensure that the chapter's chapels and religious shrines are maintained, and that the moral life of the chapter is sound. Although a marine of great devotion, and irreproachable past, Tow is not a cleric - and not an official of the Imperial Cult. The performance of ritual and other religious duties are undertaken by the Reclusiarch Caberra. Tow's duties are purely secular, although he is ultimately responsible for making sure the Reclusiarch and Chaplains are doing their duty, and that the chapter remains beyond moral reproach. Tow is almost eighty years old, and is the oldest of all the current Masters. He has not fought in battle since the attack on Hive-fleet 'locust' in 947.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	2	6	2	9	9	9	9	85½

Tow Takka-chow wears powered armour. His weapons are: power sword, bolt gun, bolt pistol and knife.



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Reclusiarch Leo Caberra



Leo Caberra is not a Marine but a priest of the Imperial Cult sent to minister to the spiritual needs of the Ultra-Marines. He does not fight in battle, although his famous speeches and blood-curdling threats of retribution have probably contributed to winning more battles than the average army!

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	9	9	9	409

Leo wears conversion field armour, a displacer field and a stasis field. He does not wear armour - placing his faith in his own divine invulnerability (and all those field defences). Although he appears unarmed, his right arm is in fact a bionic replica, indistinguishable from real flesh, but housing a power glove and five Jokaero Digital lasers.

Captains



Number 1 company has no captain. The captain of number 2 company is Keorn Asata. The remaining captains are also subject to frenzy.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	2	6	2	9	9	9	9	101

All wear powered armour. Weapons carried are: power glove, bolt gun, bolt pistol, knife. The following equipment is carried: energy scanner, bio-scanner, infravision visor, communicator (100 mile radius). The weight of the long-range communicator is off-set by a single suspensor.

Lieutenants



Each of the 10 companies has a lieutenant. These are Lt Butt (1), Lt Dieta (2), Lt Mullighak (3), Lt Pule (4), Lt Weiss (5), Lt Hajadin (6), Lt Andron (7), Lt Zous (8), Lt Idu (9), and Lt Vincino (10). Their profiles and equipment are as follows:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	3	1	5	1	8	8	8	8	22

All wear powered armour. Weapons carried are: Flamer, bolt gun, 2 bolt pistols and knife.

Chaplains



Each of the 10 companies has its own religious leader called a chaplain. Chaplains are responsible for the spiritual welfare of their company. It is the chaplain that leads the daily prayers, performs the necessary rituals, makes sacrifices and maintains the company's chapel and cult regalia. The chaplain's own spiritual direction comes from the Reclusiarch of the Order. This is Leo Caberra, High Preacher of the Imperial Cult. In battle the chaplains are always ready to show their faith by deed as well as by word. Their profiles and equipment are as follows.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	3	1	5	1	8	8	8	8	27

All wear powered armour and refractor field armour. Weapons carried are: Melta-gun, chainsword, 2 bolt-pistols and knife.

Chaplains are subject to hatred of any enemy they are fighting. They are also subject to frenzy.

ULTRA-MARINE DAILY PROGRAMME

Sub-Routine Hot Season 1

0500	Reveille	1620	Prayers of Exactitude followed by range firing
0510	Morning prayer followed by martial exercise	1820	Litany of Purity followed by equipment cleaning
0600	Morning toilet	1900	Chaplain's Sermon in Company Chapel
0630	Sergeant's Inspection	1945	BioChem and implant monitoring
0700	Prayers of supplication followed by breakfast	2000	Chaplain's cult recital followed by High Tea
0740	Squad training	2200	Free time
1400	Vows of the order followed by a light meal	2210	Captain's inspection
1445	Meditation followed by absolution	2230	Evening exercise
	2250	Retire to cells for personal prayer	
	2300	Lights out	



David Wise & Rick Priestley

The daily regimen of a Space Marine is relentlessly austere and arduous, for these warrior-monks must uphold the standards of the Imperium.

INDEX ASTARTES



● PLASMA BURST TROOPER
● BEAMER



IMPERIAL COMMANDER



● MINDWING SERGEANT
● BOLTER



RECLUSIARCH
LEO CABERRA



CHAPLAINS



COMMANDER
MARNEUS CALGAR



SANCTITY
TOW CHAKKA CHOW



APOTHACARION
HULM SINGA



LT. CMDR
CHA LEE



SHIPS CHRISTO COLUMBINE



FORGE
SAMUEL DEXTER



CAPTAINS



ASTROPATH
ILLIYAN NASTASE



LIEUTENANTS



HOUSEHOLD
FIMUS DOUR



ORDNANCE
KEORN ASATA



SQUAD OF N07 COMPANY - SACRIFICE ADVANCE INTO BATTLE. THE TRIPLE BLOOD DRIPS HONOUR BADGE CAN BE SEEN CLEARLY ON THE TROOPERS' SHOULDER ARMOUR. INSET SHOWS SQUAD SERGEANT LAZARUS AND THE TWO SPECIAL WEAPON TROOPERS WITH MISSILE LAUNCHER AND HEAVY BOLTER.

DESIGNED BY JES GOODWIN - DRAWN BY H - COLOURED BY DAVE ANDREWS

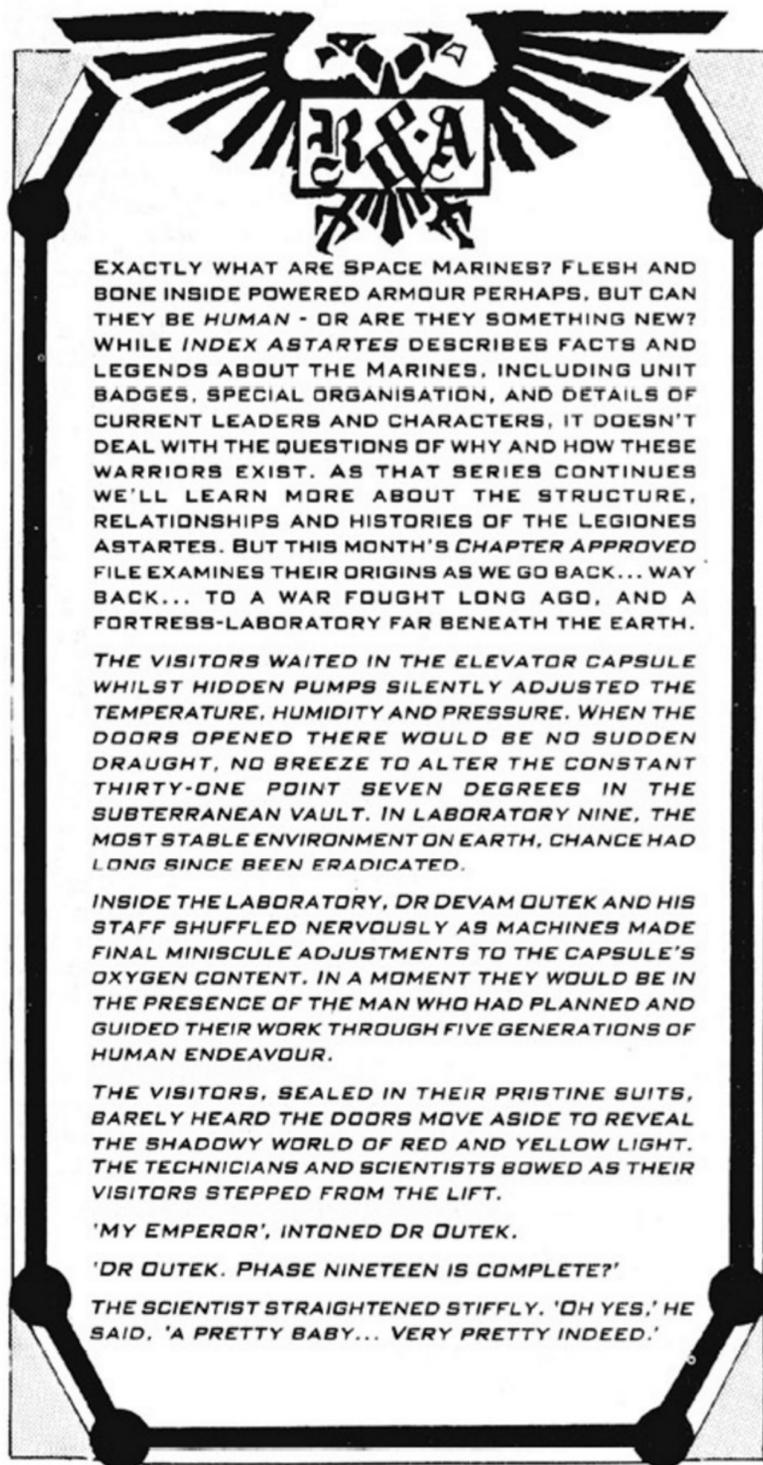


CHAPTER APPROVED

Thought for the day

We can rebuild them

Imperial record: WD 01/003
Cross file to: Abuse of Medicine XM14
Bio-DIY BD5
Planetary ref: Earth A3 Sol System
Input ref: Inquisition Investigation
Team 32/968 ES327
Input dated: 9960987.M2.



EXACTLY WHAT ARE SPACE MARINES? FLESH AND BONE INSIDE POWERED ARMOUR PERHAPS, BUT CAN THEY BE HUMAN - OR ARE THEY SOMETHING NEW? WHILE *INDEX ASTARTES* DESCRIBES FACTS AND LEGENDS ABOUT THE MARINES, INCLUDING UNIT BADGES, SPECIAL ORGANISATION, AND DETAILS OF CURRENT LEADERS AND CHARACTERS, IT DOESN'T DEAL WITH THE QUESTIONS OF WHY AND HOW THESE WARRIORS EXIST. AS THAT SERIES CONTINUES WE'LL LEARN MORE ABOUT THE STRUCTURE, RELATIONSHIPS AND HISTORIES OF THE LEGIONES ASTARTES. BUT THIS MONTH'S *CHAPTER APPROVED* FILE EXAMINES THEIR ORIGINS AS WE GO BACK... WAY BACK... TO A WAR FOUGHT LONG AGO, AND A FORTRESS-LABORATORY FAR BENEATH THE EARTH.

THE VISITORS WAITED IN THE ELEVATOR CAPSULE WHILST HIDDEN PUMPS SILENTLY ADJUSTED THE TEMPERATURE, HUMIDITY AND PRESSURE. WHEN THE DOORS OPENED THERE WOULD BE NO SUDDEN DRAUGHT, NO BREEZE TO ALTER THE CONSTANT THIRTY-ONE POINT SEVEN DEGREES IN THE SUBTERRANEAN VAULT. IN LABORATORY NINE, THE MOST STABLE ENVIRONMENT ON EARTH, CHANCE HAD LONG SINCE BEEN ERADICATED.

INSIDE THE LABORATORY, DR DEVAM OUTEK AND HIS STAFF SHUFFLED NERVOUSLY AS MACHINES MADE FINAL MINISCULE ADJUSTMENTS TO THE CAPSULE'S OXYGEN CONTENT. IN A MOMENT THEY WOULD BE IN THE PRESENCE OF THE MAN WHO HAD PLANNED AND GUIDED THEIR WORK THROUGH FIVE GENERATIONS OF HUMAN ENDEAVOUR.

THE VISITORS, SEALED IN THEIR PRISTINE SUITS, BARELY HEARD THE DOORS MOVE ASIDE TO REVEAL THE SHADY WORLD OF RED AND YELLOW LIGHT. THE TECHNICIANS AND SCIENTISTS BOWED AS THEIR VISITORS STEPPED FROM THE LIFT.

'MY EMPEROR', INTONED DR OUTEK.

'DR OUTEK. PHASE NINETEEN IS COMPLETE?'

THE SCIENTIST STRAIGHTENED STIFFLY. 'OH YES,' HE SAID. 'A PRETTY BABY... VERY PRETTY INDEED.'

THE ORIGIN OF THE LEGIONES ASTARTES

The Legiones Astartes (Space Marines) were instrumental in the early wars that put the Imperium on the galactic map. At the end of the Age of Strife, Earth was a single sovereign planet which had only recently become free of volatile warp-storms. With the sudden dispersal of these storms, it became possible once again for spacecraft to travel to and from Earth. Earth's forces had carved out an Empire that stretched almost half-way across the galaxy within two hundred years. This was the First Crusade.

Research and development leading to the creation of the Space Marines was undertaken in the thirtieth millennium immediately prior to the beginning of the First Crusade. This work was conducted in the superbly equipped laboratories built deep inside the planet Earth. The objective of the program was to create a caste of warrior elites, characterised by super-human strength and unflinching loyalty.

These new warriors were organised into their own special units called 'chapters'. Those chapters created at the time of the First Crusade are known as Chapters of the First Founding. There were originally 20 of these, but only 7 survive in forty first millennium. Since the First Founding there have been twenty five other occasions when the Emperor has felt it necessary to create new chapters. The most recent Twenty Sixth Founding was in the year 738 of the current millennium.

'...And here,' continued Dr Outok, 'we have five of the phase eleven zygotes. The eldest has now been functioning uninterrupted for fourteen years.' The doctor gestured towards the row of glowing incubators containing several varieties of organic components in clear, bubbling baths.

'You call the organs zygotes?'

'Yes - our geneticists create the single germ cell for each new organ. Every cell takes years of work as you know. At that stage we can store the cells indefinitely in the zero-room as gene-seed. Inside the incubator we can activate and control the growth process. The cell divides, multiplies, and eventually grows into a whole organ. Until the organ is ready for implant, we refer to it as a zygote.'

The doctor led the party along the long row of glass cases, past incubators labelled with the names of the strange organs. He stopped before a large door emblazoned with the Imperial Eagle and the stark sign 'Security Zone One'.

'Now,' announced the doctor. 'Now you'll see what all this flesh and gristle really amounts to!'

GENE-SEED AND ZYGOTES

There are nineteen varieties of gene-seed corresponding to the nineteen different super-human organs which are surgically implanted into the Space Marine.

Most chapters have existed for thousands of years. During that time, gene-seed belonging to some chapters has mutated. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless. In other circumstances changes in an organ might reduce its effectiveness, or cause new and strange effects. Whatever the result, it will affect the entire chapter - all Space Marines belonging to a chapter share implants cultured from the same original gene-seed.

As well as mutant implants, many chapters have lost one or more types of gene-seed due to accident, genetic failure, or some other cause. Very few chapters therefore possess all nineteen implants. All possess the carapace implant (phase 19). It is this implant which marks a Space Marine for what he is - irrespective of other implants, training or psycho-surgery.

IMPLANTS

The nineteen organs created by the ancient technicians of the Emperor are described below. Each of these organs is extremely complicated and because many of the organs only work properly when another organ is present, the removal or mutation of one organ may affect the exact functioning of the others. For these reasons, implants must be constantly monitored, and many Marines have to undergo corrective surgery or chemo-therapy to re-balance their metabolisms.

Phase 1 - Secondary Heart. The simplest and most self sufficient implant. The secondary heart is capable of boosting the blood supply or maintaining full life functions even with the destruction of the recipient's original heart. The phase 1 implant enables Marines to survive low oxygen concentrations and traumatic injury.

Phase 2 - Ossmodula. This is a tubular shaped organ whose small size belies its complex structure. The ossmodula monitors and secretes hormones affecting epiphiseal fusion and ossification of the skeleton. At the same time, the specially engineered hormones encourage the forming bones to absorb ceramic based chemicals administered in the Marine's diet. Two years following implantation, this will have caused considerable strengthening of the long-bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates) and a general increase in the size of the recipient's skeleton.

Phase 3 - Biscopea. This organ is implanted into the chest cavity. It is small, approximately circular and, like the Ossmodula, its primary action is hormonal. The presence of the biscopea stimulates muscle growth throughout the body.

Phase 4 - Haemastamen. This tiny organ is implanted into a main blood vessel. The haemastamen serves two purposes. It monitors and to some degree controls the phase 2 and 3 implants. The organ also alters the constituent make-up of the recipient's blood. As a result, Marine blood is considerably more efficient than ordinary human blood, as it has to be when you consider the extra biological hardware a Marine carries inside him!

Phase 5 - Larraman's Organ. This is a liver shaped, dark, fleshy organ about the size of a golf-ball. It is implanted into the chest cavity along with a complicated array of blood vessels. The organ generates and stores special 'larraman cells'. If the recipient is wounded, these cells are released into the blood stream. They latch onto leucocytes in the blood and are transported to the site of a wound. Once in contact with air, the larraman cells form a skin substitute of instant scar tissue, staunching the flow of blood and protecting any exposed wound area.



CHAPTER APPROVED



Phase 6 - Cataleptean Node. This brain implant is usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the body's response to sleep deprivation. Normally, a Marine sleeps like any normal man, but if deprived of sleep, the cataleptean node 'cuts in'. A man implanted with the node is capable of sleeping and remaining awake at the same time by 'switching off' areas of the brain sequentially. This process cannot replace normal sleep entirely, but increases a Marine's survivability by allowing perception of the environment whilst resting.

Phase 7 - Preomnor. The preomnor is a large implant which fits into the chest cavity. It is a pre-digestive stomach which allows the Marine to eat a variety of otherwise poisonous or indigestible materials. No actual digestion takes place in the preomnor. Individual sensory tubes assess potential poisons and neutralise them or, where necessary, isolate the preomnor from the rest of the digestive tract.

Phase 8 - Omophagea. This is a complicated implant. It really becomes part of the brain, but is actually situated within the spinal cord between the cervical and thoracic vertebrae. Four nerve sheaths called neuroclea are implanted between the spine and the preomnor stomach wall. The omophagea is designed to absorb genetic material generated in animal tissue as a function of memory, experience or innate ability. This endows the Marine with an unusual survival trait. He can actually learn by eating. If a Marine eats a part of a creature, he will absorb some of the memories of that creature. This can be very useful in an alien environment. Incidentally, it is the presence of this organ which has created the various flesh and blood drinking rituals for which the Marines are famous, as well as giving the names to chapters such as the Blood Drinkers, Flesh Tearers etc.

Phase 9 - Multi-lung. This is another large implant. The multi-lung, or 'third' lung, is a tubular grey organ. Blood is pumped through the organ via connecting vessels grafted onto the recipient's pulmonary system. Atmosphere is taken in by means of a sphincter located in the trachea. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air. Most importantly, it is able to do this without suffering damage thanks to its own efficient toxin dispersal, neutralisation and regeneration systems.

Phase 10 - Oculobe. This small slug-like organ sits at the base of the brain. It provides the hormonal and genetic stimuli which enable a Marine's eyes to respond to optic-therapy. The oculobe does not itself improve a Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. An adult Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight.

Phase 11 - Lyman's Ear. The organ enables a Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Marine cannot become dizzy or nauseous as a result of extreme disorientation. Lyman's ear is externally indistinguishable from a normal human ear.

Phase 12 - Sus-an Membrane. This flat, circular organ is implanted over the top of the exposed brain. It then grows into the brain tissue until completely merged. The organ is ineffective without subsequent chemical therapy and training. However, a properly tutored Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition a Marine may survive for many years, even if bearing otherwise fatal injuries. Only appropriate chemical therapy and auto-suggestion can revive a Marine from this state - a Marine cannot revive himself. The longest known period of de-animation followed by successful re-animation is 567 years in the case of brother Silas Err of the Dark Angels (d. 321 M.27).

Phase 13 - The melanochrome, or melanochromic organ, is hemispherical and black. It functions in an indirect and extremely complicated manner. It monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin to protect it from ultraviolet exposure. It also provides limited protection from other forms of radiation.

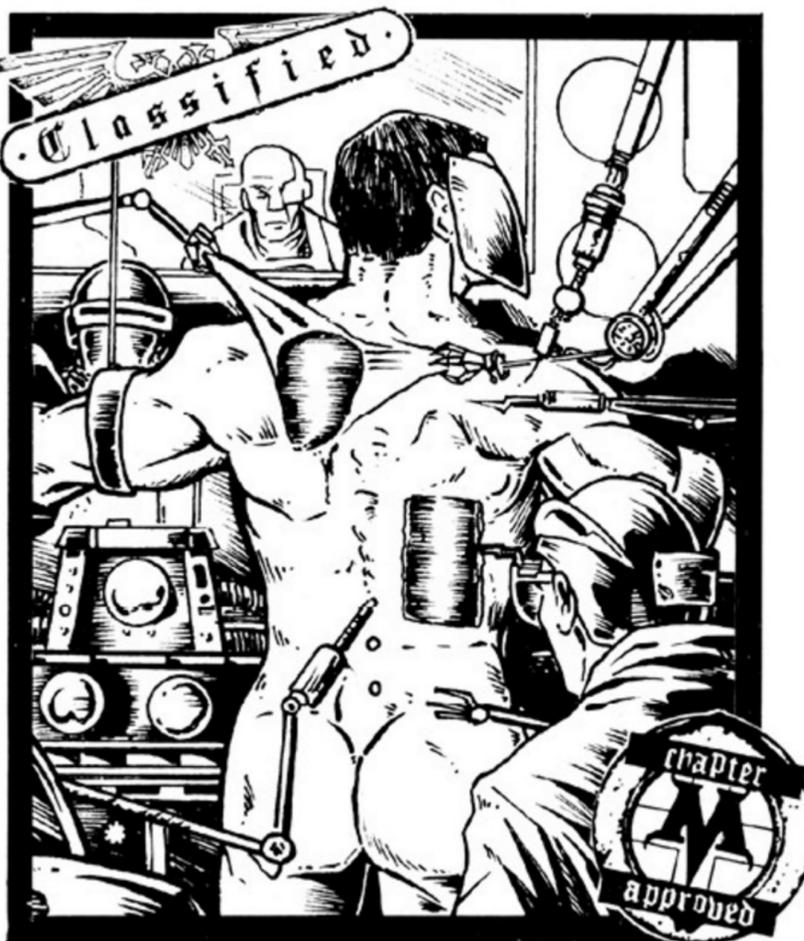
Phase 14 - Oolitic Kidney. This red-brown and heart shaped organ improves and modifies the Marine's circulatory system enabling other implants to function effectively. The oolitic kidney also filters blood extremely efficiently and quickly. The secondary heart and oolitic kidney are able to act together, performing an emergency detoxification program in which the Marine is rendered unconscious as his blood is circulated at high speed. This enables a Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with.

Phase 15 - Neuroglottis. Although the preomnor protects a Marine from digesting anything too deadly, the neuroglottis enables him to assess a potential food by taste. The organ is implanted into the back of the mouth. By chewing, or simply by tasting, a Marine can detect a wide variety of natural poisons, some chemicals and even the distinctive odours of some creatures. To some degree a Marine is also able to track a target by taste alone.

Phase 16 - Mucranoid. This small organ is implanted in the lower intestine where its hormonal secretions are absorbed by the colon. These secretions initiate a modification of the sweat glands. This modification normally makes no difference to the Marine until activated by appropriate chemo-therapy. As a result of this treatment the Marine sweats an oily, naturally cleansing substance which coats the skin. This protects the Marine against extremes of temperature and even offers a slight degree of protection in vacuum. Mucranoid chemo-therapy is standard procedure on long space voyages and when fighting in vacuum or near vacuum.

Phase 17 - Betcher's Gland. Two of these identical glands are implanted, either into the lower lip, alongside the salivary glands or into the hard palette. Betcher's gland works in a similar way to the poison gland of venomous reptiles by synthesising and storing deadly poison. Marines are rendered immune to this poison by virtue of the gland's presence. The gland allows the Marine to spit a blinding contact poison. The poison is also highly acidic and corrosive. A Marine imprisoned behind iron bars could easily chew his way out given an hour or so.

Phase 18 - Progenoids. There are two of these glands, one situated in the neck, the other deep within the chest cavity. These glands are important to the survival of the Marine's chapter. Each organ grows within the Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years the neck gland is mature and ready for removal. After ten years the chest gland becomes mature and is also ready for removal. A gland may be removed anytime after it has matured.





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These glands represent a chapter's only source of gene-seed. When mature, each gland contains a single gene-seed corresponding to each zygote implanted into the recipient Marine. Once removed by surgery, the progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and sound gene-seeds stored. Gene-seeds can be stored indefinitely under suitable conditions.

Phase 19 - Black Carapace. This is the last and the most distinctive implant. It looks like a film of black plastic when it's growing in the tanks. This is removed from its culture-solution and cut into sheets which are implanted directly beneath the skin of the Marine's torso. Within a few hours the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the Marine. After several months the carapace will have fully matured and the recipient is then fitted with neural sensors and transfusion points cut into the hardened carapace. These artificial 'plug-in' points mesh with features integral to the powered armour, such as the monitoring, medicinal and maintenance units. Without the benefit of a black carapace a Space Marine's armour is relatively useless.

VARIATIONS BETWEEN CHAPTERS

Each organ serves a specific function as outlined above. Although a chapter's Apothacaries and surgeons are able to perform the necessary implant operations, they do not necessarily understand the exact functioning of each organ. The processes involved are incredibly ancient. Procedures are handed down from generation to generation, becoming increasingly ritualised and misinterpreted. For these reasons, the efficiency of each organ differs from chapter to chapter, depending on the condition of that chapter's gene-seeds and the degree of debasement of its surgical procedures. In some chapters, mutation of gene-seed, poor surgical procedure, or inadequate post-operative conditioning, has twisted the functioning of implants. For example, the omophagea gene-seed of the Blooddrinkers has mutated so that all Blooddrinkers have an unnatural craving for blood. In some chapters individual organs are either useless or absent altogether.

REPRODUCING ZYGOTES

Gene-seed can only be obtained by removing one or both progenoid organs from a living (or very recently deceased) Marine. The whole purpose of the progenoid organ is to provide gene-seed to enable the chapter to continue. It is not possible to create a zygote in any other way. Each chapter's stock of gene-seed is therefore unique to itself. Gene-seed has a great deal of religious significance to a chapter, representing its identity and future. Without gene-seed a chapter has no future. The extinction of a type of gene-seed means that a zygote has been lost forever. The extinction of a phase 18 or 19 gene-seed would effectively mean an end to a chapter.

As each Marine has only two progenoid glands, the rate at which a chapter can create new Marines is restricted. It may take many years for a chapter to rebuild itself after heavy losses. Gene-seed is often rendered useless if a Marine is exposed to high radiation levels or other forms of genetic disturbance. The efficiency of different chapters' progenoid gene-seed also varies, and some chapters are able to make up their numbers faster than others.

FOUNDING NEW CHAPTERS

According to their charter, each chapter is obliged to send 5% of its genetic material to the Adeptus Mechanicus on Earth. This 'tithing' has two purposes. Firstly, it enables the Adeptus Mechanicus to monitor the health of each Marine chapter. Secondly, it enables the Adeptus Mechanicus to store gene-seed with a view to founding new chapters.

A new chapter cannot be founded overnight. A single suitable gene-seed must be selected for each zygote. Zygotes are then grown in culture and implanted into human test-slaves. These test slaves must



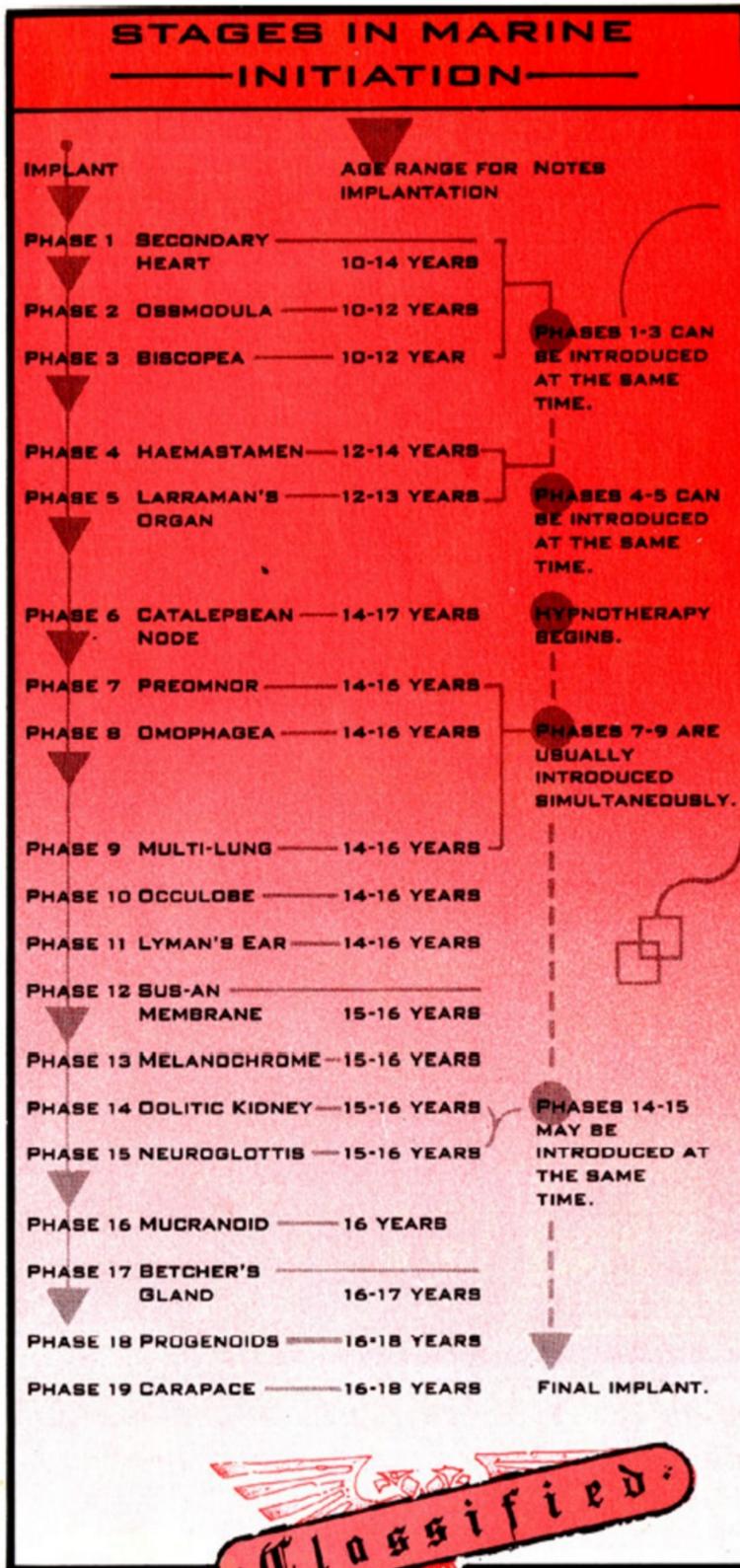
be biologically compatible and free from mutation. Test-slaves spend their entire lives bound in static experimental capsules. Although conscious they are completely immobile, serving as little more than mediums within which the various zygotes can develop. From the original slave come two progenoids, which are implanted within two more slaves, from which come four progenoids and so on. It takes about 55 years of constant reproduction to produce 1000 healthy sets of organs. These must be officially sanctioned by the Master of the Adeptus Mechanicus and then by the Emperor himself. Only the Emperor can give permission for the creation of a new chapter.

RECRUITMENT AND INITIATION

The various implants cause vital changes in a Marine's physique and mental state. Many of these changes are controlled by natural hormonal secretions and growth patterns. Implants may not prove effective, or may not become fully functional, if they are carried out once the recipient has reached certain stages of natural development. It is therefore inevitable that recruits must be reasonably young. Tissue compatibility is also essential, otherwise organs may fail to develop properly.

The third consideration is mental suitability. The cataleptan node, oculobe, and sus-an membrane will only develop to a useable condition under the stimulus of hypnotic-suggestion. A recruit must therefore be susceptible to this particular treatment.

These considerations mean that only a small proportion of people can become Space Marines. They must be male because zygotes are keyed to male hormones and tissue types, hence the need for tissue compatibility tests and psychological screening. If these tests prove successful a candidate becomes a *neophyte*. With the completion of organ implantation and attendant chemical and hypnotic training, the subject becomes an *initiate*. An initiate receives training before joining the ranks as a full *brother*. A Marine usually joins the ranks between the ages of 16-18. Pressures during wartime may accelerate the process.



However, when a chapter is at full strength these misfits may be put out of their misery. If the chapter is short of Marines they are often allowed to live, and may be placed within their own special units. Those who display uncontrollably psychotic tendencies can be recruited into suicide assault squads, or as suicide bombers.

Some chapters deliberately foster such creatures, even going so far as to implant deformed zygotes into some initiates. This is very dangerous, and the practice is discouraged by Imperial edict. But old traditions die hard.



PSYCHO-CHEMICAL AND OTHER CONDITIONING

Implantation goes hand-in-hand with chemical treatment, psychological conditioning and sub-conscious hypnotherapy. All of these are essential if the Marine is to develop properly.

Chemical Treatment - Until his initiation, a Marine must submit to constant tests and examinations. The newly implanted organs must be monitored very carefully, imbalances corrected, and any sign of maldevelopment treated. This chemical treatment is reduced after completion of the initiation process, but it never ends. Marines undergo periodic treatment for the rest of their lives in order to maintain a stable metabolism. This is why their power armour suits contain monitoring equipment and drug dispensers.

Hypnotherapy - As the super-enhanced body grows, the recipient must learn how to use his new skills. Some of the implants, specifically the phase 6 and 10 implants, can only function once correct hypnotherapy has been administered. Hypnotherapy is not always as effective as chemical treatment, but it can have substantial results. If a Marine can be taught how to control his own metabolism, his dependence on drugs is lessened. The process is undertaken in a machine called a hypnomat. Marines are placed in a state of hypnosis and subjected to visual and aural images in order to awaken their minds to their unconscious metabolic processes.

Training - Physical training stimulates the implants and allows them to be tested for effectiveness.

Indoctrination - a Marine is more than a human with extraordinary powers. Marines have extraordinary minds as well! Just as their bodies receive 19 separate implants, so their minds are altered to release the latent powers within. These mental powers are, if anything, more extraordinary than even the physical powers described above. For example, a Marine can control his senses and nervous system to a remarkable degree, and can consequently endure pain that would kill an ordinary man. A Marine can also think and react at lightning speeds. Memory training is an important part of the indoctrination too. Some Marines develop photographic memories. Obviously, Marines vary in intelligence as do other men, and their individual mental abilities vary in degree.

Rick Priestley

THE RISKS

Although the chapters are careful to select only the most suitable candidates, not all neophytes survive to become initiates. This is due in part to the degeneration of knowledge amongst the individual chapters that makes screening procedures less effective than they once were. Nor are operational methods entirely satisfactory in some cases. In many chapters implant surgery is heavily ritualised, and is often accompanied by scarring, incantation, periods of prayer, fasting and all sorts of mystical practices which compromise medical efficiency. For example, the Spacewolves, phase 17 implant is accompanied by the withdrawal of the initiate's canine teeth and their replacement with longer canines. The chapter regards the additional surgery as part of the initiation ceremony.

If an implant fails to develop properly, it is likely that a Marine's metabolism will become badly out of synchronisation. He may fall into a catatonic state or suffer bouts of hyperactivity. In either event, he will probably die.

Those unfortunates that do not die almost invariably suffer mental damage, degenerating into homicidal maniacs or gibbering idiots.





IMPERIAL _____
RECORD: CC 00/117

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REFERENCE: TREMERT, AR;
CONTEMPORARY
BIO-CHEM
APPLICATIONS.

INPUT _____
CLEARANCE: ROARD DRUTE, PP
HISTORICUS
PREFECTUS.

CROSS _____
REFERENCES: CLASSIFIED, LEVEL
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INTRODUCTION

Commander Isiah studied the group of Marines at the far end of the great hall, their garish armour oddly fitting the gaily coloured light which poured through the stained glass arch of the chapel windows. They were deep in conversation and oblivious to his entrance.

Isiah walked forward and one of the five looked up.

'Ah, Commander Isiah, we were expecting you.' The five closed their conversation and faced the Commander, two of them grinning broadly, the others stern-faced and tight-lipped. Isiah tried hard not to be irritated by the lack of manners the five displayed, and the rather incourteous greeting he had received.

'You arrived early and I've been ...detained,' he hissed.

'Well we're here now and would like to get started immediately, unless you've other plans?' The question was rhetorical. They all knew that Isiah wanted to get them onto Golance quickly.

'A shuttle has been fuelled and is awaiting you at port 6A - '

'That won't be needed Commander. We have our own transport. Just tell us where you want us to fight, we can handle the rest.'

Isiah was more than sure that they could. He'd been sure that they could handle the problem on Golance ever since he received news of the thought transmit. His Chapter was at its lowest ebb, unable after countless attacks, to rid the planet below of the pestilent Eldar scum who had gained control of the planet's secret arsenal. Already 350 men and officers of the Flesheaters Chapter of Space Marines had died at the hands of those vile, outlawed aliens. The arrival of these five warriors could soon change the course of the war, for they had been sent to him by the Mentor Legion in a deal that was eminently fair and honourable; Isiah receiving five soldiers of unparalleled skill for the course of this war, in return for simply giving them the experience of a real fight.

'I'd like you to join 8th Company on the Ashenplain of Rox and co-ordinate a full-scale assault on the arsenal's northern entrance. You'll have full air support and 115 fresh men. The aliens have concentrated their defences south of the plain and I'll be personally directing diversionary attacks against these.'

'Thank you Commander. Shall we be started?'

THE MENTOR LEGION

The Mentors are a relatively new Chapter. Formed in the Twenty-Sixth Founding, during the middle part of the current millennium, they received the number 888. This previously belonged to the Star Scorpions Chapter. The latter were a Chapter of the Twenty Fifth Founding and had the dual misfortune of producing redundant gene-seed and being utterly devastated by Warp entities when the Chapter's Fleet became trapped in Warp-space. The exact fate of the Scorpions is not known. However, the Emperor decreed that the chapter be considered *dead*.

The redundant gene-seed hampered Imperial efforts to rebuild the Scorpions Legion and eventually the Bio-engineers and Chem-architects of the Adeptus Mechanicus were forced to concede defeat. For a time it seemed that the number 888 would never be raised again, but some years later, a new Founding in the offing persuaded the Priesthood to revisit the chapter regalia. Thus the Mentors were born. They received the uniforms and number of the extinct chapter but instead of the redundant seed, they were given an entirely new generation of genetic material collated from the storage banks of the Earth laboratories.

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**THE
MENTOR
LEGION**
LEGIONES ASTARTES
CHAPTER 888

IMPERIAL COMMANDER NISK RAN-THAWLL BEING GUIDED THROUGH THE EXPERIMENTAL ARMOUR'S NON-STANDARD ACTIVATION PROCESS BY A SENIOR MEMBER OF THE ADEPTUS MECHANICUS.



ILLUSTRATED BY DAVID GALLAGHER

Embedded within other Chapters, the Mentors gathered and disseminated martial and scientific expertise throughout the Imperium's elite fighting forces.

MENTOR INSIGNIA



'TUTORS'



ELITE CADRE



BACK BANNERS

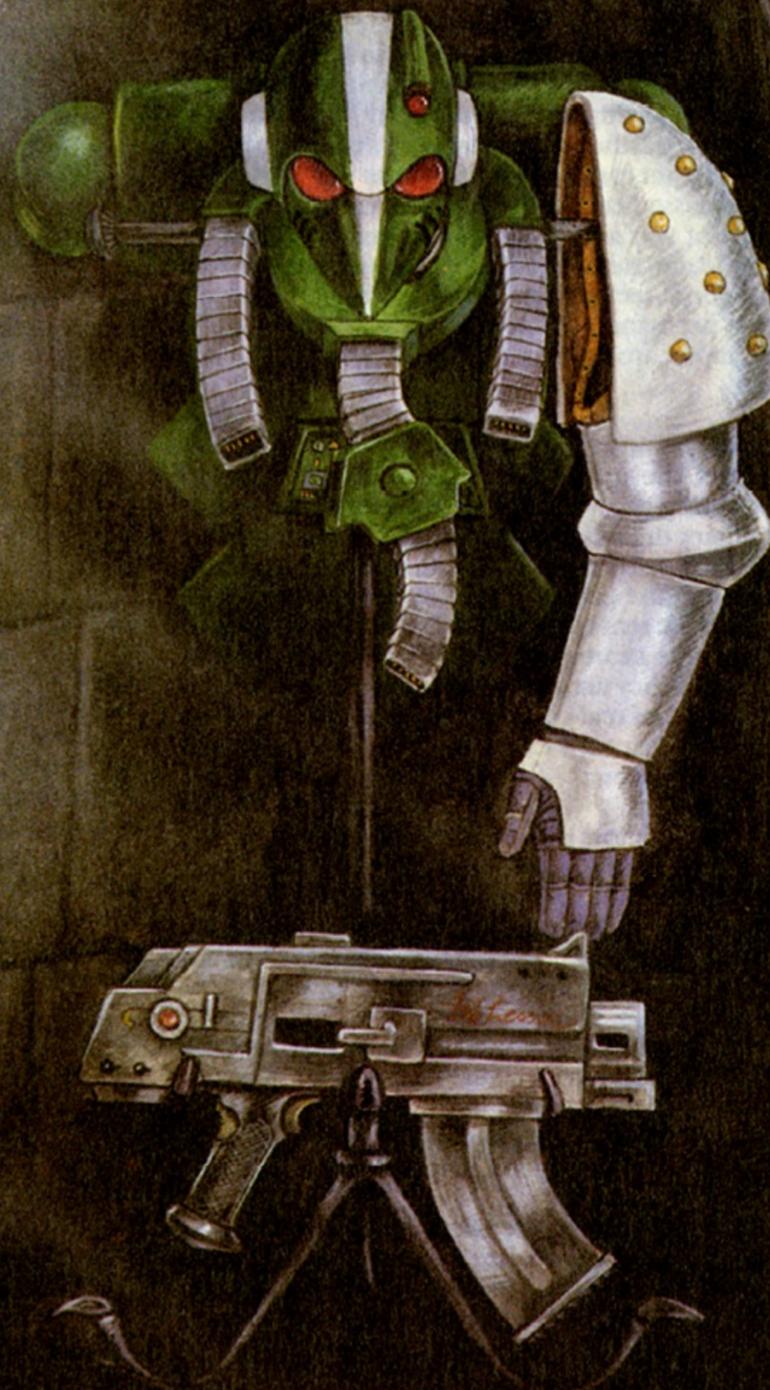


CHAPTER BANNER

SYMBOLS CONSTRUCTED BY 'H' PAINTED BY DAVE ANDREWS

RAN-THAWLL, ONE OF THE MOST FORMIDABLE COMMANDERS TO SERVE IN THE LEGIONES ASTARTES, HAS THE AUTHORITY TO REFUSE FIELD TESTING OF ANY NEW EQUIPMENT THOUGHT TO BE DANGEROUSLY UNSTABLE. THERE IS NO RECORD OF THE COMMANDER EVER CHOOSING TO EXERCISE HIS VETO. HE IS THOUGHT TO HAVE VISITED THE EMPEROR SEVERAL TIMES, THOUGH THIS IS MERE SPECULATION.

KNOWLEDGE IS POWER



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THOUGHT FOR THE DAY
"KNOWLEDGE IS HALF
THE BATTLE."



The new chapter is highly unusual and their *modus operandi* is quite different from that of the bulk of the Legiones Astartes. The Mentors have an extraordinary capacity for learning, particularly of matters military. The chapter's main pursuit is therefore one of perfecting the fusion between science and art of war, and military technology. They do not engage in campaigns or wars as other chapters do, but instead 'loan' squads of Marines to other Imperial military bodies. Squads of Mentors may be found fighting alongside the Imperial Army or even other chapters throughout the galaxy.

The chapter also loans out groups of warriors who are distinctly superior to normal marines. These are members of the Mentors' Elite Cadre and represent the pinnacle of their chapter's success to date. There are distinctly fewer Elite Cadre than normal Mentors but what they lack in numbers they compensate for by sheer power, skill and application of hardware. As well as fighting alongside other chapters and the Imperial Army, the Elite Cadre are also used by the Administratum for a variety of small scale operations.

