

MACROMUNDA

SPACE MARINES

HOUSE BOOK

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FACTION

SPACE MARINES

The few, the dear, the superhuman

The Adeptus Astartes fight as the few, the dear, and the superhuman. A Chapter commits no horde to the field but a small strike force of transhuman warriors, each the equal of a squad of mortal soldiers. Their endurance is written into the flesh — the wide chest, the fused ribcage, the doubled hearts — so that a battle-brother weathers wounds that would fell any lesser fighter and never breaks under fire. Where other warhosts drown a foe in numbers, a Chapter answers with discipline: a gang-wide doctrine, declared afresh each round, that shifts the whole force from massed fire to swift advance to the closing charge as the battle demands. Every Chapter shares this spine — the transhuman body, the unbending nerve, the shifting doctrine — and expresses its own character through which end of that discipline it leans into and the relics its heroes carry. They are a strike force of demigods waging war across the galaxy, and each brother lost is a grievous loss to the Chapter.

☠ FACTION SPECIAL RULES

✧ COMBAT DOCTRINES

GANG RULE

Combat Doctrines. The disciplined heart of the Astartes way of war, and the mechanic that sets a Chapter apart from any warhost that merely brings guns to a fight. At the start of each round the controlling player declares the strike force's stance, which may shift one step along the ladder from Devastator to Tactical to Assault. Under the Devastator stance the gang fires with lethal precision, adding to its ranged Hit rolls or re-rolling misses. Under the Tactical stance the brethren move with purpose, gaining ground and seizing objectives. Under the Assault stance they close for the kill, striking harder on the charge and running down a fleeing foe. A Chapter cannot hold every advantage at once; it flows through the phases of battle as its commanders read the field, and each brotherhood leans toward the end of the ladder that suits its character.

✧ FINEST HOUR

GANG RULE

Finest Hour. Once in a battle, a commander seizes the moment the whole war seems to turn upon and drives his brethren to their greatest effort. Once per battle a Captain or Lieutenant may call upon it. Until the start of the next round the commander himself gains an additional Attack, and every friendly fighter within 6" re-rolls failed Wound rolls, the strike force striking as one at the instant it matters most. It is a single, decisive surge rather than a lasting boon — spent in the crisis of the fight, it does not come again. A wise commander holds it for the stroke that breaks the enemy rather than the one that merely bloodies him.

✧ AND THEY SHALL KNOW NO FEAR

SPECIAL RULE

And They Shall Know No Fear. The oldest and surest of the Astartes gifts: a battle-brother does not break. This rule is always in force. A fighter with it can never be Pinned by incoming fire, standing where a mortal soldier would throw himself flat. He automatically passes any Nerve test he is called to make, holding steady while lesser warriors rout around him. And once each round, should he be knocked Prone, he may Stand Up for free rather than spending an action to do so. Together these make the Marine a warrior who fights on through fire, terror and wounds that would shatter the will of anything less than transhuman — the durability of the Adeptus Astartes carried not in his armour but in his unbreakable mind.

Astartes Physiology. Beneath the plate a battle-brother is barely recognisable as a man. Two hearts, a lattice of grafted organs, ossified bone and skin cured against fire and blade make him a creature no unmodified human can match. So the line Marine stands at Toughness 5 with three Wounds, able to take blows that would kill a mortal outright and keep fighting. The Scout, whose implants are not yet complete, is the one exception, fielding the lighter Toughness 4 and two Wounds of a brother still in the making. The strength of a Chapter is written into its warriors' flesh: the body endures what the enemy cannot overcome.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
✦ Abhor The Witch Bolts	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) Rending re-rolls failed Wound rolls against a fighter with the Psyker keyword
✦ Astartes Shotgun	4	12	+1	-	4	-	2	4+	Scattershot
✦ Bolt Carbine	9	18	+1	-	4	-1	1	6+	Rapid Fire (2)
✦ Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1)
✦ Cursed Combi Volkite	12	24	-	-	5	-2	2	-	Cursed Deflagrate Rapid Fire (1)
✦ Gorgons Wrath	8"	24"	+1	-	4	-1	2	6+	Master-Crafted Rapid Fire (1) Relic
✦ Lions Roar	12	24	+1	-	5	-2	2	6+	Combi Master-Crafted Plasma Rapid Fire (2)
✦ Mastercrafted Bolt Rifle	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1) the bearer re-rolls a single failed Hit roll with it each round
✦ Special Issue Boltgun	12	24	+1	-	4	-1	2	6+	Rapid Fire (1) Special Ammo
✦ Stalker Pattern Boltgun	18	36	-	-	4	-1	2	6+	Rapid Fire (1) Special Ammo Telescopic Sight
✦ Storm Bolter	12	24	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Twin Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2)
✦ Volkite Charger	9	18	-	-	5	-2	1	-	Cursed Deflagrate Relic
✦ Angelus Boltgun	4"	12"	-	-	4	-1	2	6+	Hands-free (never occupies a hand; may be fired alongside a two-handed melee weapon) Pistol Rapid Fire (1)
✦ Bolt Of Artemis	8	16	+1	-	4	-1	2	6+	Master-Crafted Pistol Relic Special Ammo
✦ Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire (1)
✦ Hand Flamer	T	T	-	-	4	-1	1	5+	Blaze Pistol Template
✦ Inferno Pistol	3	6	+1	-	8	-4	3	6+	Melta Pistol

☠ Neo Volkite Pistol	3	9	-	-	5	-2	1	-	Cursed	Deflagrate	Pistol
☠ Plasma Pistol	6	12	+1	-	5/7	-1/-2	2/3	5+	Overcharge	Pistol	Unstable
☠ Plasma Talon	6"	12"	+1	-	5/7	-1/-2	2/3	5+	Overcharge/Unstable	Pistol	Rapid Fire (1)
☠ Bolt Sniper Rifle	18	36	+2	+1	4	-1	2	6+	Marksman	Silent	
☠ Flamer	T	T	-	-	4	-1	1	5+	Blaze	Template	
☠ Frag Cannon	8	16	-	-	4/6	-1/-2	1/2	5+	Blast (frag)	Rending (shell)	Scarce
☠ Grav Gun	9	18	-	-	5	-2	2	5+	Graviton		
☠ Grenade Launcher	12	24	-	-	4/9	-/-2	1/D3	6+	Blast	Knockback	
☠ Master Crafted Melta	6"	12"	+1	-	8	-4	3	6+	Master-Crafted	Melta	Relic
☠ Meltagun	6	12	+1	-	8	-4	3	6+	Melta	Scarce	
☠ Phalanx Grav Cannon	12	24	-	-	5	-2	2	4+	Graviton	Heavy	
☠ Plasma Gun	12	24	-	-	5/7	-1/-2	2/3	5+	Overcharge	Unstable	
☠ Assault Cannon	12	24	-	-	6	-1	2	6+	Rapid Fire (3)	Rending	Unwieldy
☠ Autocannon	18	36	-	-	8	-1	2	6+	Knockback	Rapid Fire (1)	Unwieldy
☠ Drakescale Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze	Template	Unwieldy
☠ Heavy Bolter	18	36	-	-	5	-2	2	6+	Rapid Fire (2)	Unwieldy	
☠ Heavy Flamer	T	T	-	-	5	-2	1	5+	Blaze	Template	Unwieldy
☠ Infernus Heavy Bolter	18	36	-	-	5	-2	2	6+	Hellfire (poison)	Rapid Fire (2)	Unwieldy
☠ Lascannon	24	48	-	-	10	-4	D6	6+	Unwieldy		
☠ Missile Launcher	24	48	-	-	4/8	-/-2	1/D3	6+	Blast	Knockback	Unwieldy
☠ Multi Melta	9	18	-	-	8	-4	D3+2	6+	Melta	Unwieldy	
☠ Plasma Cannon	18	36	-	-	6/8	-2/-3	D3	5+	Blast	Overcharge	Unwieldy
☠ The Spartan	18	36	-	-	5	-2	2	5+	Master-Crafted	Rapid Fire (2)	Relic
☠ Volkite Culverin	15	30	-	-	6	-2	2	-	Cursed	Deflagrate	Unwieldy
☠ Whirlwind Launcher	24	48	-	-	5	-1	1	4+	Blast (5")	Indirect Fire	Unwieldy
☠ Axe Morkai	-	E	-	-	+2	-3	3	-	Concussion	Master-Crafted	Melee
☠ Black Sword	-	E	-	-	+1	-3	2	-	Melee	Parry	Power
☠ Blade Encarmine	-	E	-	-	+1	-3	2	-	Master-Crafted	Melee	Power
☠ Chainfist	-	E	-1	-	+2	-4	2	-	Melee	Power	Unwieldy
☠ Chainsword	-	E	+1	-	+1	-1	1	-	Melee	Parry	Rending
☠ Combat Knife	-	E	+1	-	+0	-	1	-	Backstab	Melee	
☠ Corvus Hammer	-	E	-	-	+1	-1	1	-	Melee	Rending	
☠ Crozius	-	E	-	-	+1	-1	2	-	Melee	Power	
☠ Crusader Power Maul	-	E	-	-	+1	-2	1	-	Concussion	Melee	Power

↘ Dorns Teeth Siege Drill	-	E	-1	-	+2	-4	2	-	+1 Damage against a target that has not moved this round Melee Power Unwieldy
↘ Fenrisian Great Axe	-	E	-	-	+3	-2	2	-	Melee Power Rending Unwieldy
↘ Fist Of Dorn	-	E	-1	-	+2	-3	3	-	Concussion Melee Power Relic
↘ Force Weapon	-	E	-	-	+1	-1	2	-	Melee Power Psi
↘ Frost Weapon	-	E	-	-	+1	-2	2	-	Melee Power Relic
↘ Frostfang	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power
↘ Gauntlets Of Ultramar	-	E	-1	-	+2	-3	2	-	Master-Crafted Melee Power Unwieldy
↘ Glaive Encarmine	-	E	-	-	+1	-2	1	-	Charge (+1 Damage on the charge) Melee Parry Power Reach (+1" engagement range)
↘ Guardian Spear	12	24	-	-	+2/4	-2/-1	2	6+	Melee Power integral storm bolter
↘ Heavy Thunder Hammer	-	E	-	-	+3	-3	3	-	Concussion Melee Power Unwieldy
↘ Lightning Claws	-	E	+1	-	+0	-2	1	-	Melee Paired (+1A) Rending
↘ Mace Of Absolution	-	E	-	-	+2	-2	2	-	Concussion Melee Power Unwieldy
↘ Malefic Power Scythe	-	E	-	-	+1	-2	2	-	Cursed Melee Power Reach
↘ Medusan Lascutter	-	E	-	-	+2	-3	2	-	Melee Melta Power Unwieldy
↘ Moonfang	-	E	+1	-	+1	-2	2	-	Master-Crafted Melee Power Relic
↘ Paired Frost Claws	-	E	-	-	+0	-2	2	-	Melee Paired Rending
↘ Plainsrunner Goad	-	E	-	-	+1	-1	1	-	Melee Power Reach (+1" when charging)
↘ Power Fist	-	E	-1	-	+2	-3	2	-	Melee Power Unwieldy
↘ Power Sword	-	E	-	-	+0	-2	1	-	Melee Parry Power
↘ Power Tulwar	-	E	-	-	+1	-2	1	-	Melee Parry Power
↘ Pyre Blade	-	E	-	-	+0	-2	1	-	Blaze Melee Parry Power
↘ Raven Sword	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Parry Power
↘ Ravens Talons	-	E	+1	-	+0	-2	1	-	Master-Crafted Melee Paired (+1A) Relic Rending
↘ Spear Of Telesto	-	E	+1	-	+1	-2	1	-	Master-Crafted Melee Power Versatile
↘ Spear Of Vulkan	-	E	+1	-	+1	-3	2	-	Master-Crafted Melee Power Relic
↘ Sword Brothers Blade	-	E	-	-	+1	-2	2	-	Master-Crafted Melee Parry Power Two-Handed
↘ Sword Of Secrets	-	E	-	-	+0	-2	2	-	Master-Crafted Melee Parry Power
↘ Sword Of The High Marshals	-	E	-	-	+0	-2	1	-	Master-Crafted Melee Parry Power Relic

✖ Tempest Blade	-	E	-	-	+1	-2	1	-	Melee	Parry	Power	Rending
✖ Thief Of Secrets	-	E	+1	-	+1	-2	2	-	Melee	Phase	Power	Relic
✖ Thunder Hammer	-	E	-1	-	+3	-2	3	-	Concussion	Melee	Power	Unwieldy
✖ Whisper Blade	-	E	-	-	+0	-1	1	-	Backstab	Melee	Silent	
✖ Xenophase Blade	-	E	+1	-	+1	-2	1	-	Melee	Phase	Power	
Frag Grenade	-	Sx2	-	-	3	-	1	4+	Blast			
Krak Grenade	-	Sx2	-	-	6	-1	2	4+	Knockback			
Siege Breaker Charge	-	Sx2	-	-	8	-4	D3	6+	+1 Damage against a target that did not move this round or against terrain			
									Blast (3")	Scarce		

✖ ASTARTES BIONICS

BIONICS

COST inherent

OFFSETS A LASTING INJURY

Astartes bionics are Mars-pattern augmetics — steel and servo grafted where flesh was ruined, serving as well as the limb they replace, or better. A brother fitted with them shrugs off the mark of a lasting injury and returns to the line as whole in function as he was before the wound. For warriors who fight across centuries, such augmetics are common. Unremarkable, even. The body remade around its own scars.

✖ AUSPEX

ACCESSORY

COST inherent

NEGATE HIDDEN SETUP / INFILTRATION NEARBY

The auspex is a hand-held scanner. It reads heat, motion and disturbance across the battlefield, stripping away the concealment an ambusher relies on. A brother sweeping it denies a nearby foe the advantage of a hidden setup or a stealthy infiltration — the unseen dragged into the open before it can strike. This is the strike force's answer to an enemy who would fight from the shadows: sight, where the foe counted on blindness.

✖ CHAPTER BANNER

STATUS/COMPANION

COST inherent

GANG ICON STEADIES NEARBY BROTHERS

The Chapter banner is the standard of a strike force — a hallowed icon of battle honours, borne aloft where every brother can see it. It marks the heart of the force. It steadies the warriors who fight in its shadow, a rallying point that stiffens resolve when the fighting turns grim. To lose it is a dishonour. To hold it high is to remind every brother whose colours he wears, and what is owed to them.

✕ CHAPTER RELIC

STATUS/COMPANION

COST inherent

NAMED RELIC SLOT

A Chapter relic is a treasure of the brotherhood — an ancient blade, a hallowed weapon, a suit of war-plate carried by heroes long dead. Each Chapter guards its own. What one relic does bears no resemblance to another's, and so these named treasures are set out in each Chapter's own entries rather than shared across the Adeptus Astartes. The relic a hero bears is a piece of his Chapter's history made manifest, entrusted to him for the battle to come.

✕ COMBAT STIMMS

CHEMS

COST 25

ONE-SHOT SURGE SPARSE BY IDENTITY

Combat stimms are a one-shot chemical surge, a jolt of battlefield pharmaceuticals that drives a fighter past the limits of even his transhuman frame for a moment of desperate effort. A brother triggers them when the fight hangs on a single burst of speed or fury. The superhuman rarely need such crutches, and few carry them — but in the crisis where flesh alone is not enough, the surge can be the margin between the objective taken and the objective lost.

✕ GRAV CHUTE GRAPNEL

MOBILITY

COST inherent

ASTARTES VERTICAL INSERTION DESCEND/ASCEND WITHOUT FALLING

The grav-chute and grapnel are the Reiver's tools for fighting in three dimensions. The grapnel hauls a brother swiftly up a sheer face, and the grav-chute lets him drop from any height and land ready to kill rather than broken at the foot of the fall. Together they turn walls, towers and the ruined heights of a battlefield into open roads, letting the Chapter's stealth brethren strike from angles the foe never thought to guard.

✕ IRON HALO

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (CHARACTER)

The iron halo, and the rosarius its chaplains bear, is a badge of honour that is also a life-saver — a compact generator throwing a protective energy field about its wearer. It grants a 4+ field save, a ward that has turned aside killing blows aimed at a Chapter's commanders time and again. Reserved for characters of standing, it is as much a mark of the Emperor's favour as a piece of war-gear.

✧ JUMP PACK

MOBILITY

COST inherent

GAIN FLY MAKE A JUMP MOVE

The jump pack is a back-mounted cluster of turbines that hurls a battle-brother into the air on a controlled arc of flame. It grants the Fly keyword and a powerful jump move. Walls, chasms, the enemy line — its wearer clears them all to fall upon a target from above. This is the tool of the assault brethren: verticality turned into a weapon, closing a distance that would leave a foot-brother still trudging forward.

✧ MARK CARAPACE

ARMOUR

COST inherent

4+ SAVE SCOUT ONLY

Scout carapace is the neophyte's armour — a suit of hardened plates, lighter than the full power plate of a made brother. It turns aside small-arms fire well enough, a solid 4+ save, but it leaves its wearer far more exposed than the line Marine at his shoulder. This is the harness of a warrior still earning his place. He wears it for the speed and the stealth a Scout's way of war depends on.

✧ MARK CENTURION WARSUIT

ARMOUR

COST inherent

2+ WARSUIT SAVE INTEGRAL TO THE CENTURION CHASSIS TWIN HEAVY WEAPONS / SIEGE DRILLS

The Centurion warsuit is not armour worn over a brother. It is a war-machine sealed around him — a man-portable siege frame that is one and the same as the Centurion himself. Its layered plating grants a 2+ save and lends its occupant the mass and endurance of a walker, and its hardpoints mount twin heavy weapons or siege drills. Where a mark is a suit a brother chooses, the warsuit is the fighter. Armour, frame and firepower, fused into a single advancing bastion.

✧ MARK GRAVIS

ARMOUR

COST 35

3+ SAVE +1 W -1" M UNLOCKS HEAVY/GRAVIS WEAPONS

Gravis armour is a heavier grade of power plate — a bulky suit that trades mobility for sheer resilience. Its wearer moves a touch slower but carries an extra measure of endurance, and the reinforced frame can bear the weight of gravis-pattern and heavy weapons that lighter plate cannot. This is the harness of a brother who means to stand and hold. An advancing bulwark, shrugging off fire while it brings the heavier guns to bear.

✧ MARK POWER

ARMOUR

COST inherent

3+ SAVE DEFAULT MARK

Power armour is the birthright plate of a battle-brother, a suit of ceramite fused to fibre-bundle musculature that moves as the wearer wills. It grants a dependable 3+ save and bears the weight of war without slowing the Marine within. It is not a super-heavy shell but a good, honest suit of armour — the standard against which every heavier mark is set, and the plate every made brother wears as a matter of course.

✧ MARK TERMINATOR

ARMOUR

COST 135

2+ SAVE +1 W -1" M DEEP STRIKE 5+ FIELD SAVE UNLOCKS TERMINATOR WEAPONS

Terminator plate is the finest armour a Chapter fields — a colossal suit of layered ceramite and adamantine that only the veteran elite are permitted to wear. It grants an unmatched 2+ save and a field save besides. It adds to its wearer's endurance and slows his stride. Sealed within it, a brother may teleport into the fray by Deep Strike and wield the heaviest terminator arms: storm bolter, power fist, thunder hammer. This is the panoply of the first company, worn where the fighting is deadliest.

✧ MELTA BOMBS

GRENADES

COST inherent

PLANTED ANTI-ARMOUR CHARGE DEVASTATING VS VEHICLES/WALKERS

Melta bombs are shaped thermal charges — planted, not thrown, releasing a burst of atomic heat fierce enough to gut a war-engine from within. A brother sets one against a hull, a hatch, a monster's flank, and withdraws. What the charge touches is reduced to slag. They are cumbersome, and they are close work. But against a vehicle or a walker that no bolt could scratch, few things a brother carries are so surely lethal.

✧ NARTHECIUM

MEDICAL

COST inherent

FEEL NO PAIN 6+ AURA TO NEARBY BROTHERS

IMPROVES POST-BATTLE RECOVERY

NO IN-GAME REVIVE

The narthecium is the Apothecary's gauntlet of surgical tools — worn to keep the Chapter's brothers in the fight and their gene-seed out of the enemy's hands. Nearby brethren draw a Feel No Pain 6+ from his presence, shrugging off wounds that would fell them, and those who do fall recover the faster for his care once the battle ends. It works no miracle revival mid-fight. But the brother it steadies now, and the one it returns to muster later — that is its worth made plain.

✧ PURITY SEALS

STATUS/COMPANION

COST inherent

RE-ROLL A NERVE OR COOL TEST

Purity seals are strips of blessed parchment, each an oath or a benediction pressed to a brother's armour in wax and ribbon. They are worn as a covenant made visible, and in the moment a warrior's nerve might waver they steady him — letting a brother re-roll a failed Nerve or Cool test, faith answering fear. A brother wreathed in seals carries the weight of his vows where all can see them, and fights the surer for it.

✧ REDUCTOR

MEDICAL

COST inherent

POST-BATTLE GENE-SEED RECOVERY

The reductor is the grim heart of the Apothecary's craft — an extraction tool for recovering the progenoid gene-seed from a fallen brother before it is lost. In the heat of the fight it changes nothing. Its work comes after, when the Apothecary kneels by the dead and secures the seed of future battle-brothers. To a Chapter that measures its strength in a slow harvest of such seed, no tool is more quietly vital.

✧ SERVO SKULL

STATUS/COMPANION

COST inherent

COMPANION DRONE

SCOUTING / RELAY

The servo-skull is a relic of the honoured dead pressed into service — a real skull, sanctified and set with anti-grav motors and a bound machine-spirit, drifting at its master's side. It scouts ahead, relays what it sees and carries the auspex-cant of the strike force, a silent companion that extends a brother's awareness beyond his own eyes. Part reliquary, part instrument, it is the Chapter's reverence for its fallen turned to practical use.

✕ SIGNUM

ACCESSORY

COST inherent

TECHMARINE: GRANT A NEARBY BROTHER A FREE AIM

The signum is a targeting relay slaved to a Techmarine's servo-harness, feeding firing solutions and range-data to the brethren around him. With it he grants a nearby brother a free Aim — a comrade's next shot sharpened into a certain one. This is the Techmarine's gift to a firing line: the machine-spirit's cold precision, lent to a brother's eye, turning good marksmanship into unerring aim.

✕ SMOKE

GRENADES

COST inherent

THROW A SMOKE SCREEN BLOCKS LINE OF SIGHT

Smoke grenades throw up a dense, drifting bank of concealment rather than a killing blast. A brother pitches one to raise a screen that blocks line of sight, covering an advance across open ground or breaking the aim of an enemy gunline. It kills nothing on its own, but the ground it lets the strike force cross unseen — and the shots it spoils — can decide a fight as surely as any weapon.

✕ SPECIAL ISSUE AMMO

ACCESSORY

COST inherent

PICK: KRAKEN (+AP) HELLFIRE (POISON) DRAGONFIRE (IGNORE COVER) VENGEANCE (RENDING)

Special-issue bolt ammunition is the veteran's edge — a selection of specialised rounds a brother may load in place of standard shells. Kraken rounds bite deeper into armour. Hellfire rounds carry a killing venom against massed flesh. Dragonfire rounds seek out a foe hiding in cover; Vengeance rounds are cut to tear and rend. A brother chooses the round the battle calls for, and a single bolt weapon becomes the answer to many different foes.

✕ STORM SHIELD

FIELD ARMOUR

COST inherent

4+ FIELD SAVE (MELEE)

The storm shield is a slab of armour crowned with a projected energy field, carried into the press of melee by brothers who mean to hold the line. It grants a 4+ field save against the blows of close combat — strikes that would punch clean through plate, turned aside. The brother who bears one gives up a hand that might have held a second weapon. He chooses instead to become an immovable point, the place the enemy breaks upon.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having **lower Initiative / is dazed** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's Damage is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SCATTERSHOT

WEAPON TRAIT

A short-range spray (e.g. scatter shotgun shells). Typically grants extra hit dice at close range / hits more reliably up close, representing a shotgun cone. Often pairs with poor long-range Acc.

✂ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop ****Flamer template**** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✂ UNSTABLE

WEAPON TRAIT

Risky high-energy weapon (plasma overcharge style). On a particular Ammo/Firepower result the weapon misfires and can injure or knock out the wielder. The price you pay for plasma's punch.

✂ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes ****two hands**** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂ VERSATILE

WEAPON TRAIT

The melee weapon has ****reach****: the wielder can fight in close combat from slightly further away (e.g. up to 1-2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.

SKILLS

✧ BOLTER DISCIPLINE

ASTARTES SET

Bolter Discipline. The battle-brother's mastery of the bolt weapon, drilled until firing is as sure as breathing. When this fighter makes a Shoot action with a bolt weapon against a target within half that weapon's long range, the shot rings out a second time, granting one extra shot. Discipline rewards patience: the brother who lets the foe close to killing range rather than loosing at distance is answered with a heavier volley. In the massed-fire phase of the battle it turns a firing line of Marines into a wall of detonating rounds.

✧ COMBAT SQUADS

ASTARTES SET

Combat Squads. The doctrine of dividing and redeploying, so no brother is ever caught out of the fight for long. Once per battle, this fighter may break free: if he is Pinned or engaged in combat, he is freed from that state and immediately makes a free Move. It is the strike force's refusal to be fixed in place — a squad peeling away from a stalled engagement to strike where it is needed, turning a brother the enemy thought pinned down into one already gone.

✧ OATH OF MOMENT

ASTARTES SET

Oath of Moment. A brother swears a battlefield oath to see one foe dead above all others, and the whole strike force bends its aim to fulfil it. When this fighter uses the skill, mark a single enemy fighter. Until that mark is slain or the battle ends, friendly fighters re-roll a failed Hit roll against it, and re-roll 1s when rolling to Wound it. It is the Chapter turning its discipline to a single purpose — a champion, a beast, a warlord singled out and hunted down by every gun and blade in the force at once.

✧ RITES OF BATTLE

ASTARTES SET

Rites of Battle. The quiet authority of a leader whose brethren fight the better for his presence. While this fighter is on the field, any friendly fighter beginning an activation within 6" of him may re-roll a single failed Hit roll during that activation. There is no fury to it and no flourish — only the steadying certainty of a command well kept, the strike force fighting with the precision of warriors who trust the brother beside them. An aura that makes a good position deadly and a firing line relentless.

✧ TACTICAL INFILTRATION

ASTARTES SET

Tactical Infiltration. The strike force's gift for being where the enemy least expects it. When the battle begins, this fighter may set up by Infiltrate — placed more than 6" from any enemy and out of their line of sight — or instead make a free move before the first round. Either way, a brother who does so may not charge in the opening round; the advantage gained is position, not an instant kill. It is the Chapter arriving on its own terms, seizing the ground that decides the fight before a shot is fired.

✧ TELEPORT ASSAULT

ASTARTES SET

Teleport Assault. The prerogative of the Terminator-armoured elite, who strike from the warp itself into the heart of the foe. A fighter in Terminator plate may be held in reserve rather than deployed. From the second round on, he teleports in by Deep Strike, set up more than 6" from any enemy — and unlike a brother who infiltrates, he may charge in the very round he arrives. It is the hammer-blow of the Adeptus Astartes: armour that shrugs off return fire, arriving without warning exactly where the enemy line is weakest, and falling upon it at once.



SPACE MARINES · HOUSE DOSSIER

ULTRAMARINES

The unbroken phalanx

The Ultramarines fight to the letter of the Codex Astartes, and it is the discipline of that doctrine — not raw firepower — that wins their battles. Where another force commits to one way of war, this Chapter flows through them in sequence, its commanders reading the field and shifting the strike force from ranged precision to ground-taking manoeuvre to the killing charge, always one phase ahead of the foe. Every fighter drills to the transition, so the whole line turns as a single instrument the moment the order is given. They are combined-arms made deliberate: a measured, patient force whose edge is the order in which its advantages are spent. Their whole advantage is tempo. A gang that lets the Ultramarines dictate the sequence has already begun to lose, because each doctrine the phalanx cycles compounds on the last until the pressure is unanswerable. This is the codex-standard against which every other Chapter is judged a deviation — the baseline of the Adeptus Astartes, fought exactly as it was written.

☠ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every fighter is drilled in Combat Doctrines; the cost of that discipline is included in each fighter's price
- ♦ Exactly 1 Leader (Captain / Chapter Master); 0-2 Champions; specialists 0-1 each
- ♦ Marines bulk; Scouts cheap and plentiful; backbone (Marines + Scouts) $\geq$ Leaders + Champions
- ♦ Codex Astartes - the complete arsenal: field every Core chassis with no restrictions or bans
- ♦ Cavalry available but 0 by default; 0-1 Brute

A starting Ultramarines strike force is built from 1500 credits and led by exactly one Leader — a Captain, who may be fielded as a named Chapter Master. Alongside him the controlling player may take up to two Champions, and up to one of each available specialist. Every fighter drills in Combat Doctrines, and that discipline is carried in each fighter's price. The backbone of the force is its line brethren and Scouts: cheap, plentiful bodies that must together number at least as many as the Leader and Champions combined, so the strike force stays a phalanx rather than a knot of heroes. The full Codex arsenal is open — every Core chassis may be fielded with no bans or restrictions — but cavalry stands at zero by default and no more than one Brute may be taken. The result is a disciplined combined-arms gang that fields the numbers its doctrine-sequencing demands.

GANG RULES

✧ HOLD THE LINE

GANG RULE

Hold the Line. The Ultramarines are taught that ground taken in good order is ground kept, and it shows in how stubbornly they contest what they hold. While an Ultramarines fighter is contesting an objective, it counts as two models for the purpose of control — a single battle-brother holds a point that would take two of a lesser force to deny. The same discipline carries into the campaign: when the gang rolls to keep a contested territory between battles, it adds 1 to that roll. Nothing about the rule wins a firefight outright; it makes the phalanx immovable once it has arrived, forcing the enemy to commit far more than it wants to shift a line the Ultramarines mean to hold. Against a force that must take and keep the board, that weight of control decides the battle as surely as any kill.

FIGHTERS

CAPTAIN

LEADER

✖ 273 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine stance each round*)

Finest Hour

Hold the Line (*counts as two for objective control*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Leadership

Signature

SECONDARY

Brawn

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

✧ *Tempest Blade* 55 credits

Kitbashed from a Primaris power sword and a storm-shield's lightning coils - the Talassarian Tempest Blade pattern borne by the Captains of Ultramar. Priced above the stock power sword 45.

Power Fist 60 credits

Gauntlets Of Ultramar

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

✧ *Victrix Storm Shield* 45 credits

Kitbashed from a Victrix Honour Guard's ceremonial storm shield and combat blade. Priced above the stock combat shield 40.

Iron Halo

in kit

STATUS

Banner Of Macragge

in kit

Tract Of The Codex

in kit

The Captain is the Chapter's chosen commander, fielded as the strike force's single Leader. Centuries of war have honed his blade-work and marksmanship past even his brethren, and his frame carries wounds that would end another Marine outright. He fights at the heart of the line, where his word sets the doctrine for the round and his own hand ends whatever the brethren cannot. A named Chapter Master takes the field on this same body.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 5 with four Wounds — a transhuman command body.
- **Combat Doctrines:** at the start of each round the controlling player declares the strike force's doctrine stance through this fighter.
- **Finest Hour:** once per battle this fighter may call the decisive command surge, spending it in the crisis of the fight.
- **Hold the Line:** this fighter counts as two models when contesting an objective.

APOTHECARY

CHAMPION

× 171 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Narthecium

in kit

Reductor

in kit

The Apothecary is the Chapter's healer and its keeper of the gene-seed, a champion whose presence keeps the phalanx whole across a long fight. Narthecium at the ready, he moves behind the advancing line to drag brethren back from the brink and recover what makes a Marine a Marine when one falls. He is no shirker in the fight — bolter and pistol at Toughness 5 over three Wounds — but his value is measured in the brothers who rise to fight again rather than in the enemies he ends.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 5 with three Wounds — a transhuman body.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.

CHAPLAIN

CHAMPION

✖ 188 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Ferocity

Leadership

SECONDARY

Brawn

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Chaplain is the keeper of the Chapter's faith and its most relentless close-quarters champion. Crozius in hand and litanies on his lips, he drives the brethren forward where the fighting is thickest, his zeal a Ferocity that carries a wavering push through to the kill. He asks for no quarter and gives none, striking with the certainty of a warrior who fears nothing the enemy can offer. A champion of the charge and the pursuit, best pointed at the part of the line that must not break.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 5 with three Wounds — a transhuman body.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

PSYKER (*the sole caster - picks one Librarius power at creation and wields Smite*)

A fighter with the Psyker keyword may manifest the Wyrld Powers of the Librarius Discipline it has access to. In an Ultramarines strike force that keyword rests on one body alone — the Librarian, the Chapter's sanctioned battle-psyker. Where a lesser warband scatters its witches across the rank and file, the phalanx trusts a single disciplined mind. Through the keyword the Librarian draws on the one Librarius power it learned at recruitment and on the universal witch-blast of Smite, and every working courts the warp's own price. Nothing is bought a power at a time. The gift is drawn free at creation, baked into the Librarian's cost.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

Librarius

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Signature

Smite

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Librarian is a battle-psyker of the Chapter, his mind a weapon as disciplined as any blade. He fights among the brethren with force weapon and bolt pistol, but his worth is the will he bends against the enemy — shattering the resolve of a foe or turning aside a blow that should have landed. He is a champion who bolsters the sequence rather than driving it, a Savant whose learning steadies the line as surely as it wounds the enemy.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 5 with three Wounds — a transhuman body.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.
- **Psyker:** this fighter picks one power of the Librarius Discipline when it is recruited and wields the universal Smite, manifesting them as Wyrd powers.

LIEUTENANT

CHAMPION

× 261 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

Finest Hour

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Leadership

Signature

SECONDARY

Agility

Brawn

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Lieutenant is the Captain's second, a champion who carries the plan into the parts of the line the commander cannot reach. His weapon-skill matches his Captain's and his three Attacks make him a genuine duellist, but his real value is command: he keeps the doctrine holding on a flank while the Captain drives the centre. Bolter, chainsword and pistol make him a flexible fighter who leads from the front of whichever push most needs a steady hand.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 5 with three Wounds — a transhuman body.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.
- **Finest Hour:** once per battle this fighter may call the decisive command surge, spending it in the crisis of the fight.

TECHMARINE

CHAMPION

× 171 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Signum

in kit

The Techmarine is the Chapter's artificer, trained on Mars in the mysteries of the machine as well as the arts of war. He keeps the heavy weapons firing and the war-engines walking, and his signum feeds targeting solutions to the brethren around him so the firing line strikes truer. A champion who fights with boltgun and special-weapon options, he anchors the ranged element of the phalanx and mends what the enemy would break.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 5 with three Wounds — a transhuman body.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.

MARINE

GANGER

✖ 206 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*fights to the declared doctrine stance*)

Hold the Line (*counts as two for objective control*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

✦ *Mastercrafted Bolt Rifle* 60 credits

Kitbashed from an Auxilia bolt rifle fitted with a relic-forged mastercrafted receiver from the Fortress-Monastery armoury. Priced above the stock boltgun / bolt rifle 55.

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Grav Gun 110 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Multi Melta 165 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

The line brother is the whole strength of the Chapter made flesh — a transhuman warrior in power armour who advances, holds and kills exactly where the plan requires him. His statline needs no save column to be durable; Toughness 5 over three Wounds carries the weight, and the bolter-and-blade loadout lets him fight at range or in the press with equal competence. He is the body of the phalanx: cheap enough to field in number, disciplined enough to make that number tell.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 5 with three Wounds — the durability lives in the body, not the armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.
- **Hold the Line:** this fighter counts as two models when contesting an objective.

SCOUT

JUVE

× 93 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T4/W2*)

Combat Doctrines (*fights to the declared doctrine stance*)

Hold the Line (*counts as two for objective control*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

SECONDARY

Savant

Shooting

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Scout is a neophyte of the Chapter, his implants not yet complete — the one place the transhuman line bends. Lighter than his elder brethren at Toughness 4 over two Wounds, he trades that armour of flesh for speed and stealth, ranging ahead of the phalanx to seize ground, mark targets and open the way. Carbine and knife make him a cheap, plentiful body that lets a player field the numbers the doctrine demands. He is the making of a Marine, already fighting like one.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 4 with two Wounds — the neophyte exception to the transhuman line.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.
- **Hold the Line:** this fighter counts as two models when contesting an objective.

CENTURION

ELITE

× 366 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is a battle-brother sealed into a heavy warsuit, a walking weapons platform that anchors the Devastator end of the phalanx. Slow but immensely armoured at Toughness 6 behind a 2+ save, he carries twin heavy weapons fitted to the suit itself and grinds forward under their fire. Where the line needs a fixed point that will not be moved, the Centurion is set — an elite chassis that turns a section of the board into a killing ground and dares the enemy to close.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned, automatically passes any Nerve test, and once each round may Stand Up for free.
- **Astartes Physiology:** this fighter is Toughness 6 with four Wounds — a heavy warsuit body.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

An interred hero of Macragge, woken to war — and, with the Chapter-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A fallen brother's broken body is sealed in a sarcophagus of dreadnought plate, his skill preserved past death: a Walker of Sv 3+ armour over six Hull Points, front-weighted (Toughness 8 to the fore, 7 flank, 6 rear) and grinding forward at a disciplined six inches — the twin lascannon cracking hulls at range while the great Dreadnought fist ends armour and infantry alike. Both arms are fixed Front mounts, so the interred brother must face his quarry, and he does so without hesitation, holding a lane the way the Codex teaches the phalanx to hold a wall. Beyond fear and slow to steer, he shrugs off fire that would fell a lesser body — his damage, his handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. The Chapter fields him where the line needs a fixed weight that also kills: patient, remorseless, and very hard to stop. His price is provisional, derived from the profile rather than ported from the Brute chassis he left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

× 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The greatest war-engine the Ultramarines will field — a towering next-generation Dreadnought that, with the Chapter-wide reckoning, stands as a \$5c war-engine rather than a Brute on the roster. The Rede­mptor is a Walker of Sv 3+ over eight Hull Points behind the thickest front armour the Chapter fields (Toughness 9 to the fore, 8 flank, 7 rear), and it moves faster than the standard Dreadnought at seven inches. One arm carries a macro plasma incinerator that boils armour and infantry alike — or a heavy onslaught gatling for the foe that comes in numbers — while the other is a crushing Rede­mptor fist, and a twin storm bolter chatters from the hull; all mounts are fixed and forward, so it fights facing its prey, disciplined and unwavering as the Codex demands. It is the fortune's weight of the Chapter, taken only when the line turns to a siege that discipline alone cannot break: the fixed thunder at a phalanx's heart, breaking a line on its own. The revered dead within is past all fear, roused only when nothing smaller will serve — one per gang and prohibitively dear. Its durability, its handling, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE LIBRARIUS DISCIPLINE

PSYCHIC DISCIPLINE

The Librarian Discipline is the codex-standard witchcraft of the Chapter that wrote the book — the drilled psychic tradition of a Librarium that trains its epistolaries as carefully as it trains its swords. No single working rules it and none is a dead art: a Librarian schooled in it drills every power the Codex sanctions, from the swiftest foresight to the deadliest warp-fire. Its six workings quicken the caster ahead of the battle's tempo, steel the blade, loose the spectral fury of the honoured dead, raise a bastion of disciplined will, unweave an enemy's protecting fields, and burn a foe with raw immaterial fire — foresight, tempo, ward and controlled warp-force, the drilled way of war of Macragge made psychic. A Librarian trained in it picks one power when it is recruited, for the Chapter schools its psykers rather than gambling them, and adds to that the universal witch-blast of Smite. Every working is a Wyrd power, and each courts the warp's price for the one who calls it.

ROLL

POWER

1	Veil of Time. Foreseeing each moment a heartbeat before it comes, the caster moves and strikes ahead of the battle's tempo. While the power is sustained it gains a bonus of two inches to its Movement and re-rolls its charge distance, arriving where the enemy least expects it and closing gaps that should have held it back. It is the discipline's tempo lever, the working that keeps a Librarian a step ahead of the fight — but holding the foresight ties up its concentration round after round.
2	Might of Heroes. The caster floods its own transhuman frame with borrowed strength, the deeds of the Chapter's heroes made flesh in a single body. While the power is sustained it gains a point of Strength and an extra Attack, turning a disciplined psyker into a genuine terror in the press. It is the discipline's melee lever, spent when the Librarian must carry the close fight itself rather than steady the line from behind it — though sustaining it holds the caster's focus on its own limbs and away from the wider battle.
3	Fury of the Ancients. From the caster's outstretched hand a spectral tide surges — the Chapter's honoured dead, a wave of ancestral wrath rolling low across the ground. The nearest enemy within eighteen inches and line of sight takes a hit at Strength 5, armour piercing minus one, Damage 1, and no cover turns the spirits aside. This is the discipline's ranged lever. A reliable bite of psychic fire, thrown each round without the Librarian ever closing the distance, it is the least perilous of his offensive workings — and the one he reaches for most.
4	Psychic Fortress. The caster raises a bastion of disciplined will around the phalanx, an unseen rampart against fear and sorcery alike. While the power is sustained the caster and friendly Astartes within Short range automatically pass Nerve tests and cannot be Pinned, and any enemy psychic power that targets them suffers a penalty of one to its manifesting. It is the discipline's ward lever, the working that keeps a knot of brothers advancing through a storm that would break lesser troops — though the concentration it demands leaves the caster spending its round on defence rather than the kill.
5	Null Zone. The caster reaches into the protective energies wrapped about its foes and unweaves them, collapsing the fields that turn aside a killing blow. While the power is sustained, enemy fighters within Short range cannot use their invulnerable or field saves, and are left with only what plate and flesh can stop. It is the discipline's anti-ward lever, the answer to an enemy hero who shrugs off wounds no ordinary weapon should let it survive — held in check by its short reach and by the single caster's upkeep, so it opens a window rather than blanketing the board.
6	Fire of the Immaterium. The caster looses a searing lance of raw warp-force, the deadliest and most perilous working a Librarian dares call. One enemy within twelve inches and line of sight takes a hit at Strength 6, armour piercing minus two, Damage 2 — force enough to fell a heavy body outright. It is the discipline's burst lever, the killing stroke saved for the target that must not survive the round, and the reason a Librarian who reaches too often for it walks closest to the warp's own price.



GANG TACTICS

D66

ROLL	TACTIC	TIMING

11	Tactical Precision. Tactical Precision. Play at any point in the round. Choose one friendly fighter. Until the end of the round, that fighter may re-roll a single failed Hit roll each time it shoots or fights — the drilled marksmanship of a warrior who wastes nothing.	ANY ROUND
12	Honour The Codex. Honour the Codex. Play at the start of the round. One friendly fighter may act this round as though the strike force were in an adjacent doctrine stance to the one declared, reading the field a beat ahead of the order.	START OF ROUND
13	Steady Advance. Steady Advance. Play in the movement phase. One friendly fighter may make a free Move (Simple) action, provided it ends that move no closer to the nearest enemy — the phalanx dressing its line rather than breaking it.	MOVEMENT
14	Defenders Of Ultramar. Defenders of Ultramar. Play at any point in the round. Choose a friendly fighter contesting or within 3" of an objective. Until the start of your next turn, that fighter gains a 6+ field save and cannot be knocked back — ground held is ground kept.	ANY ROUND
15	Finest Hour. Finest Hour. Play at any point in the round. One friendly Leader or Champion gains an additional Attack this round, and friendly fighters within 3" of it may re-roll a single failed Nerve test — the commander driving the line to its greatest effort at the instant it matters most.	ANY ROUND
16	By The Strategium. By the Strategium. Play at the end of the round. Draw one extra Gang Tactic to use in the next round — a plan laid down the moment the fighting pauses, so the strike force never fights without foresight.	END OF ROUND
21	Doctrine Drill. Doctrine Drill. Play at the start of the round. The strike force may shift its Combat Doctrine an extra step along the ladder this round, drilled to move through the phases of battle faster than the enemy can answer.	START OF ROUND
22	Combined Fire. Combined Fire. Play in the shooting phase. Two friendly fighters that both target the same enemy this round each add 1 to their Hit rolls against it — disciplined fire concentrated where it will tell.	SHOOTING
23	Hold The Line. Hold the Line. Play at any point in the round. One friendly fighter contesting an objective counts as three models for the purpose of control until the start of your next turn — a single brother made immovable on the point he holds.	ANY ROUND
24	Tactical Withdrawal. Tactical Withdrawal. Play in the movement phase. One friendly fighter may make a free Move (Simple) action directly away from the nearest enemy, and suffers no reaction attacks for leaving a combat as it does so — a fighting retreat made in good order.	MOVEMENT
25	Oath Kept. Oath Kept. Play at any point in the round. Choose a friendly fighter and an enemy fighter. Until the end of the battle, the chosen fighter re-rolls failed Hit rolls against that enemy — an oath of vengeance sworn before the brethren and honoured to the last.	ANY ROUND
26	Disciplined Volley. Disciplined Volley. Play in the shooting phase. One friendly fighter shooting a weapon with the Rapid Fire trait adds 1 to the number of shots it makes with that action — a controlled burst poured into the enemy line.	SHOOTING
31	Counter Punch. Counter-Punch. Play as a reaction when an enemy ends a charge against a friendly fighter. That fighter makes a single free reaction attack against the charger before blows are otherwise struck — the disciplined riposte of a warrior who was never caught unready.	REACTION
32	Rites Of Battle. Rites of Battle. Play at any point in the round. Choose a friendly Leader or Champion. Until the start of your next turn, any friendly fighter beginning an activation within 6" of it may re-roll a single failed Hit roll — the steadying certainty of a command well kept.	ANY ROUND

33	Codex Formation. Codex Formation. Play immediately after deployment. Redeploy up to two friendly fighters, moving each up to 3" from where it stood — the line dressed to the Codex before the first shot is fired.	DEPLOYMENT
34	Unbroken Shield. Unbroken Shield. Play at any point in the round. One friendly fighter gains a 5+ field save against ranged attacks until the start of your next turn — plate and discipline turning aside what would fell a lesser warrior.	ANY ROUND
35	Measured Assault. Measured Assault. Play when a friendly fighter declares a charge. That fighter adds 1 to its Hit rolls in the ensuing close combat this round — a charge pressed home with drilled precision rather than blind fury.	CHARGE
36	Forward Observers. Forward Observers. Play in the shooting phase. One friendly fighter that did not move this round ignores cover when it shoots, marking its target for the line to finish.	SHOOTING
41	Relentless Discipline. Relentless Discipline. Play at any point in the round. One friendly fighter ignores the characteristic penalties of any Flesh Wounds it carries until the start of your next turn — the brother fighting on as though unhurt.	ANY ROUND
42	No Mercy. No Mercy. Play at any point in the round. Until the start of your next turn, friendly fighters re-roll failed Injury dice against Prone or Seriously Injured enemies — a broken foe run down before it can rise.	ANY ROUND
43	Phalanx Wall. Phalanx Wall. Play in the movement phase. Until the start of your next turn, any friendly fighter within 2" of another friendly fighter gains a 6+ field save — the shield-wall closed, each brother covered by the one beside him.	MOVEMENT
44	Sequenced Strike. Sequenced Strike. Play at the start of the round. Choose a friendly fighter; this round it may take one additional Simple action during its activation, the drill letting it do in a breath what the enemy needs a whole turn for.	START OF ROUND
45	Chapter Pride. Chapter Pride. Play when a friendly fighter is called upon to make a Nerve test. That fighter automatically passes the test. An Ultramarine does not break. The pride of the Chapter admits no thought of rout.	NERVE
46	Overwatch Drill. Overwatch Drill. Play as a reaction when an enemy moves within line of sight of a friendly fighter that is Standing and Active. That fighter may immediately Shoot (Basic) at the moving enemy without making an Ammo check. The lane was already his. Discipline, not luck, put the round where the enemy chose to step.	REACTION
51	Command Relay. Command Relay. Play at any point in the round. A friendly Leader or Champion issuing a Group Activation may bring one additional friendly fighter into it, the order relayed cleanly down the line.	ANY ROUND
52	Hammer And Anvil. Hammer and Anvil. Play when a friendly fighter charges an enemy already engaged with another friendly fighter. In that combat the charging fighter adds 1 to its Hit rolls and 1 to its Wound rolls — the foe pinned against the anvil and broken by the hammer.	CHARGE
53	Codex Adaptation. Codex Adaptation. Play at the start of the round. Discard one Gang Tactic from your hand and draw a different one at random — the strike force adapting its plan the moment the field changes.	START OF ROUND
54	Unyielding. Unyielding. Play at any point in the round. The first time this round a friendly fighter would be taken Out of Action, it becomes Seriously Injured instead — a brother who simply refuses to fall while the line still needs him.	ANY ROUND