The Chapter is roughly organised in much the same fashion as the Ultra-Marines (detailed last month). However the bulk of the chapter are never seen, the location of their headquarters and Monastery-Retreat being an absolute secret. Only the very highest strata of the Priesthood are aware of its exact location. Here the Mentors perform their rigorous training and disciplining. The massed ranks of the chapter are exhaustively trained in the art of war and in the use of Imperial military hardware, both old and new - the Chapter acting as a test-bed for the latest Imperial technology. While a large proportion of the chapter is permanently based at their secret HQ, the balance of the chapter are sent out on missions, including the elite Brethren.

The basic rationale behind squad loaning is that the Mentors are able to extract the maximum amount of information regarding the fighting prowess and techniques of just about any Imperial military organisation. 'Loaned' squads returning to chapter HQ bring with them an invaluable record which is without parallel in the galaxy. The chapters and armies to whom these squads are sent benefit from having these superior warriors join them for a campaign or battle. An extra benefit to the Mentors is that they are also able to claim and maintain an honourable record of real combat experience. Even in the short period of the Chapter's existence, they have amassed an enviable Roll of Honour.

Another facet of the Mentors is the development and training of the chapter's Elite Cadre. It was originally envisaged that this would perform a number of important semi-military roles, from counter-terror operations to complex undercover missions. They would be the Imperium's ultimate human warriors, capable of dealing with any threat outside a normal chapter's area of expertise. This aim has not been fully realised as yet, but the Mentor Elite Cadre are even now amongst the very best that the Imperium can offer. They too are sent out to aid other Imperial military units in the pursuit of galactic security. The Elite Cadre are also frequently called upon by the Inquisition who recognise their superior skill at arms.

At any given time, the Mentors are likely to have as many as 25 Tactical squads out on-loan to other commands, and there are usually at least 10 squads of the Mentor Elite Cadre on missions. The rest of the chapter remains hidden, forever engrossed in the training and experimentation program.

Any army unit or chapter may include a single squad of the Mentor Chapter in their battle orders. This squad can be either one of the rank and file Mentor Tactical squads or may be a group of Mentor Elite Cadre.

MENTOR CHAPTER SQUAD COMPOSITION

The following units are all typical examples of squads sent out to other armies by the Mentors. The chapter itself will never put into battle. These units will only ever be found serving under other commands.

RANK AND FILE SQUADS

These are organised around the archetypal Imperial system of the ten man squad. In addition, they uphold the tradition of splitting into two groups of five men each when in battle. Each of the ten men in the squad is a Champion Marine with the appropriate profile. There is no Sergeant in the Mentor squad, as each man holds the same rank and any of the ten may be nominated the leader (or two leaders, if the squad splits into battle units of five).

Each model is equipped in the standard Marine fashion with powered armour, knife and Bolt pistol. The armour is an improved version of the normal Marine issue and all suits incorporate Cameleoline, Infra-vision Visor and Photochromatic Visor as well as the normal Communicator, Respirator and Auto-senses. The knife and Bolt pistol are standard issue.

Five Marines in the squad form the Missile Launcher section; one Marine is armed with a standard Missile Launcher (normally armed with Frag, Crack, Plasma(5) and Vortex(2) Missiles); the other four Marines with special Bolt guns.

These experimental Bolt guns are equipped with improved ammunition which boasts an enhanced explosive effect. This results in the gun having a -2 *save modifier*, otherwise the stats for the gun are as for a normal Bolt gun.

Mentor Bolt Gun: Points = 6 pts per Bolter

Short range	Long range	Shooting to hit		Strength	Damage	Save Modifier	Type				Area
		Short	Long				C	I	S	F	
0-12"	12-24"	+1		4	1	-2					

The second section (armed with the standard Bolt gun) have an interesting piece of equipment which increases their potential considerably. This is the Targetting-Web. The Web is a series of helmet and neural implants which enables the entire section of five models to simultaneously target and fire at a single model with their Bolters. The Web has the effect of concentrating the fire into one mighty shot with an enhanced *strength, damage and saving throw modifier*. This form of attack is especially useful against vehicles or powerful character models. Details and rules for the Targetting-Web are given below.

MENTOR TACTICAL SQUAD

Points = 393 per squad.

'TUTORS' Marine Champion Profile

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	5	5	4	3	1	5	1	8	8	8	8

Targetting-Web Section

5 Marines armed with Bolt guns, Frag and Crack Grenades. All Marines are linked to the Targetting-Web (Bolt guns only).

Missile Launcher Section

1 Marine armed with Missile Launcher, Frag, Crack, Plasma(5), Vortex(2) Missiles, and equipped with 2 suspensors.

4 Marines armed with Mentor Bolt guns and Frag Grenades.

Basic Equipment (all models): Powered Armour (Auto-senses, Communicator, Respirator, Cameleoline, Infra-vision and Photochromatic Visors), knife and Bolt pistol.

This represents a very well equipped squad of the Mentors and there is no reason why all squads should be as loaded up as this one. Typical variations would be to lose the Vortex missiles and Targetting-Web or to convert all the Bolt guns to the standard issue model.

ELITE CADRE

The Elite Cadre of the Mentor Chapter are the most advanced warriors of their kind in the galaxy. There are two ways Marine or Army commanders can employ them on the battlefield. First the cadre element may simply be used as a powerful squad, gaining the benefits of the Targetting-Web facility and other special equipment; alternatively, the models may become leaders for other units. The latter is preferred by Army Commanders as the Elite Cadre make especially good leaders for units of normal warriors.

Each member of the Elite Cadre has the profile of a Marine Minor Hero. This represents the adaptability of the chapter's advanced training techniques. The models also have the powerful Targetting-Web, Timewarper, and Shift Field (see below) available to them, and all models are armed with Mentor Bolt guns. The Timewarper and Shift Field are individually carried items and must be assigned to particular models. These items can be used to enhance any unit joined by the Mentor carrying them.

The Targetting-Web cannot be transferred to another unit; if the Elite Cadre split up to lead other units, they lose the ability to call on the Web. In addition, when used as leaders for units other than Space Marines the Elite Cadre are able to *inspire* their troops. This has the effect of raising the unit's resistance to the demoralising effects of casualties and generally increasing their courage and determination. All psychology tests are made with a bonus +1 modifier (always in the unit's favour). This bonus is only applicable if the unit is led by a member of the Elite Cadre, if this character leaves the unit or is killed the unit reverts to normal.

Control systems incorporated into their improved body armour form an integral part of the Targetting-Web.

MENTOR SPECIAL SQUAD (ELITE CADRE)

Points = 405

Marine Minor Hero Profile

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	6	6	4	4	2	6	2	9	9	9	9

1 Marine armed with Mentor Bolt Gun, Power Glove and Frag Grenades.

1 Marine armed with Mentor Bolt Gun, Frag and Melta-Bomb Grenades.

1 Marine armed with Mentor Bolt Gun, Flamer and Frag Grenades.

2 Marines armed with Mentor Bolt Gun, Power Swords and Frag Grenades.

Basic Equipment (all models): Powered Armour (Auto-senses, Communicator, Respirator, Cameleoline, Infra-vision and Photochromatic Visors), knife and Plasma pistol.

Additional Equipment: Timewarper and Shift Field, plus all models are linked in to a Targetting-Web (only operates with Bolt guns).

This represents a typical squad of the Elite Cadre and their actual equipment may vary quite a lot in practice. Common variants of the squad detailed would be for the Elite Cadre to exchange some of the special equipment for more standard items. Similarly the weapons could easily be exchanged for other types. The total points value of the squad will not differ substantially from that of the example however.

NEW EQUIPMENT

The Targetting-Web

The Targetting-Web is not a single piece of equipment, but comprises of a complex series of helmet modifications and neural implants. The system keys directly into the user's brain, bypassing some conscious functions and amplifying reactions and reflexes. The Web is also keyed to a single weapon type.

The Web allows up to 5 models to simultaneously target and shoot at exactly the same point in space. There are some limitations (see below) but the result is effective against vehicles or powerful individual opponents.



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Every Marine equipped with the Web must be exhaustively trained in its use, many testers are unable to cope with the mental strain of the implants and are thus unsuitable users. Furthermore, the equipment is still extremely rare, having only recently been developed, and is therefore unlikely to have entered service with other chapters.

The Web operates quite simply and is basically an extension of the normal Targeter. However, instead of increasing the chance of hitting, the Web transmits targetting information from any model in the Web to all the others. A maximum of 5 models may employ any one Web and each must be within 2" of at least one other model in the same Web in order to take part in simultaneous fire. The group must remain stationary for the entire turn (ie the Web may not move and fire in the same turn).

To operate the Web one model is nominated as the Marker. This model rolls to-hit as normal. If the shot hits then its *strength*, *damage* and *save modifier* are enhanced (how much depends on the total number of models firing via the Web). Each model must be able to draw a line of sight to the target. Only the Marker's range, and other modifiers to-hit, count. No model may shoot further than the proscribed range for the weapon used. It is feasible that although the Marker may be in range, his fellow Web firers are not. In this case the Marker's shot is made as normal and the other models waste their shots. Once a unit has declared an intention to shoot via the Web they cannot fire normally until the next turn.

The Mentor Chapter key their Targetting-Webs to the special Mentor Bolt gun. The following chart indicates the additional modifiers applicable to simultaneous firing via the Targetting-Web.

Targetting-Web			
Points = 30 pts to equip up to 5 models (max).			
Number of firers	Strength	Damage	Save Modifier
1	-	-	-
2	+1	-	-1
3	+2	+1	-1
4	+3	+1	-2
5	+4	+2	-2

No more than 5 models can operate through a single Web.

Example: 4 models using Mentor Bolt guns fire via a Targetting-Web at an Ork Chief. The Marker is at Short range and the other 3 models are all within range and within 2" of each other. There are no problems with Line of Sight as all 4 can draw a clear line to the target. The Marker rolls to hit and is successful. The Mentor Bolt gun has a *strength* of 4, *damage* of 1 and a *save modifier* of -2. As you can see from the chart above, there are additional modifiers to each of these values. The shot has a resulting *strength* of $4+3=7$, does *damage* of $1+1=2$, and has an adjusted *save modifier* of $(-2)+(-2)=-4!$

Timewarper

The Timewarper is another piece of advanced Imperial technology which is being field-tested by the Mentor Chapter. This particular device enables a unit to make dramatic moves across the battlefield, further than is normally possible. The device is physically quite unimpressive, a small box with a few buttons, runes and dials no larger than the palm of human hand.

The Timewarper draws tiny portions of Warpspace into itself and converts this energy into sub-atomic particles which are

able to affect time in a very localised sphere around the box. Those creatures within the area of distorted time perceive the outside world as having slowed down and are able to move faster whilst inside the sphere. This is extremely disorientating and even years of training are insufficient to allow full adjustment of the mind to such an experience.

The sphere of time dilation caused by the Timewarper is large enough to accomodate 10 models provided that each model is within 1" of another model in the group. Use of the Timewarper must be declared at the start of the turn. These models are moved first, before any other units or models on the same side. The player commanding the Timewarpers must roll a D6 and consult the chart below to discover the effect of the time dilation.

D6 roll Timewarper Function

- | | |
|-----|---------------------------------------------------------|
| 1 | The dilation has no effect. |
| 2-3 | Models are able to move 2x their normal move allowance. |
| 4-5 | Models are able to move 3x their normal move allowance. |
| 6 | Models are able to move 4x their normal move allowance. |

The dilation disorientation effect prevents models from firing during the turn in which the device was used, even if they only moved normal distance. If the unit uses the device to enter into hand-to-hand combat they count as *confused*, suffering a -1 to-hit penalty.

The Timewarper's capacity to draw energy from Warpspace and process it is limited. It may therefore only be used once every two turns.

The device can only be used to aid movement of troops. It cannot draw upon sufficient power to affect machines or vehicles.

The Timewarper has a points value of 20.

Shift Field

The Shift Field is a new piece of protective equipment similar to the existing defensive fields described in the main rulebook. However the Shift Field is able to encompass a whole squad. It is a man-portable pack which may be clipped onto a belt or strap. This counts as 'heavy' equipment with a 1/2" move penalty. This is normally offset by a suspensor.

The Shift Field distorts the light around a squad making it impossible for opponents to pinpoint any of the models. Consequently the opponent's to-hit roll is reduced by 1 when firing at the 'shifted' unit. It has no effect versus hand-to-hand combat opponents as they will be inside the field.

Models within the Field are able to see and fire out of the field as normal.

The Shift Field will protect a whole squad of 10 models provided all models are within 6" of the model carrying the Shift Field generating device.

The Shift Field has a points value of 10.

*Original Chapter Design: Bryan Ansell
Developed by: Alan Merrett and Paul Cockburn*



LEGION OF THE
DAMNED

INTRODUCTION

In the year 963 of the current millennium, Space Marine chapter 'Fire Hawks' was ordered into the Crows World sub-sector. Crows World and adjacent planetary systems had fallen into anarchy following heavy raiding by Eldar Pirates. The 'Fire Hawks' intervention would drive the Eldar from the human worlds, restoring Imperial rule and teaching the alien invaders an important lesson. The entire chapter-fleet, including the chapter's mobile space-fortress, made a successful warp jump from the Piraeus system a mere 120 light years from Crows World. The five ships, over eight hundred brethren, and two thousand other personnel expected to reach Crows World within no more than 12 hours. They never arrived. Twenty years after the event the chapter was officially declared *lost in the warp* and presumed destroyed. The great Bell of Lost Souls tolled a thousand times, and it said that the Emperor himself ordered a Black Candle to be lit in the Adeptus Chapel of Fallen Heroes.

On 9667986.M41 a routine Imperial patrol passed through the Ork held system of Jakor-tal. The squadron uncovered altogether unexpected scenes of devastation. The limited facilities available to the patrol could uncover no clue to the identity of the attacking forces. The incident was noted and passed into the everlasting record of the Administratum.

A rash of similar incidents within the same and adjoining sectors soon began to arouse the interest of the Inquisition. Squadron commanders throughout these sectors were reinforced and ordered to double their routine patrols. The incidents continued apace, increasing rather than declining in frequency and destructiveness. Even so, no sign of the intruders was discovered for almost a year. Then, on 3628987.M41, a patrol ship in the Maran sub-sector narrowly avoided a collision with a space-craft at the Cift jump-point. The patrol ship was entering the Cift system as the unidentified craft was leaving. Alerted by the close encounter, the patrol crew scanned the entire jump-area and discovered two long cylindrical objects within the intruder's projected flight-path. These were hauled aboard and proved to be standard space-coffins without identification markings.

The coffins were shipped back to earth and opened by the Adeptus Mechanicus. The coffins themselves were identified as belonging to the *Absolute*, one of the spacecraft from the vanished Fire Hawk fleet. Inside were the armoured remains of two Space Marines. The unconventional armour colours and unofficial insignia puzzled the investigators, but serial numbers tallied with equipment made by or issued to the Fire Hawks. The armoured suits were expected to house members of the lost chapter, and were carefully broken open. The bodies within were human, but further identification proved impossible due to their advanced state of decay.

The full truth would not emerge until almost a year later when a besieged Imperial research station received unexpected help. The garrison had been attacked suddenly by Ork pirates. After three hours of fighting the situation looked hopeless. Then, without warning, the Orks found themselves attacked in the rear. The ferocity of the fighting appalled even the station's defenders. Within half an hour, several hundred Orks had fallen to the mysterious, power-armoured figures. Then, as suddenly as they had appeared, the warriors vanished. This time they left behind a banner - the gnarled chapter flag of the Fire Hawks - and inscribed upon it was the motto *In dedicato imperatum ultra articulo mortis* (For the Emperor beyond the point of death). As well as the banner there was a recorder and sundry other sealed items. These were immediately shipped to Earth.

From the data contained in the recorder the Administratum was able to determine exactly what had happened to the lost chapter. Following their warp-jump the entire fleet had been caught within a warp-storm of terrific intensity. Stunned by the power of the warp, the chapter was forced to endure the attacks of powerful warp entities. Ship after ship was destroyed and absorbed into the fabric of the warp. Soon only one craft remained. By a daring warp-exit manoeuvre the craft burst



out of warp-space, emerging far in the galactic east, thousands of light years off-course and beyond even the psychic light of the Emperor.

The original survivors numbered two hundred brethren. All gene-seed had been lost, all initiates killed, and most of the chapter's masters were gone. None of the ordinary human staff have survived at all. To make matters worse the brethren had *changed*. This change became more obvious over the next few months. Skins began to blacken and blister, flesh began to fester and putrify. Slowly they began to die. Within days of the transition into normal space it became obvious that the chapter had been exposed to some form of dangerous mutation or disease. It took many years to navigate a way back into the Imperium, during which time almost half the brethren succumbed to the malady. Those who remained were no longer sane. Pain and despair had driven even their hardened minds beyond the point of rationality. Doomed to agonising deaths, they gradually became obsessed with their fate. Now they only wanted to die. But they were still marines, still loyal to the Emperor and humanity. They would not die without purpose.

So began the unstoppable war of the Legion of the Damned! The marines elected to remove all insignia from their armour. Instead their armour would be black, decorated by each brother with whatever emblems of death he chose (the accompanying illustrations show some typical variations). Most brothers employed a similar theme - skeletons, bones and skulls.

All ranks and companies were abolished, most of the chapter's officers were already dead and the remaining warriors were too few to make up a fully functional chapter hierarchy. All brothers were to be equal before death - levelled by the certainty of their assured extinction. The warriors decided to expend their lives attacking enemies wherever they could be found. The disease had robbed them of their sanity, but not their loyalty! And their condition gave them powers - powers that endow them with incredible fighting abilities.



GAMING WITH THE LEGION OF THE DAMNED

The rules that follow reflect the unique nature of the Legion of the Damned. The legion is not a part of any Imperial force, and employs an unusual modus operandi. Apart from driving them insane, the contagion heightens their psychic awareness considerably. One result of this is the way in which the legion selects and attacks its targets. These matters are left entirely to the process of divination provided by the mystic *Tarot of the Emperor*. This tarot is supposedly bound within the psychic will of the Emperor and is used throughout the Imperium as both a pastime and a form of divination. It is an undeniable fact that attacks always seem to fall in 'the right place at the right time'. The Legion of the Damned certainly believe themselves to be directed by the Emperor - and who is to argue!



● MARINE ILLUSTRATION BY DAVID ANDREWS

LEGION OF THE DAMNED INSIGNIA



INSIGNIA BY DAVID ANDREWS AND COLIN DIXON



IN DEDICATO IMPERATUM ULTRA ARTICULO MORTIS

MINIATURES PAINTED BY MIKE MCVEY AND DAVID ANDREWS



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As the fatal malady takes a firm hold, the victim begins to degenerate and putrify. However, even as his body decays, he grows in supernatural vigour. Even though the marine's limbs become rotten and twisted he gains strength far beyond that of a normal marine. These powers heighten as the disease rages through the victim's body. At the moment of death, each brother reaches a peak in power, at which point the raw energies of the warp transmute the death throes of the doomed marine into a berserk orgy of destruction. These changes are reflected by the profile and special rules given later. Make no mistake - the Legion of the Damned may be few in numbers, but their powers are awesome!

Just as their bodies are changed by contact with the warp, so their minds are hardened too. Brethren are completely immune to all forms of psychic attack or interference. They cannot be affected by the special psychic attacks of warp-creatures - although they may be harmed physically by physical attacks that such creatures may have. Astral spectres and other immaterial creatures cannot harm them in any way.

The brethren have innate psychic abilities in the same way as a normal psyker. These are *psychic sense* and *psychic awareness* as described on p48 of the rule book. These abilities enable them to seek out psychic foes and destroy them. In addition, the pall of death around each marine is so strong, it is manifested as an *aura of doom*. This affects any creature within 6" of the model, reducing all firing and combat dice rolls by -1, and adding +1 to all *rout* tests (thus making it more likely an enemy unit will rout).

Such is their resolve that the Legion of the Damned cannot be affected by any psychological test. They never take *rout* tests and so cannot be routed. Weapons causing psychological effects are useless against them.

ORGANISATION

The Legion has no formal organisation - it fights as a single body of troops on the tabletop. Each model must remain within 2" of at least one other model at all times. The whole force is, in effect, one big unit! The only tactic possible to such a formation is to steam-roller over the enemy by a steady advance.

Facing death - the final equalizer - the marines' command decisions are made by collective divination. Devices, emblems and personal badges are applied over the armour by individuals; they are not indicative of rank or function.

Profile

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	5	5	4	4	1	6	3	10	10	10	10

The most notable aspects of the Legion brethren's profile are the disease enhanced characteristic values. Both *WS* and *BS* are boosted to heroic levels, whilst *I* and *A* are sufficient to ensure they win almost any hand-to-hand combat. The psychological values are given as 10, but these are not used because troops are immune to psychology and routing. They have been included anyway and may need to be used occasionally - for example to establish technical level accomplishment.

EQUIPMENT

The vast stocks of weaponry available to the Fire Hawks were destroyed along with the rest of the fleet. The surviving brothers have only a limited range of weapons, and most are armed identically as shown below. Powered armour and weapons are of standard type.

Power Armour
Bolt Gun with combat accessory
Knife
Bolt pistol

1 in every full 10 models fielded may substitute the main bolter armament for either a missile launcher firing crack and frag shells, or a plasma gun.

BERSERK DEATH SPASM

The marines are rapidly approaching the moment when they will be claimed by the warp contagion. No-one knows when this be. The rigours of combat tend to initiate the final stages of the disease, warping more and more raw energy into the marine during his final moments.

This is represented by a test made for each marine model everytime it charges into hand-to-hand combat. The controlling player should roll a D6. If the score is a 6 the moment has finally come. The marine enters a berserk death spasm culminating in his automatic demise at the end of the hand-to-hand combat phase. However, until the end of hand-to-hand combat the following rules apply.

- 1 The model may double its speed. It may charge up to four times its movement allowance rather than the normal two times. This gives a charge of 16". As soon as the model charges it is treated as an independent model and is not bound to remain within 2" of another marine.
- 2 The model enters hand-to-hand combat and fights as normal except that it doubles the number of *attacks* to 6. Its *strength* is increased from 5 to 8 for the duration of hand-to-hand combat.
- 3 If the model wins the round of hand-to-hand combat and is left facing no foes, it may immediately charge another foe within 4". This is an exception to the normal move sequence. Another round of hand-to-hand combat is initiated upon contact. Due to the warp-frenzied state of the attacker, the target is not permitted to run-away or stand-and-fire. This extra round of combat is adjudicated immediately.
- 4 Following a second round of hand-to-hand combat as described above, a model may initiate further hand-to-hand combat in the same way. So long as the marine destroys all of his opponents in each round, the model may continue charging new foes. The only limitation is that the marine may not charge more than 4" at a time.
- 5 Once the berserker marine has completed his spasm of destruction the model is removed as dead. The normal turn sequence is resumed.

POINTS VALUE

Due to their array of special powers it is very difficult to give a completely fair points value. Powers which are useless against one foe might be pivotal in defeating another. No points have therefore been allowed for these factors. It is assumed that the limited range of equipment and the restriction of operating as a single unit compensates for this. The points costs have been taken from the modified list given in *The Book of the Astronomican* - the only difference with the printed rule-book is the increase in the cost of crack shells from 4 to 20.

Points value. Basic Marine including standard weapons: 73

Extra to substitute bolter for missile launcher + shells: 49

Extra to substitute bolter for plasma gun: 3½

Rick Priestley

WARHAMMER 40,000

CHAPTER APPROVED

DREADNOUGHTS

Though the subject was originally covered in the **Warhammer 40,000** rulebook (p119), further development in the field of powered armour and recently acquired intelligence reports on its use by various races have necessitated a thorough re-assessment of the most powerful type of personal armour - the Dreadnought suit.

THE ULTIMATE PERSONAL ARMOUR

The Dreadnought is the ultimate form of personal armour. Inside his giant armoured suit, the wearer - or more correctly *pilot* - controls the Dreadnought's movement, armament and defences. To an extent, a pilot's awareness becomes merged with his suit controls, sometimes to the point where man and machine are inseparable. As a result of this peculiar bio-mechanical relationship, experienced Dreadnought pilots cooped inside their suits for long periods run a high risk of insanity. Perhaps it's fortunate that so few live long enough to go mad! Of those that do survive, some go rogue, joining the notorious 'Dreadnought Bands' that roam the galaxy, hiring out as mercenaries or living upon the spoils of wanton pillage.

The Development Of The Dreadnought

Dreadnoughts are complex machines, requiring special materials to construct and special skills to pilot. Nevertheless some are more complex than others. Ork built machines are among the most primitive and least reliable. Human machines are solidly built and efficient. Eldar Dreadnoughts are probably the most sophisticated of all. The special gaming rules for each type reflect these vital racial differences.

Amidst the hammering of iron and chanting of runes, the weapon-shops of Mars turn out Imperial Dreadnoughts to time-honoured and hallowed designs. The most enduring types are the Imperial Battle Armour classes Contemptor, Deredeo, and Furibundus, whimsically known by the troops as *Chuck*, *Eddy* and *Fury*. These war-machines are built for the Imperial armies and Space Marine chapters. Many find their way into the private armies of Imperial Commanders. Marine Dreadnoughts are commonly modified by the purchasing chapter in order to meet the unit's specific needs. Some chapters even go to the trouble of building their own Dreadnoughts, but most rely upon the legendary construction skills of the Adeptus Mechanicus.

Unlike the Imperium, which has a centralised arsenal, weapons manufacture on Ork worlds is dependent on the individual patronage of great Warlords. Skilled Ork weapon-smiths - or

mechaniacs as they are called - are employed by the richer and more influential Warlords to make weapons for their forces. In Ork society, Dreadnoughts are a costly, high-prestige weapon. Only the more powerful can afford to buy them. Only the most powerful of all can afford to armour retainers in the same fashion.

The technically advanced Eldar house giant automated factories in their craft-worlds. These factories not only build all the mundane items and military artefacts used by Eldar, but they design them too! The Eldar craftsmen who operate these machines have only to select the aesthetic form of their creations; this being the most important element of design as far as Eldar are concerned. Eldar Dreadnoughts are tall and elegant machines whose waspish lines conceal enormous killing-potential.



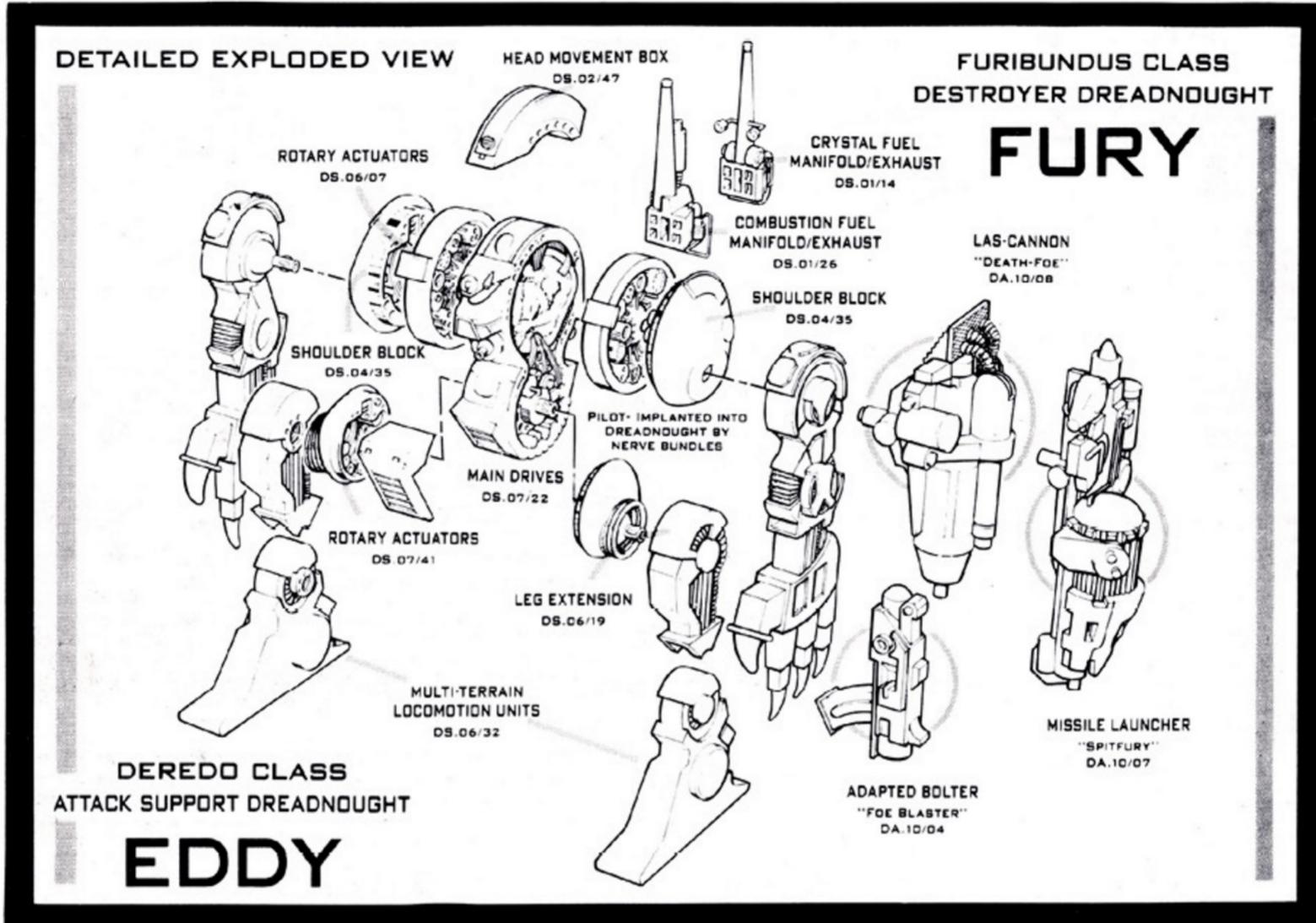
POINTS VALUES FOR DREADNOUGHTS

The points value (PV) of a Dreadnought is the sum of its build points (BP) plus the PV of any equipment and weapons. The crewman is free if of a basic creature type.

IMPERIAL DREADNOUGHTS

The three best known variants of Imperial Battle Armour are the aforementioned Contemptor, Deredeo, and Furibundus classes. Of course, individual suits are often modified 'in the

field' to provide different weapons and equipment. We will use these standard models to give you some examples of Imperial Dreadnought construction.



**Contemptor Class
Close Assault Dreadnought**

Codename *Chuck*

Build Points Total: 140

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	6	6	8	8	11	5(6)	3	4-6	4	6
BPs	6	6	16	16	33	5	9	6	8	12

Control System: Spinal Link 8 BPs (adds +1 to I)
Power-plant: Crystal Battery 15 BPs Speed 6

Armament: The Contemptor class Dreadnought carries a standard armament of 4 bolt-guns, 2 built into each upper limb synchronised to fire at the same time. A targeter program is included as a mental program and occupies no build-points. The 10 PVs for the targeter are included as equipment.

Equipment: The Contemptor class Dreadnought carries a standard *sensor package*, a *jump pack*, a single 1" radius *power field* and a *power field synchroniser*. This equipment fills 6 equipment stowage spaces.

Points value:
140 + 8 (Armament) + 53 (Equipment) = 201 pts

**Deredeo Class
Attack Support Dreadnought**

Codename *Eddy*

Build Points Total: 120

Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	3	8	6	7	10	6(7)	2	3-6	3	6
BPs	3	8	12	14	30	6	6	8	6	12

Control System: Spinal Link 8 BPs adds +1 to I.
Power-plant: Crystal Battery 7 BPs Speed 5

Armament: The Deredeo class Dreadnought carries a standard armament of 1 bolt-gun and a 1 missile launcher. Each limb has its own targeter program which occupies no build-points. The 10 PVs for the targeter are included as equipment. The more powerful type Crack missiles and Frag shells are carried as standard.

Equipment: The Deredeo class Dreadnought carries a standard *sensor package*, two 1" radius *power fields* and a *power field synchroniser*. This equipment fills 6 equipment stowage spaces.

Points value:
120 + 53 (Armament) + 43 (Equipment) = 216 pts

The names Chuck, Eddy and Fury will be recalled fondly by hobbyists of a certain age. To the Imperium, they were Contemptor, Deredeo and Furibundus class Dreadnoughts.

**Furibundus Class
Destroyer Dreadnought**

Codename *Fury*

Build Points Total: 140

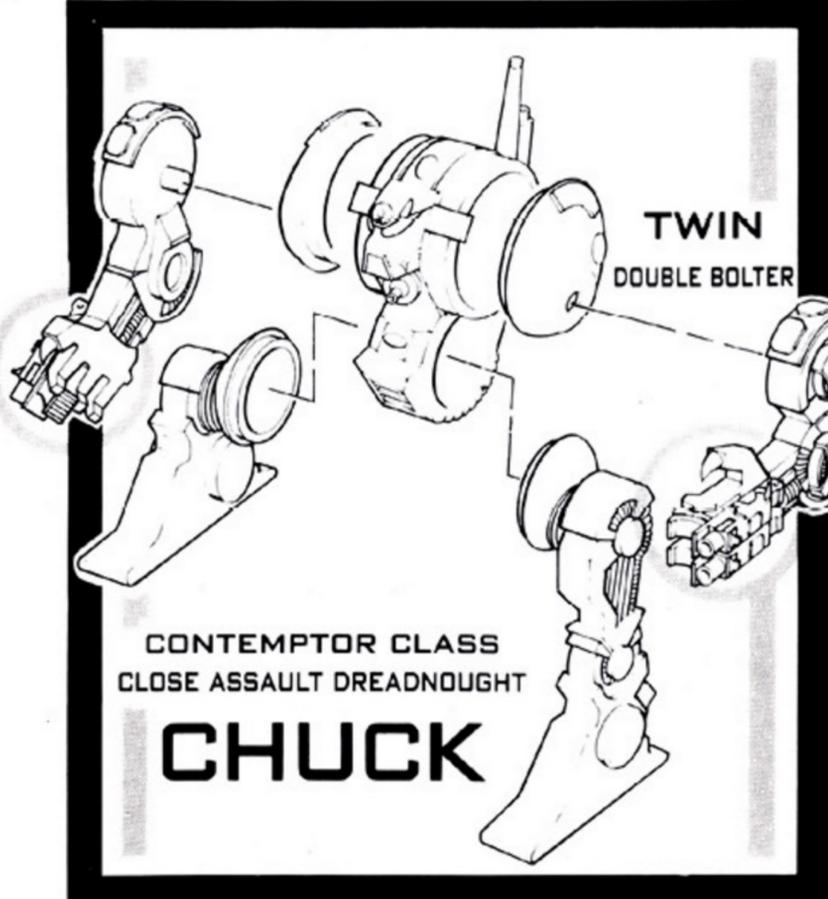
Profile	WS	BS	S	T	D	I	A	Sv	HP	E
	3	9	1	10	20	6(7)	1	2-6	3	4
BP's	3	9	2	20	60	6	3	10	6	8

Control System: Spinal Link 8 BP's adds +1 to the I
Power-plant: Crystal Battery 5 BP's Speed 4

Armament: The Furibundus class Dreadnought carries a standard armament of 2 bolt-guns synchronised to fire simultaneously, and 1 las-cannon. Each limb has its own targeter program which occupies no build-points. The 10 PV's for the targeter are included as equipment.

Equipment: The Furibundus class Dreadnought carries a standard sensor package, a 1" radius power field and a power field synchroniser. This equipment fills 4 equipment stowage spaces.

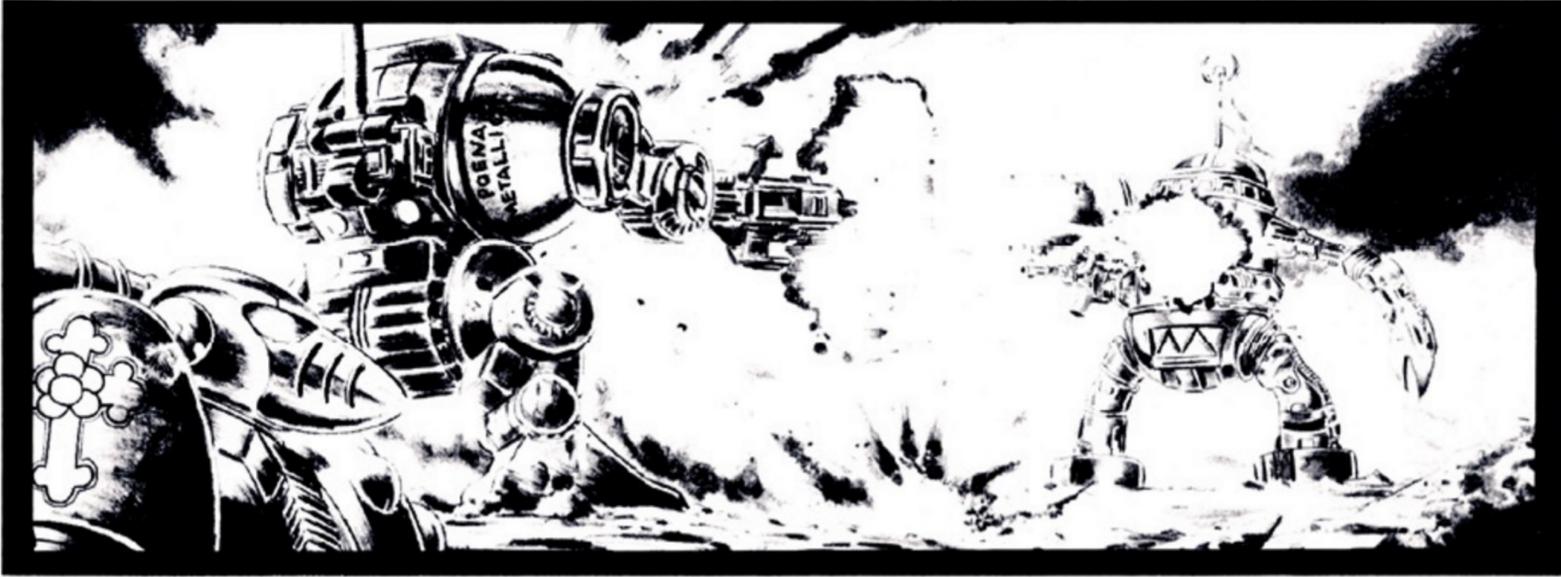
Points value:
140 + 94 (Armament) + 43 (Equipment) = 277 pts

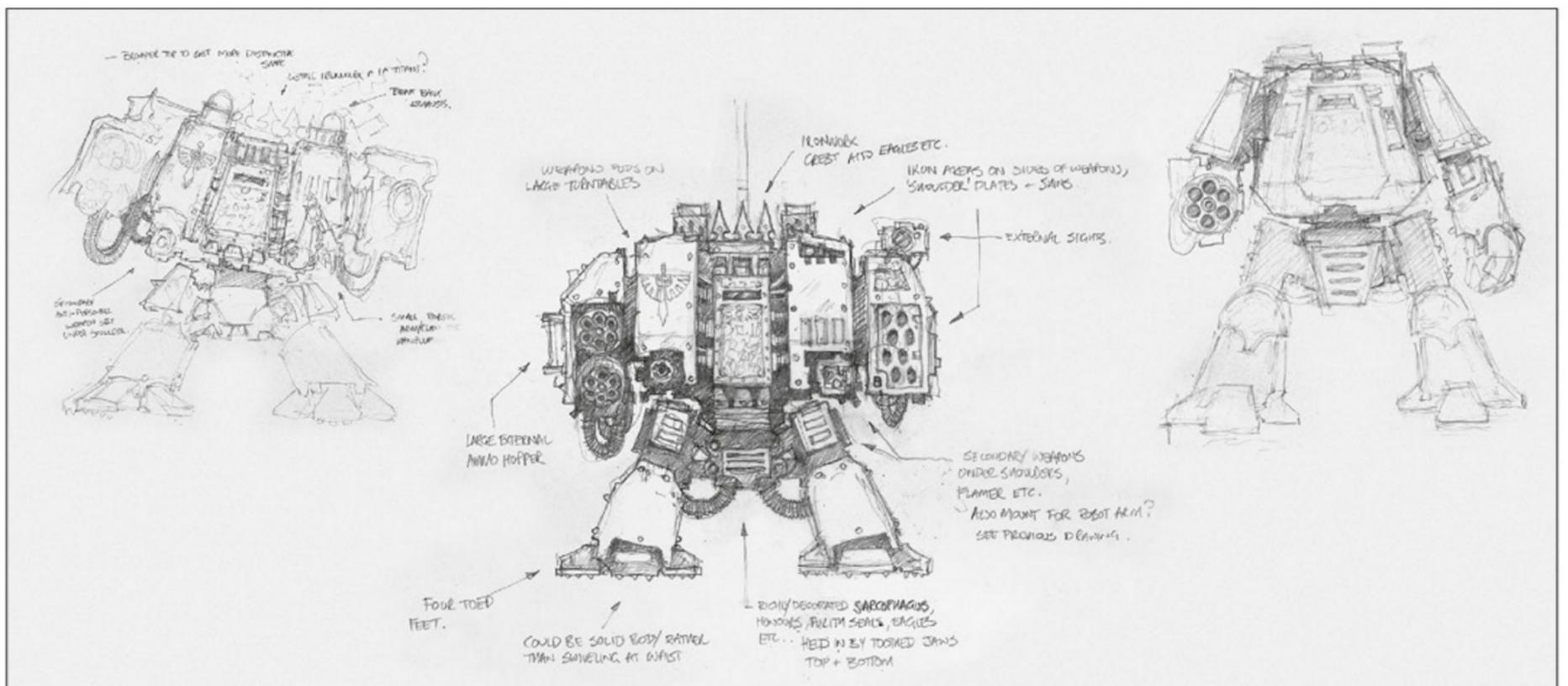


... EDDY'S A GOOD MACHINE TO MOVE IN. THE LEGS ARE THE STEADIEST I'VE HANDLED - NO PROBLEM PICKING UP A GOOD STRIDE THERE. IT FEELS AS IF YOU COULD RUN, AFTER SOME PRACTICE. THE REPOSITIONING OF THE BUBBLE MEANS THAT ADJUSTMENTS TO THE FLUID BATH IS NOW A LOT EASIER. WE'RE HAVING FEWER PROBLEMS WITH PSYCHO-INTERFACING. THAT SHOULD GIVE US ANOTHER EDGE.

ARMAMENT TENDS TO CAUSE A LITTLE TREPIDATION. I'M NOT TALKING ABOUT THE FIREPOWER. IT'S THE NEW FIBRE BUNDLES. THEY GIVE THE ARMS THE SAME INCREASED RESPONSIVENESS AS THE LEGS. (PLEASE FIND A REQUISITION FOR A NEW MK14 BULLOCK ENCLOSED WITH THIS REPORT.)

THE CERAMITE WORKS PARTICULARLY WELL. GLAD TO SEE THE CENTRIFUGE IMBALANCE PROBLEMS HAVE BEEN IRONED OUT. IMPACT ABSORBERS WERE JUST A LITTLE SLOW TO RESPOND. WE JUST WENT FOR THE ONE TEST WITH THE CRACK. PLEASE FIND A REQUISITION FOR A NEW TEST DREADNOUGHT WITH THIS REPORT...





From the inspired pencil of Jes Goodwin, the sketches above demonstrate the design concepts and evolution of Space Marine Dreadnoughts. Richard Wright's colour artwork brings the inspiring war machine to life.



INDEX ASTARTES

THE GREAT BOOK OF THE
LEGIONES ASTARTES IS
THE ONLY COMPLETE
REFERENCE BOOK
SOURCE FOR THE
FIGHTING FORCES OF THE
GALAXY. THIS IS AN
EXCERPT FROM THE
BOOK'S UNIFORM
REFERENCE SECTION.
BROTHER PRIESTLEY HAS
ALSO RECOVERED
HISTORICAL NOTES FROM
THE ARCHIVES WHICH
DEAL WITH SOME OF THE
ACTIONS UNDERTAKEN BY
THE ILLUSTRATED UNITS.

FROM THE IMPERIAL HISTORY ARCHIVE - THE BADAB WAR

Imperial Record IA 88/101

Cross file to: Lessons of History H18
Wars of the Forty-first Millennium WF
M41 678
Planetary ref: Badab A4 Sfantu System
Input ref: Dagma Lupin Historical Revision Unit
23/988 IA
Input dated: 0569913.M41
Further refs: Classified

Thought for the day

The dead watch over us and guide us.