55	Fire Discipline. Fire Discipline. Play in the shooting phase. Until the start of your next turn, friendly fighters suffer no penalty for shooting at a target that is not the closest enemy — each brother taking the mark assigned to him rather than the nearest.	SHOOTING
56	Brothers In Arms. Brothers in Arms. Play at any point in the round. Choose two friendly fighters within 3" of each other. Until the start of your next turn, each may re-roll a single failed save — brethren who trust the warrior at their shoulder and fight the better for it.	ANY ROUND
61	Strategic Reserve. Strategic Reserve. Play during deployment. Hold up to two friendly fighters in reserve. At the start of any round from the second onward, deploy them within 2" of a board edge in your own half — a measured commitment held back until the field is read.	DEPLOYMENT
62	Doctrine Mastery. Doctrine Mastery. Play at the start of the round. This round the strike force benefits from two Combat Doctrine stances at once — the stance declared and the one below it on the ladder — the mark of a chapter that has made the whole Codex second nature.	START OF ROUND
63	Pincer Advance. Pincer Advance. Play in the movement phase. Two friendly fighters may each make a free Move (Simple) action, provided each ends its move closer to the same enemy and the two approach from different directions — the foe caught between two closing arms.	MOVEMENT
64	Last Stand. Last Stand. Play at any point in the round. Choose a friendly fighter that is the last standing member of its group. Until the end of the battle, it gains an additional Attack and a 5+ field save — a lone brother selling the ground at the highest price the enemy can pay.	ANY ROUND
65	Honour Titles. Honour Titles. Play in the post-battle sequence. One friendly fighter that took an enemy Leader or Champion Out of Action during the battle gains 1 bonus experience, its deed marked in the honour-rolls of the Chapter.	POST-BATTLE
66	Inevitability. Inevitability. Play at the end of the round. If the strike force has advanced or held its Combat Doctrine in every round of the battle so far, the gang gains 1 reputation at the end of the battle — the patient, ground-down certainty of a foe who was never going to win.	END OF ROUND

ALLIANCES

THE BRITTLE QUARRY

ALLIANCE

WHO	a brittle first-strike or burst gang the Ultramarines out-cycle (any fast, front-loaded faction; the phalanx natural prey and its most dangerous foe at once)
TERMS	campaign-level feud: while it stands, the Ultramarines gain bonus reputation for a win against the quarry but the quarry hunts back for the fast kill; the feud runs until one side is driven off the contested world

The natural foe of the phalanx is the fast, front-loaded gang built to break a line before its discipline compounds — a brittle alpha-strike the Ultramarines are drilled to out-cycle, and the most dangerous enemy they can face. Such a force becomes a standing feud. While it holds, the Ultramarines gain bonus reputation for any battle won against the quarry, but the quarry hunts back hard, pressing for the fast kill before the doctrine ladder can spin up. The feud runs until one side is driven off the contested world, a duel of tempo against tempo that only ends when a whole warzone is decided.

WHO	the Codex-disciplined Imperial forces of the sector (a loyal Guard gunline, a like-minded loyal Chapter, or any drilled Imperial detachment that fights by the book)
TERMS	campaign-level alliance: while it stands, the Ultramarines and their ally observe a map-level non-aggression and may lend one favour to each other per post-battle sequence; both gain a small reputation bonus for a campaign won together

The Ultramarines keep good company. A loyal Guard gunline, a like-minded Chapter, any drilled Imperial detachment that fights by the book — the strike force will stand beside forces that share its respect for order, and the pact runs on that shared discipline rather than on any oath sworn in blood. While the alliance holds, neither force contests the same ground against the other. Each may lend the other a single favour per post-battle sequence. Carry a campaign to victory together and both earn a measure of reputation, for a war won in good order honours everyone who kept the line.

☠ FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Loaned Veteran. The Strategium spares what little it can. For your next battle, a single seasoned battle-brother is loaned to your strike force: add one hired veteran to your crew for that battle only, after which he returns to his own duties. It is the smallest of the Strategium's favours, but a steady hand in the line is never unwelcome.	THE STRATEGIUM OF MACRAGGE (THE CHAPTER COMMAND STAFF AND THE CODEX-DISCIPLINED IMPERIAL FORCES IT STANDS WITH)
3	Munitions Tithe. The Strategium releases a portion of the Chapter's stores. Before your next battle, one fighter in your strike force may replenish a depleted weapon or take a single free reload, and any Ammo check that fighter fails in that battle may be re-rolled once. A disciplined force wastes nothing, but a resupply from Macragge keeps the guns speaking a little longer.	THE STRATEGIUM OF MACRAGGE (THE CHAPTER COMMAND STAFF AND THE CODEX-DISCIPLINED IMPERIAL FORCES IT STANDS WITH)

5	The Strategium Plan. The command staff of Macragge draws you a battle-plan. For your next battle you may draw one extra Gang Tactic, and once during that battle you may re-roll a single dice — the fruit of foresight laid down before a shot is fired. The strike force that fights to a plan fights ahead of its enemy.	THE STRATEGIUM OF MACRAGGE (THE CHAPTER COMMAND STAFF AND THE CODEX-DISCIPLINED IMPERIAL FORCES IT STANDS WITH)
6	Reinforcement Drill. The Strategium hastens a brother back to the line. In your next post-battle sequence, one fighter In Recovery recovers as though a full sequence had passed, returning to the strike force ahead of schedule. The drill of Macragge counts no warrior spent while he can yet be made whole.	THE STRATEGIUM OF MACRAGGE (THE CHAPTER COMMAND STAFF AND THE CODEX-DISCIPLINED IMPERIAL FORCES IT STANDS WITH)
7	Honour Of Macragge. Word of your conduct reaches the Strategium, and it is judged worthy. Your gang gains a measure of reputation, the regard of the Chapter's command staff earned by fighting as the Codex demands. The most even-handed of the Strategium's favours, and the one most freely given to a force that keeps its discipline.	THE STRATEGIUM OF MACRAGGE (THE CHAPTER COMMAND STAFF AND THE CODEX-DISCIPLINED IMPERIAL FORCES IT STANDS WITH)
9	Artificer Support. The Chapter's artificers turn their hands to your wargear. In your next post-battle sequence, you may repair a piece of damaged equipment for free, or have a single weapon master-crafted so that its bearer may re-roll one failed Hit roll with it each battle for the rest of the campaign. The craft of Macragge outlasts the war it is spent on.	THE STRATEGIUM OF MACRAGGE (THE CHAPTER COMMAND STAFF AND THE CODEX-DISCIPLINED IMPERIAL FORCES IT STANDS WITH)
10	Allied Gunline. The Strategium calls in the guns of its disciplined allies. For your next battle, once per round you may direct a single supporting ranged attack from off the board — a salvo from an allied gunline laid down where you need it, striking a target you can see within long range. When the phalanx fights beside warriors who share its order, the fire compounds.	THE STRATEGIUM OF MACRAGGE (THE CHAPTER COMMAND STAFF AND THE CODEX-DISCIPLINED IMPERIAL FORCES IT STANDS WITH)

12

Blessing Of The Primarch. The greatest favour the Strategium can bestow: the example of the Primarch himself, invoked over your strike force. For your next battle, once you may declare the Blessing at the start of a round, and until the next round every fighter in your gang re-rolls failed Hit and Wound rolls, the whole line fighting as Guilliman's own would. It comes but once, and only to a force that has proven itself worthy of Macragge.

THE
STRATEGIUM OF
MACRAGGE (THE
CHAPTER
COMMAND STAFF
AND THE
CODEX-
DISCIPLINED
IMPERIAL
FORCES IT
STANDS WITH)

SUB-PLOTS

THE DEFENCE OF THE WORLD

SUB-PLOT

Reward: The Ultramarines fortify the ground permanently: for the rest of the campaign, once per post-battle sequence the gang may take a capped repair-and-ream at that territory for free, and gains a standing plus 1 to hold it. Claimable only once per campaign.

There is no ground the Ultramarines hold more stubbornly than ground they have sworn to keep. This sub-plot begins when your gang holds the same contested territory across three consecutive post-battle sequences without ever losing control of it — the line unbroken over the campaign. Prove that constancy and you fortify the ground for good: for the rest of the campaign, once per post-battle sequence you may take a capped repair-and-ream at that territory for free, and you gain a standing +1 to any roll to hold it. The world becomes yours in truth. This sub-plot may be claimed only once per campaign.

THE PERFECT SEQUENCE

SUB-PLOT

Reward: The chapter tempo becomes second nature: for the rest of the campaign, once per battle the gang may cycle two steps on the doctrine ladder in a single round for free. This sub-plot can be claimed only once per campaign.

Mastery of the doctrines is proven not once but again and again. This sub-plot begins when your gang wins three separate campaign battles, in each of which it cycled through all three Combat Doctrines at least once — the drill demonstrated past any doubt. Achieve it and the Chapter tempo becomes second nature: for the rest of the campaign, once per battle you may cycle two steps along the doctrine ladder in a single round for free. The sequence that once took discipline now comes as breathing. This sub-plot may be claimed only once per campaign.

LEGENDARY NAMES

✧ THE DRILLMASTER

ANY FIGHTER THAT HAS WON THREE DOCTRINE TRANSITIONS IN A SINGLE BATTLE

XP cost (random): 6

XP cost (chosen): 12

The Drillmaster is the honour taken by a fighter who has carried three doctrine transitions through a single battle — a warrior who has made the sequence his own. Once per battle he may let the strike force shift its Combat Doctrine an extra step along the ladder, even when no fighter carries the Codex Discipline skill that turn; the Drillmaster keeps the tempo alone. But he is a slave to the drill he masters: he may never end a round in the same doctrine he began it, and should the gang be unable to shift, he suffers minus 1 to Cool that round, unsettled by a broken sequence. This title costs 6 experience taken at random, or 12 to choose.

✧ THE MASTER OF MACRAGGE

CAPTAIN

XP cost (random): 6

XP cost (chosen): 12

The Master of Macragge is a title borne by a named Chapter Master in the tradition of Calgar, taken by a Captain who has become the living heart of his strike force. While he stands on the field, friendly fighters within 9" re-roll a single failed Nerve or Cool test each round, the presence of the Master steadying the whole phalanx. Such renown draws the enemy's eye: the first foe to take him Out of Action earns its gang bonus reputation, so the Master is forever the marked head the enemy hunts. This title costs 6 experience taken at random, or 12 to choose.

✧ THE SWORD OF ULTRAMAR

CAPTAIN OR LIEUTENANT

XP cost (random): 5

XP cost (chosen): 10

The Sword of Ultramar is the honour of a named duellist-captain in the line of Sicarius and Ventriss, a fighter whose blade is the pride of the Chapter. In the first round of any close combat he initiates, he re-rolls all failed Hit rolls — the drilled duellist of Ultramar striking first and truest. But his pride demands the duel: if able, he must always charge the most dangerous enemy fighter within his reach, and he cannot Retreat from a combat he began, even when the sequence would be better served elsewhere. This title may be taken by a Captain or Lieutenant, at a cost of 5 experience taken at random, or 10 to choose.

TERRAIN

✧ THE DROP POD

TERRAIN

A scorched assault capsule slammed down from orbit, ramps blown wide, a foothold torn into the enemy line. The Ultramarines player may hold up to two friendly fighters in reserve as a drop-pod assault. At the start of round 2, the Drop Pod is placed anywhere more than 6" from an enemy and outside the enemy deployment zone; the reserved fighters deploy within 2" of it having Aimed, and may act normally that round, though they may not charge on the turn they land. Thereafter the Drop Pod counts as impassable cover, granting a 5+ field save to a friendly fighter in base contact with it.

✧ THE HAMMERFALL BUNKER

TERRAIN

A prefabricated Astartes strongpoint of ceramite and plasteel, dropped onto the battlefield to anchor a defensive line. The Ultramarines player places one Hammerfall Bunker in or adjacent to their deployment zone during setup. A friendly fighter wholly inside it has a 4+ field save against ranged attacks and cannot be knocked back. Once per battle, at the start of a round, the bunker looses a defensive salvo: make a single ranged attack, resolved as a heavy bolter, against an enemy within 18" and line of sight.

THE CODEX ADVANCE

SCENARIO

ATTACKER	the Ultramarines (a drilled phalanx grinding forward on tempo, one doctrine-phase ahead each round)
DEFENDER	the opposing gang (holding a line of objectives the Ultramarines mean to take in sequence)
DEPLOY	a line of three objectives runs across the centre of the board; the Ultramarines deploy along one long edge, the defender spread to hold the objective line
OBJECTIVE	the Ultramarines win by controlling the objective line in ordered sequence - taking the near, then the middle, then the far marker without ever losing one already held; the defender wins by breaking that sequence
VICTORY	the Ultramarines win if at the end of any round they hold all three objectives having taken them in order (near to far); the defender wins if the game ends with the sequence unbroken-and-incomplete, or if it retakes an objective the Ultramarines had already claimed
REWARDS	a full sequenced advance grants the Ultramarines bonus reputation and a Control-Track step; a fighter that held an objective every round it stood on one gains 1 bonus XP
CONTROL TRACK	an Ultramarines win advances their Control-Track claim on the district by one step (the phalanx has taken the ground in good order); a defender win holds the marker where it stands and denies the advance

A drilled phalanx grinds forward on tempo, taking a line of objectives in the ordered sequence the Codex demands.

ATTACKER The Ultramarines, advancing one doctrine-phase ahead each round.

DEFENDER The opposing gang, holding the objective line the Ultramarines mean to take in order.

BATTLEFIELD A line of three objectives runs across the centre of the board — near, middle and far.

DEPLOYMENT The Ultramarines deploy along one long edge. The defender deploys spread across the objective line to hold it.

THE SEQUENCE The Ultramarines must take the objectives in order: the near marker first, then the middle, then the far. A marker counts as taken only while it is controlled, and the sequence is broken if the Ultramarines ever lose control of a marker already claimed.

ENDING THE BATTLE The battle ends at the end of any round in which the Ultramarines hold all three objectives having taken them in order, or when the defender retakes an objective the Ultramarines had already claimed, or by the standard bottle-out rules.

VICTORY The Ultramarines win if, at the end of any round, they hold all three objectives taken in sequence from near to far. The defender wins by breaking that sequence — retaking a claimed objective, or holding the line unbroken-and-incomplete when the game ends.

REWARDS A full sequenced advance grants the Ultramarines bonus reputation and one step on the Control Track. Any fighter that held an objective every round it stood on one gains 1 bonus experience.

CONTROL TRACK An Ultramarines win advances their claim on the district by one step. A defender win holds the marker where it stands and denies the advance.

TACTICS The Ultramarines want to cycle their doctrines to match each phase of the push — ground-taking to seize a marker, ranged precision to deny a counter. The defender should force the phalanx to break its own order, striking hardest at whichever marker was taken last.

ATTACKER	the opposing gang (a raid or first-strike that must break the phalanx before its drill spins up)
DEFENDER	the Ultramarines (holding a fixed position, cycling doctrines to grind the attacker down over the rounds)
DEPLOY	the Ultramarines deploy around a central strongpoint they must hold; the attacker deploys around the board edges and closes
OBJECTIVE	the attacker wins by seizing the strongpoint fast, before the Ultramarines cycle through all three doctrines; the Ultramarines win by holding until the drill compounds
VICTORY	the attacker wins if it controls the central strongpoint at the end of round 3 or sooner; the Ultramarines win if they still hold the strongpoint at the end of round 4, by which point the gang has cycled the full doctrine ladder and the advantage has snowballed
REWARDS	a successful hold grants the Ultramarines bonus reputation and a Control-Track step; the Captain gains 1 bonus XP for a hold that reached round 4 unbroken
CONTROL TRACK	an Ultramarines hold advances their Control-Track claim on the district by one step (they have proven the ground unbreakable); an attacker win pushes the marker toward the attacker

A raid crashes against a fixed phalanx that must simply endure. Every round the Ultramarines hold, their drill compounds and the advantage snowballs.

ATTACKER The opposing gang — a raid or alpha-strike that must break the phalanx before its drill spins up.

DEFENDER The Ultramarines, holding a fixed position and cycling doctrines to grind the attacker down over the rounds.

BATTLEFIELD A central strongpoint the Ultramarines must hold, with open approaches around it.

DEPLOYMENT The Ultramarines deploy around the central strongpoint. The attacker deploys around the board edges and closes.

THE COMPOUNDING DRILL The Ultramarines cycle their Combat Doctrine each round as normal. The scenario turns on time: the longer the line holds, the further along the ladder the phalanx has climbed, and the harder it becomes to shift.

ENDING THE BATTLE The battle ends when the attacker controls the central strongpoint at the end of round 3 or sooner, when the Ultramarines still hold it at the end of round 4, or by the standard bottle-out rules.

VICTORY The attacker wins if it controls the central strongpoint at the end of round 3 or sooner. The Ultramarines win if they still hold the strongpoint at the end of round 4, by which point the gang has cycled the full doctrine ladder and the advantage has snowballed.

REWARDS A successful hold grants the Ultramarines bonus reputation and one step on the Control Track. The Captain gains 1 bonus experience for a hold that reached round 4 unbroken.

CONTROL TRACK An Ultramarines hold advances their claim on the district by one step — the ground proven unbreakable. An attacker win pushes the marker toward the attacker.

TACTICS The attacker must commit early and hard, before the doctrine ladder makes the line immovable. The Ultramarines should trade ground for time, leaning on Hold the Line to keep the strongpoint contested until the drill compounds.



SPACE MARINES • HOUSE DOSSIER

BLOOD ANGELS

The rising hunger

The Blood Angels are the noblest swordsmen in the Imperium, and they carry a curse in their blood that drags them ever toward the kill. Where the Ultramarines choose their doctrine freely, this Chapter's Combat Doctrines drift one way only — the Red Thirst climbs toward Assault as blood is shed and can never be drawn back. A force that opens a battle trading fire will finish it hunting for the charge.

Their fighting soul is the winged alpha-strike: jump-pack tiers dropping from above onto an objective or an exposed line, deciding the fight in the first furious exchange before the enemy can set. Beauty and fury are the same thing here, held one heartbeat from damnation.

And the curse grows. Every brother who falls feeds the doomed host of the Death Company, so that a Blood Angels force becomes more dangerous and less governable the longer it bleeds. This House fights as a phalanx of transhuman swordsmen across the Chapter's own wars — fast, magnificent, and increasingly impossible to hold back.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every fighter carries Combat Doctrines, biased one-way toward Assault via the Red Thirst
- ♦ Exactly 1 Leader (Captain); 0-2 Champions; specialists 0-1 each
- ♦ Marines and Assault Marines bulk; Scouts cheap and forward; backbone (Marines + Assault + Scouts) $\geq$ Leaders + Champions
- ♦ Death Company: 0-3 at founding, and the cap grows as fighters fall to the Thirst across a campaign
- ♦ The Red Thirst rises: the gang may not decline to advance its Doctrine toward Assault (see Signature) - field a thinner gunline and lean jump-mobile
- ♦ Cavalry available but 0 by default (the identity is jump-pack verticality, not mounts); 0-1 Brute

A Blood Angels force is built from 1500 credits. The controlling player fields exactly one Leader — a Captain — with up to two Champions, and may take a single specialist of each type. Marines and Assault Marines form the bulk of the host, with Scouts cheap and pushed forward; the backbone of Marines, Assault Marines and Scouts must always at least equal the count of Leaders and Champions.

The Death Company begins at zero to three, but its cap grows over a campaign as brothers fall to the Thirst — the doomed host is replenished by the force's own losses. Cavalry is available but stands at zero by default, for this Chapter leans on jump-pack verticality rather than mounts, and a single Brute may be fielded. The Red Thirst governs the whole shape of a gang: it may not decline to advance its doctrine toward Assault, so a wise player fields a thinner gunline and leans jump-mobile from the first battle.

👤 GANG RULES

✂ BLACK RAGE

GANG RULE

Black Rage. The lost of the Death Company fight beyond fear and beyond command. A Death Company Marine is Unwavering — it can never be Pinned or Broken and auto-passes every Nerve test — and gains +1 Attack while within 6" of any enemy, the curse turning grief into killing strength.

That strength cannot be leashed. At the start of its activation, if an enemy is in sight, the fighter must pass a Cool check or charge the nearest foe; the controlling player does not fully command it, and a well-placed enemy can bait the whole rush.

The curse is also how the host grows. When any friendly fighter who is not already Death Company is taken Out of Action, the controlling player makes a Damnation roll: on a result, a nearby Seriously-Injured Marine rises as Death Company, adding to the doomed company. Across a campaign the force's own losses swell the ranks of the lost — the company that grows from the graves of its brothers.

✂ THE RED THIRST

GANG RULE

The Red Thirst. The curse in every Son of Sanguinius rides the Chapter's Combat Doctrines and bends them one way. At the start of each round the controlling player declares a Doctrine and may shift it one step as normal — but only ever toward Assault, along Devastator to Tactical to Assault, and never back the way it came. A stance surrendered to the Thirst is gone for the battle.

The hunger also feeds on loss. Each round a friendly fighter is taken Out of Action or goes Seriously Injured, the Thirst rises one further step immediately, free and in addition to the round's shift — so a bloodied host is dragged toward the charge faster than its commander would choose.

Once the gang is locked in the Assault doctrine, its Marines re-roll failed charge distances across the whole force. This is a meter that only ever climbs: never a pool to accumulate and spend, only a fury that mounts until nothing remains but the killing.

FIGHTERS

CAPTAIN

LEADER

✖ 273 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine stance each round*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*)

Finest Hour SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Agility

Brawn

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

✦ *Angelus Boltgun* 55 credits

Kitbashed wrist-mounted Angelus boltgun - the honour guard's forearm-bolter pattern fitted to a Captain's gauntlet, a hands-free bolter fired alongside a two-handed blade; not a stock datasheet profile. Priced above the stock bolt-pistol 45 (the hands-free edge costs the +10).

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

Power Fist 60 credits

Thunder Hammer 70 credits

Spear Of Telesto

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR	STATUS
Angels Wing	<i>✦ Sanguinary Standard</i> 55 credits
<i>in kit</i>	<i>Kitbashed blood-banner built from a Command-squad chapter banner and Sanguinary priesthood iconography, a hand-carried icon; not a stock datasheet profile. Priced above the cheapest stock status sibling (the chapter-banner icon band ~40) - the +15 pays the gang-wide Nerve and Cool re-roll.</i>
Iron Halo	
<i>in kit</i>	
Jump Pack	Death Mask
<i>in kit</i>	<i>in kit</i>

The lord of the host and its finest blade. A Blood Angels Captain fights at WS 2+ and BS 2+ across four wounds, bolt-gun, bolt pistol and power sword in hand — a transhuman commander who leads from the killing edge and whose word sets the whole force's stance. He is the noblest swordsman in a Chapter of swordsmen, and the will that holds a rising fury just short of ruin.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W4 transhuman command body carries him through blows that fell lesser warriors.
- **Combat Doctrines:** he declares the gang's doctrine stance each round.
- **The Red Thirst:** the stance he declares drifts one way, toward Assault, and can never be drawn back.
- **Finest Hour:** once per battle he may call the command aura, lifting the brothers who fight within reach.

CHAPLAIN

CHAMPION

✖ 188 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Jump Pack

in kit

The spiritual iron of the host, and the shepherd of the lost. A Blood Angels Chaplain fights with the crozius, a battle-preacher whose oaths carry the black-clad brothers into the charge and whose presence steadies a force forever one heartbeat from the Rage. He walks nearest to the Death Company because he alone can turn their fury toward the enemy — a warrior of faith who leads by fighting at the front.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** durability is the T5/W3 transhuman body, not the save.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.
- **The Red Thirst:** the stance drifts one way, toward Assault, and never back.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

PSYKER (*manifests the Sanguinary Discipline free-on-access, and the universal Smite*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of the discipline it has access to. In a Blood Angels host that keyword sits on the Librarian alone. One witch among a company of otherwise mundane transhuman swordsmen — a Chapter, not a sorcerous cabal. Through it the Librarian draws on the Sanguinary Discipline he knows and on the universal witch-blast of Smite, each a Wyrd power worked at the warp's own price. The powers come free at creation, baked into the Librarian's cost rather than bought a working at a time.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

Sanguinary Discipline

SECONDARY

Combat

Cunning

Ferocity

Leadership

Shooting

Signature

Smite

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The mind that holds the curse at bay. A Blood Angels Librarian channels the warp through a force weapon, a psyker in power armour who fights in the front rank and turns his will against the enemy where a lesser warrior would rely on the bolt. His discipline is the wall between the host and the madness in its blood — a witch-sight that reads the battle and a strength that answers it.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.

- **Astartes Physiology:** the T5/W3 transhuman psyker body carries his will into the fight.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.
- **The Red Thirst:** the stance drifts one way, toward Assault, and never back.
- **Psyker:** he carries the Psyker keyword and manifests the Sanguinary Discipline, a Wyrd power drawn free at creation, along with the universal Smite.

LIEUTENANT

CHAMPION

✖ 261 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*)

Finest Hour

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Agility

Brawn

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Jump Pack

in kit

The Captain's right hand and the host's second blade. A Blood Angels Lieutenant fights at WS 2+ with three attacks, boltgun and chainsword in hand, holding the line's shape while the Captain carries the fight. He is a battle-leader who leads from the front rank, and when the moment turns he can call the command that lifts every brother near him.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** durability is the T5/W3 transhuman body, not the save.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.

- **The Red Thirst:** the stance drifts one way, toward Assault, and never back.
- **Finest Hour:** once per battle he may call the command aura, steadying the brothers who fight beside him.

SANGUINARY GUARD

CHAMPION

✖ 262 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman honour-guard body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power · Jump Pack

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

✧ *Glaive Encarmine* 60 credits

Kitbashed reach-glaive built from the Sanguinary Guard Encarmine relic-blade and a power-glaive haft - the two-handed reach form of the honour guard's sword; not a stock datasheet profile. Priced above the stock power-sword 45 (the Reach + charge-Damage costs the +15).

Blade Encarmine

in kit

Spear Of Telesto

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Jump Pack

included

The gold-armoured honour guard, and the deadliest of the winged tiers. A Sanguinary Guard fights at WS 2+ with three attacks, jump pack always worn and Encarmine blade in hand, descending onto the enemy line as the killing spearhead of the host. He is an elite champion built for the charge — no gunline, no compromise, only the drop and the blade that follows it.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.

- **Astartes Physiology:** the T5/W3 transhuman honour-guard body carries the charge home.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.
- **The Red Thirst:** the stance drifts one way, toward Assault, and never back — the work this fighter exists for.

SANGUINARY PRIEST

CHAMPION

171 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

SECONDARY

Combat

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Narthecium

in kit

Reductor

in kit

STATUS

Red Grail

in kit

The warrior-priest of the blood. A Sanguinary Priest carries the narthecium into the fight, tending the wounds of his brothers and reading the curse in their veins, yet he is no mere healer — boltgun and bolt pistol at hand, he fights in the line as readily as he mends it. He is the keeper of the Chapter's gene-legacy and the one who decides which fallen brother rises again to serve.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** durability is the T5/W3 transhuman body, not the save.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.

- **The Red Thirst:** the stance drifts one way, toward Assault, and never back.

TECHMARINE

CHAMPION

✖ 171 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Servo Skull

in kit

Signum

in kit

The keeper of the host's war-machines. A Blood Angels Techmarine tends the armour, the bolt-pattern weapons, and the interred dead of the Dreadnoughts, a warrior wedded to the Machine God who still takes his place in the line with bolt-gun and pistol. He is the reason the fleet's blades stay sharp and its walkers keep walking — support and maintainer who fights as readily as he mends.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** durability is the T5/W3 transhuman body, not the save.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.
- **The Red Thirst:** the stance drifts one way, toward Assault, and never back.

ASSAULT MARINE

GANGER

✖ 202 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power · Jump Pack

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

Hand Flamer 75 credits

Inferno Pistol 90 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Thunder Hammer 70 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Jump Pack

included

A warrior who fights above the board. The Assault Marine wears a jump pack as a second nature, dropping from the sky onto an objective or a stranded foe with chainsword raised and bolt pistol drawn. This is the Blood Angels lean made flesh — vertical reach over static firepower, the fighter who closes the distance the gunline cannot and decides the battle in the charge.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** durability is the T5/W3 transhuman body, not the save.

- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round.
- **The Red Thirst:** that stance drifts one way, toward Assault, and never back — every round the host tilts further toward the work this fighter was built for.

DEATH COMPANY

GANGER

✖ 261 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	6+	4+	7+	8+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*)

Black Rage (*Unwavering, +1A within 6in of an enemy, but must pass Cool or charge the nearest foe*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-immunity Pinned
- grant-immunity Broken
- auto-test-result Nerve pass
- +1

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

✦ *Angelus Boltgun* 55 credits

Kitbashed wrist-mounted Angelus boltgun - the honour guard's forearm-bolter pattern fitted to a Death Company gauntlet, a hands-free bolter fired alongside the power fist or thunder hammer; not a stock datasheet profile. Priced above the stock bolt-pistol 45 (the hands-free edge costs the +10).

Inferno Pistol 90 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

Thunder Hammer 70 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Jump Pack

in kit

The lost. A Death Company Marine has fallen to the curse that sleeps in every Son of Sanguinius and woken it whole — a warrior who no longer answers to command, only to the killing. Painted black and marked for a death he will meet gladly, he fights at WS 2+ with three attacks and a fury nothing on the field can outlast. He is the most dangerous blade in the host and the one his brothers cannot call back.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W3 transhuman body carries him where a lesser warrior would fall.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.
- **The Red Thirst:** the stance drifts one way, toward Assault, and never back.
- **Black Rage:** he is Unwavering — never Pinned or Broken — and gains +1 Attack while within 6" of any enemy. However, at the start of his activation with an enemy in sight he must pass a Cool check or charge the nearest foe; his controlling player does not fully command him.

MARINE

GANGER

✖ 206 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*fight to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Combat

Shooting

Signature

SECONDARY

Brawn

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Grav Gun 110 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Multi Melta 165 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

The steady heart of the host. A Blood Angels Marine holds the line the winged tiers leap ahead of, a transhuman warrior in power armour who trades bolt-fire at range and answers a charge with the chainsword. Where the Assault and Death Company tiers burn forward, this fighter is the disciplined weight behind them — the Codex spine the Sons of Sanguinius still keep even as the Thirst pulls the rest of the force off it.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round.
- **The Red Thirst:** that stance drifts one way, toward Assault, and can never drift back — a Marine who starts the battle trading fire will finish it hunting for the charge.

SCOUT

JUVE

x 93 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)**Astartes physiology** (*T4/W2*)**Combat Doctrines** (*fights to the declared doctrine stance*)**The Red Thirst** (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

SECONDARY

Savant

Shooting

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The neophyte, not yet remade. A Blood Angels Scout fights in light carapace at T4/W2 — the one exception to the transhuman line above him — and earns his place forward of the host, carbine or sniper rifle in hand and combat knife at his belt. Cheap and plentiful, he screens the advance, seizes ground early, and learns the killing that the Thirst will one day make his whole nature.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** even half-made, the T4/W2 body outlasts an unaugmented soldier.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.
- **The Red Thirst:** the stance drifts one way, toward Assault, and never back.

CENTURION

ELITE

× 366 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Red Thirst (*the stance drifts one-way toward Assault, never back*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

A warrior sealed inside a warsuit of siege-plate. The Centurion is the heavy option in a host that prizes speed — T6/W4 behind a 2+ save, slower than the winged tiers but nearly immovable, bringing twin heavy weapons to bear where the charge alone will not break a line. He is the anvil the Blood Angels rarely field but are grateful for when the enemy will not yield to the blade.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T6/W4 heavy warsuit body soaks punishment the line tiers cannot.
- **Combat Doctrines:** he fights to the doctrine stance the gang declares.
- **The Red Thirst:** the stance drifts one way, toward Assault, and never back — even the anvil is dragged forward in time.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

A hero of the Chapter interred in a walking sarcophagus of war — and, as of the Chapter-wide reckoning, no longer a fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. The Blood Angels Dreadnought, most often the raging Furioso pattern, is a Walker of Sv 3+ dreadnought plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and grinding forward at six inches — an engine of ceramite and grief that anchors the line the host charges past. Its gun-arm saws the field with assault-cannon fire while the great Dreadnought fist crushes armour like foil; both are fixed Front mounts, so the ancient dead must face the prey it woke to kill. It knows no fear — the brother within has already died once — and even entombed it feels the Red Thirst, the stance dragged one way toward the charge and never back. It shrugs off fire that would fell a lesser hull, its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, re-derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The largest engine the host can field — and, since the Chapter-wide reckoning, no fighter on the gang grid but the apex \$5c war-engine of the Blood Angels roster, reckoned through the Ash-Wastes vehicle rules. A towering next-generation Dreadnought, the Redeptor is a Walker of Sv 3+ plate over eight Hull Points behind ferocious front armour (Toughness 9 fore, 8 flank, 7 rear), and it is fast for its bulk — Movement 7" carries it ahead of the line. It carries macro-plasma fire in one fist and a crushing Redeptor fist in the other, a built-in storm bolter clearing the ground around it; the arms are fixed Front mounts and the storm bolter a hull piece, so the interred hero must front its quarry. The brother within knows no fear, and even remade for the age of overwhelming force it feels the Red Thirst pull the doctrine stance one way, toward the charge, and never back. It is the sledge the Blood Angels bring when a target must simply cease to exist — a fortune-gatekeeper priced at the ~450 anchor, 0–1 per gang, its damage and handling and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, re-derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

☠ PSYCHIC DISCIPLINES

✖ THE SANGUINARY DISCIPLINE

PSYCHIC DISCIPLINE

The Sanguinary Discipline is the blood-and-wings witchery of Baal — the way a Blood Angels Librarian pours the Chapter's noble rage and its winged grace into psychic form rather than commanding the warp coldly. Its six workings run the whole span of the host's nature: a hurled spear of blood, the caster's own quickening, ghost-wings that carry him over the field, a shield of the Great Angel's light, a terror that breaks a foe's nerve, and the Red Thirst sharpened onto a brother's blade. Each is a Wyrd power, and each courts the warp's price for the one who calls it. At creation the Librarian picks or rolls one of the six from the table that follows, and adds to it the universal witch-blast of Smite.

ROLL	POWER

1	Blood Lance. The Librarian hurls a spear of crimson force in a straight line up to 12" from himself. The first enemy fighter the line crosses suffers a single automatic hit resolved at Strength 5, AP -2, Damage 2, and is thrown back by the Knockback of the blow. It is the discipline's one reliable killing lever. A hard, direct lance for a target no blade has reached — nothing like the arcing witch-blast of Smite.
2	Quickening. While this power is sustained the Librarian's limbs blur to superhuman speed: he gains +2" Movement and +1 Attack. It is the caster's own tempo lever, turning a witch who fights in the front rank into a blur of motion and blows — a self-buff that feeds the host's headlong drive toward the charge for as long as he holds it.
3	Wings of Sanguinius. Ghost-wings of blood unfold from the Librarian's back. Until the end of the round he gains Fly, and he immediately makes a free jump move of up to 6". It is the foot-caster's answer to the winged tiers he fights beside — the mobility grant that lets a Librarian keep pace with the descent, crossing broken ground and gaps the line cannot.
4	Shield of Sanguinius. A corona of the Great Angel's light gathers around the chosen fighter — the Librarian himself or a friendly within 6". While this power is sustained that fighter gains a 5+ field save against every attack. It is the discipline's defensive lever, single-target and action-costing, a shield of red radiance held over the brother who most needs to reach the enemy alive.
5	Fear of the Darkness. The Librarian projects the primal dread of the Angel's wrath into a single enemy fighter within 12". That fighter must immediately pass a Cool test or become Broken, turning to run for the nearest cover. It is the discipline's nerve-break lever — no wound, only terror, a lever that pulls a key foe out of the fight for a crucial round rather than killing him.
6	Unleash Rage. The Librarian focuses the Red Thirst of a chosen fighter — himself or a friendly Blood Angels warrior within 6" — into a sharpened edge rather than a wild fury. While this power is sustained that fighter re-rolls failed Wound rolls in melee. It is the discipline's friendly-offense lever, the curse turned deliberate: the same rage that drags the host forward, made to bite true on the enemy it reaches.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Descent Of Angels. Descent of Angels. Play during deployment. Choose up to three of your jump-pack fighters and hold them in reserve as a descending wing. From the second round on, at the start of any of your turns, set them up together anywhere more than 6" from an enemy, and they may charge in the same activation they arrive. The signature opening of the host: the sky opens, and the Angels fall.	DEPLOYMENT
12	Red Thirst Rising. Red Thirst Rising. Play at any point in a round. The hunger surges without a drop of blood to feed it: immediately advance your gang's Doctrine one step toward Assault, in addition to any shift already made this round. The Thirst climbs faster than the battle warrants, and there is no drawing it back.	ANY ROUND

13	For Sanguinius. For Sanguinius! Play at the start of one of your fighters' activations. The cry of the Angel's name carries the warrior forward: until the end of this activation, that fighter re-rolls failed Hit rolls in melee and cannot be forced to take a Nerve test. He fights for a dead Primarch, and nothing living will turn him aside.	START OF A FIGHTER'S ACTIVATION
14	Wrath Of The Lost. Wrath of the Lost. Play when a Death Company fighter is activated. The curse rises to a killing peak: this activation the fighter automatically passes its Black Rage Cool check and, if it charges, adds +1 to its Hit rolls in the ensuing melee. For one terrible moment the lost brother's fury serves your purpose rather than its own.	WHEN A DEATH COMPANY FIGHTER IS ACTIVATED
15	Encarmine Strike. Encarmine Strike. Play when one of your fighters charges. The first blow lands with a golden host's precision: that fighter adds +1 Damage to its first successful melee hit this round. A single perfect stroke, aimed to end the fight before it begins.	WHEN A FIGHTER CHARGES
16	The Host Grows. The Host Grows. Play when a friendly fighter goes Out of Action. As the brother falls, the curse takes hold: make an immediate Damnation roll. On a 4+, a Seriously-Injured friendly Marine rises as a Death Company fighter for the rest of the battle, fighting on with the fury of the lost. Grief becomes strength, and the sable host swells by one.	WHEN A FRIENDLY FIGHTER GOES OUT OF ACTION
21	Wings Of Baal. Wings of Baal. Play when a fighter with a jump pack activates. The vanes flare to full burn: add +2" to that fighter's Movement for every action it takes this activation, letting it cross the board and fall upon a distant foe. The sons of Baal fight above the battle, and this round they fly higher than any wall can reach.	WHEN A FIGHTER WITH A JUMP PACK ACTIVATES
22	Overhead Assault. Overhead Assault. Play when a jump-pack fighter charges. Diving onto the foe from above, the fighter ignores intervening terrain and enemy models for the charge move and adds +1 to its Hit rolls in the resulting melee. There is no cover from an enemy that comes straight down out of the sky.	WHEN A JUMP-PACK FIGHTER CHARGES
23	Blood Frenzy. Blood Frenzy. Play while your gang is locked in the Assault doctrine. The Thirst has taken the whole host: until the end of the round, every friendly fighter that charges makes one additional Attack in the ensuing melee. Once the sons of Sanguinius commit to the blade, they give everything to it.	WHEN THE GANG IS IN THE ASSAULT DOCTRINE
24	Furious Charge. Furious Charge. Play when one of your fighters declares a charge. Driven by the hunger, the fighter closes faster than the enemy can react: add 2" to its charge move this activation. A short gap becomes no gap at all.	WHEN A FIGHTER DECLARES A CHARGE
25	Rage Unleashed. Rage Unleashed. Play at any point in a round. Choose one friendly fighter engaged in melee; the fury pours out of it in a single moment. Until the end of the round that fighter gains +1 Attack. The rage that always simmers beneath a Blood Angel's calm is let off its leash.	ANY ROUND
26	Sanguine Fury. Sanguine Fury. Play when a friendly fighter is Seriously Injured. Pain sharpens rather than breaks him: on his next activation, if he is still standing, that fighter adds +1 to his Hit rolls in melee and ignores the effects of being Seriously Injured for that activation. A wounded son of Sanguinius is a more dangerous one.	WHEN A FRIENDLY FIGHTER IS SERIOUSLY INJURED
31	The Angels Wrath. The Angel's Wrath. Play when a friendly Champion or Leader activates. The lord's presence lifts every warrior near him: until the start of your next turn, friendly fighters within 6" of that Champion or Leader re-roll rolls of 1 To Wound in melee. Where the Angel's chosen fight, the host fights harder.	WHEN A FRIENDLY CHAMPION OR LEADER ACTIVATES

32	Death From Above. Death From Above. Play when a jump-pack fighter ends a jump move in base contact with an enemy. The descent is the attack. That fighter counts as having charged, striking first and adding +1 Attack in the ensuing melee — and the foe never sees the blow that falls on it out of the sky.	WHEN A JUMP- PACK FIGHTER ENDS A JUMP MOVE IN MELEE
33	Crimson Tide. Crimson Tide. Play at any point in a round. The whole host surges forward as one: until the end of the round, every friendly fighter re-rolls a failed charge distance. When the tide of red armour breaks against the enemy line, it does not fall short.	ANY ROUND
34	Unbroken Descent. Unbroken Descent. Play when a friendly fighter would be Pinned. His will refuses the ground. Ignore the effect entirely, and the fighter remains Standing and Active — a son of Sanguinius mid-descent does not stop for a hail of fire.	WHEN A FRIENDLY FIGHTER WOULD BE PINNED
35	Vengeful Sons. Vengeful Sons. Play when an enemy takes one of your fighters Out of Action. Grief turns to retribution in a heartbeat. The nearest friendly fighter may immediately make a free Move toward the enemy responsible — the brothers of the fallen come for the one who struck him down.	WHEN AN ENEMY TAKES A FRIENDLY FIGHTER OUT OF ACTION
36	Thirst For Battle. Thirst for Battle. Play at the start of the battle, before the first round. The hunger is already awake. Your gang begins the game one Doctrine step further toward Assault than it otherwise would — the sons of Sanguinius came to this field already reaching for the charge.	START OF BATTLE
41	Leap Of Faith. Leap of Faith. Play when a jump-pack fighter makes a jump move. Trusting the Angel to carry him, the fighter re-rolls the distance of the jump and ignores any falling or dangerous-terrain test it would otherwise trigger for that move. Faith and burning vanes carry him where caution would not.	WHEN A JUMP- PACK FIGHTER MAKES A JUMP MOVE
42	The Lost Charge. The Lost Charge. Play when a Death Company fighter charges. The doomed brother throws himself at the enemy with nothing held back: add 2" to the charge move and give the fighter +1 Attack in the ensuing melee. He has already accepted death, and it makes him terrible to face.	WHEN A DEATH COMPANY FIGHTER CHARGES
43	Encarmine Blades. Encarmine Blades. Play when one of your fighters fights in melee. The blade bites deeper than steel should allow: that fighter treats one weapon's Armour Piercing as improved by 1 for this round of combat. The relic-craft of Baal turns a good stroke into a killing one.	WHEN A FIGHTER FIGHTS IN MELEE
44	Rising Hunger. Rising Hunger. Play in any round your gang has not yet reached the Assault doctrine. The Thirst will not be denied: shift your Doctrine one further step toward Assault this round, on top of the normal shift. Every battle drags the host closer to the moment it thinks of nothing but the charge.	EACH ROUND THE GANG IS NOT YET IN THE ASSAULT DOCTRINE
45	Winged Vengeance. Winged Vengeance. Play as a Reaction when an enemy charges one of your jump-pack fighters. The son of Baal answers the charge with his own: he makes an immediate free jump move of up to 4" and counts as having charged the attacker, striking first in the melee that follows. The hunter who comes for a Blood Angel finds the Blood Angel already upon him.	REACTION, WHEN AN ENEMY CHARGES A FRIENDLY FIGHTER
46	Blood And Fire. Blood and Fire. Play when one of your fighters shoots a pistol immediately before charging. The point-blank shot is part of the assault: the fighter may fire the pistol and still charge in the same activation, and adds +1 to its Hit rolls in the ensuing melee. A bolt to the face, then the blade — the two blows are one motion.	WHEN A FIGHTER SHOOTS A PISTOL BEFORE CHARGING

51	The Final Descent. The Final Descent. Play while your gang is locked in the Assault doctrine. The host commits everything to the killing: until the end of the round, every friendly fighter that charges re-rolls failed Wound rolls in melee. There is no reserve left, no line to fall back to — only the descent and the blade.	WHEN THE GANG IS LOCKED IN THE ASSAULT DOCTRINE
52	Sanguinary Onslaught. Sanguinary Onslaught. Play when one of your Champions charges. The champion leads the assault and the host answers: that Champion and all friendly fighters within 6" of it re-roll failed Wound rolls in melee this round. The Chapter's signature discipline, called out as a battle-cry that lifts every blade near it.	WHEN A CHAMPION CHARGES
53	Doomed Advance. Doomed Advance. Play when a Death Company fighter would be taken Out of Action. The curse refuses to let him fall yet: instead of going Out of Action, the fighter is set up Prone and may make one final free attack against an enemy in base contact before he is removed. The lost do not die quietly — they take a foe with them.	WHEN A DEATH COMPANY FIGHTER WOULD BE TAKEN OUT OF ACTION
54	Baals Fury. Baal's Fury. Play at any point in a round. The wrath of a scorched homeworld burns in every son of Sanguinius: choose one friendly fighter, which re-rolls all failed Hit rolls in melee until the end of the round. For a moment the red-armoured warrior fights as though the fate of Baal itself hung on his blade.	ANY ROUND
55	The Red Hour. The Red Hour. Play when your gang first reaches the Assault doctrine. The whole host crosses into the killing at once: this round every friendly fighter re-rolls failed charge distances and gains +1 Attack on any charge it makes. The hour the Thirst has climbed toward all battle has come, and there is no holding it now.	WHEN THE GANG FIRST REACHES THE ASSAULT DOCTRINE
56	Charge Of The Damned. Charge of the Damned. Play when two or more Death Company fighters charge the same enemy. The lost fall on their prey as a pack: each of those Death Company fighters adds +1 to its Hit rolls in the ensuing melee, and the target may not make Reaction attacks. Against the massed fury of the damned, there is no defence worth the name.	WHEN TWO OR MORE DEATH COMPANY CHARGE THE SAME ENEMY
61	Angelic Assault. Angelic Assault. Play during deployment. Choose up to two jump-pack fighters and hold them in reserve rather than deploying them. At the start of any of your turns from the second round on, set each of them up anywhere more than 6" from an enemy, and they may charge in the same activation. The host descends where and when it chooses.	DEPLOYMENT
62	Undying Rage. Undying Rage. Play when one of your fighters fails a Flesh Wound or injury roll. The rage carries him past the pain. The fighter may re-roll that result once, and must accept the new outcome — a son of Sanguinius will not leave the field while there is killing still to be done.	WHEN A FRIENDLY FIGHTER FAILS A FLESH WOUND OR INJURY ROLL
63	The Sable Host. The Sable Host. Play at the start of the battle if your gang fields two or more Death Company fighters. The black-clad brothers steady one another's fury: while two or more of them remain standing, each Death Company fighter re-rolls its Black Rage Cool check. United, the lost are a fraction more governable — and no less deadly for it.	START OF BATTLE, IF THE GANG FIELDS TWO OR MORE DEATH COMPANY
64	Bloodied But Unbowed. Bloodied but Unbowed. Play when your gang is reduced to half its starting strength or fewer still standing. The survivors close ranks and refuse to break: until the end of the battle, your fighters automatically pass Nerve tests and add +1 to their Hit rolls in melee. Cut down to a handful, the sons of Sanguinius fight harder, not less.	WHEN THE GANG IS AT HALF STRENGTH OR FEWER STANDING

65	Wrathful Ascent. Wrathful Ascent. Play when one of your jump-pack fighters is engaged in melee. Rather than trade blows on the ground, the fighter kicks off into the air and comes back down harder: it may disengage with a free 4" jump move and immediately charge any enemy it can reach, striking first. The son of Baal fights on his own terms, above the fray.	WHEN A JUMP- PACK FIGHTER IS ENGAGED IN MELEE
66	The Chapters Fury. The Chapter's Fury. Play once per battle, at any point in a round. For a single round, the whole host fights as the Angel's chosen: every friendly fighter gains +1 Attack in melee and re-rolls failed charge distances. The full wrath of the sons of Sanguinius, spent in one shattering surge — and never again this battle.	ONCE PER BATTLE, ANY ROUND



ALLIANCES



THE NOBLE KINDRED

ALLIANCE

WHO	the noble kindred of the Imperium (a loyal allied Chapter, an order of the Adepta Sororitas, or any zealous Imperial force that keeps the same wars as the Sons of Sanguinius)
TERMS	campaign-level alliance: while it stands, the Blood Angels and their kindred observe a map-level non-aggression and may lend one favour to each other per post-battle sequence; both gain a small reputation bonus for a campaign won together, and the kindred may steady a Blood Angels fighter against the Black Rage once per campaign

The Blood Angels stand with the noble kindred of the Imperium — a loyal allied Chapter, an order of the Adepta Sororitas, or any zealous Imperial force that keeps the same wars as the Sons of Sanguinius. These are brothers-in-faith who respect the blade even as they fear the Flaw it carries.