INTRODUCTION

In 901.M41, as a result of Luftgt Huron's apparent mental destabilisation, the Master of the Tiger Claws and Lord of Badab attacked and destroyed an Imperial investigation fleet as it entered orbit around Badab. Huron's action can be understood with the benefit of hindsight. The Adeptus Mechanicus had long complained of the Tiger Claws' tardiness in submitting gene-seed for routine analysis, whilst the chapter had amassed a huge debt in planetary tithes stretching back over a hundred and fifty years. And when the Imperium moved against its wayward chapter, a full scale rebellion was initiated, the most serious of its kind since the end of the Fourth Quadrant Rebellion in 780.M41.

The Tyrant of Badab, as Commander Huron is known in Imperial histories, was a power-hungry and ambitious individual who should never have risen to power within a Marine Chapter. He was plainly a dangerous individual, able in many respects but lacking the absolute dedication to humanity vital in a Lord of the Imperium. It will never be known for sure, but current hypotheses suggest that the Commander was either an alien shapechanger, or otherwise subject to alien domination of a most unnatural kind. A sudden and unexpected manifestation of psychic powers may lie at the heart of the matter.

By 903 three other chapters, the Mantis Warriors, Executioners and Lamenters had joined the rebellion. Imperial shipping was attacked, and a ship belonging to the Fire Hawks Chapter was captured by the Mantis Warriors in 904. The Fire Hawks immediately retaliated, and soon five whole chapters were involved in the fighting. The Emperor recalled the Marines Errant from the Eastern Fringes, but they quickly found themselves fully occupied protecting Imperial ships in transit.

In 906 two more loyal Marine units, the Red Scorpions and the Minotaurs, had been brought in, and the threat to Imperial shipping was more or less quashed. In 907 the Red Scorpions and Fire Hawks were recalled to their normal service duties in the galactic east, and two more chapters, the Novamarines and Howling Griffons were committed to space-lane duties.

Meanwhile, the Star Phantoms began the task of besieging Badab whilst two other chapters were drafted in to investigate the worlds occupied by the Mantis Warriors and Executioners. The Lamenters were caught in an ambush by the Minotaurs in 908 and eventually surrendered after bloody ship-to-ship fighting. This came as a great blow to the Tyrant, and the rest of the war consisted almost entirely of close sieges. The uprising came to an end in 912 with the fall of Badab and final defeat of the Tiger Claws. Before the war was over, The Exorcists, Fire Angels, Salamanders, Space Sharks and Sons of Medusa all became involved for short periods of time; chapters replacing other chapters as pressures elsewhere necessitated their re-deployment.

With the rebellion over, The Mantis Legion, Executioners and Lamenters were granted the Emperor's forgiveness, subject to undertaking a hundred year crusade. The homeworlds of the Mantis Legion and Executioners were forfeited to the Space Sharks and Star Phantoms for their part in the war. The other legions received salvage rights to spacecraft and a proportion of the booty. The Tiger Claws were all but destroyed. Only a contingent of about two hundred fought their way through the Exorcists' blockade and escaped into deep space. They have not been heard of since. Of the fate of Imperial Commander Luftgt Huron, Master of the Tiger Claws and Tyrant of Badab, nothing is known.

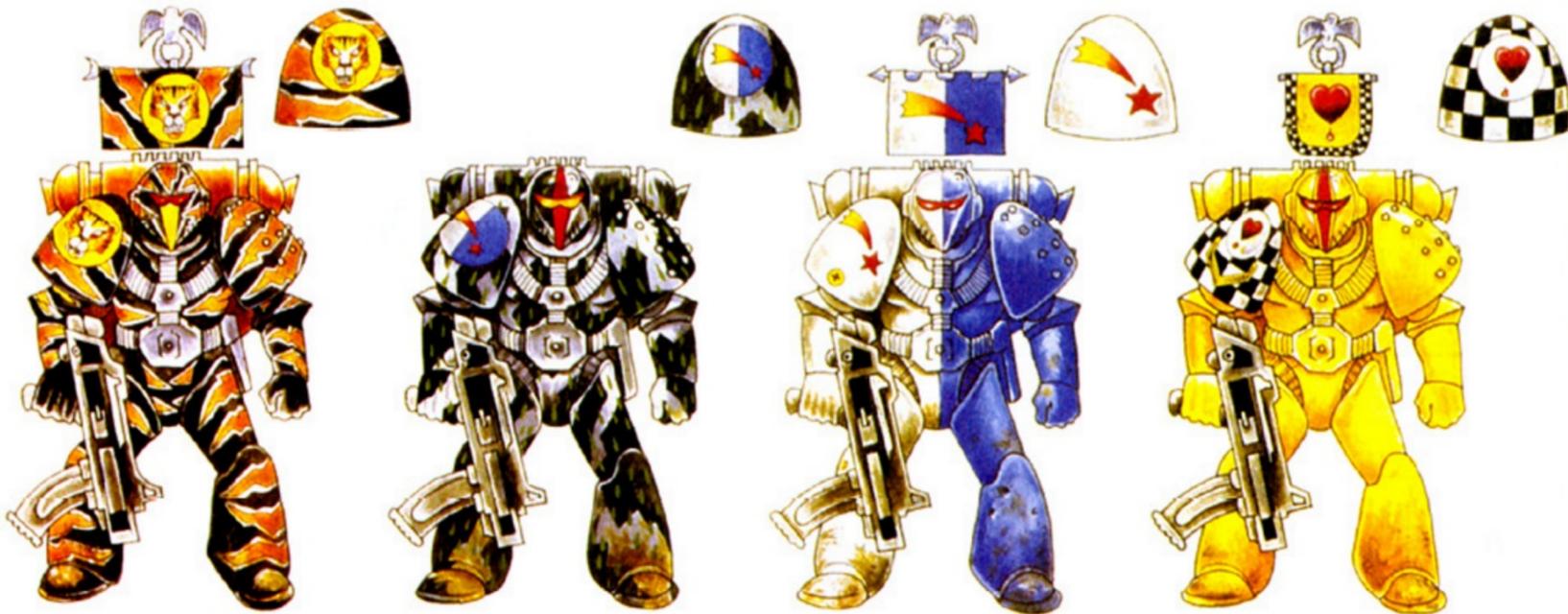
Rick Priestley

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Space Marine heraldry during the time of the Badab War. Compare the designs of the Novamarines, Salamanders and Howling Griffons to their modern depictions in *Codex: Space Marines*.

INDEX ASTARTES



TIGER CLAWS

MARINES' ERRANT
(Second Outer Galactic Expeditionary Force)

MARINES' ERRANT

LAMENTERS



HOWLING GRIFFONS
(Sigmar VI - Insurgency Force)

HOWLING GRIFFONS

RAPTOR LEGION
(Blizzard Suit)

RAPTOR LEGION

- Trooper 
- Sergeant 
- Captain 
- Master 



SPACE SHARKS

SPACE SHARKS
(Camouflage Variation)

SONS OF MEDUSA

SONS OF MEDUSA
(Desert World Support Squad)

ILLUSTRATED BY GARY CHALK

INDEX ASTARTES



White Dwarf 102 (1988)

Index Astartes profiled Space Marine Medics as part of its comprehensive coverage of the Imperium's military forces.

INDEX ASTARTES

THE GREAT BOOK OF THE LEGIONES ASTARTES IS THE ONLY COMPLETE REFERENCE BOOK FOR THE FIGHTING FORCES OF THE IMPERIUM. WHAT FOLLOWS IS AN EXCERPT FROM A CHAPTER DEALING WITH THE HISTORY OF BATTLEFIELD MEDICS.

MEDICS

Imperial Record IA 88/102

Cross file to: Specialist Troops Medics, Chaplains, and Field Police

Input ref: Hulm Singa, Master Apothacaron, Ultra Marines

Input Dated: 0421988.M41

Further refs: Classified

The Marines tensed as they heard the faint but unmistakable sound of an approaching Mole Mortar shell. Battle-brother Draeg was already moving before the earth began to bulge upwards - hurling himself flat onto the rising shell before his brothers even saw it. He was only fully aware of his action when his world exploded in white flame that hurled him down into darkness.

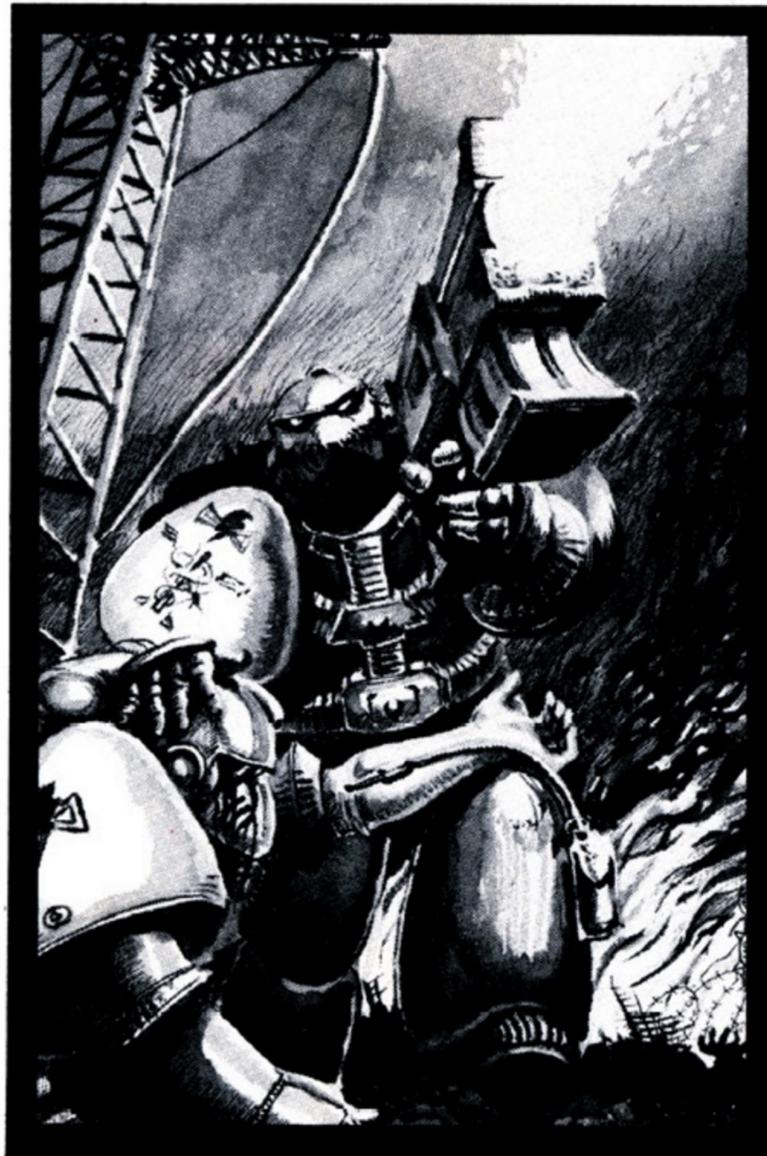
It was the feel of cold air on his face and the acrid smell of burnt flesh that revived him to a dim awareness. He struggled to ignore the pain of his shattered body and made his remaining eye focus on the figure that knelt beside him.

'Your wounds are too grave, brother.' He heard the Medic speak, as though from a great distance. 'Do you desire the Emperor's Peace?' The Medic raised the camifex, and Draeg was dimly aware of the click as the bolt was drawn back into the firing position. With what remained of his life, Draeg tried to speak. The Medic seemed to understand.

The others? They are whole, Brother. You saved them. Your name is entered in the Book of Honour.

Draeg nodded weakly, and closed his eye. His gene seed would return to the Chapter.

All Marines pick up a certain amount of medical knowledge during the course of their initiation into the Chapter, but only those who show an aptitude for such knowledge are chosen to study the sacred rites with the Chapter's surgeons. It must be stressed that Field Medics are primarily soldiers whose duties have been expanded to include the practise of medicine, rather than specialist surgeons who have been given military training. Such individuals are first and foremost warriors, and greatly honoured ones at that. Only champions and heroes are ever initiated into the ways of the Apothacaron - such is the importance of their duties. For it is the Medics who must maintain the bodies of their comrades, in a similar way to that in which members of the Adeptus Mechanicus service and maintain support equipment and vehicles. Without the selfless devotions of its Medics, the fighting forces of the Imperium would soon be eroded to the point where they were incapable of fulfilling their duties.



FIELD TRANSFUSION BETWEEN WHITE SCAR BROTHERS AT THE BATTLE OF GREY LUDOR.

WARHAMMER
40,000

CHAPTER APPROVED LAND RAIDER

From the beginning of time, man has believed that the stars control his fate. Through their movements, people have seen future events and intimations of the will of their gods. In the forty-first millennium, billions still watch the sky fearfully, searching for a portent of doom. But in this time, they have reason to fear. From the stars come ships, some to trade, many to wage war. Most feared of all are the ships of the Legiones Astartes, gravid with their cargo of death - the Land Raiders of the Space Marines, bursting upon the unsuspecting, roaring like thunder, burning all before them.

The Space Marines are rightly feared by ordinary folk, for their presence signifies death as surely as the plague bells of Phobos. The images of the Space Marines and the Land Raider Battle Tank are forever meshed in the popular imagination. In some cultures, the vehicles are portrayed as Chariots of Destruction ridden upon the solar winds by the Angels of Death, poised throughout the galaxy, ready to crush the serpent of Chaos.



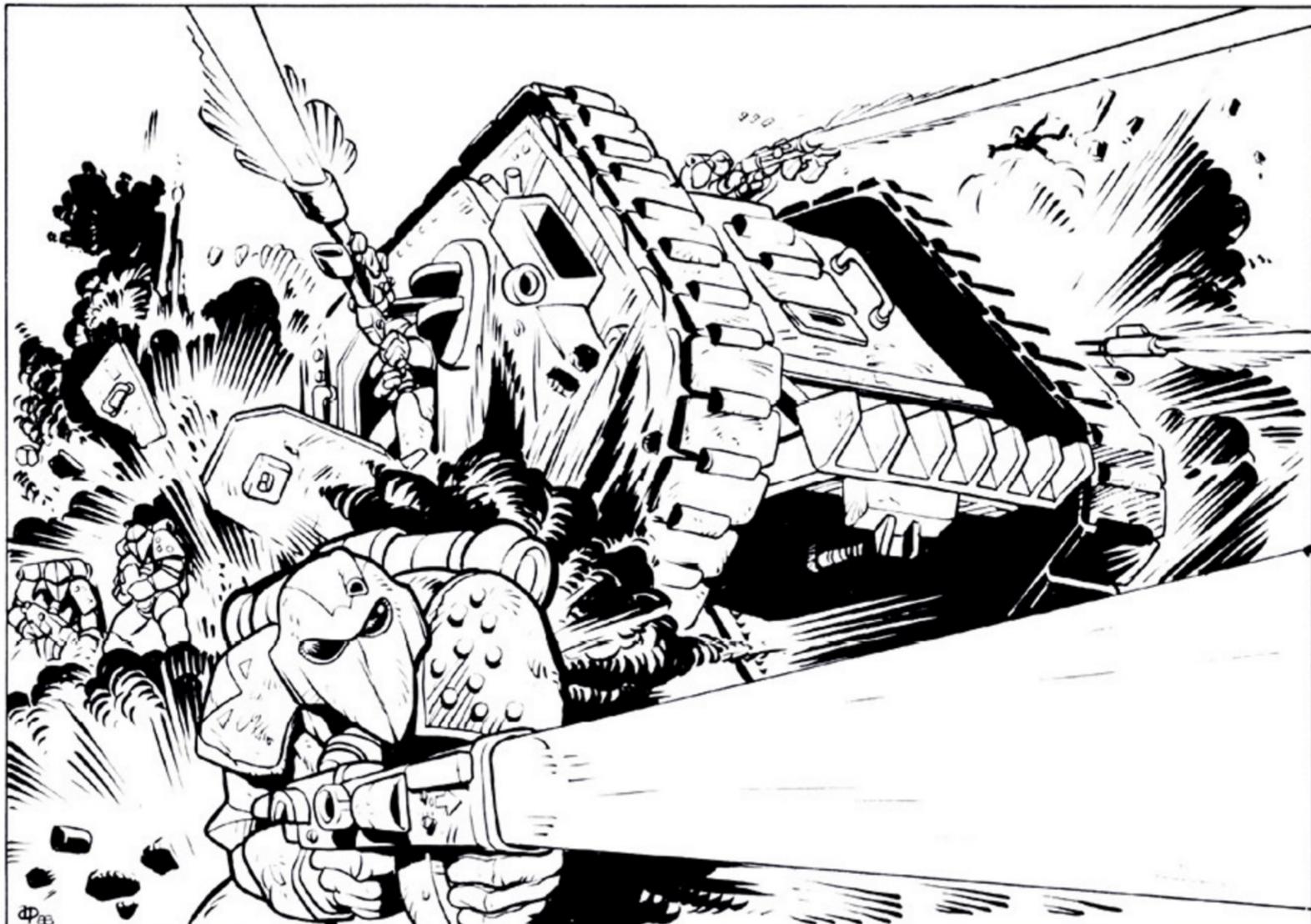
MAN, MYSTICISM AND MECHANICS

Mysticism is an important part of everyday life in the Imperium. A twentieth century man might recognise in the Land Raider nothing more than a huge battle tank, a mere engine of war. But the men of the forty-first millennium are wiser. They know that every Land Raider has its own spirit, and its own destiny.

Whether a Land Raider is built in the Martian weapon-shops of the Adeptus Mechanicus or in the armouries of the Space Marines, its purity and spiritual welfare are given as much attention at every stage of construction as its mechanical aspects. A wildcat (or other locally-obtainable predator) is sacrificed within its ceramite framework. Armoured panels are inscribed with runes of protection as they are reverently bolted in place. Components are checked and blessed before assembly. As each Land Raider grinds towards the end of the production line, preparations are made for the Ceremony of Commission.

Land Raiders are delivered to the Space Marines, the Imperial Guard, the Inquisition, the Adeptus Arbites, to certain Rogue Traders and to other, more secret and obscure Imperial bodies. Space Marine Land Raiders are handed over to a Techmarine, or Frater Astrotechnicus to use the proper title. In other cases, it will be accompanied to its new home by an Adeptus Mechanicus Technomat - a human machine programmed with the knowledge required to service his charge. For many technicians, the commission represents the culmination of years of training; learning how to divine the runes of engineering, memorising the liturgy of maintenance, and studying the routine of service.

If a Marine Land Raider should be lost, its Techmarine offers prayers of mourning for its spirit. If a Techmarine is slain, his Land Raider must be reconsecrated by one of his technical brethren. In the field, this is often done simply by taking a ring bearing the vehicle's serial runes from the dead Techmarine, and the full reconsecration takes place later.



IMPERIAL LAND RAIDERS



IMPERIAL GUARD 8TH REGT 'THE SPIDERS'
Codex Incept Pattern, used unmodified by 8 Company in the Gletcher Iceworld incident.



IMPERIAL GUARD 7TH REGT 'LUCKY SEVENS'
Codex Incept Pattern.



LEGIONES ASTARTES - RED SCORPIONS
Codex approved cobalt/ammonium desert camouflage, as used in the Galen V suppression.



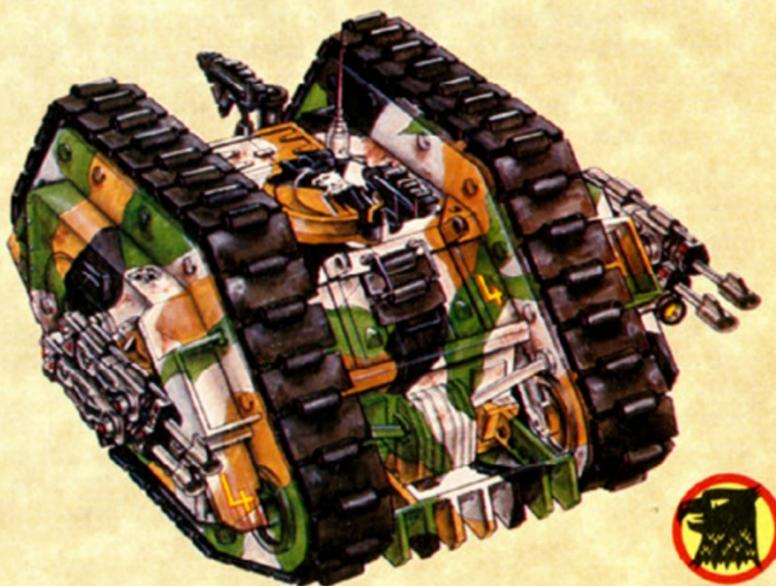
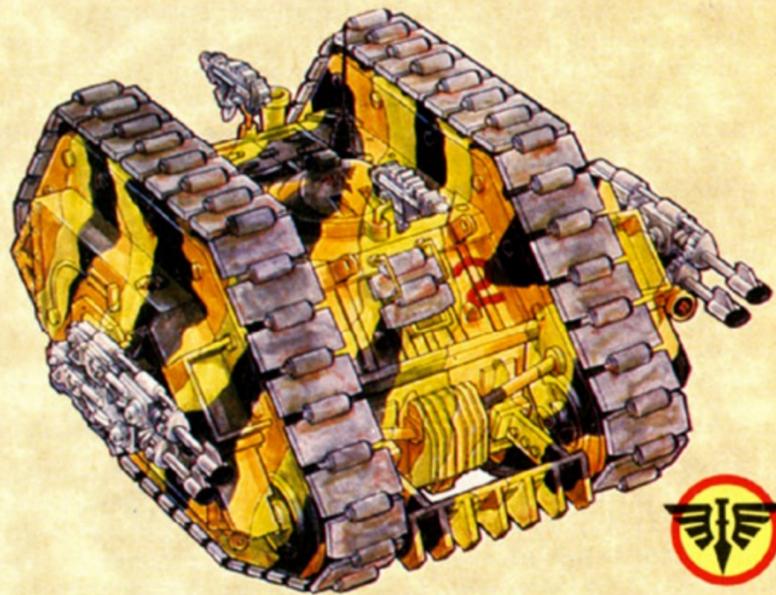
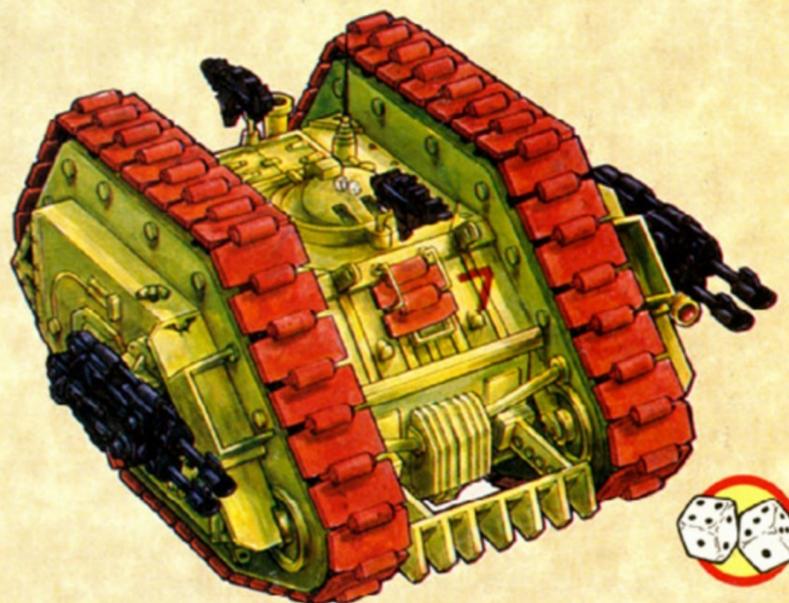
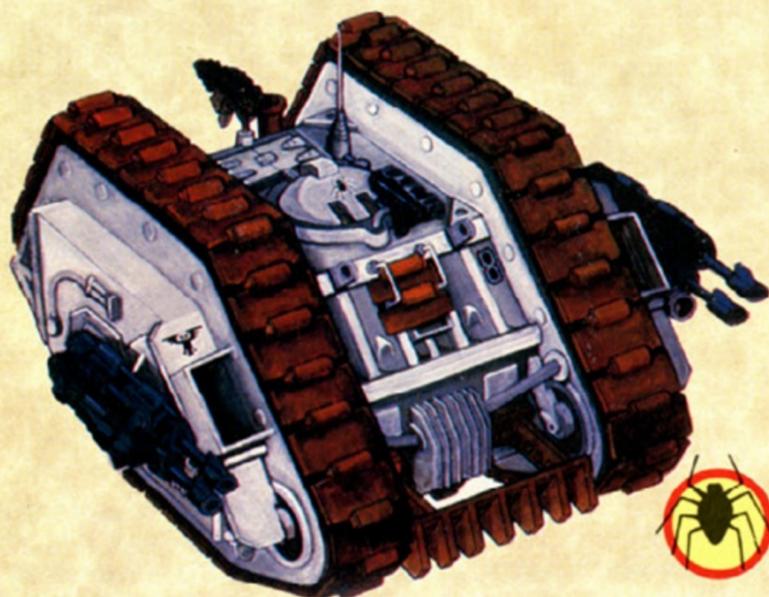
LEGIONES ASTARTES - DARK ANGELS
Temperate, variable terrain, as used in the defence of Straton, last Tyranic War.



LEGIONES ASTARTES - BLOOD ANGELS
Desert camouflage as used in the assault on Bantax.



LEGIONES ASTARTES - RAPTOR LEGION
Temperate camouflage, winter variant, as used in the Egammonon Revolt, Fourth Quadrant Rebellion.



CD # 3

CHAPTER APPROVED



AV

Brother-Captain Fragman's eyes widened as the machine crested the rise behind the advancing Eldar. Once, it had clearly been a Land Raider, but now it was scarcely recognisable. Its codex-standard camouflage had been painted over with a garish array of stripes, dots and multicoloured lozenges, and gaily coloured bunting was festooned from every point. A huge banner bore the foul and decadent devices of a masque of Eldar Harlequins, and some of their blurred shapes could be seen dancing around the machine as it lumbered forward.

"Heresy!" he howled. "Abomination! Advance, Three Company, and take that vehicle! Honour the battle-gear of the dead, it is written! Avenge this insult!"

The four las-cannon began to fire as a hundred Star Leopards broke into a charge. Many died, but they knew they could not all be stopped. The battle might be lost, but the insult would be avenged.

THE LAND RAIDER IN BATTLE

The Land Raider is ideally suited to the style of warfare favoured by Space Marines. Like the Marines themselves, the vehicle is capable of fighting in almost any environment. The Land Raider also offers protection and transport for a squad of troops, as well as carrying many of their supplies and back-up equipment. On Death Worlds and in other harsh environments, the Land Raider becomes a vital life-support unit as well as a fighting machine.

In battle, the squad normally disembark, leaving the Land Raider and its Techmarine crew to fight independently. Its adaptability allows it to fight in a variety of roles. Where appropriate, a single Land Raider or a small group will be sent forward with troops in order to provide covering fire and support. On other occasions, Land Raiders from several companies are brought together into huge armoured formations, ready to do battle with enemy vehicles or defences.

LAND RAIDER CAMO SCHEMES

Marines are warriors of a wholly practical devotional order. Whilst their endless liturgies and prayer may appear, to the uninitiated, to be mere superstition, they serve an important and real function. For example, while preserving the accumulated experience of millennia, the doctrinal lore of camouflage schemes is not so dogmatic as to prevent the adoption of appropriate or innovative colours and patterns where appropriate. So, while there are innumerable *official* or *approved* colour schemes, there are also many which have been evolved by individual chapters to meet their particular requirements in certain situations.

Some Marine chapters adhere rigidly to the traditional patterns. The chapter of the Red Scorpions not only sticks strictly to the lore of camouflage handed down from their original founding and embodied in the Codex Imperialis, but views any deviance from this practice as tantamount to heresy. This has led to the Red Scorpions actually refusing to fight alongside other Marine chapters on a number of occasions - one of the reasons why they were mostly confined to space lane duties during the Badab War. The Commanders of the Imperial Guard are less stringent about such things than Marines, and will sometimes design their own schemes for a specific campaign.



Wherever they may be serving, Land Raiders may sometimes appear garish in comparison to the camouflage schemes evolved for use in the limited range of combat environments offered by twentieth-century Earth. A Land Raider camouflaged for use in the spectacular cobalt chromate deserts of Galen V, for instance, would be highly conspicuous in a yellow-brown silicone oxide desert beneath Earth's yellow sun. Many schemes show no attempt at camouflage as such, but consist of solid heraldic colours proclaiming the identity of the occupants as surely as the shield of a medieval knight. Indeed, there are some Marine chapters whose tradition actually forbids the use of camouflage on the grounds that "the colours of cowardice" are wholly inappropriate to a true warrior. This attitude, although by no means rare amongst the Legiones Astartes, is not officially recognised and is not embodied within the ancient Codex Imperialis.

Most strange of all are the fully pictorial designs painted onto Land Raiders both by Marines and by the Imperial Guard. These take the form of actual paintings of battle scenes or of famous events in the history of the unit concerned. Although this is a spectacular example of vehicle decoration, machines rarely enter the battle zone wearing such lavish paint schemes.

TECHNICAL DATA

The profile given here is for a standard configuration Land Raider as manufactured by the Adeptus Mechanicus on Mars. The technical specifications can be varied somewhat, especially with regard to weaponry and equipment. The details given below are compatible with the new special damage charts given in *White Dwarf* 103, and take into account the increased weapon and equipment stowage available. A power field and synchroniser have also been added. This upgrades the vehicle from the specification given in the **WH40K** rulebook (pp 110-111), and the new specification replaces that given for Land Raiders elsewhere.





This month's extract from the great book known as the Index Astartes deals with the official order of battle for all Space Marine Chapters - the Codex Imperialis.



CODEX IMPERIALIS

'My will be done'

Codex Imperialis page 1.

The Legiones Astartes, commonly known as Space Marines or colloquially as *Angels of Death*, are the elite fighting forces of the Imperium. Marines are physically, mentally and spiritually superior to ordinary soldiers, a condition ensured by rigorous selection and training. These devout warriors exist to serve the Emperor of Humanity, and do so with religious zeal and cold efficiency.

RECRUITMENT AND TRAINING

Recruits are taken mainly from feral or hive worlds, but occasionally civilised worlds produce suitable individuals. Above all, an aggressive fighting spirit is sought by the Legiones Astartes. To be accepted, individuals must show an almost inhuman capacity to fight, even though the chances of surviving the battle may be negligible.

Only young males are chosen for Marine training, during which time their minds and bodies are strengthened by bio-chem and psycho-surgery. Consequently, the most important resource of any Chapter is the ancient Gene-Seed required for the implants which transform an ordinary human being into a Space Marine.

Marine development is also conducted on a spiritual level. Throughout their arduous life as recruits, Marines are subject to constant indoctrination, imbuing them with an unquenchable respect for the Emperor, and a lifelong obedience to discipline.

ORGANISATION

The Legiones Astartes are organised into 1000 Chapters, each led by an Imperial Commander. Chapters are autonomous units, each very much like a self-contained army with its own uniform, transport (including spaceships), specialist non-combatant support personnel and home base (usually a fleet or planet based *Fortress-Monastery*).

A Chapter's fighting force of around 1000 Marines is divided into 10 Companies, each commanded by a Captain assisted by a Lieutenant. The exception to this is the 1st Company which is composed of the most experienced combat veterans and led by the Lt Commander of the Chapter. Within a company, Marines are organised into 10 man squads, one of whom is a Sergeant.

TACTICAL ORGANISATION

For any given battle, squads are equipped and organised according to operational requirements, and this results in three basic types of squad; *Tactical*, *Assault* and *Devastator*.

Tactical Squads are all-purpose units, capable of accomplishing most battlefield tasks. Assault and Devastator Squads are equipped for close-combat and heavy weapon support respectively.

THE CODEX IMPERIALIS

The basis for the organisation of the Legiones Astartes was decided many thousands of years ago during the First Crusade, and takes the form of a mighty tome entitled the **Codex Imperialis**. The Codex deals with all aspects of Chapter and battlefield organisation. Some Chapters adhere rigidly to the instructions laid down in the Codex, almost as an article of faith, while many have diverged from the Codex due to local circumstances, tactical needs and continually evolving tradition.

'So it was in the beginning; so ever it shall be'

Credo of the Iron Hands

The Blood Angels and the Iron Hands (both Chapters of the First Founding) rigorously adhere to the ordinances of the Codex. These Chapters firmly believe that the Codex embodies the divine wisdom of the Emperor and as such is a sacred text. Many Chapters follow it rigidly, not only as a fundamental act of devotion, but to help to ensure victory by carrying the power of the Emperor within the very fabric of their organisation.

Variation from the Codex

A good example of organisational variation is provided by the 'Raven Wing' of the Dark Angels Chapter. This entire company is equipped with M14 Bullock jet cycles as appropriate to their high speed reconnaissance role. Further examples of divergence from the strictures of the Codex can be seen in the many specialised scout units in Chapters throughout the Imperium. Future issues will present details of Marine organisations which vary from the Codex, together with the corresponding information boxes which, when used with the main army list, will allow you to field a force representative of the Chapter(s) in question.



● CHAPLAINS OF THE IMPERIUM

Each fortress-monastery of the Legiones Astartes, or space barge (for the space-dwelling Chapters of Marines), has a chamber known as the *Reclusiam*. It is here that the cult ceremonies and rituals are performed in the presence of the entire Chapter. These are carried out under the guidance of the *Reclusiarch* and his superior, the *Master of Sanctity*, who is the spiritual head of the Chapter.

While each Chapter follows the tenets of the Imperial Cult, individual Chapters have extended the Cult to include ceremonies which have relevance only to their own members. For example, reverence for *Primarchs* is widespread amongst the Legiones Astartes. These are the heroes of each Chapter, who fell in battle and upheld the honour and traditions of the Legiones Astartes in a particularly notable fashion. The Chapter's collection of Primarch relics and war-gear is entombed in the Chapter catacombs, placed upon sepulchres or hung in the *Reclusiam*.

The importance of faith to Marines is further reinforced in the Company Chapels. All ten companies within each Chapter have their own Chapel where Marines can observe the rites of the Chapter and those special to their own company. Here the worship is supervised by one of the *Reclusiarch's* subordinate *Chaplains*. It is the Chaplains, living and fighting alongside their battle-brothers, who are responsible for the spiritual health of the companies.

● LEGIONES ASTARTES CHAPLAINS

Chaplains are well-versed in all matters of the Chapter's cult, having spent many years studying the battle liturgies and scriptures stored in the Chapter library. This study includes memorising all the rites of their Chapter and company. This knowledge is also put to practical use. Chaplains are responsible for the spiritual care, discipline and faith of the brothers in their companies. Young recruits must also be monitored and indoctrinated as they progress towards becoming full battle-brothers.

In battle Chaplains are frequently found where the fighting is fiercest. They can be found chanting the Chapter's battle creeds, ministering to the fallen and granting absolution to the dead. They are also Space Marines, which means that they fight with as much savagery as any of their brothers.

Chaplains are drawn from the ranks, although only Marines who have earned both Merit and Devout badges are considered for a Chaplaincy. These awards may be displayed as actual badges, or for example as diagonal stripes painted across the right shoulder pad.

As a first step, a Marine is singled out to aid the Chaplain of his company as a Novice (or Initiate - the terms are almost interchangeable). Duties often involve little more than helping during company rituals, but deep study of the liturgies under a Chaplain's personal tuition is also necessary.





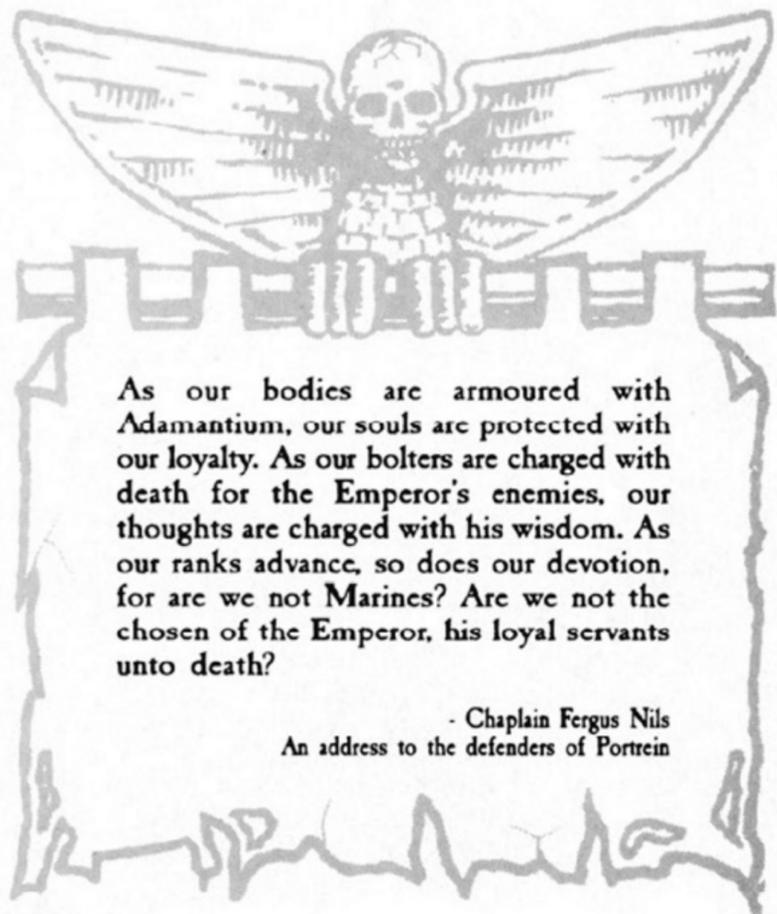
Should a Chaplaincy fall vacant, the most advanced and promising of the Initiates is sent to the Solitarium. This small cell is situated in a secluded part of the monastery and here the Initiate meditates and fasts for a time. He may be left there for up to a week, while his investiture by the Reclusiarch and the Master of Sanctity is prepared. Then, in front of the whole Chapter, he is formally given his symbols of office and presented to the company who are now under his spiritual guidance. At this point the new Chaplain takes the name of his predecessor.

When a Chaplain is killed in battle a formal ceremony often has to wait. The senior Initiate immediately takes the helmet and shoulder pads of the Chaplain and dons them. From the moment he puts on the old Chaplain's war-gear he has full authority as one of the Chapter's spiritual leaders. He is formally invested as a new Chaplain only when the battle is won and the dead are absolved.

● CHAPLAINS IN BATTLE

Chaplains are a puritannical and sometimes eccentric group. Their religious zeal has a strong practical slant, as befits a warrior. They fight alongside their battle-brothers, reciting extracts from the Chapter's Creed and Liturgies. Indeed, their dedication adds considerably to the fearsome reputation of the Marines. Their inspirational sayings and constant exhortations harden the determination of every Marine to serve the Emperor and relive the former glories of the Chapter Primarchs.

The bond between Marines and their Chaplains is a strong one. Chaplains preside over their indoctrination as recruits; they teach loyalty to the Chapter, reinforce its precepts through rituals and ceremonies and perform inspiring acts of valour upon the field of battle.



As our bodies are armoured with Adamantium, our souls are protected with our loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with his wisdom. As our ranks advance, so does our devotion, for are we not Marines? Are we not the chosen of the Emperor, his loyal servants unto death?

- Chaplain Fergus Nils
An address to the defenders of Portrein

CHAPLAINS

DESIGNED BY
MARK COPPLESTONE

25 20 H R M



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Figures supplied unpainted. **WARNING!** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.

● TYPICAL CHAPLAIN UNIFORM VARIATIONS

Black is the official colour for Chaplains' armour. However, over millennia, chapters often incorporate their colours and insignia onto the uniform, resulting in wide variations from the basic colour scheme. Many of these changes come about as a result of a Chaplain repairing his armour from available resources while on a campaign. Some modifications are adopted permanently. Hybrid uniforms

can also appear if the Chaplain dons archaic power armour kept as a primarchal relic. Of course, apart from the organisations they belong to, Chaplains themselves have a long lifespan, so there is plenty of time for them to stamp their own personality on their armour. The examples below provide guidelines that you can experiment with when painting up your Chaplains.

Chapter	Helmet	Torso	Legs	Arms
Crimson Fists	Black skull	Black	Black	Shoulder pads in Chapter colours
Space Wolves	Black skull	Black	Chapter colours	Skull* shoulder & insignia pads
Howling Griffons	Black skull	Black	Chapter colours	Skull* shoulder & insignia pads
Novamarines	Black skull	Black	Chapter colours	Skull* shoulder & insignia & elbow pads
Dark Angels	Skull*	Black	Black	Skull* shoulder pads
White Scars	Grey	Grey	Grey	Skull* shoulder & elbow pads
Silver Skulls	Silver	Black	Black	Silver shoulder pads
Iron Hands	Black	Black	Black	Skull & dagger motif on right shoulder pad

* Unless painted black or in chapter colours, skull masks are white or ivory.



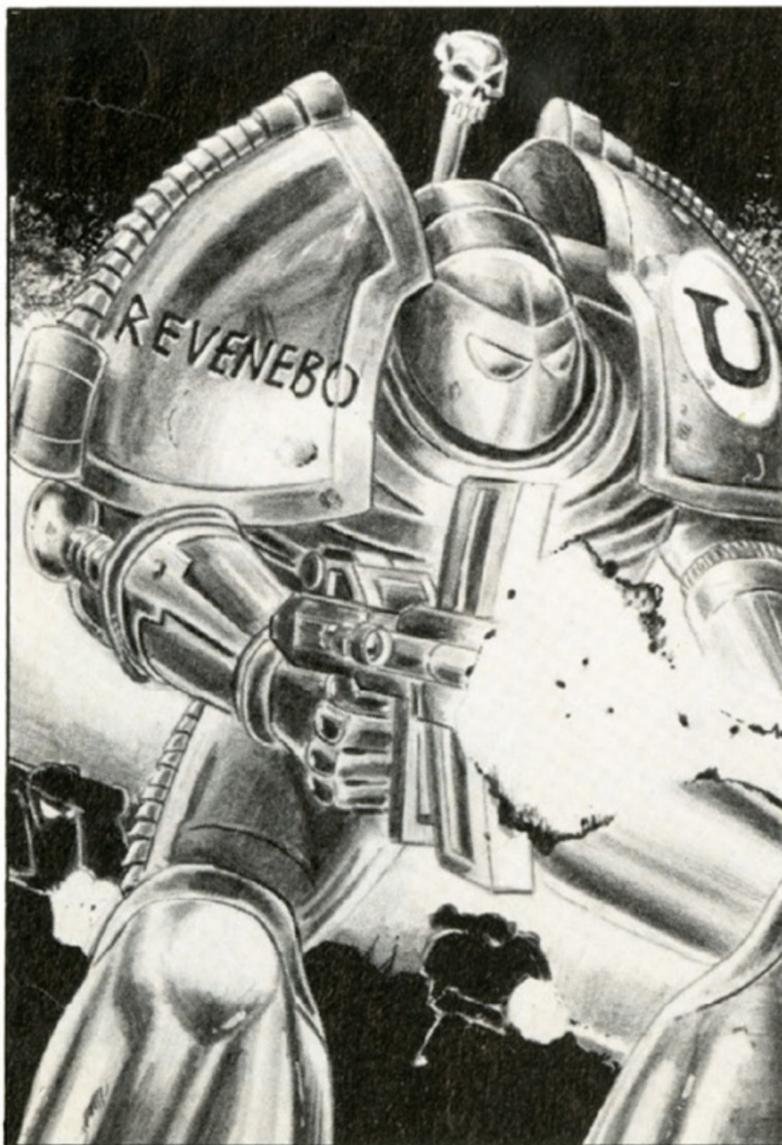
CITADEL
MINIATURES

TERMINATOR SQUADS

● TERMINATOR ARMOUR

The Powered Armour of the *Legiones Astartes* is among the finest protection ever developed for use in war. In his armour, a Marine can function in almost any environment and need have little fear of injury. The basic design is so successful that Marine armour has barely changed since the First Founding. It is, however, not the only equipment and armour available to the Astartes Chapters.

A need for even heavier armour became apparent long ago to the Adeptus Chapters. Certain situations virtually demanded its use: ship-to-ship actions, tunnel clearances, Hive-world combat, all required that very concentrated firepower be brought to bear in confined spaces. Dreadnoughts were unsuitable for use in such places; their cumbersome size merely added to the problem.



After some false starts, the basic outline design for Marine Terminator Armour, a form of exo-armour, evolved. Drawing on both Powered Armour and Dreadnought technologies, Terminator Armour attempts to combine the best of both. Several designs evolved in parallel from the forge-worlds of the Adeptus Mechanicus and the armouries of the Marines. Often bearing little physical resemblance to each other, these different Exo-armour suits have much in common. Massively armoured, sealed against any external conditions and incorporating their own armament, Terminator Armour designs proved their worth from the first. Like Powered Armour, the suits were equipped with fibre-bundle muscles and imposed few movement restrictions upon the wearer.

Terminator Armour also incorporates many more auxiliary systems than normal Marine armour. The armour's sensorium, based upon tendril sensors, links directly into the wearer's own awareness. The sensorium allows the wearer to use a vast number of scanners and detectors without conscious thought. Sensoriums can also be linked together, allowing every squad member to see exactly the same view of the battle as his comrades.

In addition to its formidable protective value, Terminator Armour has its own built-in weaponry: a Storm Bolter and a Powerglove. The Storm Bolter is a multi-chambered, short-barrelled development of the trusty standard bolter already used by the *Legiones Astartes*. It shoots at a faster rate than the original weapon, allowing it to lay down a curtain of fire. It is also quite short, partly because it is built into the exo-armour, making it an ideal close combat weapon. Such a combination in a single weapon has proven useful, to say the least. The Powerglove is already standard issue in many Chapters, and needs little work to adapt it to exo-armour.

Some Marine tacticians and scholars have criticised the design of the suit and its weaponry for lacking a heavy punch at extended ranges. Given its primary function in boarding, close assault and clearance actions, such arguments have carried little weight. Exo-armour has been included in the armouries of many Chapters who have recognised its worth.

Most Marine chapters maintain some Terminator suits in their armouries, and train some squads in their use. Some adaptive surgery for the sensorium interface is also necessary. However, Terminator Armour is not used by these Marines as a matter of course, but issued as and when required. Conventionally armoured Marines, for example, would not be expected to clear the densely-packed corridors of a Hive World. Their task would be to form a cordon, while Terminator Squads in exo-armour carried out the clearance.

Sergeant's shoulder badge made of stone with rank markings



Within dark and forgotten places hide the enemies of the Emperor. You have been chosen to enter such places and, protected by the best armour the Adeptus Mechanicus can provide, cleanse it.

Take with you weapons, a valiant heart and the Emperor's blessing, and engage the enemy where it makes its lair.

Acknowledge death as it approaches, but do not succumb to its touch, for your purpose is great.

You have proved yourselves to be worthy of the status you now hold. Every one of you standing here, all of whom have declared allegiance to the Emperor and take his will as your guide, have shown your courage and have been rewarded for it.

Those that stand before me, I charge you now, go forth and vanquish the foe.

- sermon made by Chaplain Hanius to Blood Angel Terminator Squads before the attack on Thain II.



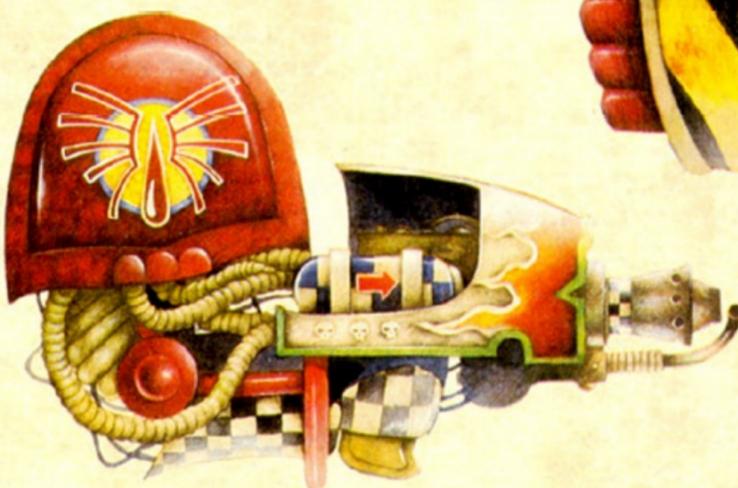
**Terminator Exo-Armour
Standard Armament**



Assault Cannon



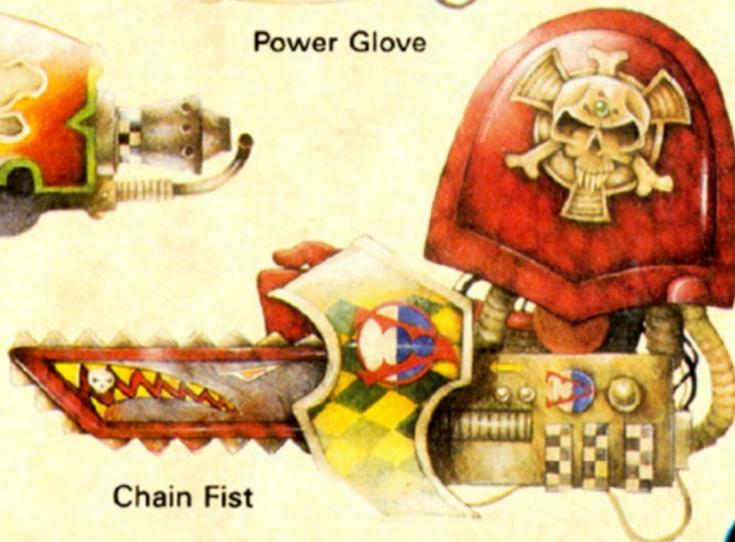
Storm Bolter



Heavy Flamer



Power Glove



Chain Fist

*Ref: Index Astartes,
Blood Angel Chapter*



**Blood Angel Chapter
Marine**

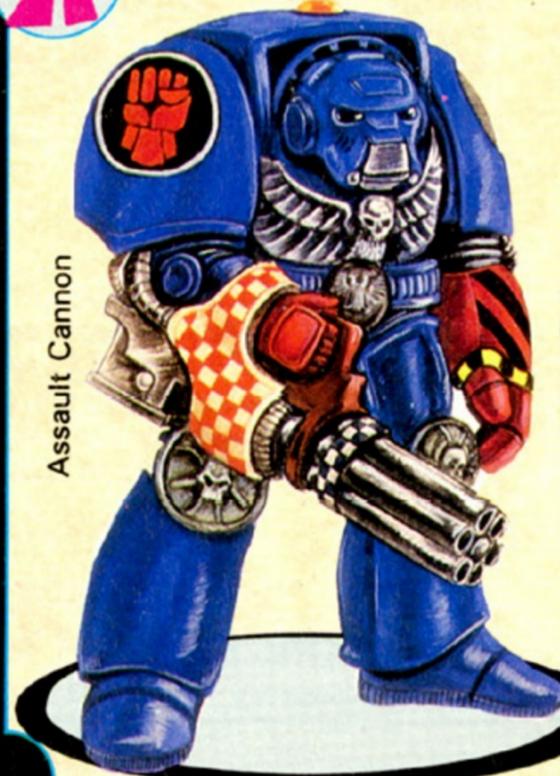


Storm Bolter

Power Fist



**Crimson Fist Chapter
Marine**



Assault Cannon

Power Fist

A squad of Blood Angel Terminator Marines battle Tzeentchian Renegades during the cleansing of Sibb's World. Faced with heavy resistance, Terminator Squads purified the planet within two months.



Sergeant's Power Sword - note the rank markings on the blade, and the Blood Angels' symbol on his shield.



The Terminator shoulder badge is usually made of stone. In recognition of acts of extreme valour, a Marine is sometimes awarded a *Crux Argentum* - a shoulder badge made of silver and encrusted with gems.



 Dark Angel Chapter Marine



Heavy Flamer

Chain Fist

 Space Wolves Chapter Sergeant



Storm Bolter

Power Sword

These pages taken from the Index Astartes - Chapter Uniform section, subsection Terminators, and Terminator Armament section.

Thought for the day
You carry the Emperor's will as your torch. With it destroy the shadows.



TERMINATOR

REFRACTOR FIELDS

Terminator armour may be equipped with a *refractor field* - a defensive field that deflects an attack by refracting energy around the target.

Terminators equipped with refractor fields receive a separate *saving throw* of 5 or 6 which is taken before the normal armour save. Refractor fields do *not* suffer any modification on the *saving throw* due to weapon or other saving throw modifiers.

GRENADE HARNESS

Terminator armour may be modified to incorporate a *grenade harness* consisting of six one-shot grenade launchers. As grenades are very small - about the size of a marble - the grenade harness does not encumber its user at all.

A grenade harness is loaded with 6 grenades, all of the same type, which are fired in two batches of 3.

Launchers are operated from within the suit, so grenades can be fired from a grenade harness in the *shooting phase* in addition to normal shooting.

When firing the grenades, place the first burst template exactly 6" in front of the Terminator within its usual 90° fire arc. There is no need to make any deviation roll - the grenade is programmed to hit this specific point. The remaining two grenades deviate D3" from the centre of the burst template for the first grenade.

A grenade harness can be equipped with either crack or frag grenades.

TELEPORTING

A Terminator Squad may be teleported onto the table during the first turn of the game.

Teleporters are reasonably accurate - but not entirely. To represent this, nominate the *teleport reference point* used to fix the teleporter. Place a dice or other suitable marker at this point and nominate one *short* table edge as north (you can nominate any table edge if you've got a square table). Roll a D20 and move the marker this number of inches to the north (ie parallel to the long table edges); roll again, and move the marker this number of inches to the east (ie parallel to the short table edges).

The entire squad must be set up on the table within 2" of the final position of the teleport reference point, with normal coherency rules applying.

Remember to make sure that your initial teleport reference point is at least 20" from the nominated table edges - otherwise you run the risk of missing the table altogether!

"They'll never get in. Even a chain fist wouldn't break down that barricade"

A pale blue glow appeared in the corner.

"You think they'd try though. I mean, they're not even trying to get in."

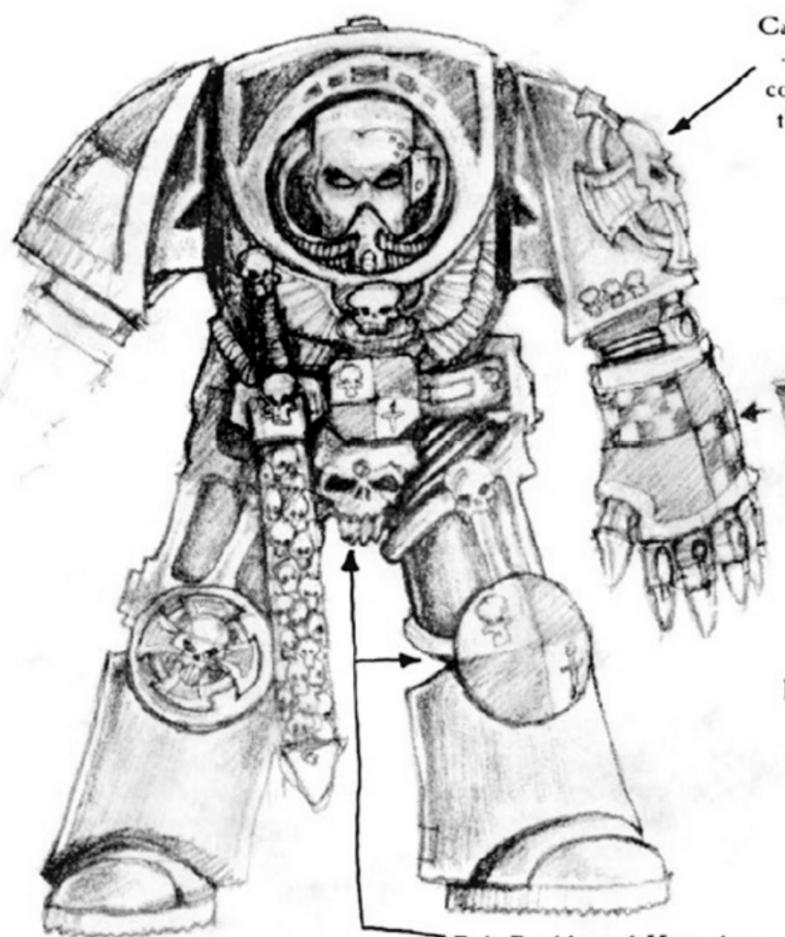
The glowing blue mist rapidly coalesced. The crunch of metal echoed from behind them.

"What was that?"

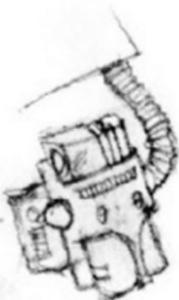
The dark shape, now solid, raised an assault cannon and tore the two men apart in one fluid motion. A communicator cut through the static.

"Teleportation complete. Targets terminated. Awaiting further instructions."





Captain's shoulder badge - made of stone, and containing fragments of the Emperor's armour

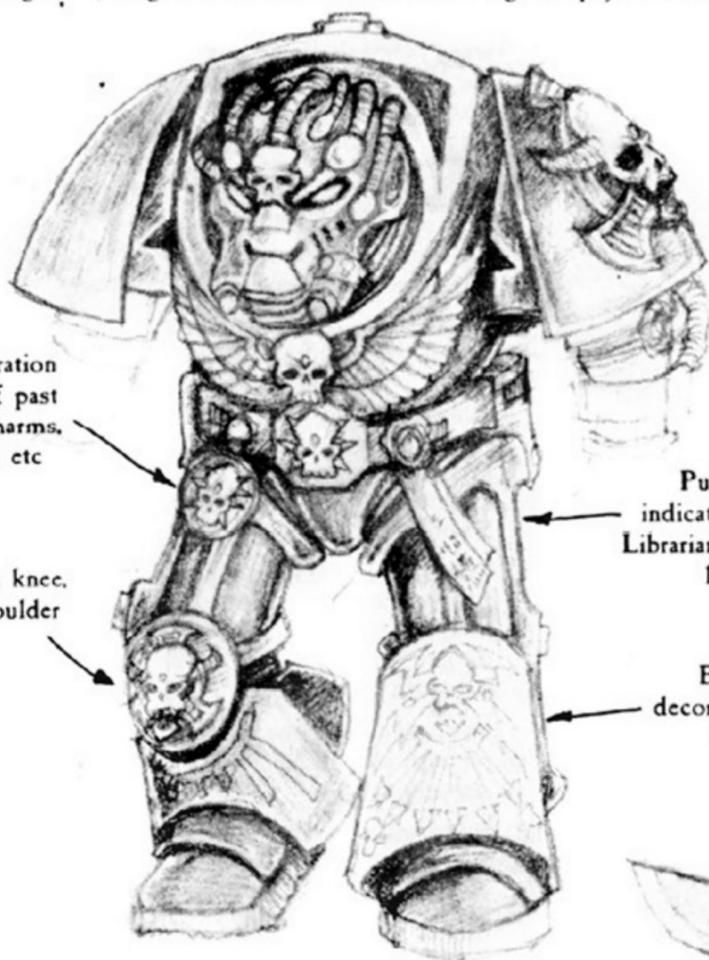


Grenade Launcher, mounted on top of Power Glove; both are in Chapter colours

Belt Buckle and Kneepate displaying personalised uniform decoration

MARINE CAPTAIN IN TERMINATOR ARMOUR:
Storm Bolter, Power Glove and Power Sword

The Librarian's Aegis suit incorporates a Psychic Hood, which is designed to augment the Librarian's defence against psychic attack



Personalised decoration and mementoes of past battles: amulets, charms, book of liturgies etc

Librarian badge on knee, repeated from shoulder



Purity seal, indicating that the Librarian is free from heresy

Bas relief decoration on leg armour



Shield, can be optionally attached to either arm

Librarian shoulder badge displayed here

Mounting for optional shield

Force Axe (left arm)

LIBRARIAN IN AEGIS SUIT OF TERMINATOR ARMOUR:
Storm Bolter and Force Axe



CAPTAIN'S SHOULDER BADGE: made from stone, incorporating fragments of the Emperor's armour. At the climax of the Horus Heresy the Emperor personally led an attack upon the Warmaster's bunker with the Imperial Fist Marine Chapter and an elite unit of the Adeptus Custodes. During the fierce fighting the Emperor came face to face with Horus, who, in the battle that resulted, seriously wounded the Emperor. The Warmaster was only prevented from taking the Emperor's life by the timely intervention of a squad of Imperial Fist Marines in Terminator Armour. The squad cut their way through walls and sealed doors to reach the Emperor's side and launched an unexpected counter-attack on the Warmaster. Distracted by their appearance, Horus was off his guard long enough for the Emperor to press forward and kill him. Although weak, the Emperor was still able to order that his armour be taken off and melted down, and that the pieces be made into badges that all Marine Captains attached to Terminator squads should wear in recognition of the service performed in the defeat of Horus.

PREDATOR

The Predator is the Imperium's heavily-armed battle tank. A variant of the highly-successful Rhino armoured personnel carrier, it is armed with the formidable combination of two lascannon and a turret-mounted auto-cannon. Uniting speed and armour with impressive firepower and flexible targeting, it is constructed in large numbers by the Adeptus Mechanicus for use by both Space Marines and the Imperial Guard.

The Predator is mainly an assault tank, spearheading Imperial advances and destroying the enemy's own armour as the infantry move up alongside it. **Top:** A Predator from the Legion of the Damned has destroyed a Land Raider and Rhino of the World Eaters Traitor Marines during an action to relieve the beleaguered Bantor III. **Bottom:** Two Space Wolf Predators advance as part of an assault against Eldar mercenaries on Holgar IV.



Top: Models painted by Richard Wright, Phil Lewis, Dave Andrews, Mike McVey, Rich Hodgkinson and Dave Clemmett.
Bottom: Models painted by Darren Matthews.

Also featured in *White Dwarf 112* and making its first appearance in the Warhammer 40,000 universe was the Predator, the fearsome battle tank variant of the Rhino.

PREDATOR IMPERIAL ASSAULT TANK FOR WARHAMMER 40,000

by Rick Priestley

The Predator is a mobile weapons platform built around the solid frame of the Rhino armoured personnel carrier. It is a standard Rhino variant, and is constructed in large numbers by the Adeptus Mechanicus for use by the Space Marines and Imperial Guard.

Consider the Predator. Let your soul be armoured with Faith, driven on the tracks of Obedience which overcome all obstacles, and armed with the three great guns of Zeal, Duty and Purity.

The Predator is a variant of the Rhino APC and, like the Rhino, it is built according to plans encoded in Imperium's Standard Template Construct system. It is said that the best Predators are built on the Adeptus Mechanicus forgeworlds, but throughout Imperial space these assault tanks are put together from local materials, all bearing the common stamp of STC design.

The primary features of the Predator are its three main weapon systems: a turret-mounted auto-cannon and two las-cannon in side sponsons. With its smoke launchers and turret bolt gun, this gives the Predator a formidable array of weaponry, ideal for its battlefield role as an assault tank.

The Predator is widely used to hunt down and eliminate enemy vehicles and Dreadnoughts. The turret mounting of its auto-cannon allows the Predator to keep a target in its sights while moving swiftly forward, spearheading an assault or breaking through an enemy flank.

The Predator will usually carry a crew of four (driver and three gunners) but, like the Rhino and Land Raider, its auto-systems enable it to function without a crew if necessary. The crew are wired into their machine and are unable to leave the Predator during the battle - it takes too long to unstrap them from their tight harnesses and unplug them from the snaking pipes and cables that engulf them. Some crewmen, as a punishment for insubordination, are hard-wired into their vehicles and are only released after an exceptional show of valour.

Due to the internal space taken up by crewmen, weaponry and ammunition, the Predator has only a limited amount of space remaining for passengers. There is not enough room to carry squads of Marines or Guardsmen inside a Predator, but up to five passengers may be carried if necessary.

PREDATOR PROFILE

Max Speed	Acc/Dec	TRR	CP	T	D	Sv
16	4	1	5	8	40	3-6

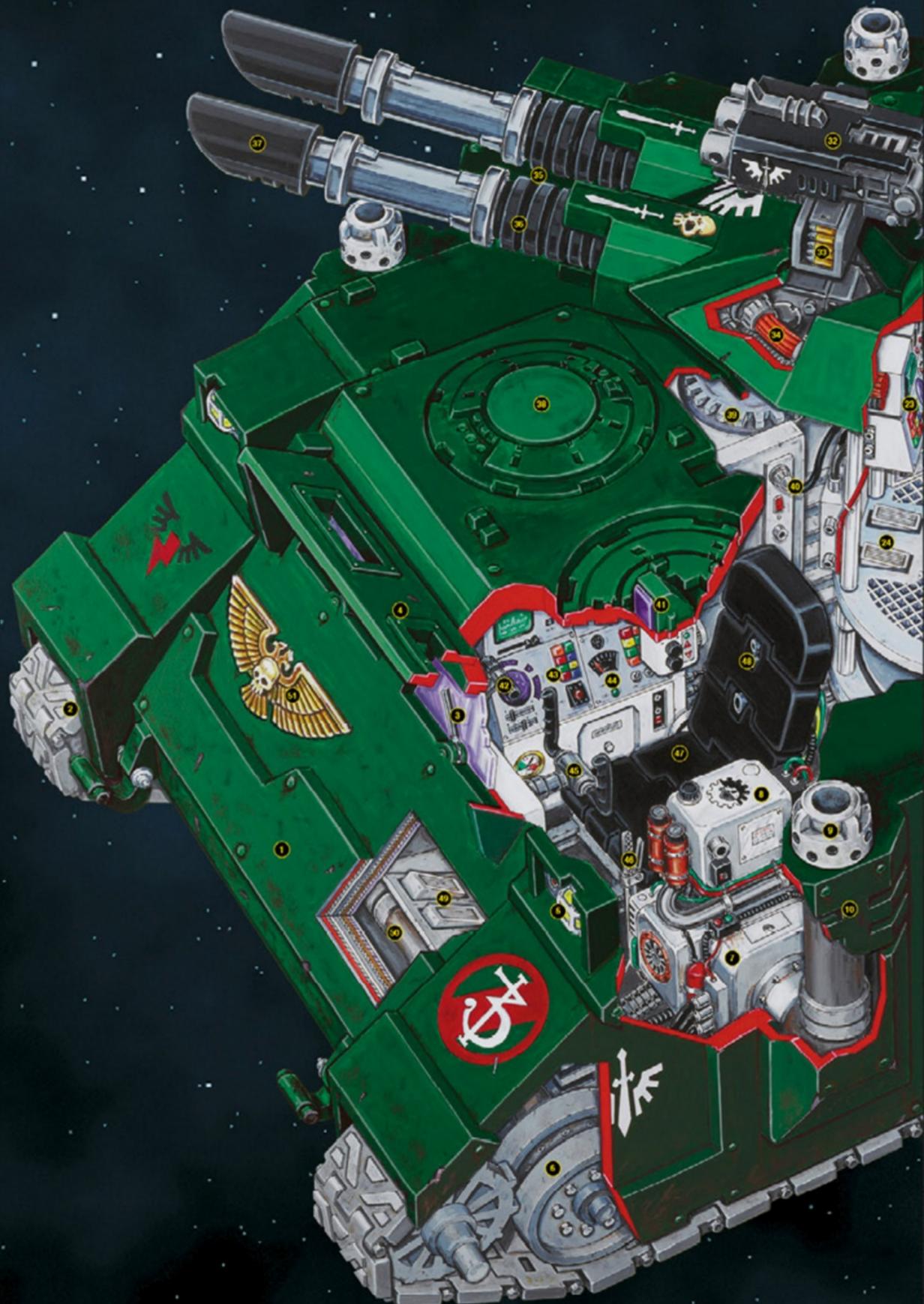


Adeptus Astartes MK IVb Predator

- Height: 4.4m including turret
- Length: 6.6m
- Hull width: 5.9m
- Weight (unladen): 39-44 tonnes dependent upon pattern
- Weight (fully laden): 42-46 tonnes dependent upon pattern
- Armour thickness:
 - Frost hull: 65mm
 - Side hull: 55mm
 - Rear hull: 50mm
- Power Plant:
 - Output: 2,800 bhp
 - Engine type: Adaptable thermic combustion (4 independent units)
- Primary weapon systems:
 - Annihilator pattern: Turret-mounted twin-linked lascannon
 - Destructor pattern: Turret-mounted autocannon
 - Baal pattern: Turret-mounted twin-linked assault cannon
- Secondary weapon systems:
 - All patterns: Sponson-mounted lascannon
 - Sponson-mounted heavy bolter
 - Baal pattern: Sponson-mounted heavy flamer
- Auxiliary weapon systems: Auxiliary integration point-mounted hunter-killer missile
..... Fizzle or auxiliary integration point-mounted storm bolter
- Road speed: 68 kph
- Cross-country speed: 50 kph
- Operational radius: 1,000 km
- Crew: 2 - commander/gunner and driver
- Passenger capacity: 0
- Ground clearance: 0.44m
- Maximum gradient climb: 65%
- Ground pressure: 10.8-12.2 psi dependent upon pattern
- Fording depth: 1.2m
- Trench crossing: 4m
- Vertical obstacle: 1.2m

Concept illustration by Chris Bristow. Colour scheme illustration by Neil Hodgson.

1. Multi-layer armour (see panel cz1/TSK923000.1)
2. Pseudo-titanium cast alloy track links
3. Shielded view port with integral debris clearance mechanism
4. Adjustable-attitude view port shielding
5. 1.5 megawatt quartz/halogen shielded headlamp unit
6. Load bearing wheel
7. Mark II 'Mars' pattern D adaptable thermic combustor reaction engine (1 of 4 independent drive units)
8. Adeptus Mechanicus seal to protect purity of combustible liquids
9. Exhaust stack
10. Armoured exhaust manifold
11. Armoured weapons access shuttering
12. Multi-configuration sponson mount
13. Slaved multi-spectral remote targeting surveyor
14. Sponson-mounted weapon system with ceramite/titanium bonded armour
15. Ammunition hopper
16. Shielded ammunition feed
17. Filtration system intake
18. Atmospheric filtration unit
19. Additional ammunition storage
20. Turret cradle hydraulic power unit
21. Cradle footplate (displaying heraldic device unique to Adeptus Astartes Dark Angels)
22. Morphic commander/gunner's seat
23. Target acquisition displays
24. Turret rotation pedals
25. Fine motor control (note: some crew are hardwired directly to their vehicles as an act of contrition following failure, or as punishment for a transgression of Chapter law)



Ultramarines

This vehicle, designated 'Gladius', was commissioned following the loss of the Ultramarines' entire 1st Company at the Battle of Mierage. Its custodians are stalwart veterans promoted from the elite of the Chapter's vehicle crews, and Gladius has earned the honour of being permanently attached to the rebuilt 1st Company.



White Scars

The Predator tanks of the White Scars Chapter are rarely fitted with sponson-mounted weapons: they are equipped to provide heavy firepower in support of the Chapter's fast-moving bike and Rhino-mounted formations. Julak, whose long-range patrols are notorious for their bold ambushes, has commanded this vehicle for as long as any Space Marine of the Tulfar Brotherhood can remember.



Salamanders

The use of flames as vehicle livery is common amongst the vehicle crews of the Salamanders Chapter, and there are many potential meanings to be derived from the form and placing of the adornment. This vehicle, designated 'Noctus', displays a flame pattern around the turret-weapon mount, indicating that its commander is both a senior member of the Promethean Cult and a highly accomplished artificer.



- 26. Weapon status panels
- 27. Primary weapon power packs
- 28. Diaquartzoid crystal stacks
- 29. Narrow band long-range communication array
- 30. Hatch access controls
- 31. Auto-sealing hatch covering (unsecured)
- 32. M33 Mk VI auxiliary storm bolter
- 33. 0.75 cal. multi-purpose bolter rounds (200 rounds)
- 34. Radiation-shielded lascannon power feeds
- 35. Primary weapon system (see panel TT/SDC225602.2)
- 36. Focusing rings
- 37. Flash dampeners
- 38. Standard auxiliary integration point blanking plate (point not utilised on Predator due to turret traverse)
- 39. Turret drive system

- 40. Auto-sense network cabling
- 41. Driver's periscope
- 42. View port shielding manual attitude control
- 43. Tactical display
- 44. Engine status display
- 45. Power assisted drive column
- 46. Manual momentum cancellation control
- 47. Morphic driver's seat
- 48. Spinal implant interface and umbilical pickups
- 49. Drive control pedals
- 50. Reinforced titanium torsion bar
- 51. Aquila Imperialis



DESTRUCTOR AUTOCANNON TURRET

- 52. Armoured ammunition bin
- 53. High explosive shell
- 54. Armour piercing shell
- 55. Weapon status panels
- 56. Commander/gunner's periscope
- 57. 'Syrtris' pattern autocannon
- 58. Discharge extractor
- 59. Muzzle flashback suppressor
- 60. Multi-spectral remote targeting surveyor, featuring accuracy talisman
- 61. Syrtis II pattern reinforced breach block
- 62. Armoured ammunition feed
- 63. Mk II 'Tenebris' smoke discharge unit
- 64. Stygies 'D' pattern smoke grenade
- 65. 360 degree traversable command cupola
- 66. Multi-spectral visual pickup
- 67. Auxiliary narrow band long range communications array
- 68. Auxiliary integration point mounting
- 69. 'Diicris' pattern hunter-killer missile launcher
- 70. Autonomous target acquisition system
- 71. Commander/gunner's periscope
- 72. Mk VIII 'Avenger' hunter-killer missile
- 73. Lock-on indicator

Ref: CZ/TSK923000.1

Reinforcing thermoplas layer, featuring sub dermal energy dissipation fibre mesh

Bonded ceramic/adamantium alloy armour

Codex approved acrylic identification sheath (non-magnetic)

Note: Total composite equivalent to 200mm base steel armour plate

Weapon Systems

Ref: TT/SDC225602.2

Annihilator pattern primary armament

1 TWIN-LINKED TURRET MOUNTED ASTARTES LASCANNON

Ka9.76 'Stormbringer' in 360 degree arc traversable turret
Elevation +28 degrees, depression -15 degrees.

Turret traverse speed 80 degrees/second

MAXIMUM SHOTS

'Stormbringer' lascannon: Barrel replacement required after 1,000 firings
'Godwya-Tadcocke' heavy bolter: Standard ammunition payload: 1,100 rounds

2 X ASTARTES HEAVY BOLTERS

446AV 'Godwya-Tadcocke' pattern in 180 degree traversable mount
Elevation +18 degrees, depression -18 degrees, 180 degree arc.

Blood Angels

This Blood Angels Predator fought in both the Second and Third Wars for Armageddon. It was left crewless when Captain Tycho and the majority of the 3rd Company succumbed to the Black Rage at the Siege of Hive Tempestora, and was hurriedly re-crewed by Space Marines of the Storm Giants Chapter whose own Predator had been crippled. The vehicle was later returned having served with honour and courage during the battle.

Black Templars

The script adorning the frontal armour of this Black Templar Predator proudly proclaims its participation in the Teutatus Crusade that cleansed the Pleiades Cluster. The white weapon cowling indicates ten confirmed kills, and the crew of this particular vehicle were later promoted to custodians of a mighty Lead Raider Crusader.

Space Wolves

The Space Wolves are credited with creating the first Annihilator pattern Predators, when, lacking mobile anti-tank weaponry, they were engaged by enemy armour during the Skarath Crusade. The weapon cowling on this vehicle displays the markings of the Long Fangs pack that sacrificed its heavy weaponry that the company might gain mobile anti-armour support for the breakout.

WARHAMMER 40,000™

Space Marine Armour described by Rick Priestley

Most humans who have any contact with Space Marines will know and recognise the most common types of Space Marine armour quite readily. However, there are other older types which remain in service to this day and which are very different in their design. Some Space Marine Chapters use only a single type of armour while others make use of several different types.

Many of the older variants have special associations for particular Chapters and may be worn by ceremonial guards or by elite units for example. Other Space Marine Chapters are less formal in their use of armour, mixing various types into their fighting units with little or no regard for conformity. The degree of uniformity within a Space Marine Chapter varies a great deal from Chapter to Chapter and is often determined by historical precedent or tradition.

The initial evolution of Space Marines and their armour occurred during the long period of Earth's isolation that preceded the rise of the Imperium and which later became known as the Age of Strife.

The Age of Strife lasted from approximately the 26th millennium to the beginning of 31st (ie roughly from 25000 AD to 30000 AD - further references to dates are given in terms of millennia). During these five thousand years the ancient pan-galactic human civilisation of the

past broke down and was replaced by many thousands of local civilisations based around either a single solar system or, occasionally, a small cluster of nearby stars. The reason this happened is that warp travel (the means by which spacecraft travel throughout the galaxy) became dangerous and eventually impossible due to colossal disturbances in the fabric of the warp. These disturbances, known as warp storms, were caused by the growth of the Chaos Power Slaanesh - a thorough discussion of which appears in WD127 along with a description of the Fall of the Eldar.

During the Age of Strife Earth and the other planets of the Terran solar system were unable to communicate with other human worlds, but maintained contact with each other. For much of this period the government of Earth held sway over the entire system, at other times Mars and the Moon were dominant.

For much of the time the different worlds found themselves at war. During the 28th millennium Earth government broke down completely and the planet divided into dozens of inter-warring nations. After two and a half thousand years of continuous warfare little remained of the once sophisticated civilisation of the past. The planet had become a battleground fought over by techno-barbarian warlords and their warrior hordes. This was a dark time for the people of Earth: a time dominated by brutal rulers like Kalagann of Ursh, Cardinal Tang, and the most infamous of all, the half-mad half-genius Narthan Dume Tyrant of the Panpacific Empire. It was against this background of techno-barbaric warfare that the first Space Marines were created and the first Space Marine Armour type developed.

FORMATIVE MARINE ARMOUR

This first type of armour is now often referred to as 'Mark 1'. In fact this is the sort of armour worn by the techno-barbarian warriors that dominated the Earth. When the Emperor began his conquest of the planet his retinue was equipped and armed in the same way as the troops of other warlords. The first Space Marines formed part of that retinue and were equipped with the same sort of armour as other warriors of the time.

The thunder-bolt and lightning emblem on the breastplate of this suit was the personal badge of the Emperor in those days, predating the Imperial eagle which only became the symbol of the Imperium much later. This emblem gives the suit its other common name - Thunder Armour.



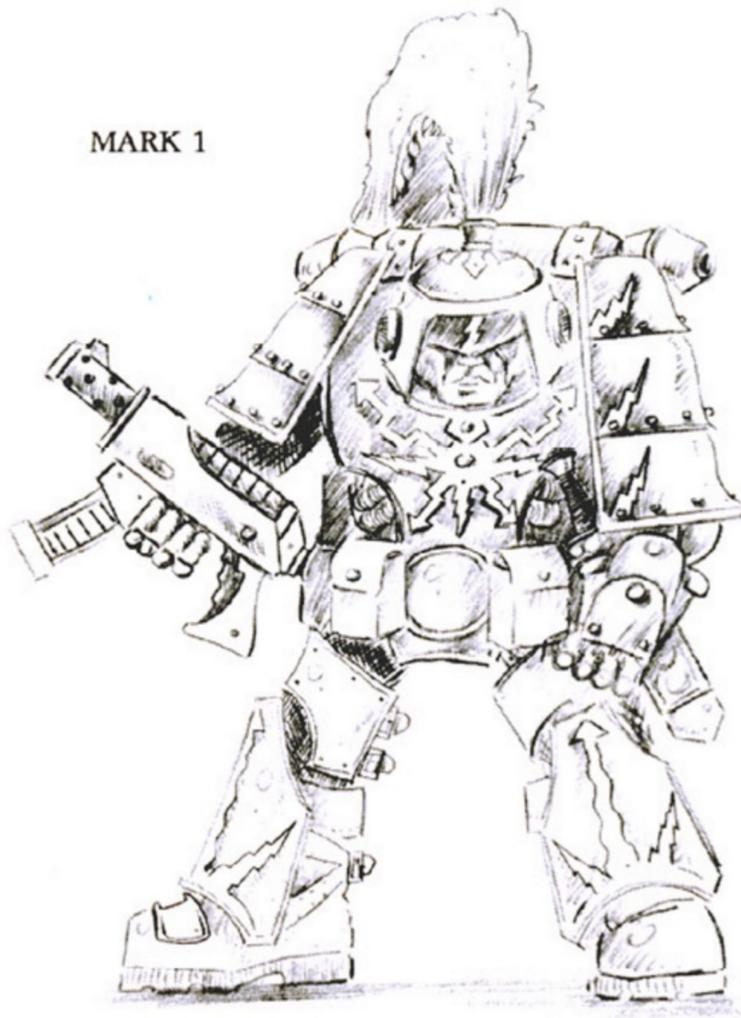
MARK 2

Once the Terran system was secure and the process of rebuilding firmly in hand, the galactic conquest could begin. Even before the warp storms and the Age of Strife ended, the Emperor started to make provisions for his Great Crusade. Part of these plans included the re-equipping of the Space Marine armies with a far more sophisticated fighting suit.

With its advanced technology the newly conquered planet of Mars became the centre for munitions development. New types of armour were produced in great numbers in the Martian factories under the direction of the Adeptus Mechanicus, the ruling class of Tech-priests installed to administrate its affairs on behalf of the Emperor. This enabled the entire Space Marine Corps to be re-equipped.

The new type of armour was the Crusade Suit, which became soon known as Mark 2 armour while the old style became Mark 1 retrospectively. The armour is totally enclosed and life-sustaining, and so suitable for fighting on alien worlds as well as in deep space. It is arranged into articulated hoop-shaped plates for ease of movement and these now cover the legs as well as the chest. The additional energy cabling required to operate the leg armour can be seen in the example illustration while the chest coils are enclosed by armoured plates. The old armour had deliberately placed these coils on the outside to help keep the armour cool, but more efficient coolers in the Mark 2 did away with this necessity.

MARK 1

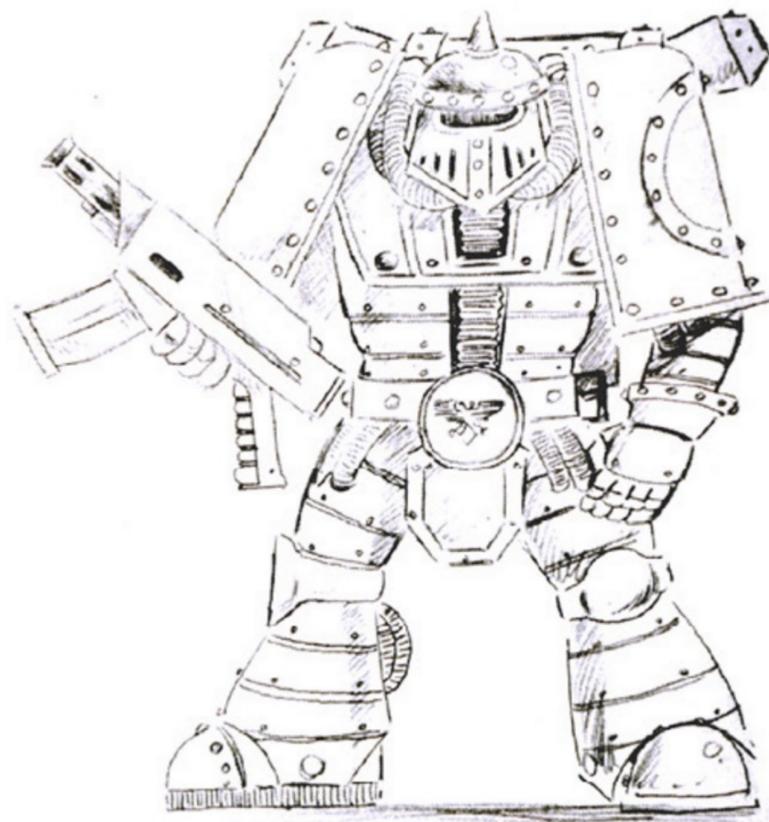


This is not really a single enclosing suit and offers no atmospheric protection or life-support facilities - all of these being unnecessary while fighting was restricted to Earth. The helmet and the top plume are fairly typical, but these early suits were manufactured on an entirely local basis and their exact designs were often a matter of personal taste. The main part of the armour is the massive powered torso which encloses the chest and arms. Beneath the armoured chest plate coiled energy cables transmit power into the arms, effectively multiplying the wearer's fighting abilities three or four times over. During this period most fighting consisted of close combat, warriors preferring to grapple with each other rather than use long range weapons - the power of a warrior's chest and arms was therefore of paramount importance.

The warrior's legs are not power armoured at all but enclosed in tough padded breeches. In the example shown the warrior wears armoured greaves and armoured boots. These were not standard by any means, but were worn by many of the better equipped warriors and were common amongst the early Space Marines. The warrior wears a backpack which provides his suit with power - most of its bulk is taken up by a cooling mechanism meant to prevent the power unit from overheating.

Warriors equipped in this way fought during all the Emperor's wars on Earth, and also on the Moon and Mars which have Earth-type atmospheres. Mark 1 armour is unlikely to be seen on the 41st millennium battlefield but ceremonial units are sometimes equipped in this way.

MARK 2





MARK 3

The Mark 3 armour variant dates from the inner-galactic wars between the Emperor's forces and the inhabitants of worlds close to the galactic core, which included many of the Squat Homeworlds, not all of which were entirely pleased to find themselves the object of galactic reconquest. Mark 3 armour was never intended to replace Mark 2, but to provide an optional heavy armour type suitable for fighting on board spacecraft and in tunnel complexes. High casualties suffered during early battles had shown the need for such armour. Mark 3 therefore placed considerable emphasis on frontal protection, while the rear armoured plates were lightened to compensate. This armour was reckoned ideal where cover was minimal and combat was a matter of frontal assault.

The suit itself is a highly modified Mark 2 with the addition of fixed armour plates to the body and limbs and a new heavy armoured helmet. The sloping plates of this helmet were intended to deflect shot to the left and right, and was to inspire the Mark 4 and 6 helmet designs. No Space Marine forces were ever equipped solely with this mark although many modern Chapters still use Mark 3 armour for boarding actions and tunnel fighting.

While a successful solution to a specific need, Mark 3 armour is too clumsy and uncomfortable for everyday use. As the most visually brutal of all Marine armour, it is sometimes used as a basic uniform for ceremonial guards. Mark 3 armour is sometimes called the Iron Suit or *Armorum Ferrum* in recognition of its great strength.

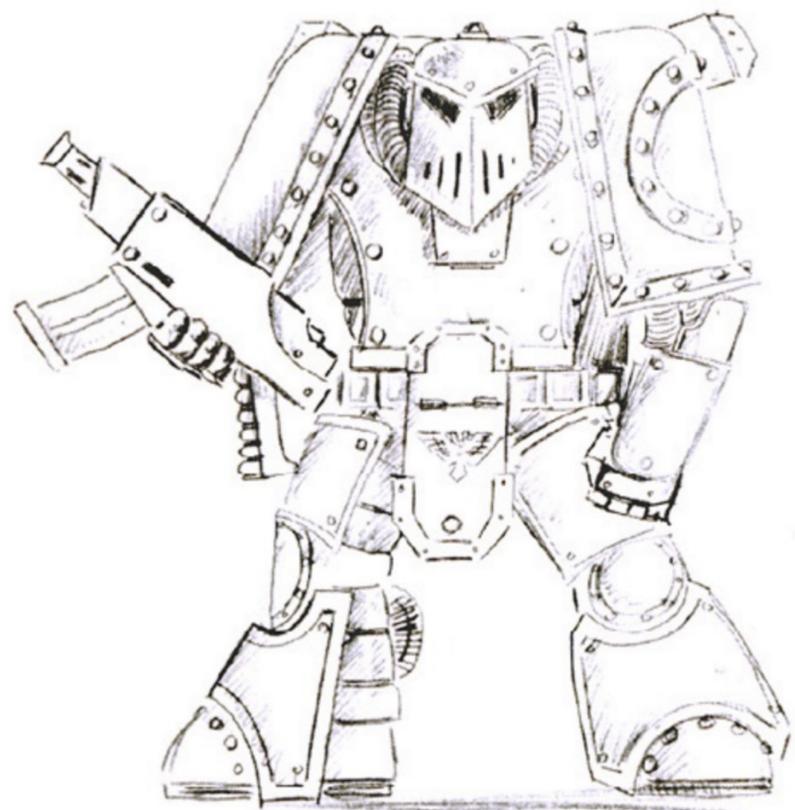
The back pack retains the old shape but is now much more efficient and contains all the extra equipment needed to maintain life-support, air recycling, fluid recovery, and the various automatic medical functions which have remained common to Space Marine armour ever since.