While the alliance stands, the two gangs observe a map-level non-aggression and may lend one favour to each other in each post-battle sequence. Both sides gain a small reputation bonus for any campaign won together, and once per campaign the kindred may lend their steadiness to a Blood Angels fighter, letting it re-roll a single failed Black Rage check. The bond is one of shared duty, held for as long as both keep faith with it.

WHO	an attrition faction that outlasts the charge (any patient, resilient gang built to grind a force pulled ever-forward and unable to hold back - the Blood Angels' natural predator)
TERMS	campaign-level feud: while it stands, the Blood Angels gain bonus reputation for a decisive win over the hunters but the hunters gain reputation for every battle they drag past round four; the feud runs until one side is driven off the contested world

The Blood Angels' natural predator is the attrition faction that outlasts the charge — any patient, resilient gang built to grind down a force pulled ever-forward and unable to hold back. The Sons of Sanguinius decide a fight in the first assault. The hunters mean to survive that, and bleed them dry in the long hours after.

While the feud stands, the Blood Angels gain bonus reputation for any decisive win over the hunters, taken before the battle can drag on. The hunters, in turn, gain reputation for every battle they drag past round four — the slow grind the Thirst can never abide. It runs until one side is driven off the contested world entirely.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Grudging Truce. A Grudging Truce. The noble kindred honour the old bonds, but they have not forgotten the Flaw that rides your blood, and their aid comes cold. Before the next battle you may re-roll a single failed post-battle recovery roll for one of your fighters. In return the kindred watch you closely: if any of your fighters succumbs to the Black Rage during that battle, the allied commander claims a small reputation tithe for keeping the peace despite you.	THE NOBLE KINDRED (A WARY ALLIED CHAPTER OR IMPERIAL COMMANDER WHO FEARS THE FLAW AS MUCH AS IT RESPECTS THE BLADE)
3	Sororitas Zeal. Sororitas Zeal. An order of the Adepta Sororitas marches beside the Sons of Sanguinius, their faith a match for your fury. For the next battle, choose one friendly fighter; while it fights it gains a 6+ Feel No Pain save and re-rolls a single failed Nerve test, buoyed by the Sisters' shared zeal. The daughters of the Emperor ask nothing but that you fight as hard as they do.	THE ADEPTA SORORITAS (A LIKE-MINDED ORDER OF ZEAL THAT STANDS WITH THE SONS OF SANGUINIUS)
5	Munitions Of Baal. Munitions of Baal. The fleet armoury tithes a crate of special-issue shells forward for the coming fight. For the next battle, choose one friendly fighter armed with a bolt weapon; that weapon may re-roll a single failed Ammo check and adds +1 to one Wound roll of your choice during the game. The Chapter's own reserves, spent freely on a war that matters.	THE FLEET ARMOURY OF BAAL (THE CHAPTER'S OWN SUPPLY, TITHED FORWARD FOR THE CAMPAIGN)

6	A Loaned Blade. A Loaned Blade. A like-minded Chapter that keeps the same wars lends one of its warriors to fight beside you. For the next battle you may field a single allied Astartes as a temporary fighter, using the profile of one of your own Marines; it fights under your command that battle and returns to its own brotherhood afterward, taking no lasting injury and earning no experience. One shield more in the line, for one fight only.	AN ALLIED LOYAL CHAPTER (A LIKE-MINDED BROTHERHOOD THAT KEEPS THE SAME WARS)
7	The Apothecarions Aid. The Apothecarion's Aid. The Sanguinary priesthood of Baal opens its medicae to your wounded. After the next battle, choose one friendly fighter that went Out of Action; it recovers fully, skipping its Lasting Injury roll entirely, tended back to strength by the Chapter's own apothecaries. The blood of Sanguinius is precious, and the priesthood spends its skill to keep it flowing.	THE APOTHECARION OF BAAL (THE SANGUINARY PRIESTHOOD THAT TENDS THE CHAPTER'S BLOOD AND WOUNDS)
9	Reinforcement From The Fleet. Reinforcement from the Fleet. The strike cruiser in orbit sends fresh brothers down to the surface. For the next battle you may field one additional Marine at no cost, deploying as part of your gang; when the battle ends it returns to the fleet and leaves your roster, having earned no experience. A single teleport-flare, a new warrior in the line, and then he is gone again to the next war.	THE BLOOD ANGELS FLEET IN ORBIT (THE STRIKE CRUISER THAT CARRIES THE HOST BETWEEN WARS)
11	The Sanguinary Blessing. The Sanguinary Blessing. The High Sanguinary Priest keeps the Red Grail. He anoints one of your warriors with a single drop from the sacred chalice, and for that one warrior the Angel's own grace holds off the curse. For the next battle, choose one friendly fighter; it gains a 6+ Feel No Pain save and automatically passes any Black Rage Cool check it is called upon to make. One fight, one measure of grace — and the curse cannot touch him.	THE HIGH SANGUINARY PRIEST (THE KEEPER OF THE RED GRAIL, WHO BLESSES A CHOSEN WARRIOR)
12	The Host Of Angels. The Host of Angels. The golden Sanguinary Guard themselves answer, descending only when the need is direst. For the next battle you may field a single Sanguinary Guard as a temporary ally, deploying with your gang and fighting under your command; when the battle ends it returns to the Chapter and leaves your roster, earning no experience. The winged honour guard of Baal, lent for one shining, terrible hour.	THE SANGUINARY GUARD OF BAAL (THE GOLDEN HOST ITSELF, ANSWERING ONLY THE DIREST NEED)

☠ SUB-PLOTS

✂ THE BLADE THAT LANDS

SUB-PLOT

Reward: The host's descent becomes flawless: for the rest of the campaign, once per battle the gang may begin already locked in the Assault doctrine, choosing its moment to strike first. This sub-plot can be claimed only once per campaign.

Trigger. Your gang wins three separate campaign battles, and in each one it reached the Assault doctrine and won by the end of round three — the alpha-strike proven again and again.

Reward. The host's descent becomes flawless. For the rest of the campaign, once per battle you may begin already locked in the Assault doctrine, choosing your moment to strike first rather than waiting for the Thirst to climb. The blade always lands where and when you will it. This sub-plot can be claimed only once per campaign.

✂ THE COMPANY THAT GROWS

SUB-PLOT

Reward: The Chapter recognises the sable host: for the rest of the campaign, whenever a Death Company brother is permanently lost, roll a die - on a 4+ a Seriously-Injured or recovering Marine may immediately be raised to replace it at no cost. The company sustains itself from grief. This sub-plot can be claimed only once per campaign.

Trigger. Your gang has three or more Death Company brothers on its roster at once, each raised from a fallen Marine over the course of the campaign — the doomed host grown from your own losses.

Reward. The Chapter recognises the sable host you have gathered. For the rest of the campaign, whenever a Death Company brother is permanently lost, roll a die: on a 4+, a Seriously-Injured or recovering Marine may immediately be raised to replace it at no cost. The company sustains itself from grief, feeding on the very losses that would end another gang. This sub-plot can be claimed only once per campaign.

LEGENDARY NAMES

THE BLACK

✧ RAGE

ANY FIGHTER THAT HAS SURVIVED THE BLACK RAGE A WHOLE CAMPAIGN

SURVIVOR

XP cost (random): 5

XP cost (chosen): 10

Any fighter who has borne the Black Rage across a whole campaign and come back from the edge of damnation — a brother who walked to the brink and returned with the curse held, if never cured. The title is bought with 5 experience if the name is rolled, or 10 if it is chosen.

Benefit. This fighter automatically passes its first Black Rage or Nerve check each battle and gains +1 Attack while within 6" of an enemy. The hunger is mastered rather than merely obeyed.

Drawback. The Rage is only held, never healed. Whenever this fighter is Seriously Injured, it must immediately charge the nearest enemy that round if able — the curse surging back the moment it tastes its own blood.

✧ THE LAST SAGA

DEATH COMPANY

XP cost (random): 4

XP cost (chosen): 8

A named brother of the doomed host — the last saga of one already lost, a Death Company fighter whose end will be a story the Chapter remembers. The title is bought with 4 experience if the name is rolled, or 8 if it is chosen.

Benefit. This Death Company brother makes one extra melee attack on the charge, and the first time it would be taken Out of Action each battle it remains standing with a single Wound instead. The doomed will not fall until the saga is finished.

Drawback. The saga must end as all sagas do. This fighter can never be retired, healed of the Rage, or removed from the Death Company; it fights every battle the gang plays until it is finally and permanently lost, and grants no recovery roll when it goes.

✧ THE SCION OF DANTE

CAPTAIN

XP cost (random): 6

XP cost (chosen): 12

A named lord of Baal in the tradition of Dante himself. The Chapter Master's heir — a Captain whose deeds have already earned him a place in the Chapter's living legend. The title is bought with 6 experience if the name is rolled, or 12 if it is chosen.

Benefit. While this Captain is on the field, friendly fighters within 9" re-roll a single failed charge distance each round. The Angel's heir leads a descent that always lands.

Drawback. The enemy knows his worth. The first enemy fighter to take this Captain Out of Action grants its gang bonus reputation, so the Scion is forever the marked head the foe hunts for above all others.

☠ TERRAIN

✧ THE DROP POD

TERRAIN

The Drop Pod is a scorched assault capsule slammed into the battlefield from orbit, its ramps blown wide — a foothold torn into the enemy line for the descending host.

The Blood Angels player may hold up to two friendly fighters in reserve as a drop-pod assault. At the start of round two, place the Drop Pod terrain piece anywhere more than 6" from an enemy and outside the enemy deployment zone; the reserved fighters deploy within 2" of it and may act normally that round, and unlike a walking arrival they may charge on the turn they land. The Drop Pod thereafter counts as impassable cover, granting a 5+ field save to a friendly fighter in base contact with it.

✧ THE RECLUSIAM SHRINE

TERRAIN

The Reclusiam Shrine is a portable relic chapel of the Sanguinary priesthood, carried to the battlefield and raised as a place of dread sanctity where the Chapter's honoured dead are remembered. Its presence steadies the living against the curse in their blood.

Place the Reclusiam Shrine wholly within the Blood Angels deployment zone. Once per battle, a friendly fighter within 3" of the Shrine at the start of its activation may re-roll a single failed Black Rage or Nerve check. A friendly fighter that begins the battle in base contact with the Shrine may also be given a single Purity Seal blessing, re-rolling its first failed Hit roll of the game. The dead of Baal watch over those who fight beneath their names.

✕ THE BLADE UNSHEATHED

SCENARIO

ATTACKER	the opposing gang (an attrition force that means to bleed the Blood Angels and outlast a host it cannot stop from charging)
DEFENDER	the Blood Angels (a strike force whose Thirst climbs with every fallen brother, unable to hold a defensive line for long)
DEPLOY	three objectives spread across the board; the Blood Angels deploy in the centre to hold all three, the attacker deploys spread along both long edges to pick them off
OBJECTIVE	the Blood Angels must hold the objectives while the rising Thirst drags them off the line into the charge; the attacker wins by exploiting each advance the curse forces
VICTORY	the Blood Angels win if they hold two of three objectives at the end of round five; the attacker wins if it holds two of three, or if the Blood Angels reach the Assault doctrine before round four and abandon the line
REWARDS	a Blood Angels win grants bonus reputation for mastering the curse; the attacker gains bonus reputation and a Control-Track step for turning the Thirst against its owner
CONTROL TRACK	a Blood Angels win holds the Control-Track marker (the host kept its ground despite itself); an attacker win advances the attacker's claim by one step, and any Blood Angels fighter that broke the line to charge is at risk in the post-battle sequence

An attrition force means to bleed the Blood Angels white and outlast a host that cannot stop itself from charging. The Sons of Sanguinius have to hold a line. The rising Thirst drags them off it with every round that passes.

ATTACKER AND DEFENDER The opposing gang is the attacker: a patient force, built to pick the defender apart at its own pace. The Blood Angels are the defender, a strike force whose Thirst climbs with every fallen brother.

BATTLEFIELD Three objectives are spread across the board.

CREWS Both players use their full gangs.

DEPLOYMENT The Blood Angels deploy first, in the centre, positioned to hold all three objectives. The attacker deploys spread along both long board edges, ready to strike at each in turn.

THE RISING THIRST The Blood Angels advance their Doctrine as normal, toward Assault and never back. The attacker's whole game is to exploit each advance the curse forces — striking in the moment the host abandons its ground for the charge.

ENDING THE BATTLE The battle ends at the close of round five, or earlier if one gang bottles out.

VICTORY The Blood Angels win if they hold two of the three objectives at the end of round five. The attacker wins if it holds two of three, or if the Blood Angels reach the Assault doctrine before round four and abandon the line.

REWARDS A Blood Angels victory grants bonus reputation for mastering the curse and holds the Control-Track marker. An attacker victory grants bonus reputation, advances the attacker's claim by one step, and puts any Blood Angels fighter that broke the line to charge at risk in the post-battle sequence.

TACTICS The defender has one task: resist the pull of the Thirst for as long as flesh allows. The attacker must bait the advance and let the curse do its work.

ATTACKER	the Blood Angels (a winged host that means to decide the battle in the first assault, dropping onto the objective from orbit)
DEFENDER	the opposing gang (a gunline or garrison holding a fixed objective it must keep intact)
DEPLOY	a single objective sits in the centre of the defender's half; the defender deploys around it, the Blood Angels deploy along the far edge with up to half their fighters (jump-pack bodies) held in reserve for a descent
OBJECTIVE	the Blood Angels win by seizing and holding the central objective in a hard, fast strike; the defender wins by keeping it through the Descent and grinding the attacker down after
VICTORY	the Blood Angels win if they control the objective at the end of round three; the defender wins if it still controls the objective at the end of round five, having survived the first furious assault
REWARDS	a Blood Angels win grants bonus reputation and a Control-Track step; a fighter that took the objective by charge gains 1 bonus XP; a defender win grants the defender bonus reputation for weathering the storm
CONTROL TRACK	a Blood Angels win advances their Control-Track claim on the district by one step (the host has taken the ground by storm); a defender win holds the marker and denies the advance, and the Blood Angels take an attrition penalty for a charge that failed to land

A winged host means to decide the battle in the first assault, dropping onto a held objective from orbit. The defender's task is to weather the Descent and grind the attacker down once its momentum is spent.

ATTACKER AND DEFENDER The Blood Angels are the attacker. The opposing gang is the defender, a gunline or garrison holding a fixed objective it must keep intact.

BATTLEFIELD A single objective sits in the centre of the defender's half of the board. Terrain is set up as normal around it.

CREWS Both players use their full gangs.

DEPLOYMENT The defender deploys first, around the central objective. The Blood Angels deploy along the far board edge, and may hold up to half their fighters — jump-pack bodies — in reserve for a descent, bringing them in from any board edge from the second round.

THE DESCENT Reserved Blood Angels fighters arriving from reserve may charge in the same activation they enter play. The attacker's aim is a single hard, fast strike; the defender's is to survive it.

ENDING THE BATTLE The battle ends at the close of round five, or earlier if one gang bottles out.

VICTORY The Blood Angels win if they control the central objective at the end of round three. The defender wins if it still controls the objective at the end of round five, having survived the alpha-strike.

REWARDS A Blood Angels victory grants bonus reputation and advances their Control-Track claim on the district by one step, and any fighter that took the objective by charge gains 1 bonus experience. A defender victory grants the defender bonus reputation for weathering the storm, holds the Control-Track marker, and the Blood Angels take an attrition penalty for a charge that failed to land.

TACTICS The Blood Angels must commit to the descent and win it quickly; every round the objective holds, the defender's odds improve.



SPACE MARINES · HOUSE DOSSIER

DARK ANGELS

The hammer and the hawk

The First Legion goes to war as two wings of a single, secretive host. The Deathwing are the anvil — Terminator-armoured veterans who translate onto the ground they mean to hold and do not yield it, weathering fire that would shatter a lesser line. The Ravenwing are the hawk. Bike-mounted hunters, they race the flanks, outrun the enemy's answer, run the broken down. Both postures stand at once beneath a single declared Combat Doctrine: the anvil holds while the hawk strikes, and the line body forms up between them. And beneath every open battle runs a colder war the rest of the Imperium is never told of — the Hunt for the Fallen, pursued in silence, its spoils kept and its secrets buried. A Dark Angels strike force fights one war in plain sight, and another that no ally is ever permitted to see.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every fighter carries Combat Doctrines; each winged fighter then carries its own standing posture on top - see Signature
- ♦ Exactly 1 Leader (Captain, who may join either wing by taking the Terminator mark or a bike); 0-2 Champions; specialists 0-1 each
- ♦ Backbone: Marines and Scouts $\geq$ Leaders + Champions (the wings are the elite core, not the bulk)
- ♦ Deathwing 0-3 and Ravenwing 0-4 at founding; both caps grow as the gang gains Reputation (the wings unlock over a campaign)
- ♦ Declare the wing: at gang creation tag each Deathwing and Ravenwing fighter to its wing; the standing postures and the Inner Circle skill read those tags
- ♦ 0-1 §5c VEHICLE (Dreadnought or Redeptor - reckoned through the Ash-Wastes vehicle rules, §Vehicles, not the Brute grid); Land Raider and Land Speeder are prohibitive support

A Dark Angels strike force is built around one commanding officer and its two elite wings, and musters with 1500 credits. Every fighter carries the Chapter's Combat Doctrines; each winged fighter then carries its own standing posture on top of the declared stance. Exactly one Leader takes the field — a Captain, who may ride with either wing by taking the Terminator mark or a war-bike — supported by up to two Champions and no more than one of each specialist. Marines and Scouts form the backbone, and must at least equal the Leaders and Champions together. The wings are the elite lean, never the bulk. At founding the force may field up to three Deathwing and up to four Ravenwing, and both caps rise as the Chapter's Reputation grows. At gang creation each Deathwing and Ravenwing fighter is tagged to its wing, and the standing postures and the Inner Circle skill read those tags. A single §5c vehicle — a Dreadnought or Redeptor, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the old Brute grid — may be interred among them. Land Raider and Land Speeder support remains prohibitive.

GANG RULES

✧ THE TWO WINGS

GANG RULE

The Two Wings is a posture-split laid over Combat Doctrines. Each round the gang declares and shifts one Doctrine as normal, but every winged fighter also carries its own standing stance beneath that declaration. A Deathwing fighter counts one step further toward Devastator than the declared Doctrine for its own Save and its hold on ground — the anvil never gives way. A Ravenwing fighter counts one step further toward Assault for its own Move and its charge — the hawk is always racing. The un-winged backbone fights to the declared Doctrine straight: Marines, Scouts, characters who have taken neither wing. There are no tokens, and nothing to spend. The wing a fighter was tagged to at muster is the whole of the rule. And the counter is separation — an enemy that isolates one wing faces only half the host, the anvil without the hawk or the hawk without the anvil, and can break the one before the other converges.

FIGHTERS

CAPTAIN

LEADER

✖ 275 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine stance each round*)

Finest Hour

The Two Wings (*may join either wing*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Leadership

Signature

SECONDARY

Agility

Brawn

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

Power Fist 60 credits

Thunder Hammer 70 credits

Sword Of Secrets

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

in kit

STATUS

Inner Circle Robes

in kit

The Captain is the single will the strike force forms around — a master swordsman and marksman in power armour, striking first in the melee and rarely missing at range. Each round it declares the Combat Doctrine the whole force fights to, and once a battle it may call its Finest Hour to steady and sharpen the brothers around it. Alone among the officers it may choose a wing: take the Terminator mark to anchor the Deathwing hold, or a war-bike to ride at the head of the Ravenwing. Whichever war it chooses to lead, the strike force bends around it.

APOTHECARY

CHAMPION

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST	
BASIC	WARGEAR
Boltgun55 credits	Narthecium
PISTOL	<i>in kit</i>
Bolt Pistol45 credits	Reductor
GRENADE	<i>in kit</i>
Frag Grenade30 credits	ACCESSORY
Krak Grenade45 credits	Signum
ARMOUR	<i>in kit</i>
Mark Power	
<i>included</i>	

Field surgeon, gene-warden — the reason a downed brother so often rises to fight again. The Apothecary's true weapon is its narthecium, recovering the fallen where they lie and, where a body is past saving, the precious gene-seed inside it. It carries a boltgun. It fights when it must. But its place is close behind the line, keeping the veterans of the wings on their feet battle after battle after battle.

CHAPLAIN

CHAMPION

✖ 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman zealot body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Ferocity

Leadership

SECONDARY

Brawn

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

in kit

STATUS

✦ **Watcher In The Dark** 40 credits

Built from a robed acolyte / servo-familiar model as a bound Watcher (Dark Angels character-attendant bits) - the hooded keeper of the Chapter's secrets, bonded to the Interrogator-Chaplain who alone speaks of the Fallen. Priced above the stock servo-skull status band (~25) so it is never a free upgrade.

The Chaplain keeps the Chapter's faith and its darkest duties both, striding into the thickest fighting with the crozius arcanum in hand. Where it stands, the line does not waver. Its brothers fight harder for its presence, and what breaks against it breaks for good. Among the First Legion the Chaplains carry a second office few will name — they alone may speak of the Fallen, and sit in judgement when one is run to ground.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*)

Combat Doctrines (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Savant

Interromancy

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Signature

Smite

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

The Librarian is the Chapter's sanctioned psyker — a transhuman mind armoured against the warp, armed with a force weapon that bites through flesh and spirit alike. In the press of melee it is measured, and dangerous. But its true weight is the will it turns on the enemy and the wards it keeps over its brothers. The First Legion trusts its psykers as it trusts few others: closely watched, bound to the declared Doctrine, and never told everything.

LIEUTENANT

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman command body*)

Combat Doctrines (*fights to the declared doctrine stance*)

Finest Hour SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Leadership

Signature

SECONDARY

Agility

Brawn

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

in kit

The Captain's sword-hand and second voice. A duellist quick enough to strike first and hard enough to finish what the charge begins, the Lieutenant may call its Finest Hour once a battle, lifting the fighters around it at the moment it matters most. The Captain sets the plan. The Lieutenant carries it to the part of the line that is bending, and holds it there, until the declared Doctrine turns the fight back.