The helmet is now fitted with automatic sensory devices developed in the Martian workshops. These consist of exterior sensors which gather visual and audio stimuli from the immediate environment - effectively functioning as eyes and ears. The information gathered in this way is processed by a computer brain and then transmitted directly into the wearer's mind by a neural connector. The practical result for the wearer is that he appears to see and hear quite normally, but he can also see infra-red and ultra-violet light, and hear a wider range of sound frequencies. The wearer is also able to selectively enhance a visual image or sound should he wish.

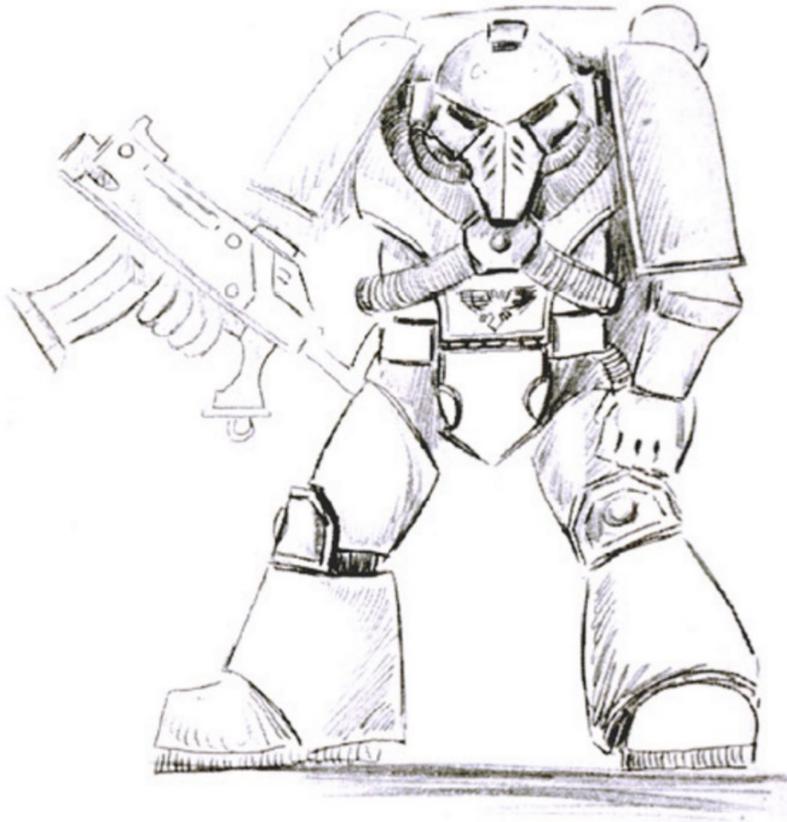
If exposed to blinding lights or deafening noises, the computer processor acts as a safety valve and dampens down the stimuli preventing damage to the Space Marine.

This sort of armour was used throughout the Great Crusade. Many maintain that it is the most efficient of all Space Marine armours, although its overlapping plates are notoriously difficult to repair. Actual examples of this armour, much repaired and carefully maintained, are still used in small numbers by many Space Marine Chapters.

MARK 3



MARK 4



MARK 4

The Great Crusade lasted for approximately 200 years at the end of which came a period of political consolidation. The Space Marines were now scattered far and wide throughout the galaxy, many serving as garrisons rather than as campaigning armies, and their size was scaled down to reflect this new role. Much of the equipment of the past was rapidly wearing out, including the old Mark 2 and 3 armour suits produced on Mars. While some Marine Chapters chose to continue local production and maintenance, the Martian factory hives of the Adeptus Mechanicus set about producing a new variant. This was to be the Mark 4 or Imperial Maximus Suit.

The main change was to abandon the separate abutting plates in favour of larger inflexible armour casings incorporating the flexible joints originally developed for the Mark 3. The result was only marginally less mobile than the earlier type and considerably easier to produce and maintain. Technical secrets uncovered on newly conquered worlds enabled the Martians to develop a more efficient armour, improving the quality of protection and reducing the weight of the suit at the same time. Improved armouring of the power cables enabled the main arm and chest supply to be safely relocated on the exterior of the armour, while use of new material also allowed the size and number of cables to be reduced.

The helmet is an entirely new type, the basic shape inspired by the sweeping front of the Mark 3. In earlier armour the helmet is fixed and the wearer's head is free to

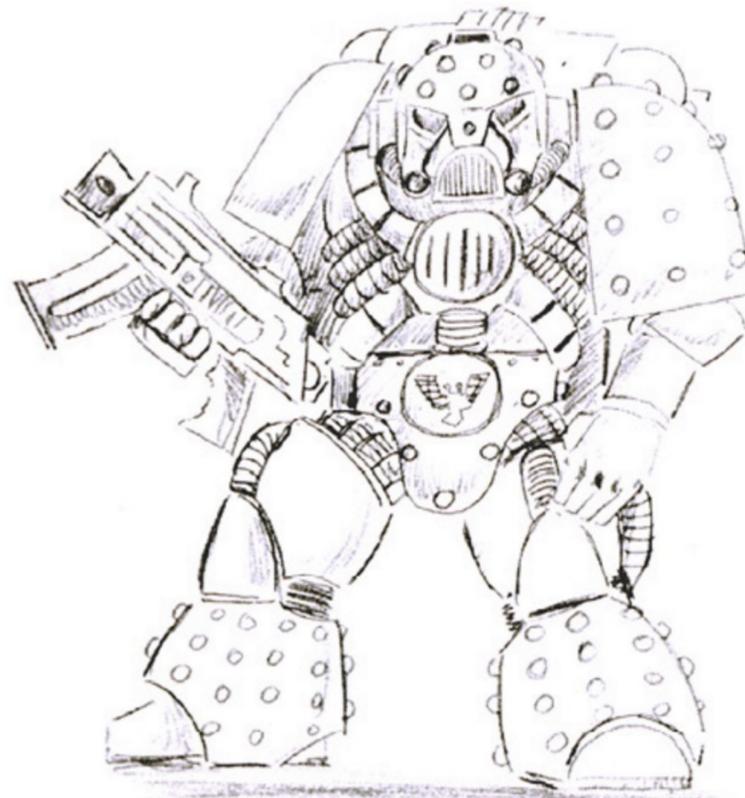
move inside. In Mark 4 and later versions the helmet is not fixed but moves with the wearer's head. This facility reflects the constructors' increasing experience with neural connector gear and the use of new materials which flooded into the Martian workshops as the Great Crusade progressed. Mark 4 armour was designed to be the ultimate and final type of Space Marine armour, able to offer the best protection in a variety of conditions. The Martian factories were turned over to its production and many of the Space Marine armies were entirely or partially re-equipped.

MARK 5

The general issue of Mark 4 armour was only half complete when the Horus Heresy broke out. This threw the entire program of supply into turmoil. In fact many of the most recently supplied Chapters were to turn against the Imperium while many loyal Chapters were forced to continue with older variants, and the confusion was considerable. The Space Marine armourers (Techmarines and Artificers) had hardly got used to the new armour and many were as yet unable to maintain it properly let alone duplicate it as was originally intended.

With the Mark 4 newly in service the need for large numbers of spares had not been anticipated, so that suits quickly became unusable due to quite minor battle damage. It was soon found that the new and rather

MARK 5





specialised materials used in the construction of the Mark 4 were unavailable locally and this increasingly became a problem as Chapters moved from battle-zone to battle-zone. The Imperial forces were soon forced into a fall-back position. Production of Mark 4 armoured ceased, and a new type of armour was designed almost literally over-night. This was the Mark 5 or Heresy Suit.

The Mark 5 used as many pre-Mark 4 components as possible. Large stocks of these existed and the Marine Artificers were already familiar with their application. Once supplies of the new materials used in the Mark 4 armour dried up it became necessary to re-use older substances. In the illustration the lighter chest, arm and leg cabling of the Mark 4 has been replaced by older and heavier style cabling made from more readily available materials. However the cables are now exposed because they are too bulky to fit under the new style chest plate. This was to prove a consistent weak spot in the design leading to the fitment of all kinds of improvised chest armour.

A distinguishing feature of the Mark 5 armour were the heavily studded armour plates. This was an attempt to reinforce the Mark 4 pattern plates when inferior materials were used due to lack of the proper supplies. An extra skin plate was fitted around the armour using molecular bonding studs. The extra weight was considerable, especially if a further chest plate had been added, leading to increased pressure for energy from the power pack. As a result the wearer either had to turn up the power output and suffer intolerable heat build-up, or leave the power supply as it was and accept reduced power levels.

The helmet type illustrated is a spin-off from the Terminator development program, an early type of pre-production helmet, sharing the same type of auto-sense components as contemporary Terminator suits. Being something of an improvised stop-gap, it is common for Mark 5 suits to vary a great deal. Where Mark 4 helmets, armoured plates and cabling were available these were often used.

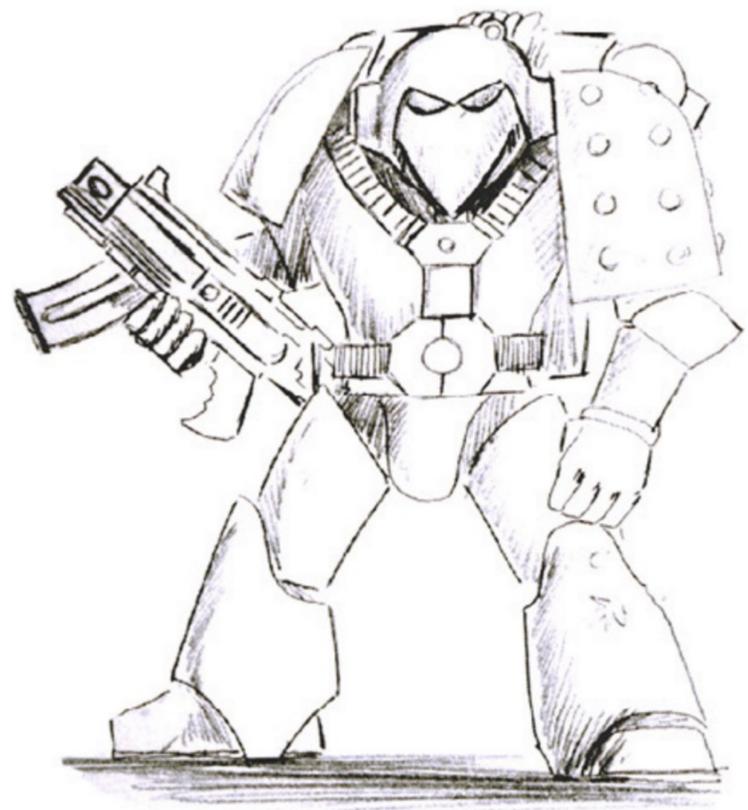
Despite its inauspicious origin the Mark 5 armour proved remarkably durable and equally importantly it was easy to produce and maintain. Huge quantities were shipped out to Space Marine Chapters during the Heresy, including to Chapters which subsequently went over to Horus. As Horus's own supply position became tenuous Mark 5 suits were scavenged from fallen enemies and used by his forces. After the Heresy most of the Mark 5 suits were broken up or dismantled to provide spares. Few Chapters maintain examples of the design, preferring perhaps to forget the dark days of the Heresy. Renegade Space Marine Chapters may still be equipped with this armour.

MARK 6

At the same time as production of Mark 4 armour ceased, work began on a long term development program to replace the Mark 4 with a more durable type. The Mark 5, or Corvus Suit, was only ever perceived as a stop-gap design. The weapon development workshops on Mars began to experiment with a mixture of new and old technology, making the newer materials more durable where possible.

A notable feature of the resulting armour types (Marks 6 and 7) is the provision of dual technology circuits. These permit relatively rare or sophisticated functions to be temporarily replaced or repaired using common or very simple technology. Although development was

MARK 6





incomplete the new armour was rushed into production while the forces of Horus advanced throughout the Terran solar system. Hastily equipped Space Marines wore the new style Mark 6 armour into battle while the development laboratories were disassembled and prepared for transfer to Earth. During the Martian campaign forces of Horus eventually overran the production facilities for Space Marine armour and soon began to manufacture new suits for their own use. Consignments were distributed to other forces elsewhere in the galaxy so that this new type of armour became quite widespread.

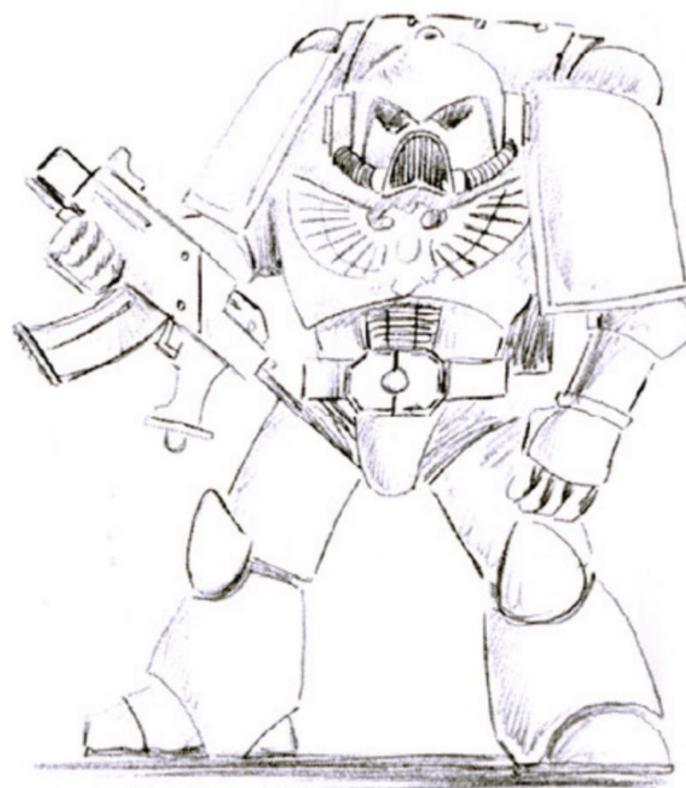
Distinguishing features of the Mark 6 armour are its relatively clean appearance due to rehousing the main power cables under the armour plates. The exterior chest and arm cables are duplicated under the chest plate and automatically isolated from the main system if damaged - thus providing a failsafe and overcoming the vulnerability of the Mark 5. The helmet is an improved version of the Mark 4 rather than a new type, although a new type was under development and was to be used on the Mark 7. The left shoulder armour retains the same construction method as the earlier Mark 5 and for the same reasons. Where supplies of material were short it is the right side of the warrior which needs to be better protected while he fires his weapon, thus the left side could be most easily replaced by slightly less effective plates. The need to economise in this way was very real at the time. Later the studded pad became associated with the Terran campaign and the final heroism of the Space Marines so that it became a traditional emblem of those days.

MARK 7

While the final battle for Mars was underway the Imperium, realising that the planet would eventually fall, set about duplicating the munition production lines back on Earth. The armour development teams from Mars were transferred wholesale to continue the development program and incorporate their latest work into a new armour type. As Horus's forces finally overcame the defenders of Mars new Mark 7 armoured suits started to reach the Space Marines on Earth and the Moon. Mark 7 represents the fulfilment of the new design program which was really only half complete in the Mark 6. In fact, so effective was the Mark 6 that both types continued in service thereafter and many Chapters chose to continue with their old armour rather than adopt Mark 7.

The main improvement is the newly designed chest plastron which covers the chest and arm cabling. This bears the eagle device and gives the armour its common name of *Armorum Impetor* or Eagle Armour. The other main difference is the abandonment of the studded right shoulder piece and the substitution of the new helmet for the old Mark 4 derived model. Improvements were made to the knee joint articulation, but this modification had already been incorporated into many of the later Mark 6 suits. On the whole it is fair to say that Mark 7 represents the final development of Mark 6 and that the two sets of armour have a great deal in common. Parts from one are readily interchangeable with parts from another, so that a Mark 7 helmet will fit a Mark 6 suit and vice versa.

MARK 7



CHAPTER VARIANTS

The 7 basic marks of Space Marine armour were all developed up to and during the period of the Horus Heresy. During the production history of each mark various improvements were incorporated in the light of field experience. Thus there is a certain variation even within each mark although this is usually limited to the types of material used rather than to stylistic changes.

Following the end of the Heresy much in the Imperium changed, including the organisation and number of the Space Marine Chapters. Whereas up until this time there had only been twenty Chapters, henceforth the huge pre-Heresy forces were to be broken up into many smaller Chapters. The new Chapters that were founded were equipped with whatever suitable armour and weaponry was available. For the most part the armour used was either Mark 6 or 7, but with a fair sprinkling of older types.

Since that time each Chapter has largely taken over the production of its own equipment. That is not to say that every Chapter produces every single item of hardware that it uses. Some Chapters trade items with other Space Marine Chapters, or they commission work from local fabricators. This latter option is especially common where Chapters hold the governorship of the world they live on - in which case the planet is effectively owned by the Chapter and its resources can be organised by the Space Marines as they wish. In other Space Marine Chapters supplies are purchased through the Adeptus Mechanicus.

MARINE ARTIFICERS

Within each Chapter Space Marine armour is maintained by skilled Marine Artificers. These are not Space Marines, but highly trained and dedicated servants who spend their entire lives working for the Chapter. Artificers are just one of the many types of 'civilian' servants who work for their Space Marine Masters. In some Chapters these Artificers traditionally work together in a single huge workshop and their products are distributed amongst the Space Marine Chapter as a whole. In other Chapters individual Artificers are the personal servants of either a Squad of 10 Marines or an individual officer. These Artificers are very proud of their Space Marine masters, considering the status and reputation of their unit or officer to be of the utmost importance. In their turn the Space Marines are equally proud of the Artificers whose fine workmanship adorns their armour and weapons. Over the history of a Chapter especially talented Artificers become famous and justly celebrated, and examples of their work are much sought after.

In many Chapters it is traditional for Artificers to come from special families, and for fathers to pass on their skills and position to their sons. In other Chapters the position is open to all, but involves a long period of apprenticeship to an older Artificer.

The Artificer's job is to decorate and maintain the Chapter's armour and weapons. In fact, the Chapter also has Engineers and Techmarines whose role is to manufacture much of the equipment, so the Artificers are involved more with decoration, engraving, customising

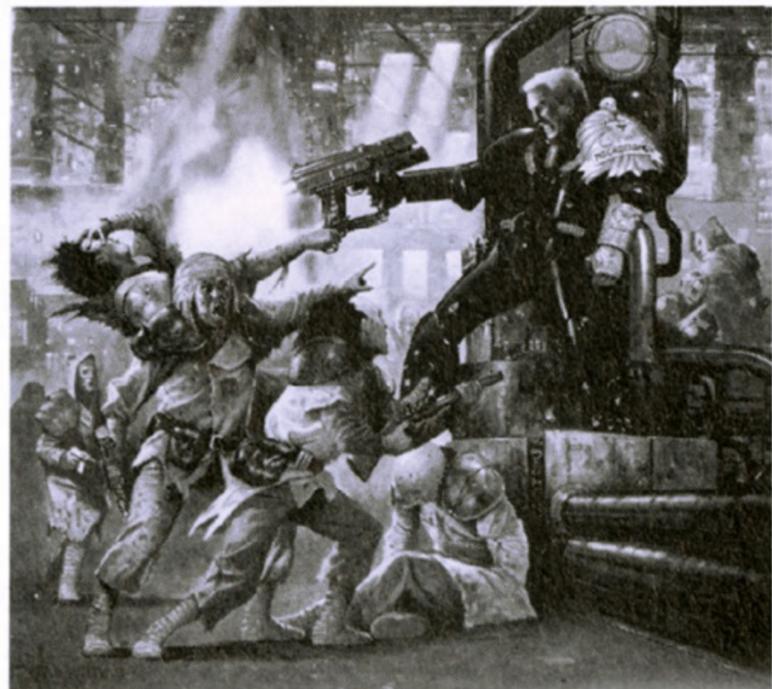
and modifying the basic equipment. For example, when a Space Marine earns a combat honour it is the Artificers who make the honour badges and fasten them on to the Marine's armour. Similarly, the Artificers make rank badges, long service badges and other marks of distinction that are used by their Chapter.

Older types of armour are associated with the past history of many Chapters and often with the deeds of heroic individuals. Artificers will carefully hunt down examples of ancient armour to use as the raw material on which they can engrave honour marks or purely decorative features. Such pieces will be lovingly restored, often plated with silver or gold, and then painstakingly engraved with naturalistic scenes, abstract designs or Chapter badges. A piece of armour that can be shown to have belonged to an old Chapter hero is valued above all others. As successful Space Marine Officers are often presented with ancient pieces of armour, a single armoured plate or helmet might have a long and famous history and could have belonged to a whole succession of Space Marine heroes and been worked on by many famous Artificers.

INDIVIDUALISED ARMOUR

As well as resurrecting old pieces of armour for notable Space Marines, the Artificers also decorate new armour and modify armour to suit particular individuals. Only Space Marines earning some kind of reward or honour would be given such items. As a result of their efforts over the many thousand years the Chapter has been in existence, it is quite common to find suits which combine elements of the different marks as well as quite unique suits which have customised armoured plates or helmets.

Some Chapters reserve such armour for special individuals, officers, or high ranking commanders. There is no fixed rule on this, it is a matter of Chapter tradition and preference how such armour is used. However, it is generally the case that very high ranking officials inherit special suits of armour, which they may then combine with their own existing suits so that their individual honours or personal pieces of armour are retained when they are appointed to a new position.





Jes Goodwin's sketch above shows the evolution of power armour into MKVIII 'Errant' armour.

SPACE MARINE TACTICAL SQUAD COLOUR SCHEMES

The colour plates illustrate Space Marine Tactical Squad colour schemes for three sample Chapters - the Ultra Marines, Dark Angels and Blood Angels. Every Space Marine Chapter has its own unique colour schemes which serve to identify individual Marines by rank and organisation. So, for example, a Sergeant can be readily identified by the markings on his armour, while the Company to which he belongs is identified by a badge (usually on the right shoulder). A Marine's Squad may also be indicated in some way, in many cases by a number superimposed over the Company badge or in others by means of a separate back-banner. The Chapter itself is indicated by the colour scheme of the armour and a further identifying badge on the left shoulder.

The official rules which govern the colour, style, size and positioning of these identifying marks are known as the Codex Astartes (often abbreviated to codex). The markings described by the Codex Astartes are referred to as 'codex' markings, indicating that they take the official pre-determined form. However, most Chapters of Space Marines also use alternative versions of these codex markings. Some of these have evolved over thousands of years, although non-codex they are official in the sense that they are recognised by the Chapter and conform to rules laid down by the Chapter. These non-codex markings are often derived from motives which celebrate famous victories of the past.

During a long war or campaign, it is common for the troops involved to adopt a single recognition badge. These campaign badges take a particular form for each campaign and are worn by all troops involved whether Imperial Guard, Space Marines, Planetary Defence Forces, naval units, etc. In the case of Space Marines these campaign badges are usually painted or stencilled onto their leg or arm armour. A good example of this can be seen on fig 3 where the Ultra Marine shows the Attoc Wars campaign marking in the form of golden-yellow right leg armour. Campaign badges are worn only during the campaign and are removed when the campaign is over.

When long wars take the Space Marines away from their home base, it is inevitable that battlefield repairs, promotions, and the hasty reorganisation of reduced units will lead to variation in the styles of a Chapter's colour schemes and markings. Obvious battle damage may dull or obscure markings. Where armour is repaired it is often impossible to apply the proper colours and recognition markings, so that individual armoured plates are simply left plain grey (the basic colour of the plasteel) stamped with quartermaster's marks and serial numbers. Under these circumstances hastily applied squad, company and rank markings usually take a form which is far simpler than the codex versions.

Even within the Codex Astartes certain variations in armour are permitted which reflect the individual status of the wearer. These take the form of Honours, such as the Terminator Honours which are worn with Power Armour. These indicate a Marine belongs to the select group of

Marines who are equipped with Terminator armour when appropriate. Other honours may be earned by acts of bravery or devotion. Such honours often take the form of badges, but may also be represented by colour variations in the armour itself. As with the rank and unit markings non-codex versions of these honours exist and many Chapters have their own unique honours.

Officers and veterans are more likely to wear armour which has been uniquely decorated by the Chapter's Artificers. Obviously there are no hard and fast rules about this and every Chapter has its own tradition of styles and variations. It is often the case that highly decorated pieces of armour are passed down from generation to generation, forming part of the heroic panoply of the Space Marine officers. In many Chapters any Space Marine with sufficient means can pay to have his armour engraved, painted or decorated. The degree to which this individualising is permitted varies from Chapter to Chapter. The role of the Artificers and inheritance of armour are discussed in more detail in the main article.

These illustrations show variations of colour scheme within three Space Marine Chapters and lay out the different colour variations for the different Companies. Of these the Ultra Marines are an especially good example because they adopt schemes which stick very closely to the formal Codex Astartes.

ULTRA MARINES TACTICAL SQUADS

The armour is basically dark blue with a white chest eagle. The left hand shoulder armour shows the Chapter badge in white with a white trim around the edge. The codex dictates that Tactical Squads have light blue right hand shoulder armour upon which is a broad white arrow pointing upwards. Like the left shoulder the right shoulder is trimmed with a white edge. The colour of the Marine's right arm armour indicates the Company to which the Marine belongs (see below). The number of the Marine's Squad is shown in a classical style in black over the arrow on the right shoulder.

When the Chapter is fighting on campaign it is common to repaint the entire right shoulder armour piece in solid light blue, thus obscuring the unit markings altogether. At the same time the chest eagle and the trim on the left shoulder are over-painted with dark blue. This provision is intended to deprive the enemy of vital intelligence. Squad Leaders (Sergeants) are identified by a red helmet serving as a badge of rank. Honour badges, where appropriate, are worn on the left arm and/or leg (these are common positions for badges of this kind).

Arm colours. 1st Co. - white. The 1st Co. is made up from veteran Space Marines with Terminator Honours. In addition to the white arm the company is uniquely identified by its white helmet. Remaining companies are identified by the colours of their right arm armour as follows: 2nd - yellow, 3rd - red, 4th - green, 5th - black, 6th - orange, 7th - purple, 8th - grey, 9th - blue. The 10th



TACTICAL SQUADS

Space Marine colour schemes and markings are formally described by the famous Index Astartes - the Imperial record of each Chapter's founding and organisation. Over the years these formal schemes have been supplemented by simpler alternatives whilst new traditions have often added to the range of original colours and markings. Most Chapters display a degree of variation ranging from fully pictorial badges and complex colour schemes to simply rendered basic markings over a single colour. The Chapters depicted here show how this works in the case of Tactical Squads. The Ultra Marine armour is basically dark blue with a white chest eagle and the fact that these are Tactical Squads is shown by the white arrow marking on the right shoulder armour.

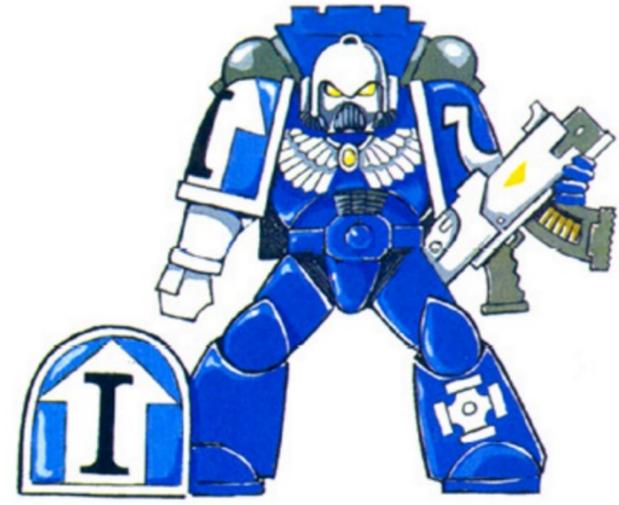


Fig 1 - 1st Co 1st Squad with proscribed codex markings on his armour including Terminator Honours.

Dark Angels have a dark green colour scheme. Tactical Squads have the double-headed horizontal arrow on the right shoulder armour. Tactical arrow markings may be solid white, white outline, or a simple white band.

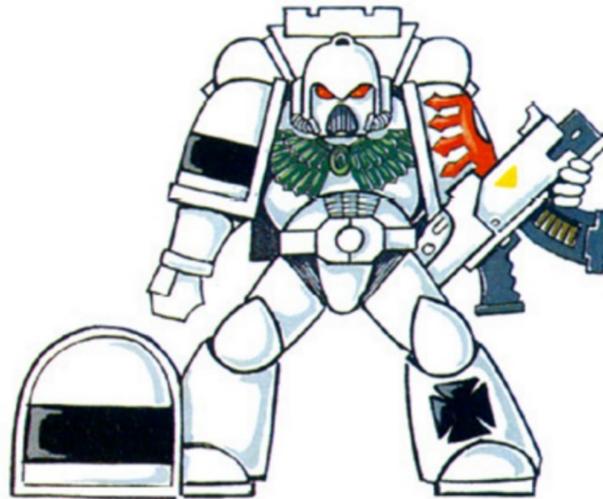


Fig 1 - 1st Co in Death Wing colours of white armour. Note the Terminator Honour on left leg plate.



Fig 2 - 3rd Co 3rd Squad Sergeant as distinguished by his white Chapter Badge.

The Blood Angels have vermillion armour. The different Squads (Tactical, Devastator and Assault) are differentiated by helmet colour. The Tactical Squads have helmets of the same colour as their armour whilst other types have differently coloured helmets.

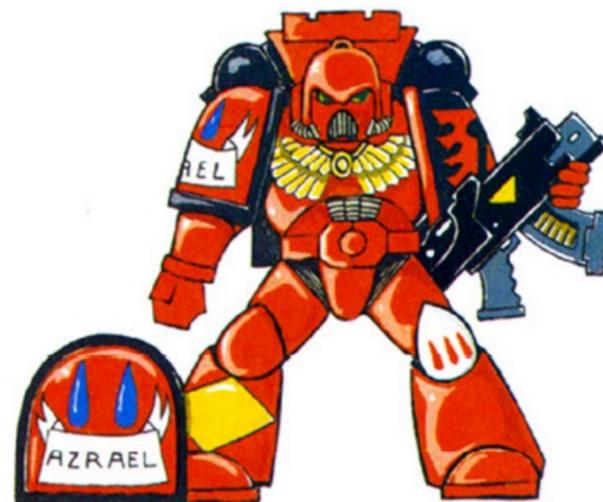


Fig 1 - 5th Co Sergeant Azrael in full codex markings showing name, yellow eagle and black shoulder trim (reversed on the left shoulder). Blood drop honour on left knee and Wolf Strike campaign badge on right.

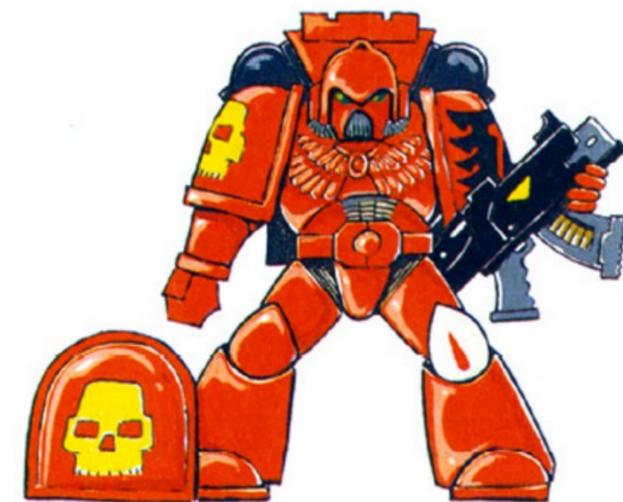


Fig 2 - 1st Co Marine with yellow skull and simple form of armour style. Honour mark on left knee.

ULTRAMARINES

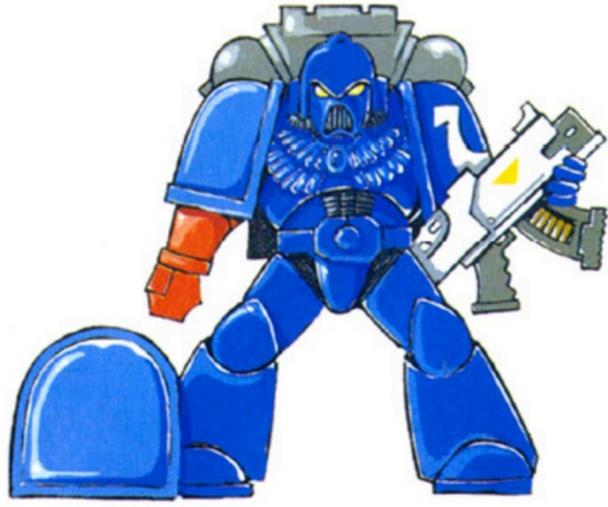


Fig 2 - Space Marine with simpler over-painted scheme. The arm colour indicates a member of the 3rd Co. (red).

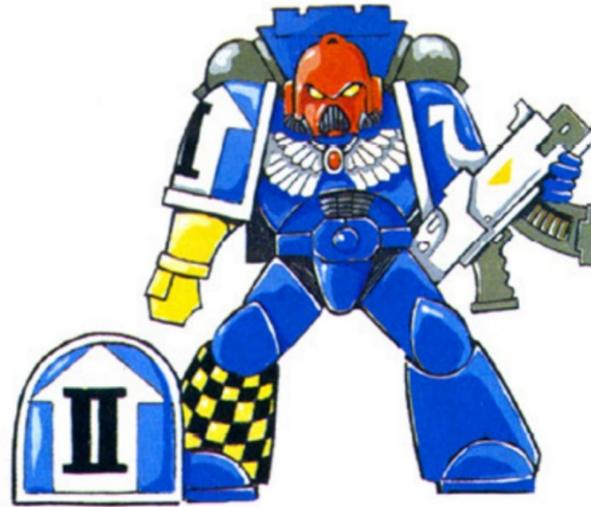


Fig 3 - 2nd Co Sergeant 2nd Squad wearing the campaign badge of the Attoc Wars.



DARK ANGELS



Fig 3 - 4th Co Marine with similar form of right shoulder armour markings. Note St Munda campaign markings on right leg.

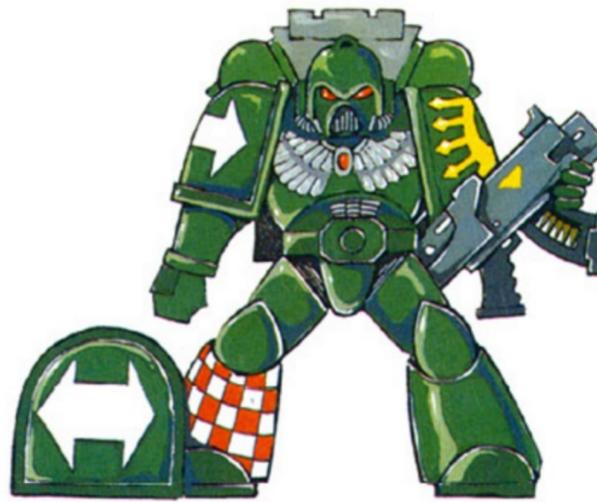


Fig 4 - 6th Co Marine with variation on the right shoulder armour without the squad number or trim colour. Ferric worlds campaign markings.

Shoulder Plate Trim in Company colours



BLOOD ANGELS



Fig 3 - 2nd Co Marine illustrating a unit which has taken the infamous blood oath of the Blood Angels.

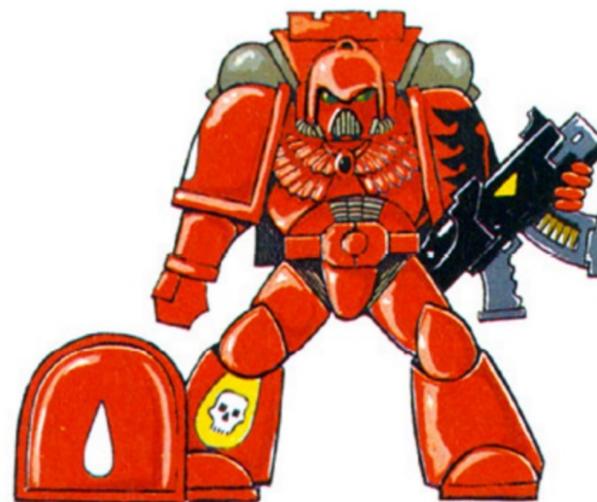
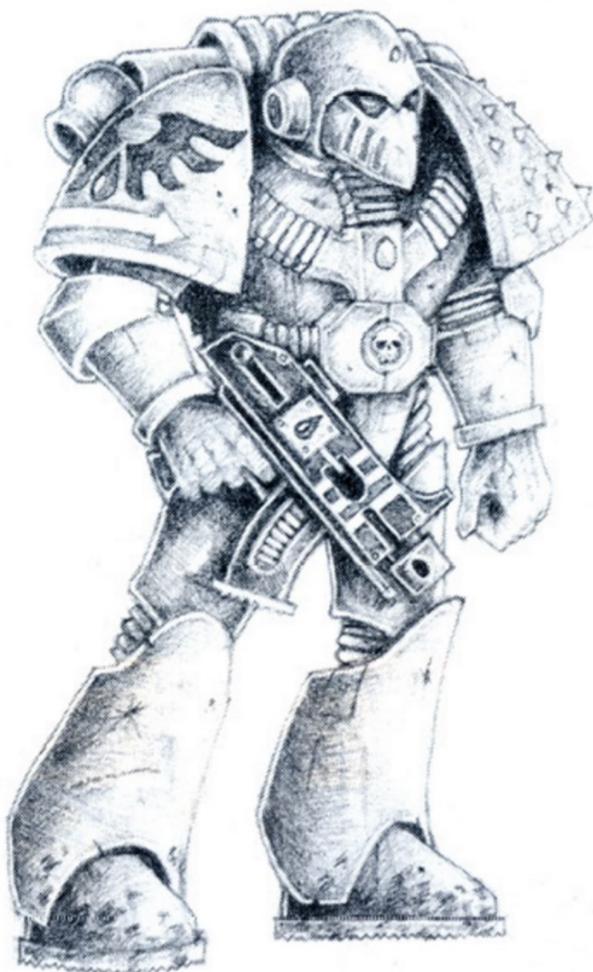


Fig 4 - 3rd Co Marine fighting in the Bleeding of Arcturus Campaign as shown by the campaign badge on his right leg.



INDEX ASTARTES



Space Marine armour is a very special form of powered armour; it contains integrated bio-circuits which merge the armour and warrior into a whole, forming a second, extremely durable skin. This unique armour was developed especially for the Space Marines, with initial designs evolved personally by the Emperor and scientists under his direction.

During the early history of the Space Marines these initial designs were battle-tested and quite heavily modified. The Great Crusade - when the galaxy was reclaimed by the Imperium's forces - provided the ideal trial of strength for the new troops and their equipment. The huge amounts of action the Marines saw during the reclamation easily showed up any flaws in the design of their equipment. By the time of the Horus Heresy, the armour and various Chapter insignias had evolved into those forms which the Chapters that survived use today.

Following the Heresy, and the reorganisation of the Marines, these standard patterns of armour, uniform detail and organisation were laid down and encoded in a document known as the *Index Astartes*. Chapters founded since the Heresy have been raised along the lines dictated by the *Index Astartes*.

Although the *Index Astartes* provides a formal description of the ideal Space Marine Chapter, not all Chapters retain its strict organisation, equipment or markings. Each Chapter has a hand-written copy as its major source of such information, and during the copying procedure a slightly different interpretation of the original can have massive ramifications in the Chapter's appearance and organisation.

Other Chapters, such as the Ultramarines, are simply more conservative than others, preserving their original organisation, markings, and other details from the *Index Astartes*, faithfully copying symbols from their history as a guide to interpretation.

Even though each Chapter regards these things as a sacred edict, evolved from the Emperor, and immutable regardless of circumstance, there is still a large amount of variation arising from personal interpretation of the text.

Most Chapters have evolved considerably over the years, and some of the older Chapters - now over ten thousand years old - have a long history of innovation and divergence. As Chapters are self-supporting fighting units, incorporating weapons development and maintenance facilities, fighting machine assembly lines, and their own supply and transport divisions, the tendency to develop along separate and individual lines is almost inevitable. Each armorer is inclined to manufacture armour and equipment in a slightly different way, giving rise to a whole new style within a matter of years. Chapters stationed near worlds where conditions are particularly unusual or harsh, often respond by modifying the armour accordingly, making it tougher, or providing a camouflage colour scheme. In some cases, a colour scheme evolved to meet a specific need has set a new standard.

RANK BADGES

As per the Index, all Chapters use the same system of painted symbols to indicate rank. Four examples are shown here.

SPACE WOLVES



Sergeant - Helmet



Sergeant Forearm

BLOOD ANGELS



Captain - Helmet



Captain Forearm

ULTRAMARINES



Lieutenant - Helmet



Lieutenant Forearm

SALAMANDERS



Lieutenant Commander - Helmet



Lieutenant Commander - Forearm

Due to the tactical diversities facing the Marines, and their ability to develop an individual response to each new threat, many Chapters have evolved special types of Marine, squad organisation, or weapon. While the actual variation may be minor, it is common practice for each new model of armour or gun to have its own unique markings. It is certain that the hundreds of additions made to the Index Astartes since its original production were not anticipated.

In a few cases, a Chapter has been forced to reorganise and redesign following the loss of records or source materials. The destruction of the Crimson Fist's home fortress for example destroyed the Chapter's historical records, weapons shops, and all stocks of equipment; the rebuilt Crimson Fists were forced to reinterpret much of their heraldry from memory alone.

Other variations, on a more personal level, arise from the Marines' practice of decorating their own armour as part of their initiation rites.

Armour belonging to the higher ranks shows even more obvious variations. The suits are usually made by the Chapter's *Artificers*, craftsmen attached to the Chapter who sculpt individual pieces of armour to commemorate exemplary behaviour on the battlefield.

The Artificers are also responsible for the design and construction of specialist shoulder pads. Given that they tailor the design of each such item to complement the personality and role of the wearer, even within a single Chapter there are very rarely two that are identical.

The following pages give just a brief glimpse of the thousands of variations that the uniforms of the Space Marines display.

SPECIALIST BADGES

The four examples of specialist helmets shown here comply with the Index Astartes.



Ultramarine
Chaplain



Blood Angel
Techmarine



Space Wolf
Medic



Salamander
Librarian

WEAPON MARKINGS

It is common practice among Marines to paint kill marks on their weapons. This bolter bears a skull and six lines; each line indicates a single kill, while the skull indicates twenty. The use of one symbol to indicate multiple kills is common practice to ensure there is enough room to mark them all; it is bad luck not to acknowledge a weapon's achievements.



HONOUR BADGES



A Purity Seal is awarded to a Marine who shows himself to be morally pure by his words and deeds. The seal is made to look like wax and trails strips of parchment bearing Imperial litanies. It can be attached to any part of a Marine's armour or back banner.



The Terminator Honour Badge is given to a Marine who has been trained in the use of Terminator Armour. It is usually sculpted onto a Marine's left shoulder pad, and appears as an embroidered motif in the top left corner of his back banner. It may also appear as an amulet.