RAVENWING BLACK KNIGHT

CHAMPION

✖ 270 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	2+	3+	4	5	4	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman cavalry body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Two Wings (*Ravenwing posture: counts one step more toward Assault for its own Move and charge*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Combat

Cunning

Shooting

Signature

SECONDARY

Brawn

Ferocity

STARTING GEAR War Bike · Mark Power

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

PISTOL

Plasma Pistol 70 credits

Plasma Talon 75 credits

CLOSE-COMBAT

Corvus Hammer 35 credits

Power Sword 45 credits

Raven Sword

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

WARGEAR

Iron Halo

in kit

War Bike

included

STATUS

Sable Banner

in kit

The Ravenwing Black Knight is the veteran head of the hawk — a master rider who crosses the field in a single turn, strikes with plasma and a power blade, and is gone before the enemy can answer. Its war-bike carries it nine inches at speed and shrugs the first bite of broken ground, and its own posture stands always a step nearer the Assault stance, so its charge and its Move outrun the line it leads. Where the Black Knight rides, the Ravenwing rides behind it.

TECHMARINE

CHAMPION

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3 transhuman body*)

[Combat Doctrines](#) (*fights to the declared doctrine stance*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

[Brawn](#)

[Savant](#)

SECONDARY

[Combat](#)

[Shooting](#)

[Signature](#)

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Signum

in kit

The Techmarine is the Chapter's artificer, wedded to the Machine Spirit and trusted with the strike force's most valued war-gear. It fights with a marksman's discipline and favours the melta and grav weapons its craft understands best, its power fist standing in for the crushing grip of a servo-arm. Where the Rock's relics and the wings' vehicles need tending, the Techmarine is the hand that keeps them killing.

DEATHWING TERMINATOR

GANGER

✖ 310 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	4	3+	2	6+	4+	5+	6+

SAVE 2+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W4 transhuman anvil body*)

[Combat Doctrines](#) (*fights to the declared doctrine stance*)

[The Two Wings](#) (*Deathwing posture: counts one step more toward Devastator for its own Save and hold*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Combat

Shooting

Signature

SECONDARY

Ferocity

STARTING GEAR Mark Terminator

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

Lions Roar

in kit

CLOSE-COMBAT

Lightning Claws 55 credits

Power Fist 60 credits

Chainfist 65 credits

✦ *Mace Of Absolution* 65 credits

From the Deathwing Knights' great mace of a bsolution (Codex: Dark Angels, Deathwing Knight datasheet); kitbash the two-handed concussion maul onto a Deathwing Terminator. Priced above the stock power-fist 60 - a heavier Concussion two-hander.

Thunder Hammer 70 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator

included

WARGEAR

Storm Shield

in kit

ACCESSORY

Teleport Homer

in kit

The Deathwing Terminator is the anvil the whole strike force is built to swing around — a first-company veteran sealed in Terminator plate, four Wounds of transhuman resolve behind a 2+ save. It moves slowly and it does not need to move far: it translates onto the ground that matters and holds it, storm bolter hammering and power fist ending anything that closes. Standing always one step nearer the Devastator posture, the anvil never panics and never gives way while it lives.

MARINE

GANGER

✖ 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*un-winged backbone - fights to the declared doctrine straight*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Grenade Launcher 65 credits

Plasma Gun 100 credits

Grav Gun 110 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Multi Melta 165 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

The Marine is the un-winged backbone of the strike force — a full battle-brother in power armour, T5 and three Wounds, boltgun and chainsword in hand. It is the body the two wings form up around: not the anvil's endurance nor the hawk's speed, but the disciplined line that holds the ground between them and fights to the declared Doctrine straight. Cheapest of the transhuman fighters and the most numerous, the Marines are where a strike force gains its weight.

MOUNTED MARINE

GANGER

✖ 260 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	3+	4	5	4	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES And They Shall Know No Fear (inherent - cannot be Pinned, auto-passes Nerve)

Astartes physiology (T5/W4 transhuman cavalry body)

Combat Doctrines (fights to the declared doctrine stance)

The Two Wings (Ravenwing posture: counts one step more toward Assault for its own Move and charge) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Savant

Signature

STARTING GEAR War Bike · Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

Twin Boltgun 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

WARGEAR

War Bike

included

The body of the Ravenwing — a line brother on a war-bike, trading the anvil's patience for a hunter's speed. Twin bolters and a chainsword make it lethal at the moment of contact. Its posture keeps it always a step nearer the Assault stance, forever racing ahead of the declared Doctrine. Fielded in numbers, the mounted brothers are the flank that folds an enemy in and runs the broken down.

SCOUT

JUVE

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T4/W2*)

Combat Doctrines (*un-winged backbone - fights to the declared doctrine straight*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

SECONDARY

Savant

Shooting

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Scout is the neophyte — a brother not yet raised to the full transhuman line, T4 and two Wounds where his elders carry five and three. Lightly armoured in carapace and armed with a bolt carbine and blade, he is the strike force's cheapest body and its forward eyes, moving ahead of the line to seize position and open the way. He learns his craft in the open field, and those who survive it are in time raised into the wings.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*un-winged backbone - fights to the declared doctrine straight*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is a marine sealed into a piloted siege-warsuit — S5, T6 and a 2+ save, a walking weapons-platform that grinds forward where lighter fighters cannot stand. Its twin mount is warsuit-scoped, fitted to the frame rather than hand-carried, and its guns speak to armour and massed infantry alike. Slow and unwinged, it fights to the declared Doctrine straight, an armoured wall the line forms up behind.

VEHICLES

DREADNOUGHT

VEHICLE

× 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Dreadnought is the lesser walker of the strike force — a fallen hero of the Chapter interred in a walking sarcophagus, kept in service across the centuries, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Movement 5" as the line's ancient bulwark rather than its spearhead. Its multi-melta cracks armour at range while the great Dreadnought fist tears apart anything that closes; both are fixed Front hardpoints, so the walker must face its prey. It knows no fear — the brother within has already died once — and it shrugs off fire that would fell a lesser hull, its damage and handling and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

× 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Redeemptor is the greater walker that crowns the Dark Angels vehicle roster — a modern sarcophagus of enormous size, no fighter but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it advances at Movement 6", faster and deadlier than the older pattern. It hammers the board from three fixed Front hardpoints — a macro plasma incinerator that breaks the heaviest targets, a great Redeemptor fist that tears apart what closes, and a storm bolter for the swarms in between. Facing matters: all three arms fire forward, so the Redeemptor must front its prey. Like its lesser kin it fears nothing, and it is the single most punishing body a strike force can field — and the methodology's own **450 calibration anchor** (Guardsmen 50 → Genestealer 150 → Marine 200 → Redeemptor 450), so its provisional \$5c price sits at the reference point itself, the top of the roster; its every Loss of Control still reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 8"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ INTERROMANCY

PSYCHIC DISCIPLINE

Interromancy is the Dark Angels Librarius' own witchcraft — the discipline of the mind, the interrogation, the kept secret, wielded by the one sanctioned psyker the Chapter permits into the field. This is no battle-sorcery of raw destruction. It is a set of levers on thought itself: the boring parasite of the Mind Worm, the spreading drill of Trephination, the loaned wrath of Righteous Repugnance, the pinning dread of Aversion, the unbending will of Fortitude, the caster's own shroud of Precognition. At creation a Librarian with access picks or rolls its power or powers from the six, and adds to them the universal witch-blast of Smite. Each is a Wyrd power. And each courts the warp's price for the one who calls it — a price the First Legion watches for as closely as it watches the psyker himself.

ROLL

POWER

1	Mind Worm. The Librarian drives a sliver of its will into the skull of a chosen enemy fighter within 12", a psychic parasite that bores and burrows through the mind. The target suffers a single automatic hit at Strength 4, AP -1 as the intrusion tears at nerve and thought. If it is not taken Out of Action, the worm lingers: until the end of the round the fighter cannot be given the Fight or Shoot action, clawing at its own head while the pain roots in. It is the discipline's direct blade — a punishment that both wounds and unmakes the enemy's next move.
2	Trephination. The Librarian bores a mind-drill through a chosen enemy fighter within 12" and lets it spread. That fighter, and every other enemy within 2" of it, suffers a single automatic hit at Strength 3, AP -1 as the psychic pressure cracks skull to skull. If the power takes a fighter Out of Action, the bore arcs onward: the nearest enemy within 3" of the fallen suffers one further Strength 3 hit, the drilling jumping to the next mind in the press. It is the interrogator's crowd-breaker — weaker on any one target than the Mind Worm, but it does not stop at one.
3	Righteous Repugnance. The Librarian pours the First Legion's old, cold hatred into a chosen target — itself, or a friendly fighter within 6" — and holds it there as a sustained working. While the power lasts, the target's close-combat attacks gain +1 Attack on a Charge, and it re-rolls failed Hit rolls of 1 in melee, its blows falling with the certainty of ancient wrath given form. This is the offensive lean of the discipline. Not a wound dealt to the enemy, but an edge lent to a brother — the loathing of ten thousand years made a killing advantage in the press.
4	Aversion. The Librarian turns a chosen enemy fighter's own mind against it, seeding a warp-deep dread of the psyker's presence. While that fighter remains within line of sight of the Librarian, it suffers -1 to Hit with every attack it makes, and it may not voluntarily move toward the Librarian — the body recoiling from a threat the conscious mind cannot name. It is the discipline's control lever, a single-target leash distinct from Trephination's spreading harm: it deals no damage, but it blunts an enemy's aim and pins it away from the caster it fears.
5	Fortitude. The Librarian pours the anvil's unbending will into a chosen target — itself or a friendly Dark Angels fighter within 6" — and sustains it. While the power lasts, the target ignores the effects of Flesh Wounds, taking no Hit or Cool penalty from them, and auto-passes Nerve tests, standing firm where a lesser will would falter. It is the defensive lean of the discipline, and it steadies will and wounds rather than the armour save — a different mercy from the Deathwing's Inner Circle, which hardens the save itself. Poured into one brother, it makes him for a while as immovable as the Rock.
6	Precognition. The Librarian wraps itself in a thin skein of foresight, seeing each strike a heartbeat before it comes. While the power is sustained, enemies suffer -1 to Hit the Librarian with ranged and melee attacks alike, the blow always meeting the space it has already left, and once each round the caster may re-roll a single failed Hit roll of its own, striking where it has already seen the opening. It is the psyker's own shroud — no help to the brothers around it, but the thing that keeps the Chapter's rarest mind alive in the fights it cannot avoid.

ROLL	TACTIC	TIMING
11	The Anvil Holds. The anvil is set before the first blow lands. Play at deployment and choose a Deathwing fighter. Until the start of the second round it cannot be moved by any enemy effect and automatically passes Nerve tests. Whatever the enemy brings, this ground is already held.	DEPLOYMENT
12	Unbroken Line. Brother stands with brother, and the line does not break. Play when a friendly fighter within 2" of two or more other friendly fighters would be taken Out of Action: it is instead Seriously Injured. The line closes over the gap and fights on.	ANY
13	Teleport Strike. The Deathwing come down from the void without warning. Play at deployment and set one Deathwing Terminator aside in reserve. At the start of any following round you may place it on the battlefield more than 6" from any enemy — the anvil arrives exactly where it is needed most.	DEPLOYMENT
14	The Rock Endures. The discipline of the fortress-monastery is stone laid under the flesh. Play in reaction to a friendly fighter failing a Save: re-roll that Save. Where a lesser warrior would fall, the training of the Rock holds him upright.	REACTION
15	Relic Of Caliban. A treasure carried out of dead Caliban lends its bearer the weight of ages. Play before the battle and choose a friendly fighter to bear a Chapter relic into the fight. That fighter re-rolls its first failed Hit roll of the game. What Caliban lost, its sons still carry to war.	PRE-BATTLE
16	Hold At All Costs. Some ground is not surrendered while a brother still stands on it. Play at any time and choose a friendly fighter within 1" of an objective. Until the start of your next turn it cannot be Pinned and may re-roll a failed Nerve test — the anvil holds the line whatever the cost.	ANY
21	Storm Of Bolts. Disciplined fire falls like a storm. Play in the shooting phase and choose a friendly fighter firing a Rapid Fire weapon: until the end of the phase it re-rolls failed Hit rolls. The bolt-hail does not slacken until the target is gone.	SHOOTING
22	Wrath Of The First Legion. Ten thousand years of held grievance falls on the enemy at once. Play in the melee phase. Until the start of your next turn, friendly fighters re-roll Hit rolls of 1 in close combat. The wrath of the First Legion is a cold and patient thing, and terrible when it is finally loosed.	MELEE
23	Speed Of The Raven. When the Ravenwing commit to the charge, nothing outruns them. Play in the movement phase and choose a Ravenwing fighter: it may make a second standard Move this phase. The hawk crosses the field before the enemy has set its guard.	MOVEMENT
24	Outflank Strike. The First Legion is rarely where the enemy expects it. Play at deployment and set up to two friendly fighters aside in reserve to Outflank. At the start of any following round, bring them onto the battlefield from a chosen board edge, striking the flank the enemy thought secure.	DEPLOYMENT
25	The Hunt Begins. Somewhere in the enemy ranks stands a soul the First Legion means to take. Play at any time and nominate an enemy fighter as the quarry. While it lives, friendly fighters within 6" of the quarry re-roll failed Hit rolls against it. The Hunt has begun. It does not end until the quarry falls.	ANY
26	Hit And Fade. The hawk strikes and is gone before the answer comes. Play in reaction to a friendly Ravenwing fighter finishing its attacks in melee: it may immediately make a free 4" Move away from the fight, breaking clean before the enemy can reply.	REACTION

31	Twin Linked Fusillade. Paired barrels double the certainty of the kill. Play in the shooting phase and choose a friendly fighter firing a storm bolter or other twin-linked weapon: until the end of the phase it re-rolls failed Hit rolls. Two guns speaking as one leave little to chance.	SHOOTING
32	Ride Them Down. The hawk does not stop at one kill. Play in the melee phase when a friendly Ravenwing fighter takes an enemy Out of Action: it may immediately make a free 3" Move, carrying the charge on into the next foe within reach.	MELEE
33	Corvex Swiftness. The Ravenwing move like the wind they are named for. Play in the movement phase and choose a Ravenwing fighter. It adds 2" to its Move this phase and ignores the penalty for moving through difficult terrain.	MOVEMENT
34	The Black Host. The black host rides ahead of the war. Play at deployment: every Ravenwing fighter in your gang may deploy up to 3" further forward than it otherwise could, or be held in reserve to Outflank. The hawk is already on the enemy's flank before the battle is joined.	DEPLOYMENT
35	Hunt The Fallen. The true war of the First Legion runs beneath every other. Play before the battle and secretly nominate one enemy fighter as the quarry. Friendly fighters re-roll failed Hit rolls against the quarry, and should it be taken Out of Action the secret is kept — the enemy learns nothing of why it was singled out.	PRE-BATTLE
36	The Quarry Marked. Once the quarry is marked, there is no hiding from the Hunt. Play at any time and mark an enemy fighter: the next friendly attack made against it this round, in melee or at range, re-rolls failed Hit and Wound rolls. What the First Legion marks, it kills.	ANY
41	Secrets Kept. What the First Legion keeps hidden dies with the body. Play in reaction to a friendly fighter being taken Out of Action: the enemy gains no experience or reward from felling it, and you need not reveal any of your reserves still off the board. The secret is kept, whatever the cost.	REACTION
42	Relentless Pursuit. A fleeing enemy is not permitted to escape. Play in the movement phase and choose a friendly fighter: if it moves toward the nearest Broken or fleeing enemy, it adds 2" to that Move. The First Legion runs down what it has broken.	MOVEMENT
43	Both Wings Converge. The anvil and the hawk are deadliest when they close on the same foe. Play at any time and choose one Deathwing fighter and one Ravenwing fighter. Until the start of your next turn, while the two are within 6" of each other, each may re-roll a failed Hit roll.	ANY
44	Inner Circle Discipline. Those who keep the Chapter's secrets keep their nerve as well. Play at any time and choose a friendly fighter. Until the start of your next turn, that fighter and any friendly fighter within 3" of it automatically pass Nerve tests. The discipline of the Inner Circle steadies all who stand near it.	ANY
45	Declare The Wing. The strike force chooses its shape before the enemy is seen. Play before the battle and re-tag one winged fighter to the other wing, or grant one un-winged fighter a wing's standing posture for this battle only. The host commits to its stance, and fights the coming war in the form it has chosen.	PRE-BATTLE
46	The Two Postures. The strike force can hold both stances at the moment they are both needed. Play when the declared Combat Doctrine shifts: this round, one Deathwing fighter keeps its Devastator-leaning posture and one Ravenwing fighter keeps its Assault-leaning posture regardless of the new Doctrine. Anvil and hawk each fight in the stance the moment demands.	DOCTRINE

51	Silent Brotherhood. The brotherhood fights in silence and shares its fear with no one. Play at any time. Until the start of your next turn, no friendly fighter may be forced to take a Nerve test by an enemy effect. The line holds, wordless and unshaken.	ANY
52	The Lions Blade. A blade struck in the Lion's name finds the killing line. Play in the melee phase and choose a friendly fighter making close-combat attacks: it may re-roll one failed Hit roll and one failed Wound roll this round. The sword remembers the war it was forged for.	MELEE
53	Weapons Of The First Legion. The armouries of the First Legion hold weapons older than most Chapters. Play before the battle and choose a friendly fighter to draw an ancient arm from the vaults: each round of the battle, that fighter may re-roll one failed Hit roll made with its chosen weapon. The old wargear kills as surely as it did in the Legion's first war.	PRE-BATTLE
54	Plasma Talon Overcharge. A Ravenwing rider pushes the fury of its plasma to the edge. Play in the shooting phase when a friendly fighter fires a plasma weapon: that shot is made at +1 Strength. If its Ammo check fails, however, the weapon flares and the fighter suffers a hit at the weapon's profile as the coils burn out.	SHOOTING
55	Vengeful Fusillade. A fallen brother is answered before his body cools. Play in reaction to a friendly fighter being taken Out of Action: a friendly fighter within 12" may immediately Shoot as a free action at the enemy that felled it. The First Legion pays its debts in the same breath they are incurred.	SHOOTING
56	Sanctified Rounds. Rounds blessed by the Chaplains bite deeper. Play in the shooting phase and choose a friendly fighter: until the end of the phase it re-rolls Wound rolls of 1 with its ranged weapons. The First Legion sends its enemies to judgement with hallowed shot.	SHOOTING
61	Grim Resolve. The First Legion does not falter when the fight turns against it. Play in reaction to a friendly fighter failing a Nerve or Cool test: that test is passed instead. Where lesser wills break, the grim resolve of the Unforgiven holds.	REACTION
62	No Fear No Mercy. The First Legion charges without fear and strikes without mercy. Play at any time. Until the start of your next turn, friendly fighters that made a charge this round re-roll failed Hit rolls in the ensuing melee. The enemy that stands to receive them does not stand long.	ANY
63	The Masters Command. A word from the master moves the strike force as one. Play at any time when a friendly Leader is on the battlefield: one friendly fighter within 12" of that Leader may immediately make a free Move or Shoot action. The host answers command before the enemy can react to it.	ANY
64	Stubborn To The Last. The Unforgiven do not yield while breath remains. Play in reaction to your gang failing a Bottle test, or a friendly fighter failing a Cool test to stay in the fight: re-roll that test. The First Legion holds the field long after a lesser force would have quit it.	REACTION
65	Vengeance For Caliban. The loss of a brother is a debt paid in the enemy's blood. Play in the melee phase when a friendly fighter is taken Out of Action: a friendly fighter within 6" gains +1 Attack until the end of the round. The memory of dead Caliban lends fury to the blade.	MELEE
66	The First Legion Endures. The First Legion has endured every age of the Imperium, and endures still. Play at the end of the battle, before recovery rolls are made: one friendly fighter who is Seriously Injured recovers to Standing and Active instead. The Unforgiven rise again to fight on.	END

ALLIANCES

✧ THE KINDRED LOYALISTS

ALLIANCE

WHO	the kindred loyalists of the Imperium (a successor Chapter of the Unforgiven, a loyal allied Astartes force, or any zealous Imperial detachment that keeps the same wars as the First Legion)
TERMS	campaign-level alliance: while it stands, the Dark Angels and their kindred observe a map-level non-aggression and may lend one favour to each other per post-battle sequence; both gain a small reputation bonus for a campaign won together - but the Dark Angels tell the kindred nothing of the Hunt for the Fallen, and share no salvage taken from a Hunt battle even with an ally

The kindred loyalists are the natural allies of the First Legion — a successor Chapter of the Unforgiven, a loyal Astartes force, or any zealous Imperial detachment that keeps the same wars. While the alliance stands, the Dark Angels and their kindred observe a map-level non-aggression and may lend one favour to each other in each post-battle sequence, and both gain a small reputation bonus for a campaign won together. But the Dark Angels tell the kindred nothing of the Hunt for the Fallen, and share no salvage taken from a Hunt battle — not even with an ally. Some secrets are kept from friends most of all.

✧ THE SWIFT AND CONCENTRATED

ALLIANCE

WHO	a fast, concentrated force that overwhelms one wing at a time (any highly mobile or hard-hitting gang built to fall on half the First Legion and break it before the other half converges - the Dark Angels' natural predator)
TERMS	campaign-level feud: while it stands, the Dark Angels gain bonus reputation for a decisive win where both wings converged intact, but the enemy gains reputation for every battle in which they broke one wing while the other stood apart; the feud runs until one side is driven off the contested world

The natural predator of the First Legion is a fast, concentrated force — any highly mobile or hard-hitting gang built to fall on half the strike force and break it before the other half can converge. While the feud stands, the Dark Angels gain bonus reputation for a decisive win in which both wings converged intact, while the enemy gains reputation for every battle in which it broke one wing while the other stood apart. It runs until one side is driven from the contested world. Call it a running argument, fought in blood, over whether the two wings are a strength or a fault line.

FAVOURS

2D6

ROLL	FAVOUR	PATRON

2	Munitions Of The Rock. The vaults of the mobile fortress-monastery are opened to your strike force. Once before your next battle you may re-arm a single fighter with any one weapon from its equip-list at no credit cost, drawn from the Chapter's own stores. The Rock provides for those who serve it.	THE ARMOURY OF THE ROCK (THE CHAPTER'S MOBILE FORTRESS-MONASTERY, ITS VAULTS TITHED FORWARD FOR THE CAMPAIGN)
3	Deathwing Reinforcement. The first company sends one of its own. For your next battle you may field one additional Deathwing Terminator at no credit cost; it returns to the reserve afterward and cannot be kept on your roster. The anvil answers when the Chapter calls.	THE DEATHWING ARMOURY (THE FIRST COMPANY'S TERMINATOR RESERVE)
4	Ravenwing Outriders. The second company loans its riders. For your next battle you may field up to two additional Mounted Marines at no credit cost, returned to the muster once the fighting is done. The hawk lends its wings for a single war.	THE RAVENWING MUSTER (THE SECOND COMPANY'S OUTRIDER RESERVE)
5	Blessing Of The Inner Circle. The keepers of the Chapter's secret grant their blessing. For your next battle, one fighter you choose automatically passes its first Nerve test and re-rolls its first failed Save. Those the Inner Circle favour do not falter.	THE INNER CIRCLE (THE VETERANS WHO KEEP THE CHAPTER'S DEEPEST SECRET)
6	A Loyal Chapters Aid. A kindred Chapter lends its aid — kept, as ever, in ignorance of the Hunt. For your next battle you may call on a single allied Astartes fighter of a common type, fielded at no credit cost, who departs when the battle ends. The alliance holds; the secret does not travel with it.	AN ALLIED LOYAL CHAPTER (A SUCCESSOR OR KINDRED ASTARTES FORCE THAT KEEPS THE SAME WARS, TOLD NOTHING OF THE HUNT)
7	The Watchers Vigil. A silent, hooded Watcher attends your strike force, and where it walks the Chapter's relics answer. For your next battle, one fighter bearing a named relic re-rolls its first failed Hit roll each round. The Watchers keep their counsel. They keep their vigil. They tell you nothing of either.	A WATCHER IN THE DARK (THE SILENT, HOODED KEEPERS WHO ATTEND THE CHAPTER'S RELICS AND SECRETS)

8	Interrogators Counsel. The Chaplains who alone may speak of the Fallen lend their counsel to the Hunt. For your next battle you may declare a quarry before deployment: friendly fighters re-roll failed Hit rolls against it, and if it falls the enemy learns nothing. The Interrogators guide the blade to the throat that matters.	THE INTERROGATOR-CHAPLAINS (THE CHAPLAINS WHO ALONE MAY SPEAK OF THE FALLEN)
9	Fleet Tithe Of Caliban. The void-ships that carry the Legion's war grant passage and support. For your next battle you may hold up to two fighters in reserve to arrive by Outflank or deep strike, brought down by the fleet's guidance wherever they are needed. Caliban is ash, but its ships still carry the war onward.	THE CHAPTER FLEET (THE VOID-SHIPS THAT CARRY THE FIRST LEGION'S WAR, IN MEMORY OF LOST CALIBAN)

SUB-PLOTS

THE SECRET HUNT

SUB-PLOT

Reward: The Inner Circle confirms the trail: the gang gains a permanent Hunter of the Fallen honour it may assign to one fighter (per the Legendary Name), and once more before the campaign ends it may declare a Hunt in which a win yields double reputation - but per the secrecy of the Hunt, every Hunt battle continues to yield no shared salvage. This sub-plot can be claimed only once per campaign.

This sub-plot begins to close when, across the campaign, your gang has declared the Hunt for the Fallen and taken a declared quarry Out of Action in three separate battles — running the same silent war to ground game after game.

When it does, the Inner Circle confirms the trail. Your gang gains a permanent Hunter of the Fallen honour to assign to one fighter, and once more before the campaign ends you may declare a Hunt in which a win yields double reputation. As ever, every Hunt battle still yields no shared salvage — the secret is worth more than the spoils. This sub-plot can be claimed only once per campaign.

Reward: The Chapter formally recognises the strike force's two wings: for the rest of the campaign the Deathwing cap rises to 4 and the Ravenwing cap rises to 5, and once per campaign the gang may promote one veteran Marine into either wing at no credit cost (paying only the wing's mark or bike). This sub-plot can be claimed only once per campaign.

This sub-plot ripens when, over the campaign, your gang has fielded and kept at least three Deathwing Terminators and at least three Ravenwing bikers or Black Knights — proving both wings are more than a founding token.

When it does, the Chapter formally recognises the strike force's two wings. For the rest of the campaign your Deathwing cap rises to four and your Ravenwing cap rises to five, and once per campaign you may promote a veteran Marine into either wing at no credit cost, paying only for the wing's mark or bike. This sub-plot can be claimed only once per campaign.

💀 LEGENDARY NAMES

✧ HUNTER OF THE FALLEN

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

Hunter of the Fallen is an honour-title rather than a rank — earned by a warrior who has taken a declared Fallen Out of Action, and open to any fighter. It costs 12 experience to choose, or 6 if left to the roll of the dice. The hunter re-rolls failed Hit rolls against any declared quarry or Fallen, and against enemy Leaders and Champions; it knows how to end the ones who matter. But it cannot ignore its prey: it must always move toward the nearest declared quarry or enemy Leader within its Move plus charge range, and a clever enemy can bait it out of position with a single lone officer.

✧ MASTER OF THE DEATHWING

CAPTAIN OR DEATHWING TERMINATOR

XP cost (random): 6

XP cost (chosen): 12

Master of the Deathwing is the title of a Grand Master of the first company, in the tradition of Belial — borne by a Captain or a Deathwing Terminator. It costs 12 experience to choose, or 6 if rolled for. While this fighter is on the field, friendly Deathwing fighters within 9" re-roll a single failed Save each round; the anvil the Grand Master commands never cracks. But the Master does not retreat: it may never voluntarily leave an objective it holds while an enemy is within 12", and a foe who refuses to close can pin it in place.

✧ MASTER OF THE RAVENWING

CAPTAIN OR RAVENWING BLACK KNIGHT

XP cost (random): 6

XP cost (chosen): 12

Master of the Ravenwing is the title of a Grand Master of the second company, in the tradition of Sammael — borne by a Captain or a Ravenwing Black Knight. It costs 12 experience to choose, or 6 if rolled for. While this fighter is on the field, friendly Ravenwing fighters within 9" re-roll a failed charge distance each round; the hawk the Grand Master leads always lands its outflank. But the Master rides at the very tip of the hunt: the first enemy fighter to take it Out of Action grants its gang bonus reputation, for it is always the marked head the foe seeks.

☠ TERRAIN

✧ THE HAMMERFALL BUNKER

TERRAIN

The Hammerfall Bunker is an automated Deathwing strongpoint — a sealed emplacement mounting a heavy defensive weapon, slaved to the Chapter's war-cant and needing no crew to fight. The Dark Angels player may place it in or adjacent to their deployment zone. It is impassable and blocks line of sight, and a friendly fighter in base contact with it has a 4+ field save. Once per round, in the shooting phase, its automated weapon fires a single shot at the nearest enemy fighter in line of sight — Strength 5, AP -1, Damage 2, at Long range and hitting on a 4+ — with no fighter needed to operate it.

✧ THE ROCK OUTPOST

TERRAIN

The Rock Outpost is a forward relic-vault of the Chapter's fortress-monastery — a fortified strongpoint of ancient stone and Deathwing armour, set down to anchor a held sector. The Dark Angels player may place it wholly within their deployment zone. Any friendly fighter wholly inside it has a 4+ field save, and a Deathwing fighter that begins the battle within it may re-roll its first failed Save of the game. Held as a campaign territory, the Rock Outpost also grants one free Terminator-mark relic weapon — a Lion's Roar or an ancient blade — to a single Deathwing fighter each campaign.

✕ THE SILENT HUNT

SCENARIO

ATTACKER	the Dark Angels (an Inner Circle strike force hunting a single suspected Fallen hidden in the enemy ranks, who must take the quarry Out of Action and let nothing be learned)
DEFENDER	the opposing gang (a force sheltering the marked fighter, knowingly or not, who must keep it alive and get it off the board)
DEPLOY	the defender secretly nominates one of its non-Leader fighters as the quarry and deploys as normal; the Dark Angels deploy opposite, and may hold a Ravenwing element in reserve to Outflank onto the quarry's flank
OBJECTIVE	the Dark Angels win by taking the quarry Out of Action; the defender wins by moving the quarry off the Dark Angels' board edge, or by surviving to the end of round five with the quarry still standing
VICTORY	the Dark Angels win the instant the quarry is taken Out of Action; the defender wins if the quarry leaves via the far board edge or is still on the field at the end of round five
REWARDS	a Dark Angels win grants bonus reputation and a Control-Track step, but per the secrecy of the Hunt the gang gains no shared salvage from the battle (the secret is kept); the fighter that felled the quarry gains 2 bonus XP; a defender win grants the defender bonus reputation for denying the First Legion its prey
CONTROL TRACK	a Dark Angels win advances their Control-Track claim by one step (the Hunt has run its quarry to ground on this world); a defender win holds the marker, and the Dark Angels take no salvage either way - the price of a war fought in silence

A single Fallen hides among the enemy, and the Inner Circle means to end it before it can speak.

ATTACKER

The Dark Angels — an Inner Circle strike force hunting a suspected Fallen concealed in the enemy ranks. They must take the quarry Out of Action and let nothing be learned.

DEFENDER

The opposing gang — a force sheltering the marked fighter, knowingly or not. It must keep the quarry alive and carry it off the board.

DEPLOYMENT

The defender secretly nominates one of its non-Leader fighters as the quarry and deploys as normal. The Dark Angels deploy opposite, and may hold a Ravenwing element in reserve to Outflank onto the quarry's flank.

OBJECTIVE

The Dark Angels win by taking the quarry Out of Action. The defender wins by moving the quarry off the Dark Angels' board edge, or by surviving to the end of round five with the quarry still standing.

ENDING THE BATTLE

The battle ends the instant the quarry is taken Out of Action, or at the end of round five.

VICTORY

The Dark Angels win the moment the quarry falls. The defender wins if the quarry leaves by the far board edge, or is still on the field when round five ends.

REWARDS

A Dark Angels win grants bonus reputation and a Control-Track step, but per the secrecy of the Hunt the gang takes no shared salvage from the battle — the secret is kept. The fighter that felled the quarry gains 2 bonus XP. A defender win grants the defender bonus reputation for denying the First Legion its prey.

CONTROL TRACK

A Dark Angels win advances their Control-Track claim by one step; the Hunt has run its quarry to ground on this world. A defender win holds the marker. Either way, the Dark Angels take no salvage — the price of a war fought in silence.

ATTACKER	the Dark Angels (a two-wing host that means to hold the centre with the Deathwing and take the flank with the Ravenwing, converging both wings on the enemy before either can be isolated)
DEFENDER	the opposing gang (a force that must collapse one Dark Angels wing before the other converges - break the anvil or run down the hawk while they are still a board apart)
DEPLOY	the board splits into a held centre and a racing edge: a central objective and a flank objective. The Dark Angels deploy the Deathwing on or near the centre and hold up to half the Ravenwing in reserve to Outflank; the defender deploys between the two objectives, able to strike at either wing
OBJECTIVE	the Dark Angels win by controlling both objectives at once - the anvil holding the centre while the hawk takes the flank; the defender wins by collapsing one wing, taking the majority of either the Deathwing or the Ravenwing Out of Action before the wings link up
VICTORY	the Dark Angels win if they control both the centre and the flank objective at the end of any round from round three onward; the defender wins if, by the end of round five, either the Deathwing or the Ravenwing has been reduced below half its starting number while the other has not reached it
REWARDS	a Dark Angels win grants bonus reputation and a Control-Track step; a fighter that held an objective for its wing gains 1 bonus XP; a defender win that broke a wing grants the defender bonus reputation for splitting the First Legion
CONTROL TRACK	a Dark Angels win advances their Control-Track claim on the district by one step (both wings have taken and held the ground); a defender win holds the marker and denies the advance, and the wing that was broken takes an attrition penalty for fighting alone

Hold the centre. Take the flank. Do both at once — and converge the two wings before either can be cut off and broken.

ATTACKER

The Dark Angels. A two-wing host that means to hold the centre with the Deathwing and take the flank with the Ravenwing, converging both wings on the enemy before either can be isolated.

DEFENDER

The opposing gang. A force that must collapse one Dark Angels wing before the other converges — breaking the anvil, or running down the hawk, while the two are still a board apart.

DEPLOYMENT

The board splits into a held centre and a racing edge, with a central objective and a flank objective. The Dark Angels deploy the Deathwing on or near the centre and hold up to half the Ravenwing in reserve to Outflank. The defender deploys between the two objectives, able to strike at either wing.

OBJECTIVE

The Dark Angels win by controlling both objectives at once — the anvil holding the centre while the hawk takes the flank. The defender wins by collapsing one wing, taking the majority of either the Deathwing or the Ravenwing Out of Action before the wings link up.

ENDING THE BATTLE

The battle ends at the end of round five, or the moment the Dark Angels hold both objectives from round three onward.

VICTORY

The Dark Angels win if they control both the centre and the flank objective at the end of any round from round three onward. The defender wins if, by the end of round five, either the Deathwing or the Ravenwing has been reduced below half its starting number while the other has not.

REWARDS

A Dark Angels win grants bonus reputation and a Control-Track step. A fighter that held an objective for its wing gains 1 bonus XP. A defender win that broke a wing grants the defender bonus reputation for splitting the First Legion.

CONTROL TRACK

A Dark Angels win advances their Control-Track claim on the district by one step; both wings have taken and held the ground. A defender win holds the marker and denies the advance, and the wing that was broken takes an attrition penalty for having fought alone.



SPACE MARINES • HOUSE DOSSIER

SPACE WOLVES

The great hunt

The Space Wolves field the standard Astartes line and fight it as a wolf-pack. Where the Codex-standard sons of Guilliman prize discipline and combined arms, the wild sons of Fenris lean the doctrine hard toward Assault, close the distance on the first drum of the charge, and hunt in tight coherency so that no brother stands alone. They fight fiercer the nearer their pack-mates run, and they are the one loyal Chapter that bonds beasts — Fenrisian wolves loping in the line beside the warriors, teeth and transhuman muscle striking as a single body.

This House is built to reach the enemy and break it in the press. Its strength is not the perfected Codex but the Codex spat upon: swarm together, run the prey to ground, and sing the killing afterward as a saga worth the telling. A Space Wolves gang rewards the player who commits — who keeps the pack close, times the charge, and turns every wound the enemy takes at range into a debt collected in melee.

◉ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter fights to the gang's Combat Doctrines; the pack's savage temper biases those doctrines toward Assault
- ♦ Exactly 1 Leader (Wolf Lord); 0-2 Champions (Wolf Guard / Priests); each Priest specialist 0-1
- ♦ Backbone: Grey Hunters + Blood Claws $\geq$ Leaders + Champions (the pack is line-brothers and savage young, not command)
- ♦ Thunderwolf Cavalry 0-3, Wulfen 0-2, Fenrisian Wolves 0-4, Centurion 0-1 (off-identity), 0-1 §5c Vehicle (Dreadnought/Redemptor — Ash-Wastes vehicle track, §Vehicles)
- ♦ No Scout/Carapace tier - the cheap plentiful body is the Blood Claw, and the Wolf Scouts / Hounds of Morkai are a Grey Hunter running Tactical Infiltration
- ♦ Fight as a pack: fighters draw the Counter-Charge coherency bonus from nearby pack-mates and wolf-kin (see Signature). Wolf Guard / Priest / Wulfen / wolf-kin slots unlock with Reputation

A Space Wolves gang musters on 1,500 credits. The controlling player fields exactly one Leader — the Wolf Lord — and up to two Champions drawn from the Wolf Guard, the Priests and the Wulfen, with each Priest specialist limited to one. The backbone is the pack itself: the count of Grey Hunters and Blood Claws must at least match the number of Leaders and Champions, so the force reads as line-brothers and savage young rather than a knot of command.

Beyond the core, the pack may run up to three Thunderwolf Cavalry, up to two Wulfen, up to four Fenrisian Wolves, a single off-identity Centurion, and a single §5c war-engine — a Dreadnought or Redemptor, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the old Brute grid. There is no Scout or Carapace tier — the cheap, plentiful body is the Blood Claw, and a Grey Hunter running Tactical Infiltration is the Wolf Scout or Hound of Morkai. Fighters draw their coherency bonus from nearby pack-mates and wolf-kin, so a starting gang is built to deploy and advance as one body. Wolf Guard, Priest, Wulfen and wolf-kin slots open as the gang earns Reputation across the campaign.

🦴 GANG RULES

✂ CURSE OF THE WULFEN

GANG RULE

The Curse of the Wulfen is the beast in the blood made mechanical — a frenzy that cuts both ways. A Wulfen is Unwavering: it auto-passes Nerve tests and can never be Pinned or Broken. While it is within 6" of any enemy, it gains +1 Attack, the curse rising as prey draws near. But the Wulfen is never fully commanded — at the start of its activation, if any enemy is in sight, it must pass a Cool check or charge the nearest enemy, willed or not.

The Curse also plays out across a campaign, feeding on the pack's own wounded. When a Space Wolf is taken Seriously Injured within 6" of an enemy, a Curse roll in the post-battle sequence may see that brother rise as a Wulfen, the dark half of the saga growing battle by battle. The controlling player who embraces it gains a frenzied, unbreakable killer for each brother the enemy fells too close; the price is a fighter that hunts to its own logic, dragging the plan toward the nearest throat.

✂ THE PACK HUNTS

GANG RULE

The Pack Hunts lays a coherency overlay across the gang's Combat Doctrines: the wild sons of Fenris fight harder the closer they run. The controlling player declares and shifts one Doctrine each round as normal. While a Space Wolf is within 3" of two or more friendly pack-mates — Marines or Fenrisian Wolves — it gains Counter-Charge: when an enemy charges it, or charges a pack-mate within 3", it may make a free Reaction attack against that enemy.

The pack biases toward Assault. On the round the gang reaches the Assault stance, every friendly wolf-kin beast gains +1" Move, and the whole body surges into contact together. There is nothing to spend and nothing to track — the rule simply reads the pack's spacing on the field. This rewards the player who keeps the warriors and their beasts tight and advancing as one; it punishes the player who lets a wolf stray, because a Space Wolf alone is only a single fighter, and the bonus dies the moment the pack breaks apart.

FIGHTERS

CAPTAIN

LEADER

✖ 305 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	4	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine each round*)

Finest Hour

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-action Fight free
- +1

PRIMARY

Brawn

Combat

Ferocity

Leadership

Signature

SECONDARY

Agility

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Axe Morkai

in kit

Frost Weapon

in kit

Frostfang

in kit

GRENADE		WARGEAR
Frag Grenade	30 credits	Fenrisian Wolf Bond
Krak Grenade	45 credits	<i>in kit</i>
ARMOUR		STATUS
Mark Gravis	35 credits	Wolf Helm Of Russ
Mark Terminator	135 credits	<i>in kit</i>
Mark Power		
<i>included</i>		

The Wolf Lord is the gang's Leader and the tip of its charge — a warrior-king of Fenris who fights from the front rank, not the command post. WS 2+, four Attacks and four Wounds on a T5 body make him the surest killer the pack owns, and his power sword and bolt pistol let him carve a path the moment contact is made. He declares the gang's Combat Doctrines each round and leans them toward Assault, calls his Finest Hour once per battle, and — standing in the press with his brothers — draws Counter-Charge from The Pack Hunts. Where he wades in, the pack grinds hardest.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman command body — T5 and four Wounds carry the punishment a front-rank leader always takes.
- **Combat Doctrines:** This fighter declares the gang's Doctrine each round and leans it toward Assault.
- **Finest Hour:** Once per battle, this fighter may call its command aura.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

CHAPLAIN

CHAMPION

× 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior-priest body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Combat

Ferocity

Leadership

Savant

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Fenrisian Wolf Bond

in kit

Narthecium

in kit

The Wolf Priest is the Great Company's warrior-priest and healer in one — keeper of the Curse, tender of the fallen, and a hard fighter in his own right. His crozius and bolt pistol on a T5 transhuman body put him in the thick of the press, where his presence steadies the pack and his rites carry the dying back to the fight. He fights to the declared Doctrine and gains Counter-Charge from The Pack Hunts when his brothers stand close. He walks the line between the beast and the brother, and it is his voice the pack listens for when the blood runs highest.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.

- **Astartes Physiology:** A transhuman warrior-priest body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine stance.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*) **Combat Doctrines** (*fights to the declared doctrine stance*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

PSYKER (*the storm-seer of Fenris - manifests the Storms of Fenris discipline (Wyrd powers) + Smite; only the Rune Priest touches the warp in the pack*)

A fighter with the **Psyker** keyword may manifest the Wyrd Powers of the Storms of Fenris it has access to. Among the Space Wolves the keyword belongs to the Rune Priests alone — the storm-seers of Fenris who read the runes and call the tempest — and to no other brother of the pack, for the Chapter keeps a single caste of witches and hunts down every other kind. Through the keyword the Rune Priest draws on its known storms and on the universal witch-blast of Smite, and every working courts the warp's own price. The powers are drawn free at creation, the gift baked into the Rune Priest's cost rather than bought a working at a time.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

SavantStorms of Fenris

SECONDARY

CombatCunningFerocityLeadershipShootingSignatureSmite

STARTING GEAR Mark Power

EQUIPMENT LIST	
PISTOL	ARMOUR
Bolt Pistol45 credits	Mark Terminator135 credits
Plasma Pistol70 credits	Mark Power
CLOSE-COMBAT	included
Force Weapon60 credits	ACCESSORY
GRENADE	Wolf Tail Talisman
Frag Grenade30 credits	in kit
Krak Grenade45 credits	

The Rune Priest is the pack's storm-caller, a psyker of Fenris who reads the runes and turns the tempest on the enemy. On a T5 transhuman body with a force weapon and bolt pistol, he fights in the line rather than behind it, his blade lethal to daemon and sorcerer alike. He fights to the declared Doctrine and, standing among his brothers, gains Counter-Charge from The Pack Hunts. The Wolves keep an old hatred of the witch, and the Rune Priest is the answer they trust — one of their own to stand against the enemy's sorcery.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman psyker body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine stance.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

LIEUTENANT

CHAMPION

✖ 295 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman veteran body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-action Fight free
- +1

PRIMARY

Brawn

Combat

Ferocity

Signature

SECONDARY

Agility

Leadership

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Lightning Claws 55 credits

Power Fist 60 credits

✦ *Fenrisian Great Axe* 70 credits

Kitbash from the Space Wolves Fenrisian great-axe / Wulfen great frost-axe bitz (Codex: Space Wolves) onto a Wolf Guard - a two-handed frost power-axe. Priced above the stock power-fist 60 / lightning-claws 55.

Thunder Hammer 70 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

STATUS

Wolf Helm Of Russ

in kit

The Wolf Guard is the Great Company's veteran champion, a killer earned over a century of hunts and given the honour of the Terminator plate. WS 2+, three Attacks and a power fist make him a close-combat anchor who breaks armour the line cannot, while the storm-bolter keeps a foe honest on the approach. He fights to the declared Doctrine leaned toward Assault, may call his Finest Hour once per battle, and gains Counter-Charge from The Pack Hunts when his brothers run close. He is the hard blade the Wolf Lord sets where the fight is fiercest.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman veteran body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, leaned toward Assault.
- **Finest Hour:** Once per battle, this fighter may call its command aura.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

TECHMARINE

CHAMPION

✖ 215 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman tech-priest body*)

Combat Doctrines (*fights to the declared doctrine stance*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Brawn

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Cyber Wolf

in kit

Servo Skull

in kit

The Iron Priest is the smith of the Great Company — keeper of its wargear, mender of its wounded machines, and the one warrior who builds and bonds the cyber-wolves that run in the pack. A power fist and boltgun on a T5 transhuman body make him no soft artisan; he fights in the line and gains Counter-Charge from The Pack Hunts among his brothers. Half tech-priest and half wolf-keeper, he is the reason the pack's iron holds and its bionic hounds hunt. Where the machines fail, the Iron Priest is the hand that wakes them again.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.

- **Astartes Physiology:** A transhuman tech-priest body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine stance.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

WULFEN

CHAMPION

× 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	4+	5	5	3	2+	3	6+	4+	7+	8+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3*)

Combat Doctrines (*fights to the declared doctrine*)

Curse of the Wulfen (*Unwavering; +1 Attack within 6in of an enemy; must pass Cool or charge the nearest foe*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-immunity Pinned
- grant-immunity Broken
- auto-test-result Nerve pass
- +1
- grant-action Fight free
- +1

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Lightning Claws 55 credits

✦ Paired Frost Claws 65 credits

Kitbash from paired frost-etched wolf-claws (a frost-relic rework of the lightning-claw kit; Codex: Space Wolves Wulfen / Wolf Guard). Priced above the stock lightning-claws 55 - the frost-craft premium.

Thunder Hammer 70 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

The Wulfen is a brother taken by the Curse in his blood — a Space Wolf swollen into something faster, stronger and half-loosed from command. S5, WS 2+, six inches of movement and lightning claws make him the pack's frenzied spear-tip, hitting harder and reaching further than any line-brother. He is Unwavering, never Pinned and never Broken, and the nearer an enemy stands the more the fury feeds him. But he is not fully the controlling player's to com-

mand: with a foe in sight he must master the beast or charge it. He arrives to kill, and the pack points him and lets him run.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** The curse-swollen body — S5 and faster than a line-brother.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, always leaning into the charge.
- **Curse of the Wulfen:** This fighter is Unwavering and gains +1 Attack within 6" of an enemy; at the start of its activation with an enemy in sight, it must pass a Cool check or charge the nearest enemy.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

LONG FANG

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman veteran body*)

Combat Doctrines (*fights to the declared doctrine, holding to Devastator while the pack charges*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Leadership

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Power

included

The Long Fang is the pack's grey-maned veteran, the heavy-weapon brother who holds the line while the young charge. A T5 transhuman body with a heavy bolter and bolt pistol, he anchors the gunline and holds the Devastator lean of the Doctrine, laying down the fire that thins the enemy before the pack reaches it. He still stands with his brothers, drawing Counter-Charge from The Pack Hunts should the fight come to him. Old, scarred and patient, he is the weight of years the mob leans on — the killer who has done this a hundred times and means to do it once more.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.