The Laurel Wreath is a common mark within the Imperium to indicate an act of extreme bravery. The Index Astartes states that it should be sculpted onto, or painted around, a Marine's armour or worn as a medallion.

EXAMPLES



Officers with the rank of Lieutenant or above are allowed to display their personal heraldry on their armour. Although this is usually confined to the shoulder pads, individuals may extend the patterning to other areas. The Ultramarine Lieutenant Commander, second from left, displays the shellburst symbol of his personal heraldry over the whole right-hand side of his armour.

The Blood Angel Lieutenant on the left carries his Company Banner. Note the divided field behind the chapter symbol. Each Company has a different field, using the dominant colours of the Chapter. The number in the top corner of the banner indicates the Lieutenant is a member of Second Company.

Like the Ultramarine Lieutenant Commander, the Salamander Captain displays his personal heraldry on his shoulder pad. Such heraldry generally uses motifs specific to the Chapter, in this case flames.

The carrying of Squad Banners varies from Chapter to Chapter and engagement to engagement. In this case, the Sergeant is carrying the colour for his squad. Note that it is a facsimile of the Company Banner.



The Salamander Chaplain has a black helm, black shoulder pads and skull motifs, standard Chaplain garb. Note the purity seal on the leg to show his moral purity. The seal was made by flattening a small ball of epoxy putty onto the Chaplain's leg and pressing the flat end of a broken cocktail stick into it. Two small strips of paper were added to the seal to finish the effect.

The Ultramarine's armour carries the standard Librarian book motif. Note the page of religious text attached to his leg and the small codex; both items were made from small pieces of folded paper painted with a Bronzed Flesh/Skull White mixture.

Like all Medics, the Blood Angel Marine has portions of his armour painted white. The three blood drops on his left leg indicate battlefield transfusions that have left the Medic close to death, but from which he subsequently recovered.

This Techmarine's uniform is painted in the standard colours of the Space Wolves and as well as the hand symbol, carries the industrial style patterning favoured by many Techmarines.

SPACE WOLVES

The 6th Chapter of the 1st Founding

Homeworld: Fenris

Primarch: Leman Russ

Base Colours: Blue Grey/Space Wolf Grey



Tactical Squad



Assault Squad



Devastator Squad



Captain



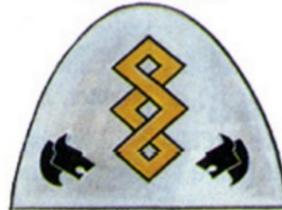
Lieutenant
Commander



Chaplain



Librarian

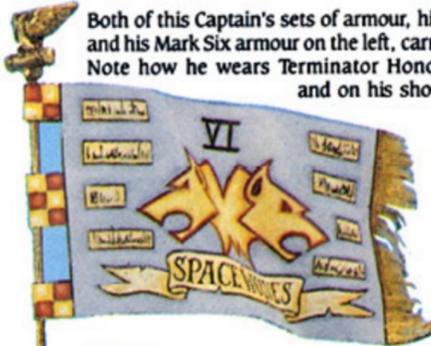


Medic



Techmarine

Leman Russ, Primarch of the Space Wolves, with his wolf-brothers Freki and Geri. Note how his personal heraldry, displayed on his back banner, has been used as the basis for the Chapter's symbol. Also notice that Leman's back banner displays his Terminator Honour Badge.



Both of this Captain's sets of armour, his Terminator suit on the right and his Mark Six armour on the left, carry the same personal heraldry. Note how he wears Terminator Honour Badges around his neck and on his shoulder pad when in his Mk VI armour to show he has been trained in the use of Terminator armour.



ULTRAMARINES

The 3rd Chapter of the 1st Founding

Homeworld: Macragge

Primarch: Roboute Guilliman

Base Colours: Marine Dark Blue/Ultramarine



Tactical Squad



Assault Squad



Devastator Squad



Captain



Lieutenant
Commander



Chaplain



Librarian



Medic



Techmarine



As well as proclaiming its vehicle kills in a sunburst, Marine A's weapon has three rings indicating commendations, a practice common to most Chapters. The missiles are in the prescribed colours for armour piercing.

Marine B's arm is completely white, a practice laid down in the Index Astartes that signifies his Company's most famous action occurred when they were recruits.

As head Techmarine in the Company, Marine C's shoulder pad has been fashioned by the Chapter's Artificers. It also bears the stylised hand motif.

The Assault Marine (D) sports a skull and crossbones on his forearm to indicate he is looking for a glorious death in battle to prove his devotion.

SALAMANDERS

The 8th Chapter of the 1st Founding

Homeworld: Prometheus

Primarch: Vulkan

Base Colours: Salamander Black/Salamander Green



Tactical Squad



Assault Squad



Devastator Squad



Captain



Lieutenant
Commander



Chaplain



Librarian



Medic



Techmarine



Chapter Banners are often entrusted to Chaplains (A), as they are the focus for the faith of the Marines.

Marine Medic B, like all Medics, wears a shoulder pad bearing a representation of the geneseed helix. This antique version is undoubtedly a relic of the Chapter. The laurel wreath signifies an act of bravery.

Marine C's shoulder pad has been reversed out to signify he is a veteran, a practice that applies to all Chapters. It also bears the common Salamander motto *Ignis* (lit. Fire).

Terminator D's power glove bears a flame pattern. Although each Marine paints his own armour, the symbols they use are strictly limited by the Chapter's own set of symbols.

BLOOD ANGELS

The 9th Chapter of the 1st Founding

Homeworld: Baal Prime

Primarch: Sanguinius

Base Colours: Terracotta/Blood Angel Orange



Tactical Squad



Assault Squad



Devastator Squad



Captain



Lieutenant
Commander



Chaplain



Librarian



Medic



Techmarine



The personal heraldry of the Lieutenant Commander (A) is repeated from his shoulder pad on his back banner.

The Devastator Marine (B) has shellbursts on his armour signifying major engagements, and has painted vehicle kill marks on his weapon. Both are common practices.

As a member of the Lieutenant Commander's own squad, the Assault Trooper (C) carries one of the Chapter Banners. He has stained his arm a brighter shade to acknowledge the honour, a standard practice among Blood Angel Marines.

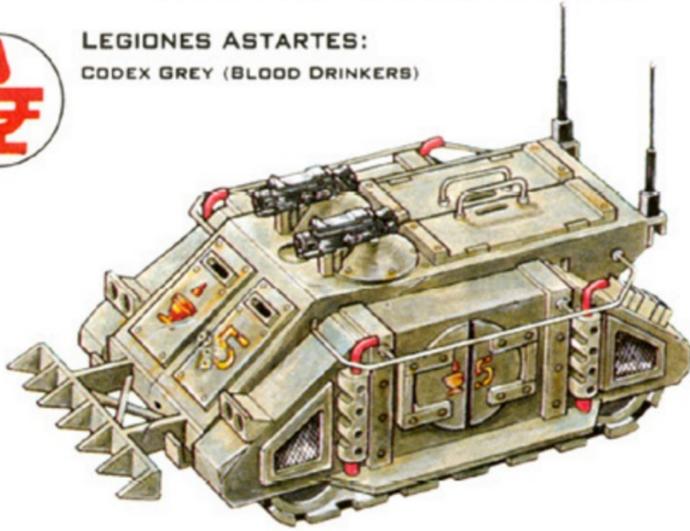
The shoulder pads and helmet that the Chaplain (D) wears are painted in a combination of black and the Chapter's colour. They were made by the Chapter's Artificers.

RHINO

ARMoured ASSAULT VEHICLE



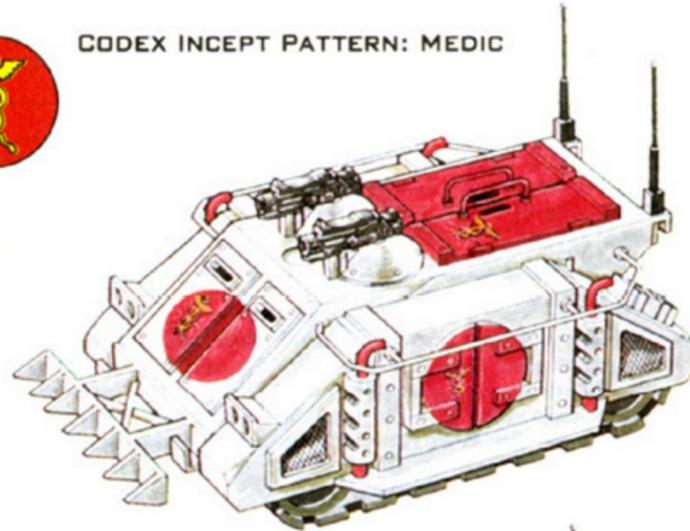
LEGIONES ASTARTES:
CODEX GREY (BLOOD DRINKERS)



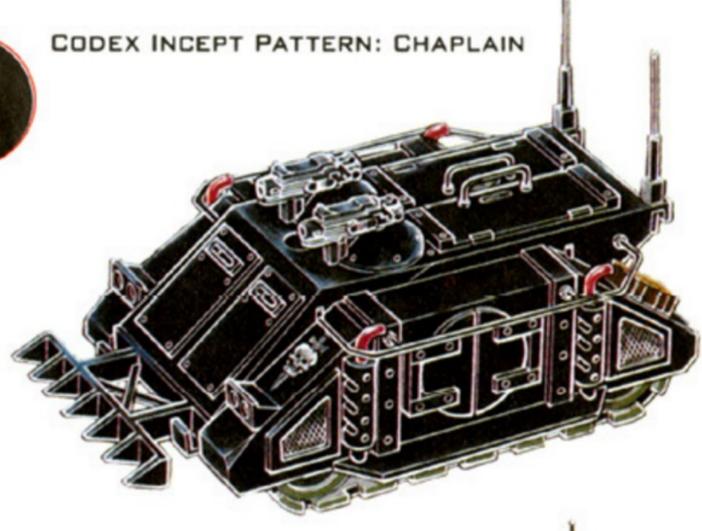
IMPERIAL GUARD:
CODEX OLIVE-DRAB ('LUCKY SEVENS')



CODEX INCEPT PATTERN: MEDIC



CODEX INCEPT PATTERN: CHAPLAIN



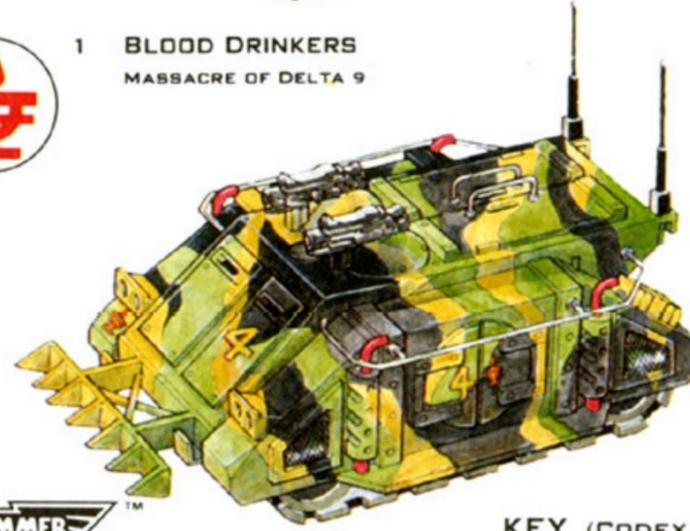
CRIMSON FISTS:
CHAPTER COLOURS (NON-CODEX)



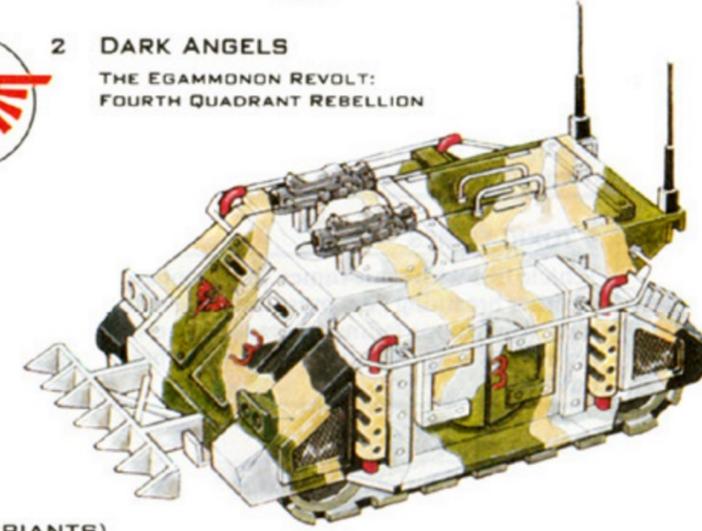
FIELD COMMANDER CRIMSON FISTS:
PERSONAL LIVERY



1 BLOOD DRINKERS
MASSACRE OF DELTA 9



2 DARK ANGELS
THE EGAMMONON REVOLT:
FOURTH QUADRANT REBELLION



KEY (CODEX PATTERN VARIANTS)

- 1. TEMPERATE: VARIABLE TERRAIN
- 2. SUB-ARCTIC: TUNDRA
- 3. SUB-ARCTIC: MOUNTAINOUS
- 4. ARCTIC: ICECAP



CODEx CHAPTER BANNERS:



BLOOD DRINKER RHINOS



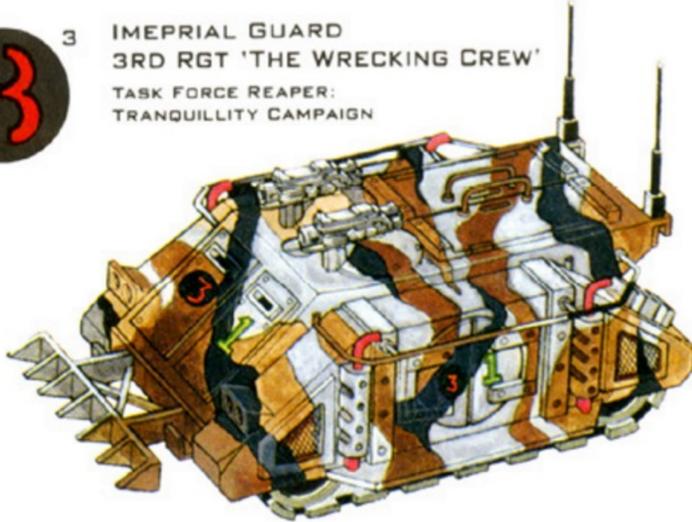
CODEx RHINO BANNERS:



LEGIONES ASTARTES AND IMPERIAL GUARD

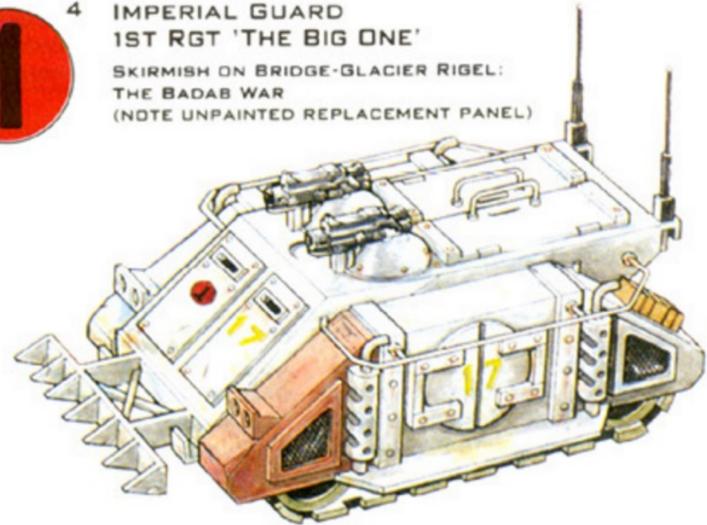
3

3 IMPERIAL GUARD
3RD RGT 'THE WRECKING CREW'
TASK FORCE REAPER:
TRANQUILLITY CAMPAIGN



1

4 IMPERIAL GUARD
1ST RGT 'THE BIG ONE'
SKIRMISH ON BRIDGE-GLACIER RIGEL:
THE BADAB WAR
(NOTE UNPAINTED REPLACEMENT PANEL)



5

5 ULTRA MARINES
ASSAULT ON IKKYO: LAST TYRANIC WAR



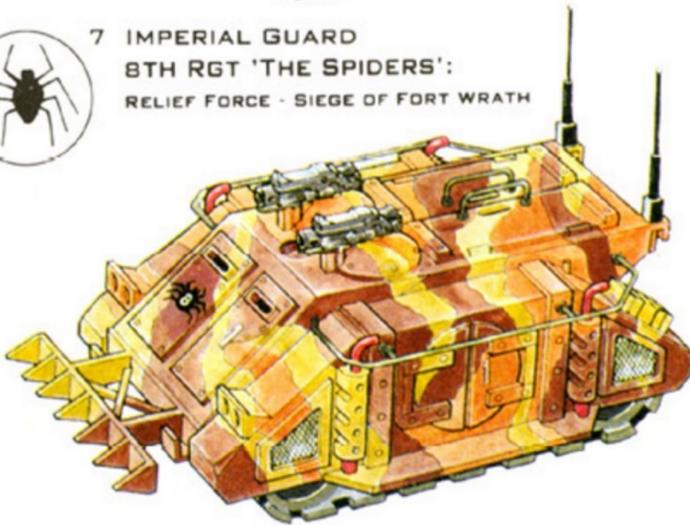
6

6 WHITE SCARS
'422' PATROL: INCIDENT ON
DEATH-WORLD CANAK



7

7 IMPERIAL GUARD
8TH RGT 'THE SPIDERS':
RELIEF FORCE - SIEGE OF FORT WRATH



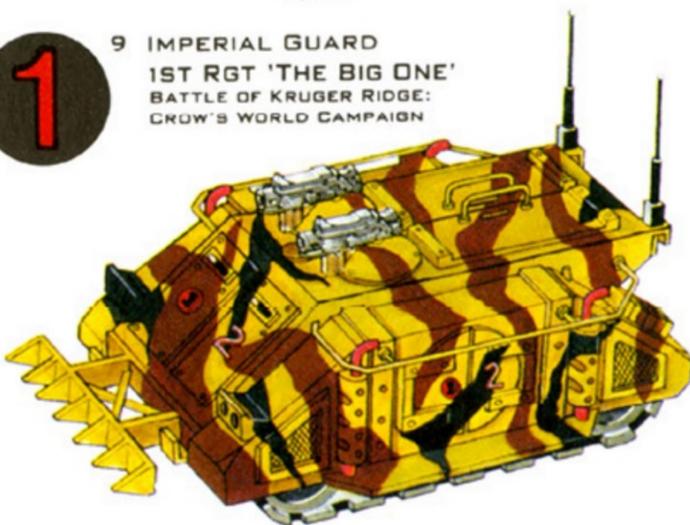
8

8 FLESH EATERS
SPEARHEAD FORCE:
THE ALVATINE SUPPRESSION



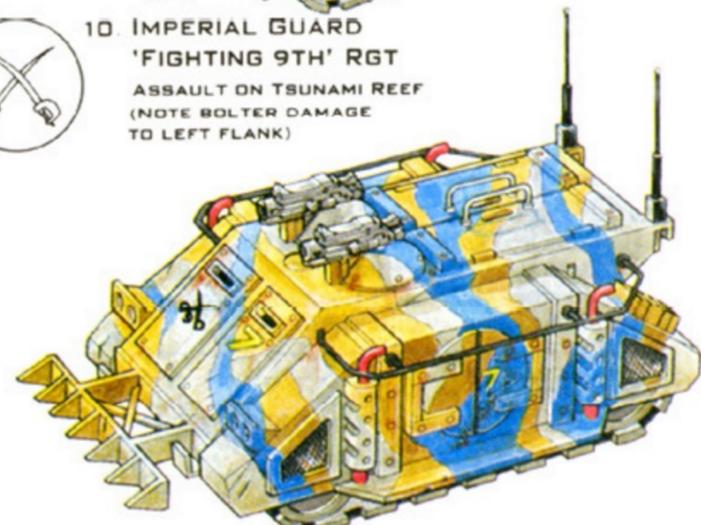
1

9 IMPERIAL GUARD
1ST RGT 'THE BIG ONE'
BATTLE OF KRUGER RIDGE:
CROW'S WORLD CAMPAIGN



10

10 IMPERIAL GUARD
'FIGHTING 9TH' RGT
ASSAULT ON TSUNAMI REEF
(NOTE BOLTER DAMAGE
TO LEFT FLANK)



5. SUB-TROPICAL: FORESTED
6. TROPICAL: VELDT

7. DESERT: IRON OXIDE
8. DESERT: SUPHUR OXIDE

9. DESERT: DEATH WORLD
10. SALT PLAIN: AMMONIUM-BASED

LAND RAIDER

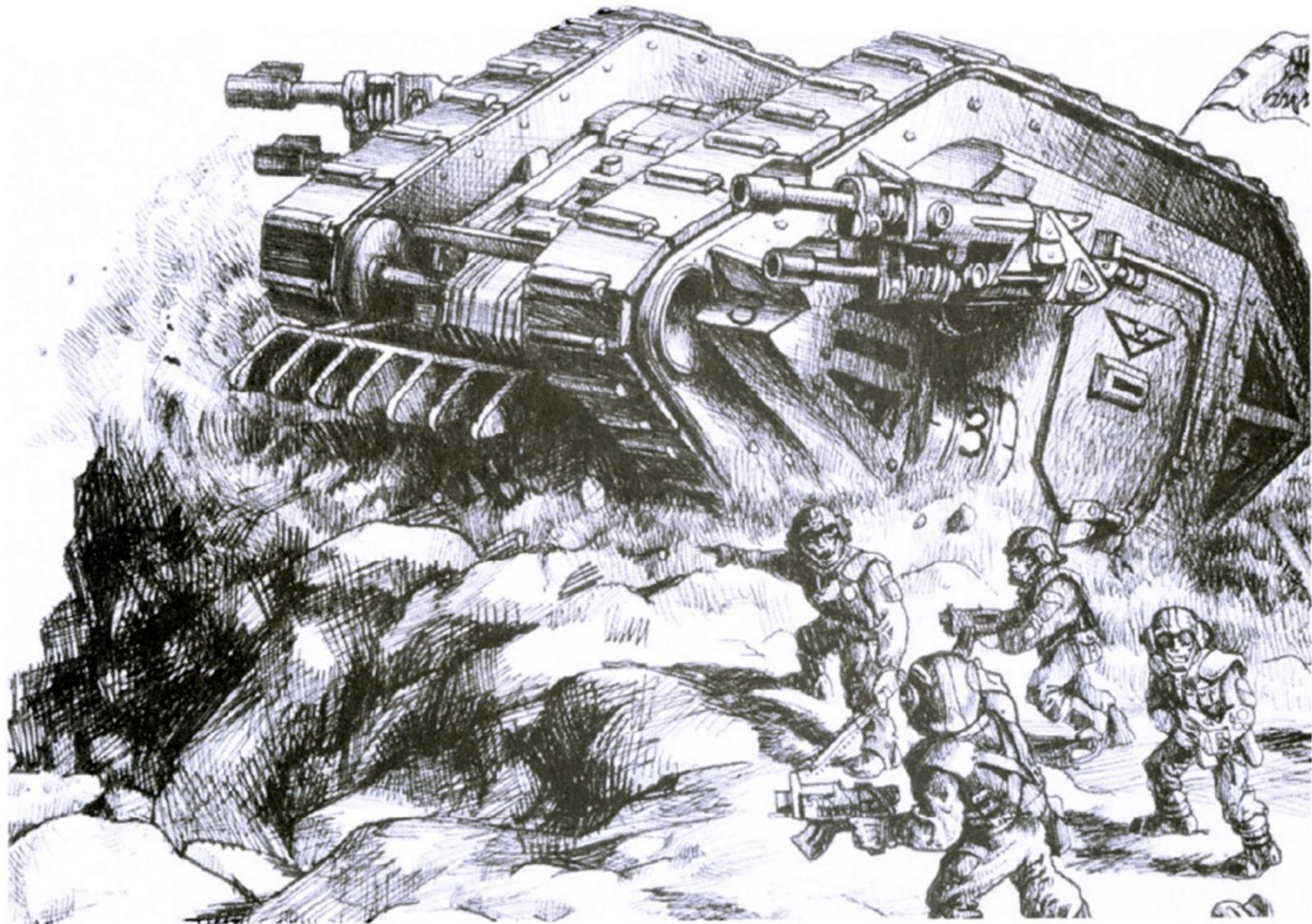
The Land Raider is one of the Land series of vehicles developed by the Adeptus Mechanicus for the Imperial forces prior to the Great Crusade. The series takes its name from the Fabricator General Arkan Land, the initiator of the program. The Land series of vehicle and weapon designs were developed from information derived from the blue-prints, second generation copies, and actual examples of devices all attributable to the Standard Template Construct computerised production machines of Earth's ancient past. Gathering the highly advanced scientific data to begin the Land program took the Adeptus Mechanicus nearly fifty years of intensive work.

The Land Raider is one of the most characteristic and best well known of the Imperium's fighting machines. It is a heavily armoured and well armed vehicle which can also carry combat troops inside its capacious hull. It is the ideal vehicle to employ in a fast assault role where speed, firepower, and back-up from foot troops are all of paramount importance. Its occupants are delivered to the battle zone and deployed amongst suitable cover or as near to the objective as possible without taking undue risk. The Land Raider then continues to offer supporting fire to the foot troops, or can be used to take out enemy vehicles or heavy weaponry. The impressive armament of the Land Raider allows it to keep enemy vehicles at bay while the foot troops advance through cover. The machine is in

wide service with Space Marines and other specialist mobile assault forces. Every Space Marine chapter uses the vehicle, and most of the Marine Chapters have developed their own subtle variations of internal layout, instrumentation, and (in some cases) weapon deployment. The standard variant is still the most common with only minor changes in detail.

In addition to the driver the Land Raider has two crewmen each of whom operates one of the sponson-mounted synchronised laser cannons which are the vehicle's main weaponry. These lascannons are positioned to shoot to either side of the Land Raider, while the small bolt-gun equipped turret is designed to shoot all round, providing covering firepower at the rear of the vehicle.

Like most vehicles used throughout human space the Land Raider will accept any heavy duty traction unit with a standard transmission coupling. It will readily accept any one of several advanced motors or even customised engines running on local fuels. One of the most highly favoured units is the well-proven Maelstrom Taurus 3000 hydrogen reduction engine. The Space Marines often adapt these vehicles to suit locally produced fuels as diverse as organic methane, biologically farmed fuel-oils, and even solid combustible substances such as wood or coal. Engines are sometimes refitted or adapted specially to take part in a particular campaign and it is usual for a Space Marine Chapter to keep a stock of alternative power plants suitable for different environments.





These pieces of art graced the box covers of the original Rhino and Land Raider plastic kits.

The Land Raider is the most devastating tank of the Adeptus Astartes. Protected by layer upon layer of bonded ceramite and adamantium, it is capable of withstanding almost any blow. Its arsenal of weaponry is capable of destroying enemy battle tanks and cutting through entire platoons of infantry, whilst a squad of the Emperor's finest warriors can be carried within its armoured shell.



White Dwarf 245 (2000).

This article heralded the launch of the updated plastic Land Raider kit with an extensive, information-packed 'making of' feature.

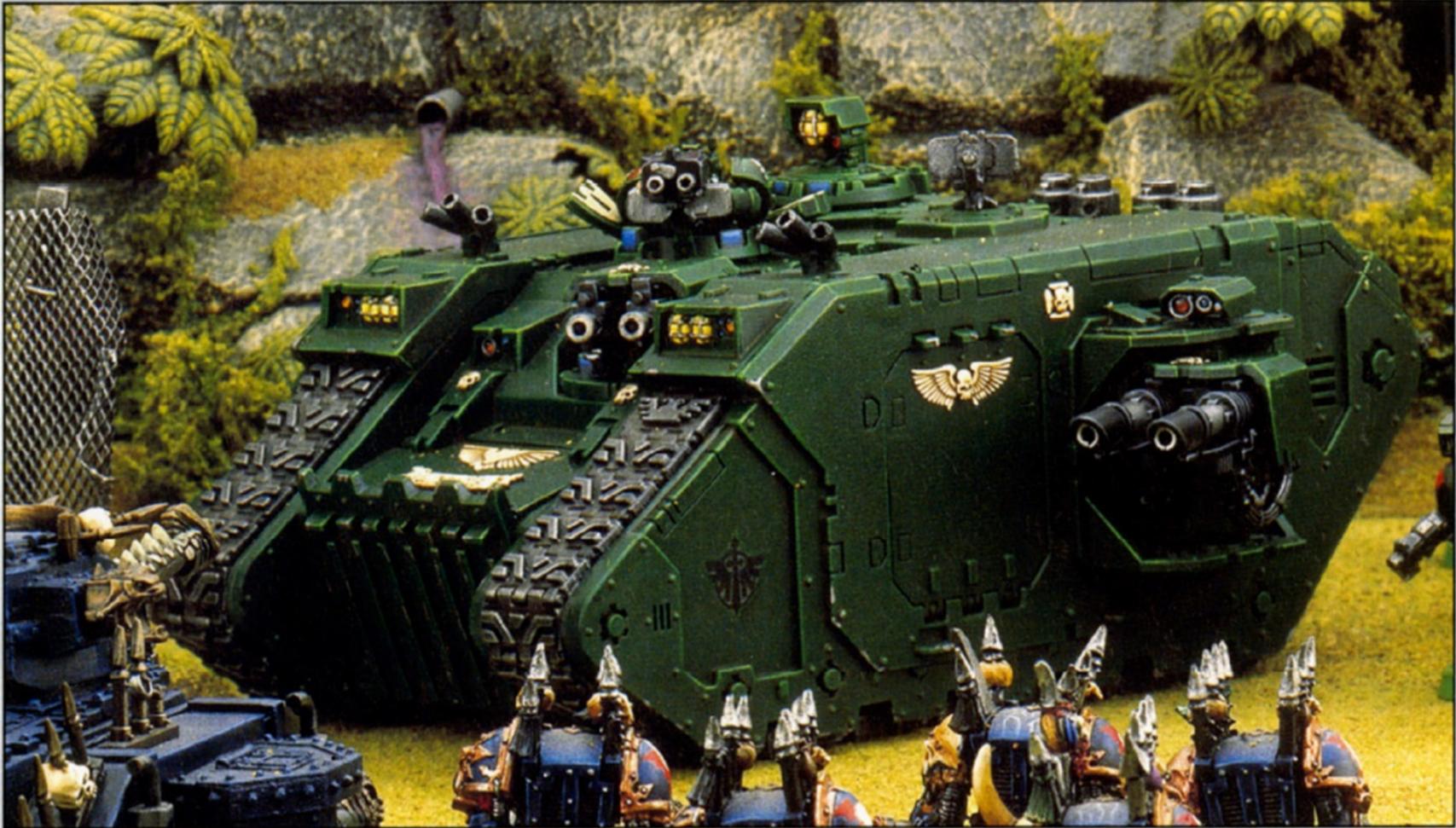
LAND RAIDER!



WARHAMMER
40,000

THE LAND RAIDER

The tank kit that every Space Marine player has been eagerly awaiting (and every other commander has been dreading) has finally arrived, and it's an absolute beast!



The massive new Space Marine Land Raider is the most detailed plastic kit we have ever produced. Designed by Jes Goodwin, our latest and most eagerly awaited model has taken five years to complete from its initial concept to hitting the shelves.

The kit has stacks of cool features such as opening access hatches and fully moveable weapons as well as a host of accessories for you to personalise your tank. The Land Raider is also our first kit to have a fully detailed interior. Take a look at the next few pages – we're sure you won't be disappointed!



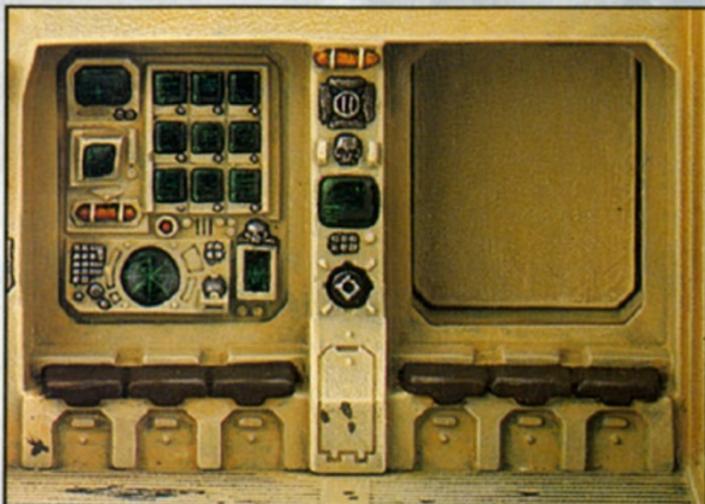
WARHAMMER
40,000

THUNDERS IN...

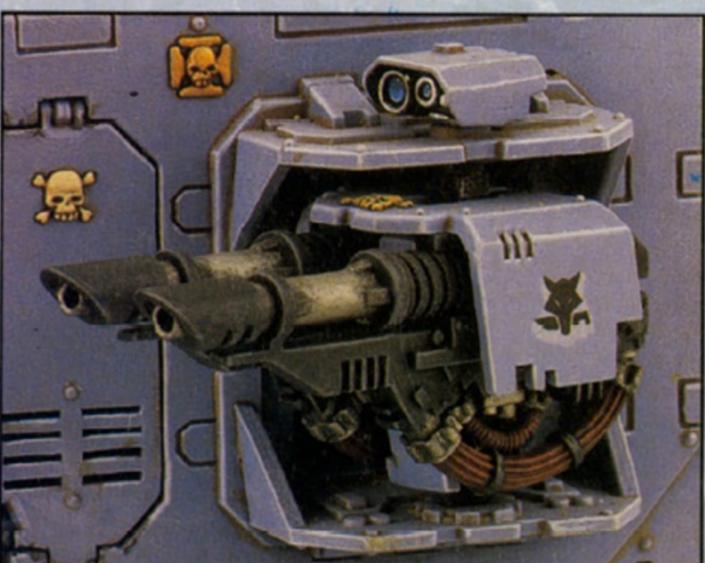
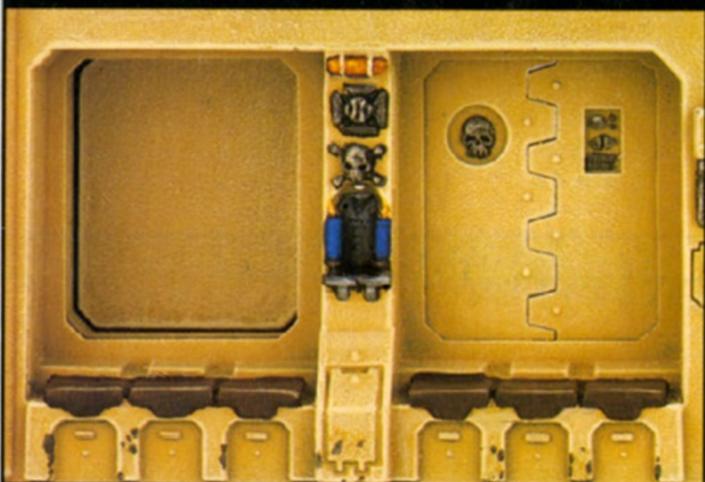


THE LAND RAIDER THUNDERS IN...

The new Land Raider plastic kit comes with a variety of different accessories allowing most vehicle upgrades to be represented on your Land Raider in a variety of positions.



The new model has some incredible details such as interior doors, lockers, control panels (above) and even an Imperial shrine (below).



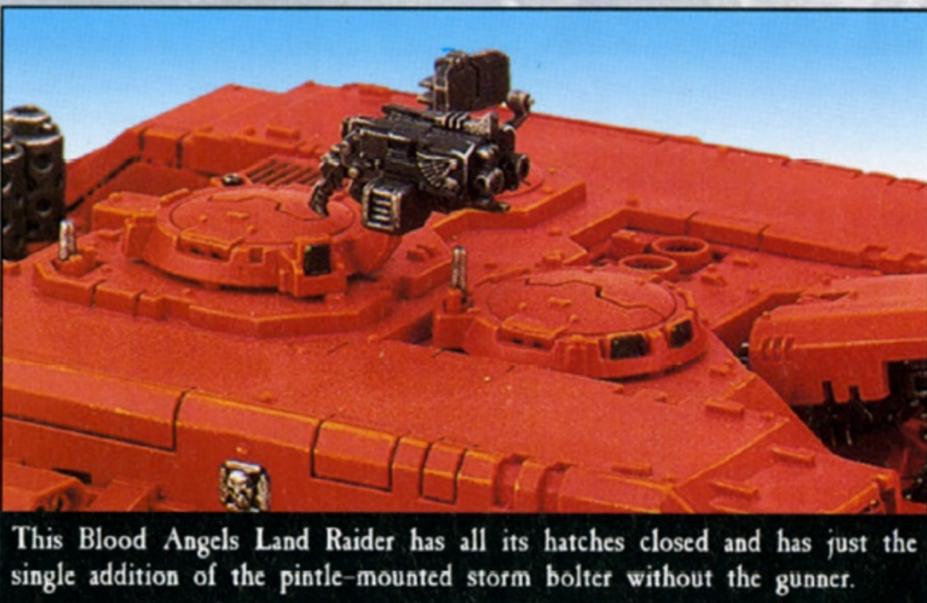
The lethal looking twin-linked lascannons have full mobility being able to traverse through 180 degrees and aim up or down!



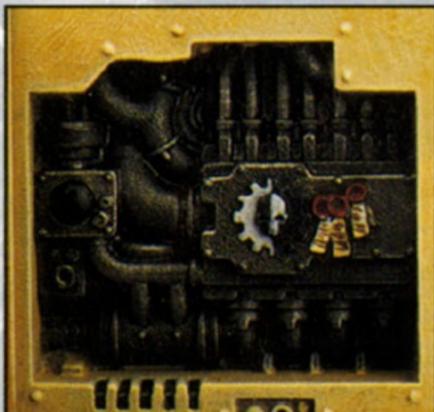
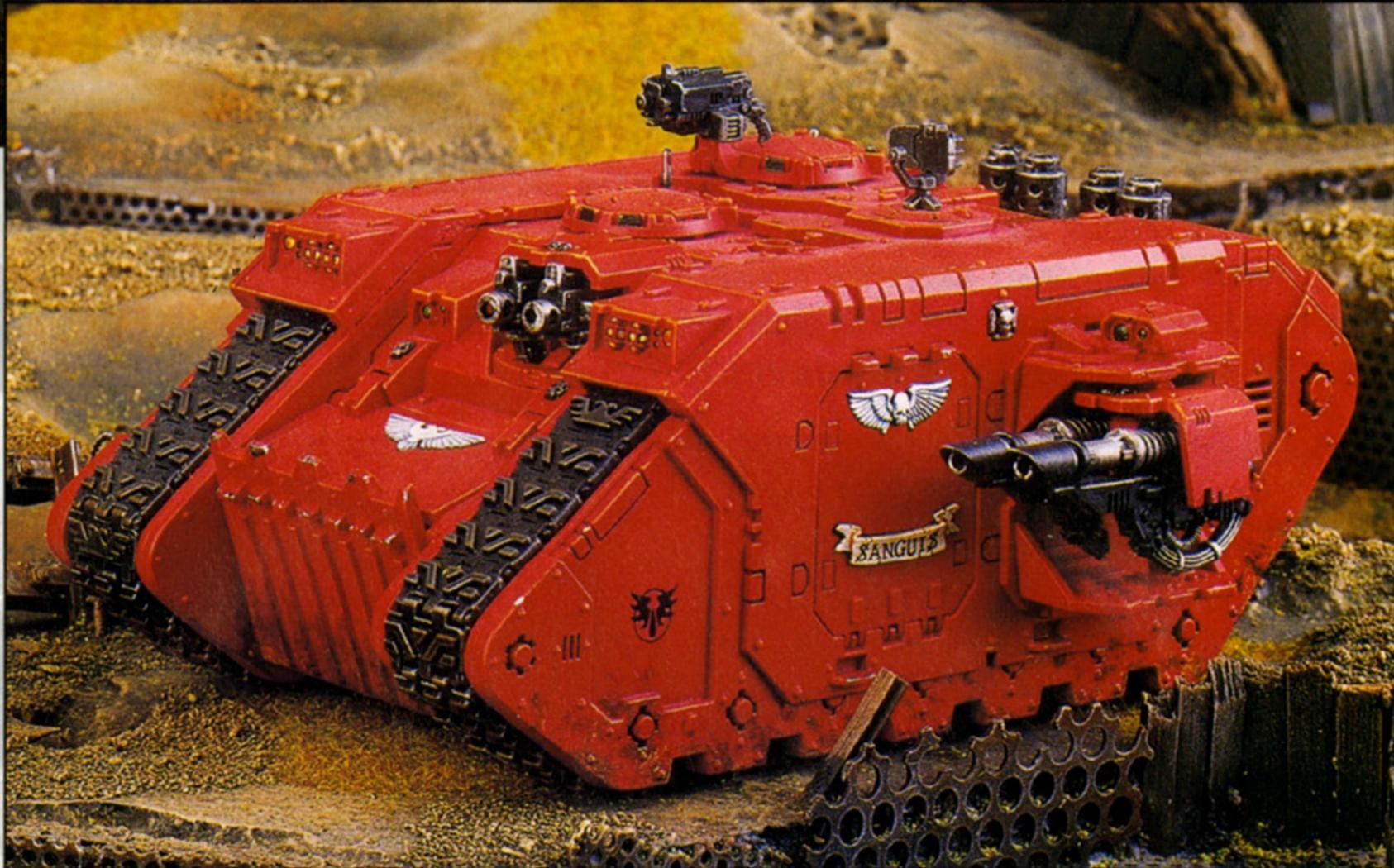
The hunter-killer missile launcher, spotlight and driver hatches have been used on this Ultramarines Land Raider.



Extra firepower can be added as seen on this Dark Angels Land Raider which has the additional pintle-mounted storm bolter. The spotlight has been used again but this time it has been mounted on a hatch.



This Blood Angels Land Raider has all its hatches closed and has just the single addition of the pintle-mounted storm bolter without the gunner.



The interior even includes a highly detailed engine block (note the purity seals!).



The twin-linked heavy bolters have also been designed so that they can be positioned to fire in any direction.



Another remarkable feature of the new kit is that the access hatches open in unison allowing a good look at the detailed interior. Once open these hatches also form a disembarkation ramp for your Space Marines to pour out, administering fiery bolter death to the alien scum...!

WHAT'S NEXT?

Over the next few months we have lots of exciting articles planned around the new Land Raider. In this issue we take an extended look at how you can get the most out of assembling your kit, Gav Thorpe delves into some of the history of this mighty war machine and Jes Goodwin explains how he went about designing the model. In future issues of *White Dwarf* we hope to bring you ideas for using the Land Raider in your games of *Warhammer 40,000* as well as some tactics with which to sweep aside your opponents.

Allowing Jes a well earned break after his exertions on this monstrous kit, Tim Adcock has stepped into the breach to put together a variant on the Land Raider. Watch this space...

WARHAMMER
40,000

THE MAKING OF THE

The Land Raider is the most eagerly awaited kit we have ever produced. Here at the Studio its design and development by Jes Goodwin has been closely followed with much anticipation. Over the next few pages we will describe the processes involved in the Land Raider's design and development.

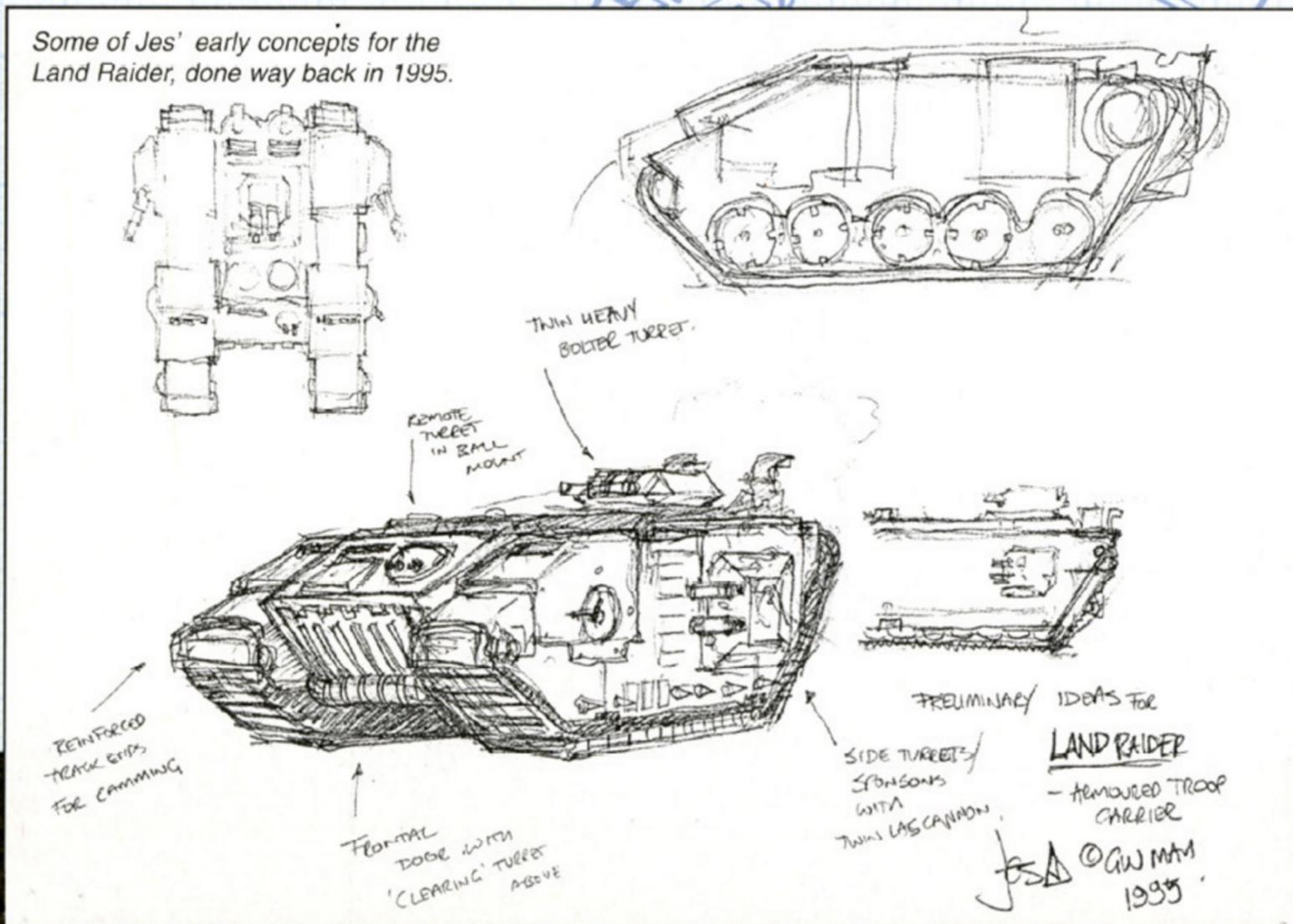
IN THE BEGINNING

As many of our older readers will remember, the first Land Raider appeared way back in 1988. This Land Raider was only the second tank we had ever made (the Rhino was the first). As you can see, the style of the new tank can be traced back to this model. In particular the lascannons are designed so that they look like they are controlled remotely by the gunner compared to the manually operated weapons of an Imperial Guard tank. This theme is an important aspect of the new model as it distinguishes the Land Raider from the cruder Imperial Guard vehicles, reflecting the higher tech level of the Adeptus Astartes.

As with any project of this size, the new Land Raider has taken many years to develop. What follows is a step by step guide to how this amazing tank came into being.



Some of Jes' early concepts for the Land Raider, done way back in 1995.

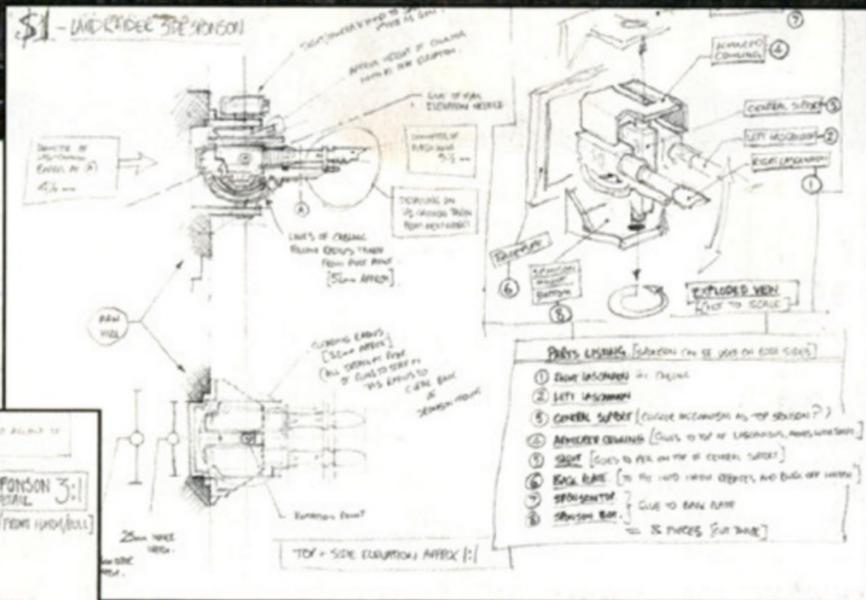
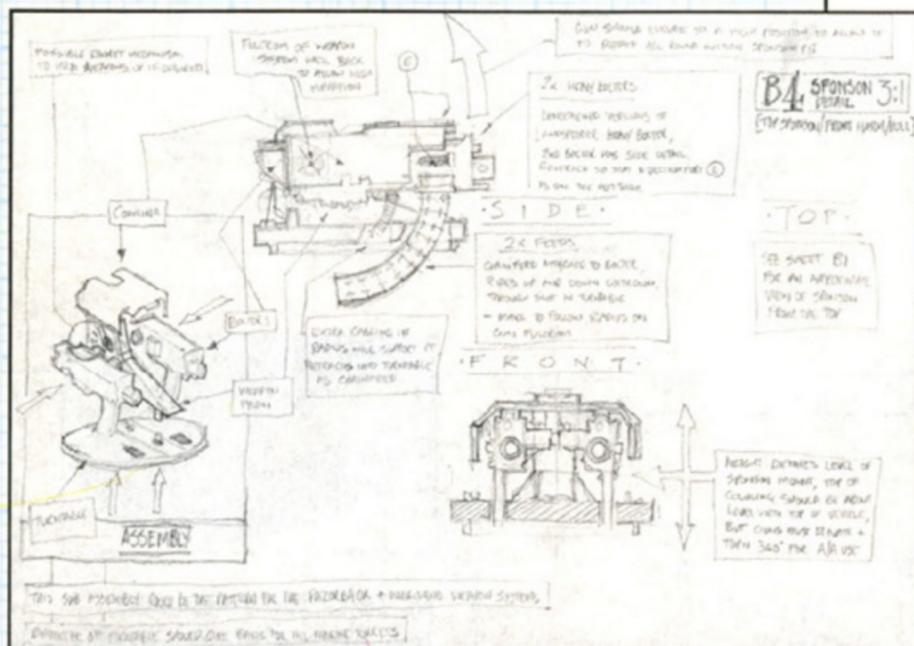


This article was packed with original sketches by Jes Goodwin that show the extensive thought and planning behind this lavish war engine.

THE MAKING OF THE LAND RAIDER

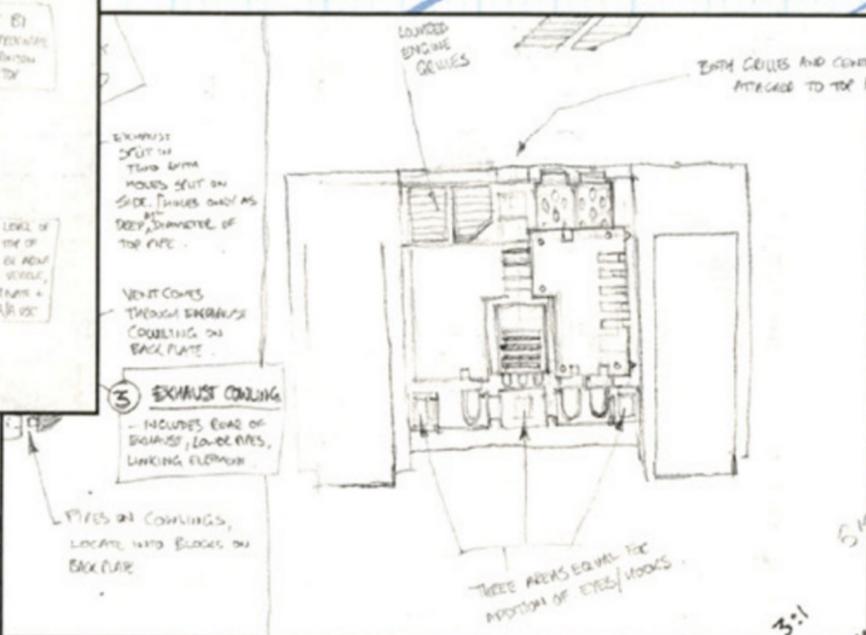
Stage 3

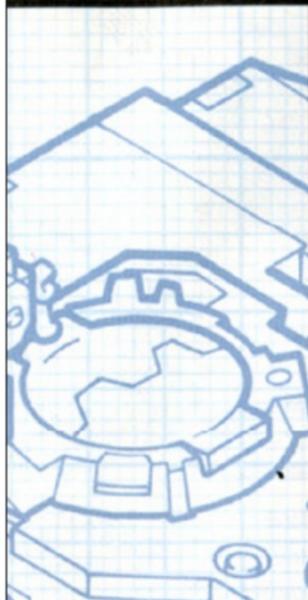
Instead of starting from scratch, Jes redesigned the parts that needed changing through design sketches.



Stage 4

From Jes' design sketches, the pattern makers created a 2:1 scale model of the hull and 3:1 scale models of the weapons and accessories.





Stage

5

Jes sculpted extra detail onto the tank's hull and weapons. He also had mock-ups from the 3:1 scale weapons and accessories in 2:1 scale so that he could check that they would fit onto the hull when they were both reduced to the correct size. The model was also compared to other Space Marine vehicles to make sure that the kit would be of the correct size and that the design would fit in with the rest of the range.

Stage

6

The 2:1 hull and 3:1 weapons were sent back to the pattern makers. Their craftsmen then made resin negatives of all the parts.

A pantograph machine was used by the tool makers to make the final steel moulds that would produce the kit for real. The pantographer traced the surface of the resin negative with a probe and a steel tool cut the mould by copying the motion, reducing it back down to Warhammer 40,000 scale.

At this stage the pantographer also included a load of technical gubbins such as the accessories sprue, water channels, ejection points, etc.



WARHAMMER
40,000

THE MAKING OF THE LAND RAIDER



Stage

7

The finished steel moulds for each component were then mounted into a die so that the first test sprue could be produced.



Stage

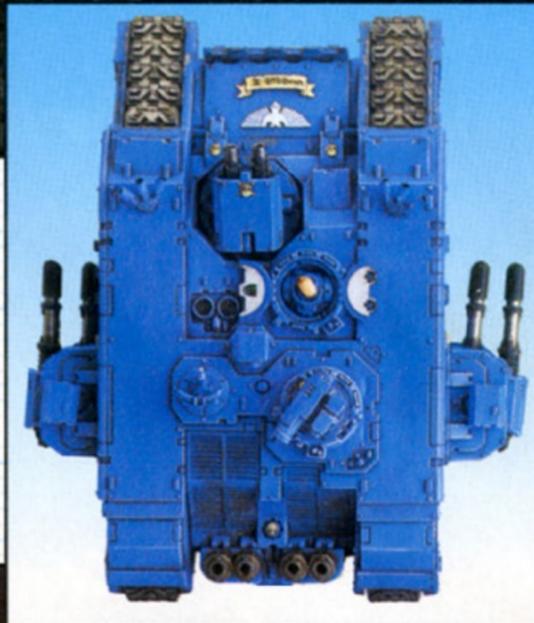
8

Tool makers Terry and Steve checked the first test sprues against the resin for accuracy and to make sure that the detail was correct.



So that was the Land Raider kit itself done, but it was still a long way off from hitting the shelves of your local Games Workshop store. This was when the rest of the Design Studio sprang into action to turn the Land Raider kit into a finished Games Workshop product.

Stage 9 The Land Raider was painted in the Chapter colours of all our different Studio Space Marine armies.



MkIII LAND RAIDER

M31/99.12.0101/010



Stage 10 Dave Gallagher produced another fantastic piece of artwork for the new style box.

Stage 11 The new Space Marine transfer sheet was also created to go in the box.



Well, that's it. In total the model has taken five years to complete from its initial concept to reaching your shelves. Now turn to page 24 for some hints on building your own Land Raider.

Across the hundreds of thousands of planets in the Imperium, even amongst the most regressed and superstitious populations, the Space Marines of the Adeptus Astartes are legendary. On civilised worlds they are spoke of in hushed whispers, accompanied by ignorant tales of ancient secrets concerning bio-alchemy and genoconditioning. The myths of primitive peoples tell of the Angels of Death who descend from the stars on fiery wings to bring retribution to the serpents of Chaos. Just as prominent are the tales of the steel chariots of the Angels – massive beasts of metal with a skin that turns any blow, whose eyes unleash bolts of lightning and in whose stomach the Angels of Death travel. This is the legend of the Land Raider.

The Land Raider is based upon the near-mythical Standard Template Construct (STC) technology, and as such its design pre-dates the Imperium by many thousands of years. Its rediscovery is commonly attributed to the great Technomagus Arkhan Land at the very birth of the Imperium. When the Imperial Land Raider first saw combat is now a matter of much debate amongst Imperial archaeologists. Some claim it was during the Siege of Delebrión that a Land Raider first fired its lascannons in anger, others point towards the massed tank battles of Calysto Platinum and say that the Land Raider drew first blood during the mighty conflict that raged over that world at the start of the Emperor's Great Crusade. The popularity of the Land Raider in Imperial forces was nothing short of overwhelming. A whole forge world, Anvilus 9, was turned over entirely to the production of Land Raiders and the design spread throughout the galaxy with the Emperor's fleets.

At that time, the Land Raider was used by almost every human force, including the Space Marines and the Imperial army. There was not a battlefield in the first two hundred years of the Imperium that had not tested the mettle of this awesome war

engine. Then the Warmaster Horus virus bombed Istvaan V and the Great Heresy engulfed the galaxy. Anvilus 9 was overrun by renegade Tech-Priests at the outset of the heresy, and production of the Land Raider was suddenly reduced to a trickle from a handful of forge worlds still loyal to the Emperor's rule (many forge worlds opted to secede from the Imperium at this point, rather than joining one side or the other). With the Warmaster's forces threatening to overrun Terra, the Emperor decreed that all Land Raiders still in loyalist service were to be recalled for exclusive use by the Legionnes Astartes, who were at the forefront of the fighting. The Land Raider proved to be essential for both sides during the bitter fighting that would decide the fate of the Imperium. It was one of the few vehicles that could, when used in sufficient numbers, hold off and even destroy the massive Titans of the Adeptus Mechanicus, whilst its ability to fight in almost any imaginable warzone, including sea beds and in highly corrosive atmospheres, meant that it saw more service than any other machine of war. The Heresy was eventually crushed by the sacrifice of the Emperor, but with the Emperor's ascension to the Golden Throne none dared countermand his order that Land Raiders were for the exclusive use of the Space Marines. Thus has it remained for the last ten thousand years.

The Land Raider is ideally suited to the highly mobile warfare employed by the Adeptus Astartes. Like Space Marines, the heavily armoured Land Raider is capable of fighting in almost any conditions, including extremes of climate, total vacuums and high gravity worlds. The Land Raider offers vital protection and transport for a squad of Space Marines, and has enough heavy weaponry to lay down considerable supporting fire once it has dropped its passengers at the battlezone. On deathworlds and in other harsh environs, the Land Raider's on board stores allow the Space Marines to replenish the environmental and energy systems of their power armour, giving them a greater operational span.

In battle, it is common practice for the squad to disembark, leaving the Land Raider to fight independently. The Land Raider's mix of armament allows it to fulfil a variety of battlefield roles. In many respects it is used as a mobile emplacement, its thick armour able to withstand all but the most destructive land-based weaponry in the galaxy. In this role, several Land Raiders can form a defensive line against a counter-attack or create a near impenetrable enclave inside enemy held territory. Its twin-linked lascannons are the best tank busting armament found on a vehicle of such size, so much so that the Orks often refer to Land Raiders as 'Kan-blasterz'. Combined with its heavy bolters, the Land Raider is always capable of dealing with squadrons of light vehicles and can tear a swathe through even the most heavily armoured infantry squads.

The Land Raider has advantages over nearly every other battle tank in the Imperium. Its troop carrying capacity means that it can always bring its own infantry support, regardless of how far from the battleline it must operate. The Land Raider has everything on board to tend to the needs of its crew and passengers, including medical facilities, life support and a shrine to ensure spiritual purity. Its rugged engine design can be adapted to use almost any fuel type, including a variety of gases, fossil fuels, liquids and even vegetative matter. A triple-redundant bank of analytical engines and communications arrays provide for excellent command and control facilities, allowing the Land Raider to act as a base of operations for the squad it carries, giving it an unequalled capability for deep range strikes behind enemy lines.

The Land Raider's survivability comes from its many layered composite armour which, thanks to Magos Land's STC data, can be manufactured from a wide variety of different resources and materials. Its size makes it less unwieldy in battle than the super heavy Baneblades, Stormhammers and Shadowswords used by the Imperial Guard, without any significant reduction in protection.

ARMOURIED

Technoarchaeologist Arkhan Land

Little is known about the great Technoarchaeologist who is remembered in history as Arkhan Land. His birthplace remains a mystery, although it seems likely he was raised on Mars itself. That he was gifted with a perceptive mind is undoubted, but most history seems to dwell more on his eccentric lifestyle and peculiar personal habits. For example, one particular marble etching shows the great Tech-Priest on his daily walk among the great sky vaults of the Sierra Planum with his pet psyber monkey, while an account in Geronimus' Citations makes frequent reference to his affection for highly ostentatious wigs to obscure the baldness that afflicted him from an early age.

Whatever his idiosyncratic personal behaviour may have been, it was Arkhan Land who led the greatest expedition into the ruins of the Librarius Omnis on Mars. For three years he searched the labyrinthine catacombs of that deserted edifice in search of functioning STC databases. He was not to succeed in his ultimate quest, but on the way he made two discoveries which were to revolutionise technical treatises for millennia to come. The first of these was a near complete dataslab image of STC information pertaining to a heavily armoured battle tank, which was to become known as the 'Land' Raider in honour of its originator. Secondly, Land was to unearth valuable

information on anti-gravitic plates, and further hypothesised about the practical applications such anti-grav engines could be put to use to, leading to the construction of the first 'Land' Speeders.

Land was to eventually die leading a second expedition into the Librarius Omnis; his vox diary was found two centuries later by one of a number of rescue teams. It is believed that he and his party were picked off one by one by some mysterious predator, although it is still a matter of much controversial debate whether this was some kind of living beast, a psychic entity or perhaps even a sentient virus. For most it is simply proof that the secrets of the Dark Age of Technology are best left in mystery and prehistory.



FURY

Continuing this month's features on the awesome Space Marine Land Raider, Imperial Scribe Gav Thorpe describes the history of this bastion of the Adeptus Astartes fighting forces.

ARMoured FURY

The air was rent with howling Ork war cries as the greenskins stormed forward through the shattered ruins once again. Trooper Clave shuddered at the mass of bestial creatures rushing towards him, before steadying his lasgun against the crumbling brickwork of a smashed wall and taking careful aim. His shot joined a ragged volley of blasts from the Imperial Guard around him, sending half a dozen of the Orks crashing to the rubble-strewn road.

'Where are those Space Marines we were promised?' Clave asked himself bitterly, loosing another blast of super-charged light into the approaching mass of greenskins. For three hours they'd barely staved off the waves of Orks pouring through the ruined shell of the town, and had been totally unable to complete their orders of securing the remnants of the Imperial temple, only two hundred yards from where they had got bogged down by the Ork assaults. Edging along the wall for a better vantage point, Clave thought he could hear something over the screaming of the Orks. It was a creaking, grinding sort of noise, barely audible but persistent.

As he glanced around he saw something which caused his heart to pound in panic. Amongst the Orks were three enormous Dreadnoughts, striding through the greenskins with awkward, swaying steps. One levelled its guns at the squad to Clave's right and the wall exploded into shrapnel as a hail of shells erupted along the Imperial Guard defence line. As he ducked back from the attack, a rocket screamed haphazardly overhead to explode in a shower of brickdust on the old Refectorium behind Clave. The Orks seemed to be holding back, barely held at bay by the lessening fire of the Guardsmen. Lasbolts glanced ineffectually off the Dreadnoughts' armour plates, accompanied by the equally useless detonations of heavy bolter shells. Clave cursed the platoon's lack of anti-tank weaponry – recon had told them there were no heavy Ork vehicles in this quadrant.

The Dreadnoughts were barely two dozen yards away now, the greenskins massed behind them, waiting expectantly to leap on any opening the Dreadnoughts smashed through the Imperium's soldiers. Clave's lasgun gave a pitiful whine and he managed to drag his eyes away from the clanking Dreadnoughts for just long enough to change the spent power pack for a new one.

With an ear-splitting crash, the wall five yards to Clave's left exploded outwards, showering fist size chunks of stone across the torn slabs of the roadway. The air was filled with a mechanical growling as the Land Raider rumbled across the rubble, blotting out the light of Javon's setting sun. Servos whined as the lascannon closest to Clave adjusted aim, turning rapidly in its remote mounting to sight upon the nearest Dreadnought. With a blinding flash the twin barrels seemed to ignite the air and the Ork war machine was suddenly wreathed in swirling black smoke. It took

one more step forward before tottering sideways and collapsing, a rogue spark turning its fuel tank into a raging fireball.

The other two Dreadnoughts turned towards the Land Raider, treading jerkily through the thick oily smoke billowing from their wrecked comrade. The rocket launchers of one swivelled towards the vehicle and with a blast of sparks fired. One rocket corkscrewed wildly into the air, but the other flew straight, impacting onto the upper armour of the Land Raider's assault ramp. However as the smoke of the detonation drifted away in the wind, the worst damage to be seen was a patch of bubbling paintwork. More rockets flew past erratically or impacted harmlessly on the inches-thick armour as the Land Raider's tracks ground round slowly, turning it to face its attackers. Once more two bright beams of light stabbed out, slicing effortlessly through the crudely painted armour of the rocket-armed Dreadnought, shattering it into pieces of twisted metal and charred flesh. With a metallic roar from its external speakers, the last pilot hurled his war machine forward, pushing it into a lumbering run. With a resounding clang, the Dreadnought slammed into the front of the Land Raider.

Clave could see the Dreadnought's powered claw and whirling saw blade smashing and hacking at the front of the tank. Sparks fountained in all directions, and Clave saw a plate the size of his head twisted off and torn aside. With a lurch, the Land Raider backed up and the Dreadnought took a faltering step forward now that it was no longer leaning on the front of the tank. Once more the lascannons erupted into life; one bolt of light shearing through the Dreadnought's right leg below its lower joint, the other blowing apart the power claw. Toppled to the ground, the Dreadnought tried to claw its way forward, dragging its shattered hull along the road with its saw arm.

With a whirr the assault portal at the front of the Land Raider opened and Clave saw a storm of bolter fire erupt from within its armoured hull. Even before the ramp had touched the ground, the Space Marines inside were storming out, bolters in their hands clattering wildly. The Space Marine squad surrounded the forlorn Dreadnought, their bolters blazing constantly. Their sergeant, his heraldic banner flapping in the heat from the burning Dreadnought, stepped forwards, dodging aside as the spinning power saw lashed out. He bent forward and rammed something into the upper leg joints and a moment later two muffled thuds signified the Krak grenades detonating. Their first target neutralised, the Space Marines headed towards the Orks, who were milling around in a confused, demoralised fashion.

"Guardsmen!" Clave heard Commissar Divel bellowing from further along the line. "Advance!"

With a cheer, Clave hurled himself over the wall towards the Orks, the rest of the platoon to either side of him.

Ultramarines Rhinos use the massive form of a Land Raider as cover as they advance through the fields of an agri-world.



A Land Raider forms a strongpoint in the Dark Angels lines.



A Blood Angels Land Raider delivers its deadly cargo into the heart of the Night Lords' defenses.



Adeptus
Astartes
Phobos Pattern

Land Raider

- Height: 13' 6" to upper deck
- Length: 34
- Width: 20
- Weight (unladen): 72 tonnes
- Weight (fully laden): 81 tonnes
- Armour thickness:
 - Front hull 375
 - Side hull 369
 - Rear hull 361
- Power Plant:
 - Output 3,000 bhp
 - Engine type Adaptable thermic combustion with auxiliary reactor
- Weapon systems:
 - 2 twin-linked lascannons
 - Twin-linked heavy bolter
 - Pitile-mounted storm bolter
- Road speed: 34 mph
- Cross country speed: 32 mph
- Operational radius:
 - Reactor only 387 miles
 - Dual fuel reactor operation 1,200 miles
- Crew: 2 - commander and crewman
- Passenger capacity: 10 fully equipped Space Marines or 5 Space Marines in Tactical Dreadnought armour
- Ground clearance: 1'
- Maximum gradient climb: 65%
- Ground pressure: 15.5 psi
- Fording depth: fully submersible to 120
- Trench crossing: 18
- Vertical obstacle: 6' 2"



The 13th 'Aquila' track link is of special significance. Thirteen represents the 12 High Lords of Terra and our most benevolent Emperor at their head as the 13th. The surface of every planet the Space Marines land upon is therefore stamped with the Imperial mark of the Emperor himself.



1. Cyclops 'Redeye' external monitor
2. M32 Cyclops class machine spirit
3. Tactical holo-sphere
4. Individual squad status display
5. Internal Cyclops interface
6. Auto-tarot reader
7. Internal ventilation grille
8. MkII Tenebris' smoke discharge unit
9. Stygias 'C' pattern smoke grenade
10. 2 megawatt quartz/halogen headlight unit
11. Assault camp hydraulic ram buttress
12. Boltgun rack (magnetic)
13. Auto-sealing assault ramp
14. Pseudo-titanium cast alloy track links
15. Forward return roller
16. Consecrated 'Aquila' track link
17. Hydro-compressive suspension unit
18. Load-bearing wheel
19. External axle cap
20. Ceramic/titanium bonded armour cowling
21. Auto sight cowling
22. Ejection port
23. Armoured chain feed
24. Armoured magazine
25. Electro-magnetic weapon system turntable
26. Gyro-stabilisers
27. Reinforced commander's cupola ring
28. Multi-spectral optical pick-ups
29. Auto-sealing hatch covered (unsecured)
30. Internal hatch control panel
31. Wide band local communications array
32. Cupola traversing controls



Imperial Fists
'Dorn's Lament'
Deacon's Veil
Incursion Force

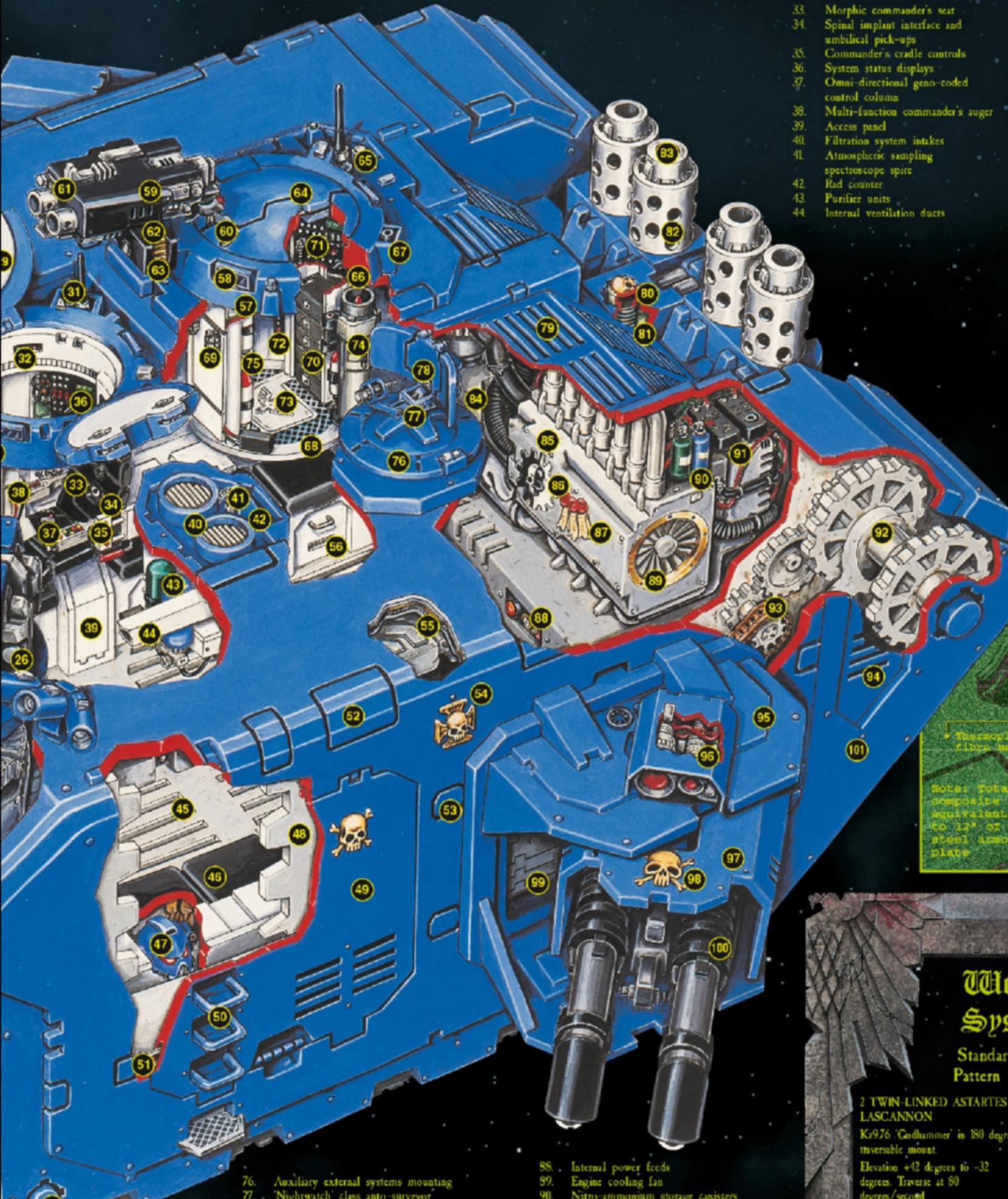


White Stars
'Emperor's
Lightning'
Purging of
Radawl II



Dark Angels
'Wrath of
Caliban'
Sci-Oron
Campaign





- 33. Morphic commander's seat
- 34. Spinal implant interface and umbilical pick-ups
- 35. Commander's cradle controls
- 36. System status displays
- 37. Omni-directional geno-coded control column
- 38. Multi-function commander's auger
- 39. Access panel
- 40. Filtration system intakes
- 41. Atmospheric sampling spectroscopy spire
- 42. Rad counter
- 43. Purifier units
- 44. Internal ventilation ducts
- 45. Troop compartment floor
- 46. Troop transport station
- 47. Mk VII 'Aquila' Astartes helmet
- 48. Inner blast door
- 49. Armoured outer hatch
- 50. Upper deck access ladder
- 51. Outer hatch locking bolts
- 52. Track access panel
- 53. Locking bolt access panel
- 54. Crux Terminatus honour (external)
- 55. Multi-layer armour (see panel CB/4839/392)
- 56. Foot locker access hatch
- 57. Reinforced secondary cupola ring
- 58. Multi-spectral optical pick-ups
- 59. M33 MkVI auxiliary storm bolter
- 60. Geno-coded firing grips
- 61. Autosight cowling
- 62. 200 round ammunition hopper
- 63. 0.75 cal. all purpose bolter rounds
- 64. Auto-sealing hatch cover
- 65. Narrow band long range communications array
- 66. Electro magnetic cupola traversing ring
- 67. External umbilical socket
- 68. Secondary cupola cradle
- 69. Munitions storage rack
- 70. Storm bolter ammunition storage
- 71. System status displays
- 72. Cradle controls
- 73. Cradle footplate
- 74. Reusable hunter-killer launcher
- 75. MkVIII 'Avenger' hunter-killer missiles

Code: approved acrylic identification sheets (non-magnetic)

- Ceramide A layer (ablatives)
- Titanium/plated rolled plate
- Adamantium inner shell
- Theracoplas fibre mesh
- Ceramide B layer (energy absorption/dissipation)

Note: Total composite equivalent to 17" of base steel armour plate

Ref: CB/4839/392

- 76. Auxiliary external systems mounting
- 77. 'Nightwatch' class auto-surveyor
- 78. Armoured dish
- 79. Engine grille
- 80. Fuel induction cover
- 81. Dual energy/fuel feed
- 82. Armoured exhaust manifold
- 83. Exhaust stack
- 84. Reactor core observation sphere
- 85. 'Mars' pattern B adaptable thermic combustor reaction engine
- 86. Adeptus Mechanicus manufacturing sigil
- 87. Astartes purity seals
- 88. Internal power feeds
- 89. Engine cooling fan
- 90. Nitro-ammonium storage canisters
- 91. Nitro-ammonium cooling system
- 92. Primary drive wheels
- 93. Transmission
- 94. Drive wheel access panel
- 95. Multi-configuration sponson mount
- 96. Slaved multi-spectral remote targeting surveyor
- 97. Ceramite/titanium bonded armour cowling
- 98. Accuracy talisman
- 99. Armoured weapons access shuttering
- 100. Primary weapon system
- 101. Ceramite bonding stud

Weapon Systems

Standard Phobos Pattern Armament

<p>2 TWIN-LINKED ASTARTES LASCANNON</p> <p>Kz976 'Gadhammer' in 180 degree traversable mount.</p> <p>Elevation +42 degrees to -32 degrees; traverse at 80 degrees/second</p>	<p>1 TWIN-LINKED ASTARTES HEAVY BOLTER</p> <p>998AV Massada pattern 'Firefury' in 360 degree traversable anti-air mounting.</p> <p>Elevation -90 degrees to -3 degrees within forward 90 degree arc, rising to +33 degrees on all other facings.</p>
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MAXIMUM SHOTS
'Gadhammer' lascannons: Barrel replacement required every 2,000 firings
'Firefury' heavy bolter: Standard ammunition payload: 2,600 rounds

Howling Griffons
'Sword of Fire'
The Veidt Schism



Black Templars
'Boraneous' Rex
Vortigern Crusade



Space Wolves
'Fochammer'
Sagen Dragonbrow's Pack







HORUS HERESY

By Jervis Johnson and Bill King

This month sees the release of *Horus Heresy*, the second game in the Jervis Johnson Wargame Series. We have asked Jervis to describe the background and development of the game, and Bill King has also written an historical overview of the campaign and its titanic battles.

Unlike most of our other games, which recreate individual battles using Citadel Miniatures to represent the armies, our Wargame Series games concentrate on entire campaigns involving hundreds, thousands or even millions of men. Such vast conflicts are impossible to recreate on the tabletop (unless your collection of Citadel Miniatures runs into thousands of models!), and so the Wargame Series games use a colourful mapboard and sets of cardboard counters to recreate the conflict.

For **Horus Heresy**, we decided to look at what is without doubt the single most important campaign in the history of the Imperium – the Battle For Earth. The game map shows the terrain over which the campaign took place, while each counter represents a unit of troops rather than an individual soldier. The scale of the map and the size of the units represented by the counters can vary. For example, in **Warmaster**, the free Wargame Series game in this issue of *White Dwarf*, the map shows Horus's spaceship and each counter represents a full company of troops. In **Horus Heresy**, on the other hand, the map shows the Emperor's Palace and the surrounding space ports and fortresses. These cover an area of several hundred square miles, and each counter represents a complete Imperial Guard army or an entire Space Marine Chapter.

Horus Heresy begins at the start of the Battle For Earth, just as Horus's invasion force lands on the planet. One player commands the Traitor forces led by Horus. Under his command are all of the units that fought in the campaign; Traitor Space Marine Chapters, foul Daemonic Hordes, enormous Chaos War Engines and much more. The other player commands the loyal Imperial forces defending the Imperial Palace, including three full Chapters of Space Marines and an equal number of Titan Legions, as well as numerous Imperial Guard armies and Tank Divisions.

The game is split into 5 turns, each of which represents about two weeks of the campaign. At the start of each turn you decide on a plan for your army by picking two strategy cards, which list your tactical options, in a similar way to *Armageddon*. If, for example, you had a 'Movement & Combat' card, you could move and then attack with your counters. Once both players have chosen their cards, they each roll a D6. Whoever scores highest wins the initiative and goes first, flipping over the top card in his stack of strategy cards and carrying out the two phases listed on the card in the order shown. His opponent then flips over his top card, and so on.

The game board is divided into a number of different sized areas and each counter is given a movement value, which shows how many areas it can move in a turn. Most units have a movement value of one, while swiftly moving units such as

Disc Riders can have a movement value as high as 4 or even more. In addition, each counter is rated for its ability to attack and defend.

For example, the 9th Terran Army (an Imperial Guard unit) has an attack value of 2 and a defence value of 4, showing that it is better on the defensive than when ordered to attack. A unit of Khorne Juggers, on the other hand, has an attack value of 6 and a defence value of 3, as befits troops that are famed for the devastating charge that they deliver! Combat is resolved by comparing the strengths of each side's counters, and then rolling a dice on the special *Combat Results Table* that is included with the game.

Due to the fact that the Chaos forces can land anywhere on the map at the start of the game, it is rare for any two games of **Horus Heresy** to be the same. During playtesting we found that most games were not decided until the fifth and final turn, making for an exciting and closely fought contest. The number of possible set-ups and strategies are endless, and ensure that what works in one game is unlikely to do so in another. Your choice of strategy, combined with the luck of the dice, will always decide the outcome of the campaign. Will you be able to emulate the Emperor and turn back the Chaos hordes to save Mankind? Or can you do better than *Warmaster Horus*, and in the process doom Mankind to eternal slavery under the dark gods of Chaos? The fate of the Imperium is in your hands...



The *Horus Heresy* board game detailed the climactic battle for Terra at the end of that great conflict, and its release was accompanied by further revelations from the dawn of the Imperium in *White Dwarf* magazine.

On the thirteenth of Secundus, 30,014, the bombardment began. From orbit the Warmaster's ships laid down an unrelenting barrage of missiles and deadly energy beams. The aim was to cripple the defences around the Emperor's Palace and make possible a massive invasion of Earth. The lunar bases had already fallen and the defending fleets had been scattered. On Mars, as across the entire vast Imperium, bitter civil war raged.

On countless worlds blood-mad warriors clashed. Some had pledged loyalty to the Emperor. Others had sworn fealty to Warmaster Horus, and, through him, to the dark powers of Chaos. The Emperor's realm was in turmoil and some of the greatest battles in human history were being fought. On the hive-world of Thrax over a million warriors died in a single day on the killing fields of Perdagor. On the blazing deserts of Tallarn, at the Ka'an Salient, fifty thousand tanks clashed in the greatest armoured action of all time. During the spacedrop on Vanaheim three hive-cities were depopulated by rebel forces as a warning against resistance and still the defenders fought to the last man.

Like a cancer the Heresy infected the entire structure of the Imperium. Everywhere brave men gave up their lives to try and excise that cancer.

It was on Earth, at the very heart of humanity's realm, that the fate of the galaxy was to be decided. In those last days, the sky was black with dustclouds and the earth was split by gigantic fissures. Tectonic plates shifted under the stress of the bombardment. Mountain chains shivered and seas evaporated and became salty deserts. Rains of blood and ash dripped from the dark sky. Everywhere oracles muttered evil portents and men went mad with fear.

Hideously twisted ships full of the lost and the damned hung in orbit over the ravaged world. Shielded from the devastation by the cunningly wrought defences of the Adeptus Mechanicus a pitiful few stood ready to repel the invaders.

The embattled remnants of the Emperor's army were desperately trying to hold out until reinforcements arrived. The Emperor himself oversaw the defence of his fortress-palace, personally commanding the Adeptus Custodes, his elite guard. He was accompanied by Sanguinius, white-pinioned Primarch of the Blood Angels and his Chapter of Space Marines. In the palace grounds stood the stalwart Adeptus Arbites.

The palace was not the only bastion of resistance. There were others; each an awesome fortified city filled with dauntless soldiers. Beneath their Fortress-Monastery, grim-visaged Rogal Dorn led the stern Imperial Fists in final prayers. Within the armoured factory complexes of the Adeptus Mechanicus, tech-priests put aside their tools and girded on the fearsome weapons of their order. In the rubble of burned-out hab-areas Primarch Jhagatai Khan mustered the White Scars, the Chapter of Space Marines he had personally instructed in the art of lightning warfare. Three full Titan legions stood ready to defend their Emperor.

As the earth shuddered under the bombardment, tank divisions roared across the tortured landscape to take up their position against the coming invasion. Brave men checked their weapons and offered up last prayers. Defence lasers swivelled to face the turbulent threatening sky. Suddenly, the night was streaked by the plasma contrails of drop-pods. Within the Emperor's halls even the Space Marines shuddered knowing that they would soon confront their lost and damned brethren. The terrifying prospect of facing those corrupt Primarchs who had sold their souls to Chaos filled every man's mind with indescribable horror and dread.

The pods touched ground and from them erupted the mightiest champions of Chaos, the renegade Space Marines of the lost Chapters. These were no longer the fine human warriors of legend but twisted creatures, bodies warped by the energies of Chaos, minds twisted by their devotion to the dark powers. If what had happened to the Space Marines was bad then what had happened to their Primarchs was worse. They had been created higher in the Emperor's esteem and had fallen further. None of their former comrades would have recognised them – they had been transformed into creatures both daemonic and exultant.

Mighty Angron bellowed orders to his blood-drinking followers, the World Eaters. Brandishing his great runesword he led them against the defenders of Eternity Wall Space Port. Around his red-armoured followers bolter shots whined. Unflinchingly they advanced, determined to spill blood for the Blood God.



At Mortarion's soft-spoken command the Death Guard emerged silently from the festering cocoons of their drop-pods and advanced on their terror-stricken foes. The dread runes on Mortarion's scythe glittered eerily in the night as he gestured for them to advance.

Magnus the Red glared triumphantly about him with his one watchful eye before ordering the mage-warriors of the Thousand Sons to cast their spells of doom. A hail of deadly bolter shells cut down dozens of the Emperor's Children. Undeterred, the wounded howled with pleasure at the experience and chanted the praises of their Primarch Fulgrim. The Renegade Space Marines surged forward to carve a path through their foes.

Perhaps some defenders went mad with fear. Perhaps the corruption of Chaos ran deeper than anyone suspected. Perhaps some were foolish enough to think that they could negotiate with the ultimate enemy. Whatever the reason one last vile treachery was to take place. Many units of the Imperial army that had pledged loyalty to the Emperor turned blasphemers even as the Traitor Space Marines made their drop. It was almost as if it were a pre-arranged signal. In one of the basest acts of betrayal in humanity's history they turned their weapons on their brother warriors and cut them down like dogs. Thus did the Lions Gate Space Port fall to the rebels. As the heretics chanted and howled their mad prayers, the air shimmered and slavering daemons emerged from the warp to spread terror and dismay.

Then indeed did it seem to the defenders that they were living in the last days of mankind. Huge bat-winged Bloodthirsters swept triumphantly across the weeping skies. Clawed Keepers of Secrets danced lasciviously on piles of corpses. Great Unclean Ones chuckled as they lumbered through the ruined streets spreading trails of filth and slime and disease. Enigmatic Lords of Change perched atop the towers and statues and supervised the coming of Chaos to the heart of the world.

Mighty ships began the descent from orbit, hoping to overwhelm the defenders by sheer weight of numbers. Unlike the drop-pods these presented fine targets for the weapons of the defenders. And thus did the battle for Earth begin in earnest.

Defence lasers blasted many renegade ships from the sky, sending thousands of tons of fused metal death raining down onto the ground below. One giant craft span out of control and crashed into a hab-unit, killing a hundred thousand people. Another was welded to the ground, disgorging its passengers into a lake of bubbling tar and plas-crete. The vessel of the Warped Dogs was vapourised and that Titan Legion's name passed into history.

As quickly as they disembarked the Traitors surged forth from the space ports to besiege the bastions of the defenders. Their first objective was to silence the defence lasers inflicting such casualties on their comrades. The rebels were met by a wave of Imperial defenders, desperate men who knew that they were giving their lives for their home and their Emperor.



In the tightly packed streets around the space ports the fighting was close and deadly. Bolters chattered and missile launchers delivered cargoes of death from building to nearby building. Traitor tanks rumbled through the avenues, turrets swivelling to bring weapons to bear on the hastily improvised barricades of their former comrades.

Soon the defenders of Eternity Wall Space Port had been swept aside by the merciless assault and the hordes of the Warmaster were in total possession of the spacefield. More and more intricately wrought drop-ships descended from orbit. They towered over the landing ground like nightmare skyscrapers. The dark runes on their sides glowed evilly in the gloom. Hundred-metre high doors opened in their kilometre-long sides. From their red depths Titans ten times the height of a man emerged. They were warped giants; the armour of their carapace fused and moulded into new shapes by the power of Chaos. Within them were men melded to their machines. Some of the hideous Titans had strange and potent weapons, others were a bizarre hybrid of the organic and the machine. Metal tentacles lashed, spiked tails whipped back and forth. Engines roared like the voices of angry beasts. Banners fluttering, the Titans of Storm Lords and the Flaming Skulls legions marched forth. At Lions Gate Space Port the traitors welcomed the towering black war engines of the Khornate host. Minotaurs and trolls and cultists seethed like angry ants around their bases.

driven off by the valiant efforts of Sanguinius and the Blood Angels. Warily the Primarch marshalled the defenders, rallying the broken, speaking words of comfort to the mortally wounded, fighting with cold, implacable fury when he was called upon to do so. Slowly though, despite his efforts, the Chaos forces managed to erode the defence. They seemed numberless as the grains of sand on a sea shore and Horus spent their lives carelessly.

Outside the walls Imperial forces frantically raced from their bastions to try and relieve the palace. Titan legions boldly cut their way towards the centre of the rebel army. The Whitescars harried its flanks. No attempt to break the rebel line succeeded. Breaking through that blood-mad horde was a near impossible task. All four of the daemonic Primarchs inspired their followers to feats of fiendish bravery. For every Chaos warrior who died it seemed two more stood ready to take his place.



In orbit the Warmaster watched approvingly. If the palace fell and the Emperor died loyalist legions across the galaxy would lose heart and the war would be over. Without the psychic shield of the Emperor's power, humanity would swiftly fall prey to Chaos. Horus would stand triumphant amid the rubble of humanity's greatest empire. He would become a new and angry god. If he did not win soon reinforcements would filter in from the corners of the Imperium, and his attack would falter. For the Warmaster this was the desperate ultimate gamble. Everything was staked on this attack. It had to succeed, and at that moment it looked as if it might.

Day by day the siege wore on, casualties rose from the thousands to tens of thousands to hundreds of thousands. Bodies had to be bulldozed from the accessways to the Saturnine Gate by war machines. Chaos Titans blazed at the walls, specially constructed missiles ripping great chunks from the masonry. The Titans of the Fire Wasps answered their fire with volcano cannons. The smell of burning flesh filled the air as the corpses of the dead were incinerated in funeral pyres a hundred foot high. Obscene ash parched the throats of the defenders. The World Eaters built a pyramid of scorched skulls sixty foot high in Temple Square. By night the chants of degenerate cultists echoed through the streets and daemons flitted among the ruins of Earth.

Slowly, foot by torturous foot, the defenders were forced back. The great walls of the palace were riddled with hundreds of kilometres of bulkheads and corridor. Within this maze bitter hand to hand fighting ensued till entire sections of passage were filled with bloated corpses. Feeling progress was too slow, Horus ordered the Titans of the Death's Head Legion to demolish

entire sections of the wall. Despite taking tremendous casualties the great Warlord Titans broke through, and the forces of the Warmaster flooded into the palace grounds.

While all this was taking place Jhagatai Khan had implemented a change of plan. Rather than throwing away his forces against the near invincible bulk of the main Chaos army he launched a lightning raid against Lions Gate Space Port. This night attack was spearheaded by the shaven-headed warriors of the Whitescars, who led the remnants of the 1st Tank Division and elements of the surviving Guard armies against the surprised heretics. Khan threw a defensive perimeter around the space port and held it against all counter-attacks. The flow of men and materials towards the palace was halved at a stroke.

This success gave heart to the defenders. They swiftly attempted to seize Eternity Wall Space Port but here the forces of the Warmaster were better prepared. The attackers were ambushed and driven back by traitors. Horus knew it was imperative to keep his beachhead secure. The final push on the inner palace had begun.

The battle raged across the grounds of the Inner Gardens. What had once been a vast parkland was swiftly turned into a killing ground. Men used statues for cover and monuments for bunkers. Blood swirled in the waters of the ornamental lakes. Groves of ancient redwoods burned. The smell of the burning mingled with the acrid odours of weapons and engines and death. Red-eyed, snatching sleep when they could, both sides fought a total war. Trenches were hurriedly excavated in the meadows. Snipers killed men as they tried to sip brackish water from the ruined fountains.

Both sides fought with unimaginable naked ferocity. Both sides sensed the end was near.

Eventually Sanguinius was forced to retreat to within the palace itself, personally holding the Ultimate Gate against the oncoming horde while the last of his wounded men was carried through. Just as the giant ceramite gate was about to close a Bloodthirster of Khorne leapt upon him. The daemon's huge talons closed around his throat. Sanguinius took to the air. Angel and daemon wrestled over the warring armies. Both sides halted for a moment to watch the titanic struggle. It was a conflict such as has been rarely seen; two beings of awesome power wrestled.

Sanguinius was weary and near the end of his strength and the daemon gouged great wounds in his flesh. The heretical throng roared its approval as the Primarch was cast to the ground, the impact splintering the granite. For a moment the Primarch lay still and a groan rose from the Blood Angels, the daemon stood over him and howled in exultation. Then slowly and painfully the Blood Angel rose and seized the creature, raised it high and broke its back across his knee. Then with a halo of power playing round his head he tossed its broken carcass back amid its followers. They beat their chests and rent their hair and wailed in dismay as the Ultimate Gate shut.

The great Sky Fortress bore Rogal Dorn and the remnants of the Imperial Fists to the inner palace. The loyal old general was determined to stand and die with his Emperor in the final hour. The Sky Fortress raced away from the palace in a desperate attempt to reach Jhagatai Khan and return him to the palace. It was destroyed by a blaze of fire from the Death's Heads Titan Legions. Even in death its commander wrought havoc on the enemy, bringing the crippled vehicle down into the centre of the Chaos Horde. It seemed as if a new sun was born on Earth as the plasma reactor exploded, blasting out a crater three kilometres across. Those within the palace knew they were cut off; now they were truly alone. Only a miracle could save them.

Now the final siege began. Through great breaches in the outer walls more and more armaments and reinforcements were brought to bear. The Warmaster himself prepared to teleport down to the surface and supervise the destruction of his former lord. Then a daemon from the Warp whispered to him the words that he had dreaded.

A loyalist fleet under Leman Russ and Lion'el Johnson bearing a fresh army of Space Wolves and Dark Angels was only hours away. It would take days to break humanity's last citadel, even with Horus leading his troops. It seemed that time had run out for the Warmaster, that his gamble had failed.

Horus was first among the fallen, with the power of a god and the cunning of a daemon. He resolved to try one final desperate gambit. He could still kill the Emperor. He ordered all comm-net communications blocked so that the defenders would get no word from their rescuers and then he used his psychic powers to the full to prevent the Emperor becoming aware of this. Finally he dropped the shields of his command ship. It was an invitation and a personal challenge that he knew the Emperor could not resist. He was being offered a chance finally to smite the foe who had harried him for so long.

The Emperor rose to the challenge, and he and his surviving Primarchs teleported aboard the Warmaster's battle barge. Horus used his powers to separate the Emperor from his loyal followers. The loyalists were transported to different spots within his hideously altered ship. Sanguinius he had brought directly to his throne room. In his evil cunning the Warmaster offered the Blood Angel a chance to switch sides, reasoning that the winged Primarch's followers would be useful when the Space Wolves and the Dark Angels arrived.

Sanguinius refused. Horus grew wrathful and attacked him. At the peak of his powers the Blood Angel would have been no match for the Warmaster and now, sorely wounded and weary he had no chance at all. Horus strangled him with his bare hands before the throne the Powers of Chaos had gifted him with.

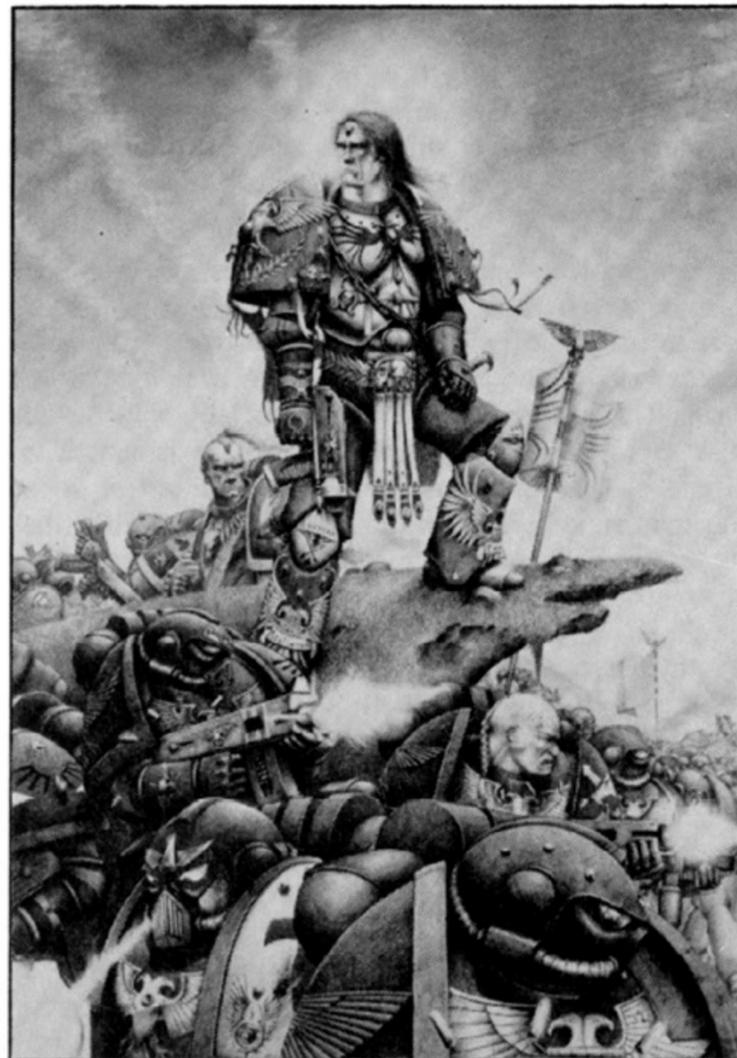
The Emperor found Horus shortly after this and what happened next is the subject of legend. The two mightiest beings in the history of mankind clashed. They met blade to blade, power to power, mind to mind and tested sinew and psychic power to the ultimate.

Behind Horus was the massed power of the Chaos Gods. The Emperor stood alone and still he triumphed, although he was terribly wounded in the process.

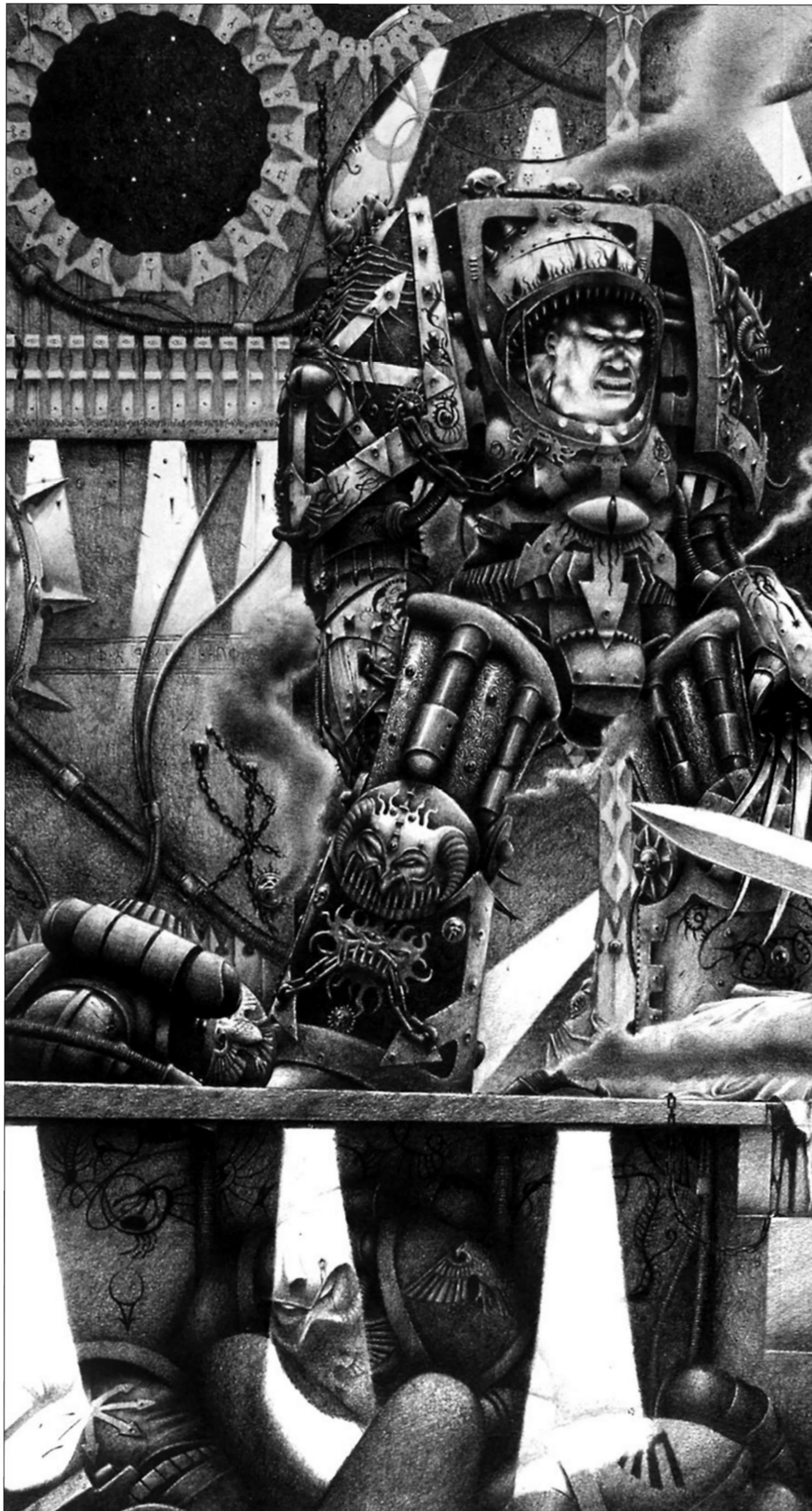
The psychic shock wave of the Warmaster's passing rippled outward through the warp. On Earth, daemons screamed and vanished, and the rebel Primarchs stood dumbfounded. It was their leader, not their enemy's, who was dead and they knew it. With the one who had raised the banner of rebellion dead, there was nothing to hold the rebels together. They were demoralised and dismayed. When word of the oncoming Imperial fleet reached them they knew that they must flee.

Within the perimeter of Lions Gate Space Port, Jhagatai Khan and the handful of unwounded Whitescars watched in amazement as the horde halted in confusion then retreated. Angron, Fulgrim, Magnus the Red and Mortarion led their men to their ships and departed, leaving the deluded, traitorous followers of Chaos to their fate. As he stepped aboard his ship Angron turned and shook his fist at the glittering dome of the Imperial palace that had proved just out of his taloned reach. Then he shrugged; he and his fellow rebels had all eternity to seek revenge. The Battle for Earth was effectively over. The Horus Heresy was ended.

Rogal Dorn found the Emperor's broken body in the ruins of the Warmaster's throne room. Through mangled lips the Emperor whispered instructions for the creation of his golden throne. Dorn smiled, for while the Emperor still lived there was still hope. The old general returned to Earth. There was much to be done.







Realm of Chaos: The Lost and the Damned (1994)
This dramatic Adrian Smith artwork was the original depiction of Horus' epic clash with the Emperor.





THE EMPEROR

Even through the shields the impact makes the Imperial Palace shake. With a screech of tortured stone an angel topples from its alcove high on the throne room wall and crashes to the marble floor a kilometre below. It shatters into a million pieces. Splinters of stone flash across the hall like shrapnel.

From his throne the Emperor watches his warriors mill around in confusion. This hall holds ten thousand men, seasoned veterans, and all are now panicking. He knows they are more frightened by his silence than by the enemy. They look to him for leadership and he can give them none.

For the first time in his millennia-long life the Emperor knows despair. The magnitude of his defeat stuns him. The lunar bases have fallen. Most of the earth is under the Warmaster's heel. Rebel Titans surround the palace and are held at bay only by the desperate efforts of a few loyalists. It is only a matter of time before the palace's defences fail and the last bastions of resistance fall.

"Sire, what are your orders?" asks Rogal Dorn, massive dark-haired Primarch of the Imperial Fists. His golden armour has lost its lustre, is dented in a dozen places by bolter shells. The Emperor doesn't answer. He is lost within himself seeking answers to his own questions.

He has come at last to the dark place, the time of testing, the era hidden from his precognitive vision and beyond which he cannot see. The moment he has always dreaded has arrived. Is my time over, he wonders? Is this where it all ends? Is this why I have reached the limits of my prophetic powers. Is this where I die?

He feels bewildered. Even now, with the Traitor Warmaster's forces battering at the gate, he finds it difficult to believe that he has been betrayed.

Horus was more than a trusted comrade, more like a favoured son. Of all the Primarchs the Emperor relied on him most. Not for a second had the Emperor doubted him, not even when word had come from the Savage Worlds that the Warmaster was gathering forces. He had deluded himself that Horus must have good reason to do so without consulting him. I should have been warned by the failure of my precognition, he thinks.

"Sire, what are your orders?" asks Kane, acting Fabricator-General of the Adeptus Mechanicus. He stares at the Emperor, a trick of the light turning the glass slits of his brass mask into accusing eyes. Once more the Emperor does not reply. Kane's presence reminds him that not even the head of the Adeptus is to be trusted. His superior, the former Fabricator-General, has chosen to side with Horus.

On Mars civil war rages between factions of Tech-Priests. Ancient, forbidden weapons are being deployed. Viral plagues kill millions. Fusion bombs scar the earth.

So much will be lost. He thinks of the slow piecing together of the old science. The Librarium Technologicus is in flame now, ancient core data systems in meltdown. The time of re-building is over. The Great Crusade, as much a quest for lost knowledge as a war to reclaim the human worlds, is ended. The Warmaster's treachery has seen to that.

"Sire, what are your orders?" asks Sanguinius, angel winged Primarch of the Blood Angels. He gazes at the Emperor with blazing eyes, his face a mask of terrible beauty.

The Emperor knows they rely on him for guidance. They still believe in him. They think he can lead them from this trap. They are wrong.

Horus is the greatest general the galaxy has ever known. Who should know better than his creator? He is schooled by a century of warfare. There will be no way out, no loopholes, no flaws in the plan. The Warmaster would have to be mad to leave one.

The Emperor looks down on the faces of his followers, sees the trust written there, feels the weight of responsibility it brings.

He knows that for their sake he must try, even if it is hopeless.

He casts forth his clairvoyant sight, lets his mind drift beyond the ruined gardens of the palace, over fields where colossal Titans battle by the twisted light of the sculpted moon. He sees the whole war spread out beneath him, his pitifully outnumbered legions being mown down by the traitor hordes. He reaches up to the sky, where he senses the fleet of battlebarges that rain orbital doom upon the tortured Earth. Amid those thousand glittering points he finds the Warmaster.

Hope flickers within him. The shields of Horus's ship are down. Briefly he wonders why. Is the traitor's confidence so overwhelming? Does he wish to witness the battle himself. Or is it a trap? The Emperor touches the ship and recoils from what he senses within. How could Horus have done this, made a pact with the ultimate abomination?

The Emperor comes to a decision. Trap or not, this is the only opportunity he will get. He has no option but to seize it; the position is so desperate. Even as his spirit returns to his body, the ominous thought strikes him that the Warmaster must know this.

"What are your orders, Sire?" Sanguinius asks again. The Emperor's eyes snap open. His voice is full of authority.

"Prepare to teleport. We will take the battle to the enemy."

The men smile confidently. They now have a purpose. While he reels of the teleport co-ordinates they move, without question, to obey.

A flash of light, a feeling of coldness. They have teleported into the Warmaster's ship. The Emperor takes an instant to re-orientate himself and realises that something has gone wrong. He stands in a vast, warped chamber with only a few marines in attendance. The Terminators and the Primarchs are not present. How is this possible he wonders. Could Horus have disrupted the teleportation beam? Is he so powerful?

Insane voices gibber madly inside his skull. There are figures trapped in the stone walls of the vast room. Hands reach out for him, grasp at him with rock-like strength. He shrugs them off easily. His comrades are not so lucky. Bolters chatter and flash as the marines attempt to fight off their daemonic assailants.

A man screams as he is drawn into the dark and slimy walls. As he vanishes, ripples spread from his point of disappearance. The Emperor's sword lashes out, severing limbs, freeing trapped marines. He summons his psychic energies. A nimbus flickers around his head as he unleashes his power. A tidal wave of destruction rips through the daemons, leaving his own men unscathed.

He scans about him, seeking the Primarchs but the walls of the Warmaster's Battle Barge are resistant to his mindsight. He gestures for the surviving Marines to follow him.

They wander through a ship distorted beyond all recognition by the warping power of Chaos. Great sphincter-doors distend from walls of flesh-like stone. Transparent veins bear rivers of blood along conduits in the floor. Carpets of mucous cover a road of tongues.

Winged and distorted things that might once have been human flit through archways of bone and perch on ledges of rib. The marines gasp in horror. He exerts himself to calm them, psychically soothing their fear of this dreadful place. All the while he scans the area looking for the spoor of Horus. He knows now the nature of the pact the Warmaster has made and the dreadful consequences of his victory.

They pass pits that gape like glistening gullets in the floor and echo the beats of a distant giant heart. They are showered by waterfalls of stinking yellowish liquid that cascades down cliffs of carved cartilage. Sometimes they hear weapons fire but when they arrive at the source they find nothing.

Mists of rainbow vapour drift across their field of vision

obscuring corridors of carnivorous stone. Clouds of insects swarm over their faceplates and choke the extractors of their airpipes. They switch over to internal oxygen supply.

They are ambushed by scuttling skull-faced things in the armour of marines. They fight hordes of mutated beasts. One by one they die. In the end the Emperor stands alone. Then and only then is he allowed to enter the presence of Horus.

The Warmaster bestrides the body of a broken angel. Behind him the tortured earth fills the viewport, a bauble for Horus to seize with one clawed hand. Corpses of massacred marines lie everywhere.

Face glowing with internal bloodlight, Horus speaks. "Poor Sanguinius. I offered him a position of power in the new order. He could have sat at the right hand of a god. Alas he chose to align himself with the losing side."

The Emperor stands transfixed, trying to force frozen words from his tongue. In the end he can only whisper, "Why?"

Mad laughter rings out. "Why? You ask me why? Have all those millennia taught you nothing? Weak fool, your timidity prevented you from binding the forces of Chaos. You shied away from the ultimate power. I have bound it to my will and will lead humanity into the new age. I, Horus, Master Of Chaos."

The Emperor looks at his former friend and shakes his head. He sees the trap that has ensnared Horus. "No man can master Chaos," he says quietly. "You have deluded yourself. You are the servant not the master."

A look of rage transfigures the Warmaster. He stretches out a hand and a bolt of force leaps forth. The Emperor screams as agony wracks his body. "Feel the true nature of my power then tell me I am deluded," roars Horus, in the voice of an angry god.

Beads of sweat stand out on the Emperor's forehead, he steels himself against the pain. "You are deluded," he says.

Once again Horus gestures and lances of pure poison sear through the Emperor's veins. "I let you come here, old friend, so that you could witness my triumph. Kneel before me and I will spare you. Acknowledge the new master of mankind."

Desperately the Emperor summons his power and lashes out. Lightning flickers between the combatants. The stench of ozone fills the air. The Emperor leaps forward, sword raised. Weapons clash as battle is joined on every level: physical, spiritual, psychic.

Bolts of force flicker as mortal gods clash, balancing the fate of the galaxy on every blow. Runesword and lightning claw ring against each other with a sound like thunder. Energies potent enough to level planets are unleashed.

A backhand buffet from Horus knocks the Emperor through a stone bulkhead. The counterstroke tears a supporting column out of the ceiling as the Warmaster ducks.

In the warp the Emperor hears the Chaos Powers howl as they feed their pawn more power. The Lord of Humanity stands alone against their massed might and knows that he is losing. Somehow he cannot bring his full force to bear on the Warmaster. Horus shows no such restraint.

A lightning claw cuts the Emperor's armour as if it were cloth, sheers through flesh and bone. The Emperor ripostes with a psychic stroke intended to disrupt the Warmaster's nervous system. Horus laughs as he deflects it.

His claws take the Emperor across the throat, opening windpipe and jugular. Another blow severs the tendons of his wrist, causing the sword to drop from nerveless fingers.

Insane laughter echoes round the chamber. Horus breaks several ribs with an almost playful punch. A surge of energy seers the Emperor's face, melting the flesh till it runs, bursts an eyeball, sets the hair alight. The Emperor stifles a whimper, wonders

how he can be losing. Blackness threatens to engulf him.

Horus grasps his wrist, splintering bones. Blood pumps from the Emperor's throat. Horus lifts his foe above his head and brings him down across his knee, breaking his spine.

For a second the Emperor knows only darkness then a flare of agony brings him back to consciousness as Horus rips his arm from its socket. The Warmaster howls with bestial triumph.

Suddenly the battering stops. Through his good eye the Emperor sees a solitary Terminator has entered the room. The marine charges towards the Warmaster, stormbolter blazing. Horus look at him and laughs. For a moment he stands triumphant, allowing the marine to see what he has done to his Emperor.

The Emperor knows what is going to happen next, sees the gloating triumph on Horus face. There is no trace of his friend left there. There is only a daemon driven by insane destructive fury.

Horus turns his burning gaze on the Terminator and the marine's flesh flakes away to reveal his skeleton then even that is gone, reduced to dust.

The Emperor sees the trap that has been set for him. He has been restraining himself, trying not to hurt one who had been as a son to him. Now he sees that there is no trace of his trusted comrade left. He knows that he must stop this semblance of his former friend and avenge the fallen Terminator. He strike one deadly blow. He will get no other chance.

He gathers every particle of his power, focuses it into a mighty bolt of pure force, more coherent than a laser, more destructive than an exploding sun. He aims it at Horus, a lance of power destined for the madman's heart. Horus senses the upsurge of energy and turns to face the Emperor, a look of horror on his face.

The Emperor lets fly. It strikes the Warmaster. Horus screams as destruction rains down on him, twisting and writhing in titanic agony. He strives frantically to counter the Emperor's deathblow but his struggles become ever more feeble as the lethal energies play over him.

Driven by all the force of his rage and pain and hatred the Emperor wills Horus's death. He senses the forces of Chaos retreat, disengaging themselves from their pawn. As they do so sanity returns to the Warmaster. The Emperor sees realisation of the atrocities he has committed flicker across Horus' face. Tears glisten there.

Horus is free but the Emperor knows he himself is dying and that the Powers Of Chaos may once again possess the Warmaster and he will not be there to stop them. He cannot take that risk. Horus must die. Yet for a second, looking into his old friend's face, he hesitates, unable to do the deed. Then he thinks of the slaughter that still goes on outside, may go on forever. Resolve hardens within him.

He forces all mercy and all compassion from his mind, empties it of all knowledge of friendship and camaraderie and love. His eyes lock with Horus and see understanding there. Then with full cold knowledge of what he is doing the Emperor destroys the Warmaster.

Rogal Dorn enters the chamber. Horror fill him as he sees the mutilated form of the Emperor and the shrivelled husk inside the Warmaster's armour. He curses himself for taking so long to fight through the Chaotic hordes. He knows now why their attacks ceased and why the ship is reverting to normal.

He rushes to the Emperor's side, detecting the faint pulse of life. Perhaps there is yet hope. Perhaps the ruler of the Imperium may live. Dorn will do his best to ensure it.





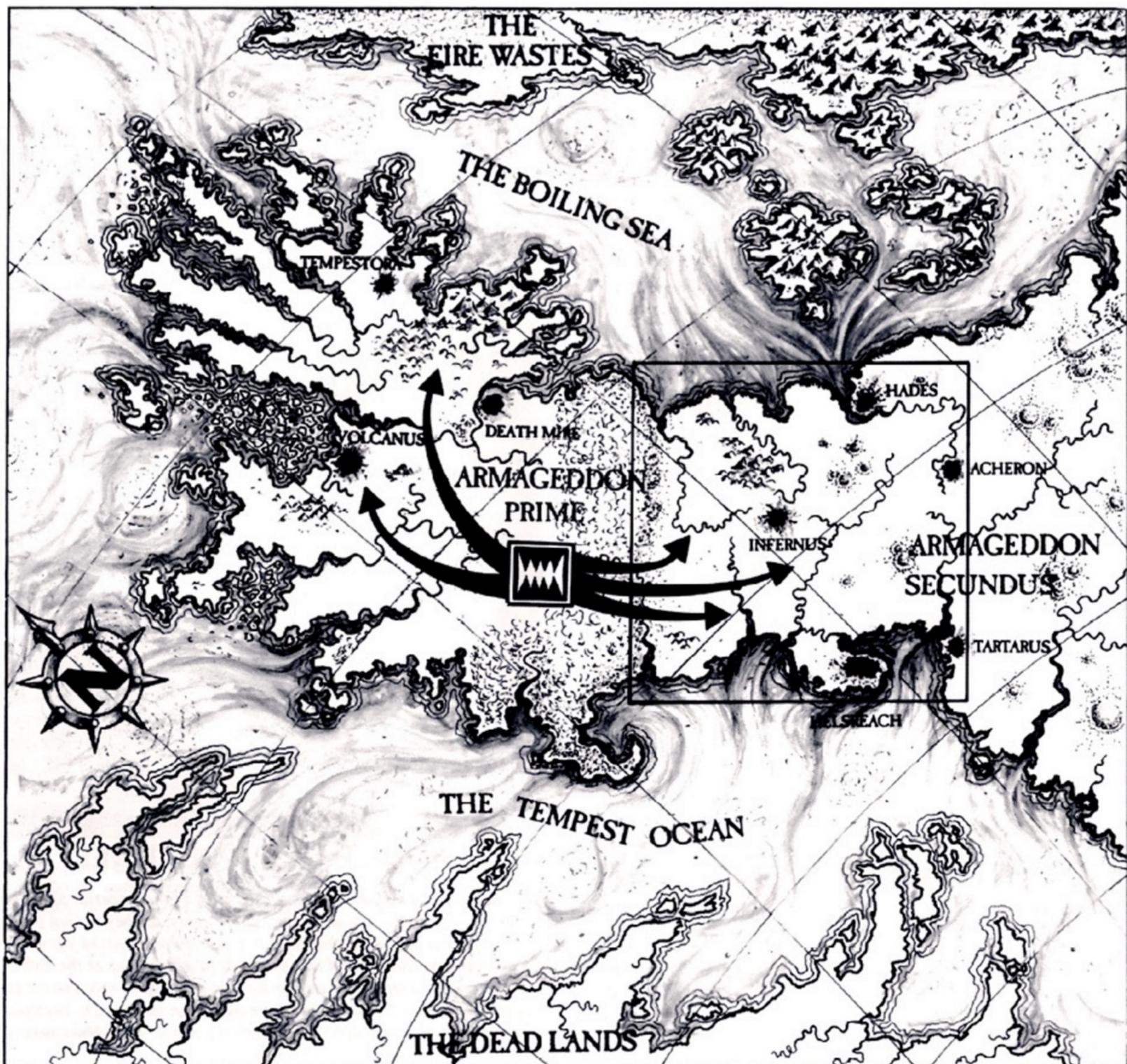
BATTLE FOR ARMAGEDDON CAMPAIGN HISTORY

On the day of the Feast of the Emperor's Ascension, 40,941, the massive Ork assault on Hiveworld Armageddon began. System ships from space hulk Alveus Alpha Alpha Sextus smashed through the orbital cordon of the planet, annihilating the obsolete orbital monitors completely. A massive space drop swiftly overwhelmed most of the western continent of Armageddon Prime. Lightning assaults by the highly mobile Ork forces encircled hive after hive. Tens of thousands of Ork Boyz blasted through the hives' outer defences and massacred or enslaved the populations within. Soon lines of communication were cut and vital supplies started to run out.

Across the continent the forces of humanity were driven into retreat. Due to criminal negligence on the part of

Overlord Von Strab (cross-reference to Administratum file: Armageddon 40004, Prosecutions for war-crimes), the ill-prepared human forces were nearly swept away under the green tide. Divisions of the Planetary Defence Force were sent out piecemeal by Von Strab only to be outflanked and destroyed by the enemy.

Endless columns of Ork war machines raised plumes of dust hundreds of metres high as they raced across the ash-wastes. The voices of a hundred thousand Orks roared their brutal cries of victory. Reports came in from battlefield after battlefield where the blood of brave human warriors stained the multi-coloured sands. It became obvious that Von Strab had seriously underestimated the cunning and strategic ability of his foe, Ghazghkull Thraka, Overboss of all the Goffs, Prophet of the Waaa!



BATTLE FOR ARMAGEDDON

BIOGRAPHIES

HERMAN VON STRAB

Herman Von Strab, fourth son of the Overlord of Armageddon Luthor Von Strab, climbed to power in the customary way by assassinating his brothers, the other claimants to the throne. A brutal man possessed of low cunning and considerable charisma, most of his brothers considered him too stupid, too violent or simply too unsophisticated to take seriously as a rival. They underestimated him to their cost. His methods may have lacked the polish so admired by the sophisticates of the hive cities but they were effective. A bomb at a banquet eliminated his eldest brother Anton and three hundred and twenty two guests, including the Imperial Representative. Otto was killed by a hit and run driver. Vilhelm was found in his room, his body riddled with bolter shells. Herman was found standing over his brother's corpse with a smoking weapon in his hand. He pronounced it the worst case of suicide he had ever seen. The investigating officers were too scared to contradict him.

Herman's father, already ill, died of a combination of grief and spidervenom poisoning. Shortly thereafter Herman became Overlord of an entire world.



SPACE MARINE COMMANDER DANTE

Blood Angel Commander Dante had a reputation for being stubborn and the strictest of disciplinarians. He prayed to the Emperor every dawn, he was never heard to raise his voice or shout. He always spoke the truth whether it was diplomatic or not. His men respected him rather than loved him. As a supreme commander he undoubtedly had his flaws, but as a wartime general only one thing needs to be said: he was never beaten. Utterly fearless, full of drive and initiative, he was always up in front where the battle was fiercest. If his opponent made a mistake, Dante was on to it like a flash. When it came to choosing a leader for the Armageddon intervention, the commanders of the other two orders unanimously asked for him to be placed in command.



WARLORD GHAZGHKULL THRAKA

Ghazghkull Thraka had half his head blown off by an enemy bolter shell, and was lucky enough to have his brain rebuilt by a talented Painboy called Dok Grotznik. The bionic device activated Ghazghkull's latent psychic powers, and he became an Ork with a Mission, convinced that he was in communication with the Ork deities, Gork and Mork. Ghazghkull saw himself as the leader of a great crusade for Orkishness across the universe. He was a masterly opportunist and a great tactician, ever ready to exploit any weakness an opponent might present.

His only real flaw as a commander was his respect for particularly courageous or cunning opponents. He was often known to spare their lives and offer them positions on his staff.



COMMISSAR YARRICK

Commissar Yarrick was an old man when the siege of Hades hive began. He had a long career of distinguished service in the Planetary Defence Force behind him and was scheduled for retirement on the Feast of the Ascension. Yarrick had a reputation for being utterly loyal to the Imperium and an inspiring leader of men. In his youth he had learned the language of the Orks from a captured Ork raider and he was an expert on the way the Ork mind worked. A better leader than Von Strab would have paid more attention to what he said, but instead Von Strab grew angry with the old man for daring to contradict his views of what the Orks planned to do. Herman could not have Yarrick killed as he knew an investigation would reveal his crime once the Emperor's representatives arrived. Instead he dispatched the old man to Hades hive to keep him out of the way. As it turned out, this was one of the few wise decisions that Von Strab made during the campaign...



BATTLE FOR ARMAGEDDON

THE FIRST BATTLE FOR ARMAGEDDON

THE CHAOS WARS

The Ork invasion of Armageddon was not the first time that the planet had been attacked. Five hundred years before Ork Warlord Ghazghkull Thraka was born Armageddon faced no less deadly a threat but from an entirely different enemy – the forces of Chaos.

Within the Eye of Terror the forces of Chaos are constantly at war against each other. On occasions, however, the Chaos Gods put aside their personal rivalries and join together to mount a large scale invasion.

The assembly of such an invasion force is often triggered when a space hulk drifts past a daemon world. These ancient space ships can be used to transport vast armies through the warp. Driven and tossed by the currents of the warp, no-one can predict where and when they will reappear, so it is virtually impossible for the Imperium to predict where Chaos will strike next. Usually the attack occurs within a few light years of the Eye of Terror, but sometimes a hulk will drop out of the warp in a system hundreds, or even thousands, of light years away.

Such was the case with the first invasion of Armageddon. Following a bout of strange and unnatural events, armed rebellion inexplicably broke out in half a dozen hives. The revolts were quickly put down on Armageddon Secundus, but amongst the more widely scattered hives of Armageddon Prime they proved more difficult to eradicate. As the planetary forces seemed capable of dealing with the revolt, no additional units were sent from the Imperium. After all, the planet was a very long way from the Eye of Terror, and no-one suspected any more sinister cause for the revolts than civil unrest.

Busy containing the rebellion, Imperial forces were caught by surprise when the space hulk *Devourer of Stars* appeared in the Armageddon system. On board was an enormous Chaos army led by the Daemon Primarch Angron. Chaos Marines from the World Eaters Chapter and hordes of daemonic creatures poured from the space hulk and swept across the land.

The insidious effects of Chaos were quickly felt as nearly half the planetary army went over to the invaders. The few remaining loyal defenders were quickly routed from Armageddon Prime. Falling back through the jungles in the south, the survivors joined up with the units that had been left on Armageddon Secundus and prepared to make a last ditch defence along the rivers of the Styx and Chaeron.

The Imperial defence was well organised. Unknown to the forces of Chaos, the Space Wolves Chapter of Space Marines had been assigned to this sector of the Imperium, and they moved quickly to help as soon as they received the distress messages from Armageddon. The defenders gained valuable time when Angron, replete with success, wasted weeks building victorious monuments to the Chaos Gods instead of pursuing the shattered Imperial armies into Armageddon Secundus.



BATTLE FOR ARMAGEDDON

Angron's failure to follow up his success cost him dear. When his army emerged from the jungles that separated Armageddon Prime from Armageddon Secundus they found the defenders ready and waiting, and reinforced by the Space Wolves.



Titanic battles erupted all along the front line as the forces of Chaos crashed into the Imperial defences. On the banks of the river Chaeron the Imperial defenders held, and Chaos was hurled back in disorder. But further to the west Angron led the attack personally, smashing through the Imperial lines and leading his forces towards Infernus and Helsreach hives. It was at this moment that Logan, Lord of the Space Wolves, played his trump card – a full company of Grey Knights, whose assistance Logan had requested as soon as he was aware of the dangers that faced Armageddon.

Only the Grey Knights had the ability to truly defeat an entity such as Angron. They arrived just as the Chaos Forces surged towards Infernus and Helsreach hives. Teleporting directly into the presence of Angron at the centre of his Daemonic Horde, the Grey Knights defeated the Daemon Prince, hurling his spirit back into the warp from where he did not return for over a hundred years. At the same time the Space Wolves launched a massive counter-attack. The forces of Chaos were routed and only the World Eaters managed to retreat back to the space hulk and escape back to the safety of the warp. The Imperial victory was complete and overwhelming.

This time the Imperial forces triumphed, but the outcome could have been very different. What would have happened if Angron had moved straight into Armageddon Secundus? What if the Grey Knights had not arrived when they did? Using the counters provided with this article you can refight the First Battle For Armageddon and discover for yourselves what might have been...

USING THE NEW COUNTERS AND CARDS

After this article you will find a complete set of counters and cards for the forces of Chaos, and some new Imperial counters representing the Space Wolves, Wolf Lord Logan Grimnar and the Grey Knights. In order to use the counters and cards you will need to carefully remove them from your copy of White Dwarf and glue each set together so that the front and back sides match up. Once you've done this, and the glue has had time to dry, you can cut out the individual counters and cards.

The cards and counters for the forces of Chaos simply replace the Ork counters and cards used normally in Battle For Armageddon. At the start of the game the entire Chaotic army is set up in Ork - now Chaos - territory.

Apart from the exceptions noted in the special rules below, all of the rules that normally apply to the Orks apply to the forces of Chaos.

The counters representing Commander Dante, Commissar Yarrick, the Iron Skulls Titan Legion and three Space Marine Chapters (Ultramarines, Blood Angels and Salamanders) provided with Battle For Armageddon are not used in this version of the game, so put them aside somewhere safe.

All of the other Imperial counters are set-up in exactly the same way as the instructions in Battle For Armageddon. In addition the Imperial player gets the three Space Wolf counters and Wolf Lord Logan at the start of the game, and may set up these counters anywhere in Imperial territory. The Grey Knights arrive as reinforcements as described in the special rules below. As with the Orks, apart from the exceptions noted in the special rules below, all of the rules that normally apply to the Imperial counters in Battle For Armageddon also apply in this version of the game.

ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS



Ten thousand years ago, at the very birth of the Imperium, the Warmaster Horus, greatest and most trusted of the Emperor's generals, led the rebellion that plunged the Imperium into the maelstrom of terror known as the Horus Heresy.

Angron was the first Primarch to join Horus in revolt against the Emperor. Angron knew Horus as a brother, and supported the Warmaster in demanding a new order of discipline and martial virtue as the only way to save mankind from destruction. The World Eaters had always been the most warlike and savage of the Space Marine Chapters and Angron led them into the worship of Khorne, god of war and bloodshed.

Though Angron's loyalty to the Emperor had once been exemplary, Khorne appealed to his honour and martial pride more. When the Heresy failed and Horus was slain, Angron and the World Eaters battled halfway across the galaxy to reach the Eye of Terror and the daemon world Khorne had prepared for them.

Twisted and horribly mutated over the centuries, Angron is now a hulking giant with skin the colour of spilt blood. He continues to serve his Daemonic master Khorne, smiting his foes with a mighty Chaos blade of black glowing iron etched with runes of doom and destruction.

Angron is a cunning and extremely able leader. Any counters stacked with him have their attack and defence combat value doubled. Angron does not count for stacking, and may not be used to satisfy combat losses when 'one unit must be eliminated'. He is almost indestructible, and can only be killed by the Grey Knights (see below). If all of the counters with Angron are eliminated, or if he is attacked when he is on his own, then he must retreat one area. If he cannot retreat, move his counter to the nearest area that is occupied by Chaotic counters.







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