- **Astartes Physiology:** A transhuman veteran body — T5 and three Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, holding the Devastator lean while the pack charges.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

MARINE

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*fight to the declared doctrine*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Combat

Ferocity

Shooting

SECONDARY

Brawn

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Power

included

The Grey Hunter is the line-brother of the pack — the seasoned killer who forms its backbone and does the bulk of its work. A boltgun, chainsword and grenades on a T5 transhuman body make him equally deadly at range and in the press, and the Doctrine leans him toward the Assault the pack lives for. He fights shoulder to shoulder with his brothers, drawing Counter-Charge from The Pack Hunts wherever two or more run close. A Grey Hunter running Tactical

Infiltration is the Wolf Scout or Hound of Morkai; the Chapter fields no separate scout tier. He is the pack made flesh: veteran, versatile, and always straining toward contact.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** T5 and three Wounds — durability is the body, not the save.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, leaned toward Assault.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

MOUNTED MARINE

GANGER

✖ 280 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	3+	4	5	4	3+	3	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman cavalry body*)

Combat Doctrines (*fights to the declared doctrine*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin; the wolf-kin surge with it on the Assault round*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Agility

Combat

Cunning

Ferocity

Signature

SECONDARY

Brawn

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Lightning Claws 55 credits

Frost Weapon

in kit

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

The Thunderwolf Cavalry is a Grey Hunter riding a monstrous Fenrisian wolf into battle — nine inches of movement, four Wounds and three Attacks of transhuman warrior and beast fused into one charging weight. He crosses the board faster than any brother on foot, arrives with the mount's fury adding to his own, and hits the enemy line where it is thinnest. He fights to the Assault-leaned Doctrine and draws Counter-Charge from The Pack Hunts, and the wolf-

kin surge with him on the Assault round. This is the pack's hammer: a rider who does not skirmish but closes, breaks a flank, and runs the survivors down.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman cavalry body — the Thunderwolf mount adds the fourth Wound and the extra Attack.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, leaned toward Assault.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge; the wolf-kin surge with it on the Assault round.

BLOOD CLAW

JUVE

× 165 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	5	2	3+	2	7+	6+	7+	8+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W2*)

Combat Doctrines (*fights to the declared doctrine - always straining into the charge*)

The Pack Hunts (*gains Counter-Charge within 3in of two or more pack-mates or wolf-kin*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-action Fight free
- +1

PRIMARY

Agility

Combat

Ferocity

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Power

included

WARGEAR

Jump Pack

in kit

The Blood Claw is the pack's savage young — a newly-made Space Wolf with a transhuman body and none of a veteran's patience. Cheap for what he is, he brings a chainsword, bolt pistol and two Wounds of T5 flesh, and every instinct in him strains toward the charge. The Doctrine only encourages it, and standing among his brothers he gains Counter-Charge from The Pack Hunts. His discipline is a Juve's — Ld 7+, Cl 6+ — so he is best pointed at the enemy and loosed, not asked to hold. This is the plentiful body of the gang: reckless, eager, and hungry to earn his first saga.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A transhuman body on a Juve's discipline — T5 and two Wounds.
- **Combat Doctrines:** This fighter fights to the declared Doctrine, always straining into the charge.
- **The Pack Hunts:** While within 3" of two or more friendly pack-mates or wolf-kin, this fighter gains Counter-Charge.

FENRISIAN WOLF

EXOTIC BEAST

85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	-	4	4	2	4+	2	8+	7+	8+	-

SAVE 6+

SPECIAL RULES

The Pack Hunts (wolf-kin - counts as a pack-mate for coherency, gains Counter-Charge near two or more pack-mates, and surges +1in Move on the Assault round)

SEE SPECIAL RULES

Typed Effects

- grant-action Fight free
- +1

PRIMARY

Agility

Combat

Cunning

Ferocity

EQUIPMENT LIST

CLOSE-COMBAT

Combat Knife

in kit

The Fenrisian Wolf is no machine and no man but a great grey beast of Fenris, bonded into the pack and fighting beside the brothers as kin. Nine inches of movement make it the fastest thing the gang fields, and its rending jaws bite through armour a lesser animal never could. It carries no wargear and wears no plate — a 6+ hide is its only defence — so it lives on speed, teeth and the pack-bond. It counts as a pack-mate for coherency, gains Counter-Charge near two or more pack-mates, and surges +1" of Move on the Assault round. Loose it ahead of the line and let it run the prey down.

Special Rules

- The Pack Hunts:** This wolf-kin counts as a pack-mate for coherency, gains Counter-Charge while within 3" of two or more pack-mates, and surges +1" Move on the Assault round.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*fights to the declared doctrine straight*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Ferocity

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is a warrior sealed into a heavy siege warsuit — T6, a 2+ save and twin heavy weapons fitted to the frame rather than carried. He is a walking strongpoint, soaking fire and answering it with the heavy bolter's weight, ceding speed for armour and firepower the line body cannot match. The warsuit is too slow and too solitary to hunt in coherency, so he fights the declared Doctrine straight and takes no bonus from The Pack Hunts. He sits off the Space Wolves' identity — a static gun-platform among a Chapter built to charge — and is fielded rarely, only where a wall of armour is what the fight demands.

Special Rules

- **And They Shall Know No Fear:** This fighter cannot be Pinned and automatically passes Nerve tests.
- **Astartes Physiology:** A heavy warsuit body — T6 and four Wounds.
- **Combat Doctrines:** This fighter fights the declared Doctrine straight — the lumbering warsuit does not hunt in coherency.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Venerable — or the savage Murderfang — is the lesser walker of the Great Company: an ancient Long Fang interred in a walking sarcophagus, kept in service across the centuries, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Movement 5" as the pack's ancient bulwark rather than its spearhead. Its multi-melta cracks armour at range while the great Dreadnought fists tear apart anything that closes; both are fixed Front hardpoints, so the walker must face its prey. It knows no fear — the brother within has already died once — and it shrugs off fire that would fell a lesser hull, its damage and handling and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

× 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

× 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Redeemptor is the greater walker that crowns the Space Wolves vehicle roster — a modern sarcophagus of enormous size, no fighter but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it advances at Movement 6", faster and deadlier than the older pattern. It hammers the board from three fixed Front hardpoints — a macro plasma incinerator that breaks the heaviest targets, a great Redeemptor fist that tears apart what closes, and a storm bolter for the swarms in between. Facing matters: all three arms fire forward, so the Redeemptor must front its prey. Like its lesser kin it fears nothing, and it is the single most punishing body the pack can field — and the methodology's own **450 calibration anchor** (Guardsman 50 → Genestealer 150 → Marine 200 → Redeemptor 450), so its provisional \$5c price sits at the reference point itself, the top of the roster; its every Loss of Control still reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE STORMS OF FENRIS

PSYCHIC DISCIPLINE

The Storms of Fenris are the storm-magic of the Rune Priests — a single discipline of ice, lightning, beast-spirit and the old Fenrisian hatred of sorcery. Where a Librarian lectures the warp into obedience, the Rune Priest calls the tempest of his home world and looses the spectral wolves, and where a witch would blast he answers with lightning and the killing cold. Six workings pass through the discipline: the leaping storm-bolt, the sheltering gale, the murderous ice-wind, the ground-swallowing jaws, the fury of the wolf-spirits, and the runic ward that turns an enemy's own sorcery against him. Each is a Wyrd power, and each courts the warp's price for the one who calls it. At creation a Rune Priest with access picks or rolls its power from the table below, and adds to it the universal witch-blast of Smite.

ROLL

POWER

1	Living Lightning. A bolt of Fenrisian storm-lightning leaps from the Rune Priest to a chosen enemy fighter within range, which suffers an automatic hit resolved at Strength 5, AP -1. If that fighter is taken Out of Action by the strike, the lightning arcs on to the nearest other enemy within 4", which suffers a second automatic hit at Strength 4, AP -. The storm hunts down the line. It leaps from a felled foe to the next, and a single working can carry death through a bunched pack of the enemy.
2	Storm Caller. While this power is sustained, a howling Fenrisian gale wraps the target friendly fighter — the Rune Priest itself or a brother within 6". Enemies suffer -1 to Hit it with ranged attacks, and it may not be picked as the target of an enemy Aim action from beyond 12". The storm-wall of Fenris turns the enemy's marksmanship to a guess. Driving wind and snow shroud the one it protects until the working ends.
3	Murderous Hurricane. A screaming ice-wind tears across the chosen enemy fighter and every other enemy within 2" of it. Each caught in the squall suffers an automatic hit at Strength 3, AP -, and has its Movement reduced by 2" until the end of the round. The ground within 2" of the chosen fighter is churned to ice and driven snow, treated as difficult terrain for the rest of the round. A wounding, slowing storm — it breaks a charge or pins a knot of the enemy in place for the pack to reach.
4	Jaws of the World Wolf. A fissure roars open along a straight line drawn from the Rune Priest, up to 12" long. Every enemy fighter the line crosses must pass an Initiative check or be dragged down as Fenris itself opens beneath it, suffering an automatic hit at Strength 6, AP -2. Those quick enough to leap clear take nothing; the rest are swallowed whole. It is the Wolves' most feared curse, the ground turned traitor beneath a whole rank of the enemy at once.
5	Fury of the Wolf Spirits. While this power is sustained, spectral Fenrisian wolves surge around the target friendly Space Wolf — the Rune Priest itself or a brother within 6". Its close-combat attacks gain the Rending trait, and it re-rolls Wound rolls of 1 in melee. The wolf-spirits bite where its blade bites, tearing at the wound it opens, so a warrior wreathed in the pack's dead hunts as savagely as the living wolves that run beside it.
6	Runic Ward. While this power is sustained, the Rune Priest's ancient hatred of sorcery hardens into a ward. The Rune Priest and friendlies within 6" re-roll a failed Willpower test made against an enemy psychic power, and any enemy psyker suffering Perils of the Warp within 12" worsens the result by one severity step. It is the anti-witch of Fenris made manifest — distinct from the single-fighter charm of a wolf-tail talisman, this is the caster's own aura, the runes turned outward against every enemy that dares call the warp.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Pack Encircles. The pack does not line up — it surrounds. Play this at deployment, after both gangs have set up. Choose up to three of your fighters and redeploy them anywhere on the board more than 6" from an enemy, spreading the pack around the foe rather than facing him in one body. The enemy wakes to find the wolves already at every edge.	DEPLOYMENT

12	For The Wolftime. There comes a moment when the pack stops hunting and simply kills. Play this at the start of a round. Until the end of that round, every friendly fighter that ends its move in an enemy's engagement range gains +1 Attack for the following close-combat. The Wolftime is on them, and the whole pack throws itself into the press.	START OF ROUND
13	Fight As One. The pack moves as a single body or not at all. Play this once, at any time. Until the end of the round, every friendly fighter within 3" of two or more pack-mates counts as being within coherency for The Pack Hunts regardless of the exact spacing, and none of them may be Pinned. For that round the wolves fight shoulder to shoulder as one animal.	ANY (ONCE)
14	Close The Circle. When one wolf is threatened, the nearest brother is already moving. Play this as a Reaction when an enemy charges a friendly fighter. One other friendly fighter within 4" of that enemy, and not itself engaged, may immediately make a free move of up to 3" to close on the charger. The circle tightens the instant the enemy commits.	REACTION
15	Shoulder To Shoulder. Packed close, the wolves are harder to break. Play this at the start of a round. Until the end of that round, any friendly fighter within 2" of another friendly fighter may re-roll a failed Nerve or Cool test. The brothers steady one another; no wolf that stands beside another gives ground easily.	START OF ROUND
16	The Wolves Answer. Strike a wolf and the whole pack answers. Play this once, at any time, immediately after a friendly fighter is taken Out of Action. Every friendly fighter within 6" of where it fell gains +1 to Hit in close combat until the end of the round. The pack does not mourn in the moment — it avenges.	ANY (ONCE)
21	Thunderwolf Charge. The great wolves hit like falling rock. Play this when a friendly Thunderwolf rider or wolf-kin declares a charge. Add 2" to that charge move, and if it reaches the enemy, its close-combat attacks are made at +1 Strength for that round. The weight of the mount turns a charge into a hammer-blow.	WHEN CHARGING
22	Charge After The Run. The pack closes the distance in one breathless surge. Play this when activating a friendly fighter. That fighter may make a Move (Simple) action and then still declare a Charge in the same activation, running flat-out and hurling itself into contact at the end of the sprint. The prey does not get the extra step it was counting on.	WHEN ACTIVATING
23	Run Them Down. A fleeing enemy is a wolf's favourite prey. Play this as a Reaction when an enemy fighter breaks from combat or falls back within 6" of a friendly fighter. That friendly fighter may immediately make a free move of up to its Movement toward the fleeing enemy, and if it reaches engagement range it counts as charging. The pack runs the coward down.	REACTION
24	Into The Teeth. The Wolves charge into fire that would stop a lesser warrior. Play this when a friendly fighter declares a Charge. That fighter ignores any Pinning from enemy Reaction fire during the charge and may not be forced to stop short — it presses through the volley and reaches the line regardless. The pack goes into the teeth of the guns because that is where the enemy is.	WHEN CHARGING
25	The Headlong Rush. The pack crosses the open ground before the enemy is ready. Play this in the first round of the battle. Every friendly fighter adds 2" to its first Move or Charge this round, the whole gang surging forward off the line. The Wolves close the gap fastest when the fight is youngest.	FIRST ROUND
26	No Ground Given. A Space Wolf holds where he stands. Play this once, at any time, on a friendly fighter that has just failed a Nerve or Bottle-related test. That fighter automatically passes instead and does not Break or fall back this round. The pack does not yield the ground it has bled for.	ANY (ONCE)

31	Saga Of The Slayer. A warrior fights hardest with a saga to earn. Play this when a friendly fighter attacks an enemy Leader, Champion or the enemy's most expensive fighter. That fighter re-rolls failed Hit rolls against such a foe for the rest of the round. The Wolves save their fiercest blows for the mightiest quarry — the bigger the name, the harder they swing.	WHEN ATTACKING
32	A Killing Remembered. The skalds mark the deeds worth keeping. Play this in the post-battle sequence if a friendly fighter took an enemy Leader or Champion Out of Action during the battle. That fighter gains 1 bonus experience, the killing set into the saga of the Great Company. What the pack remembers, it fights to live up to.	POST-BATTLE
33	The Boast Made Good. A Wolf who boasts at the feast must make it good on the field. Play this at deployment. Name one friendly fighter and one enemy fighter as its boast. While the named fighter is within 6" of that enemy, it re-rolls failed Hit rolls against it — but if the battle ends with the enemy still standing and the boaster not, the pack tells the tale sourly. The boast drives the warrior to the deed.	DEPLOYMENT
34	Sung By The Skalds. A saga sung mid-battle lifts the whole pack. Play this at the start of a round. Choose one friendly fighter; until the end of that round, every friendly fighter within 6" of it re-rolls failed Willpower and Cool tests, carried by the telling of the tale. The skald's voice reaches further than a shout and steadies harder.	START OF ROUND
35	Honour Of The Great Company. The honour of the Company is a weight. Every brother carries it. Play this once, at any time, on a friendly Leader or Champion. Until the end of the round, that fighter and every friendly fighter within 6" of it auto-pass Nerve tests. No wolf will be the one who shamed the Great Company — they hold because the others are watching.	ANY (ONCE)
36	The Trophy Taken. The pack takes a trophy from every worthy kill. Play this in the post-battle sequence if your gang won the battle and took an enemy fighter Out of Action. Claim a modest bonus to the credits earned from the battle — spoils stripped from the fallen. The Wolves fight for the saga. They do not leave good iron on the field.	POST-BATTLE
41	The Wulfen Rise. The curse in the blood answers a brother's fall. Play this once, at any time, immediately after a friendly Space Wolf is taken Seriously Injured within 6" of an enemy. That fighter is not laid low but rises as the beast takes him — for the rest of the battle he counts as Unwavering and gains +1 Attack while within 6" of an enemy, though he must charge the nearest foe each activation. The wound wakes the Wulfen early.	ANY (ONCE)
42	The Curse Stirs. The beast stirs in the pack's blood as the fight sharpens. Play this at the start of a round on a friendly fighter. Until the end of that round, that fighter gains +1 Attack while within 6" of an enemy, but must charge the nearest enemy if any is in sight when it activates. The curse gives its strength and takes its own price.	START OF ROUND
43	Feral Fury. The fury takes over. The blows fall like rain. Play this when a friendly fighter attacks in close combat. That fighter re-rolls failed Hit rolls of 1 for this fight, striking wild and fast with the beast half-loosed — the pack is at its deadliest when it stops thinking and simply tears.	WHEN ATTACKING
44	The Beast Unleashed. The leash comes off and the Wulfen goes in. Play this when a friendly Wulfen declares a Charge. Add 3" to that charge move, and if it reaches the enemy, its close-combat attacks are made at +1 Strength for that round. When the beast is unleashed, nothing short of death stops it reaching the throat.	WHEN CHARGING

45	Blood In The Snow. The scent of blood drives the pack into a killing hunger. Play this once, at any time, after an enemy fighter has been taken Out of Action. Until the end of the round, every friendly fighter that charges gains +1 to Hit in the ensuing close combat. First blood only whets the pack's appetite.	ANY (ONCE)
46	The Frenzy Takes Him. A brother loses himself to the fight entirely. Play this when activating a friendly fighter. That fighter gains +1 Attack and re-rolls failed Hit rolls in close combat this activation, but must make a Charge or a Move toward the nearest enemy and may take no other action. The frenzy gives everything to the killing and nothing to caution.	WHEN ACTIVATING
51	The Wolf Kin Surge. When the pack presses, the beasts surge with it. Play this at the start of a round. Until the end of that round, every friendly wolf-kin and Fenrisian Wolf adds 2" to its Move and Charge. The wolves run ahead of the brothers to open the enemy line for the blades that follow.	START OF ROUND
52	Hunters Of Fenris. The sons of Fenris were hunting monsters before they were ever Marines. Play this when a friendly fighter attacks an enemy with more Wounds on its profile than the attacker. That fighter's attacks count as having the Rending trait for this fight. The pack knows how to bring down bigger prey — go for the soft places and do not let go.	WHEN ATTACKING
53	Loose The Wolves. The wolf-kin are loosed ahead of the line to run the flanks. Play this at deployment. Any friendly wolf-kin or Fenrisian Wolves may be set up after all other fighters, anywhere on the board more than 6" from an enemy. The beasts range wide before the fight begins, already in position to strike where the enemy is thinnest.	DEPLOYMENT
54	The Cyber Hound Strikes. The Iron Priest's bionic hound hits with the force of forged muscle. Play this once, at any time, when a friendly cyber-wolf makes a close-combat attack. That cyber-wolf gains +1 Strength and re-rolls failed Hit rolls for this fight. Steel jaws close where flesh ones might have slipped. The enemy learns the difference.	ANY (ONCE)
55	Beasts At The Flank. The wolves strike from the side the enemy forgot to guard. Play this as a Reaction when an enemy fighter within 6" of a friendly wolf-kin activates or is charged. That wolf-kin may immediately make a free move of up to 4" to take the enemy in the flank. The beasts are always where they are least wanted.	REACTION
56	The Pack Grows. A great hunt draws new blood to the Company. Play this in the post-battle sequence after a decisive win. The pack gains a discount on recruiting one new fighter or bonding one new wolf-kin before the next battle, drawn in by the tale of the victory. Wolves follow strength, and a winning pack never wants for more.	POST-BATTLE
61	Hunt The Prey. The pack marks its quarry before the first blow is struck. Play this at deployment. Name one enemy fighter as the prey. For the rest of the battle, friendly fighters re-roll failed charge distances made against that enemy, the whole pack bending toward the marked kill. What the Wolves name, they run down.	DEPLOYMENT
62	The Wolf Scouts Strike. The Wolf Scouts are already behind the enemy when the fight begins. Play this at deployment. One friendly Grey Hunter — a Wolf Scout or Hound of Morkai running Tactical Infiltration — may be set up after all other fighters, anywhere on the board more than 6" from an enemy, including the enemy's own half. The pack strikes from the direction no gunline can face.	DEPLOYMENT

63	The Old Hatred. The Wolves keep an ancient hatred of the witch and the sorcerer. Play this as a Reaction when an enemy uses a psychic power within 12" of a friendly fighter. That friendly fighter may immediately make a free move of up to its Movement toward the psyker, and re-rolls failed Willpower tests against that enemy's powers for the rest of the round. The pack answers sorcery with teeth.	REACTION
64	Storm Of Fenris. A Rune Priest calls the tempest of the home world down on the foe. Play this when activating a friendly Rune Priest. Choose one enemy fighter within 12" and in sight; that enemy suffers a Strength 4 hit and is Pinned as the storm breaks over it. The old sky of Fenris follows its sons to war.	WHEN ACTIVATING
65	The Frost Bites. The cold of the frost blades stills the blood of what they cut. Play this when a friendly fighter attacks in close combat with a frost weapon or other Power weapon. Any enemy wounded by that fighter this fight suffers -1 to Hit until the end of the following round, sluggish and slowed by the bite of the cold. The Wolves' blades leave more than wounds.	WHEN ATTACKING
66	The Sky Falls. The Great Company drops from the sky onto the enemy's ground. Play this at deployment. Choose up to two friendly fighters to be held back and arrive by drop in the second round, set up anywhere on the board more than 6" from an enemy when they land. The pack comes down where the enemy least expects the sky to open.	DEPLOYMENT

ALLIANCES

THE PATIENT GUNLINE

ALLIANCE

WHO	the patient gunline (a disciplined, static shooting force built to punish a headlong rush - a fortified firebase, a massed gunline, any gang that wins by making the enemy cross open ground into its fire; the Space Wolves' natural predator)
TERMS	campaign-level feud: while it stands, the Space Wolves gain bonus Reputation for a decisive win where the pack closed and broke the gunline in melee, but the enemy gains Reputation for every battle in which it held the line and thinned the pack at range before it arrived; the feud runs until one side is driven off the contested world

Some enemies wait. The patient gunline is one of them — a disciplined, static shooting force that wins by making the pack cross open ground into its fire, a fortified firebase, a massed line of guns, any gang built to thin an onrushing foe before it arrives. Reach it or die trying. That is the whole of the feud, and it runs deep.

While the feud stands, the Space Wolves gain bonus Reputation for a decisive win where the pack closed the distance and broke the gunline in melee. The gunline gains Reputation for every battle in which it held the line and bled the pack at range before it arrived. Neither side yields. The feud burns until one of them is driven off the contested world entirely.

WHO	the wild kindred (a loyal successor of the Wolves, another honourable Chapter that keeps the same wars, or any zealous Imperial force that shares the Wolves' hatred of the witch and the traitor)
TERMS	campaign-level alliance: while it stands, the Space Wolves and their kindred observe a map-level non-aggression and may lend one favour to each other per post-battle sequence; both gain a small Reputation bonus for a campaign won together. The pact is grudging - the Wolves keep no diplomat's patience - and it breaks the instant the kindred are found consorting with sorcerers, which the Wolves will not forgive

The wild kindred are those the Wolves count as brothers-in-war — a loyal successor of the Chapter, another honourable warband that keeps the same wars, or any zealous Imperial force that shares the old hatred of the witch and the traitor. The bond is one of shared enemies rather than shared counsel, but it holds where it matters.

While the alliance stands, the Space Wolves and their kindred observe a map-level non-aggression and may lend one favour to each other in each post-battle sequence, and both gain a small Reputation bonus for a campaign won together. The pact is a grudging one — the Wolves keep no diplomat's patience — and it breaks the instant the kindred are found consorting with sorcerers, a betrayal the sons of Fenris will never forgive and never forget.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Muster Of The Great Company. The Wolf Lord's own hall answers the call, but grudgingly and at a price. When you seek the muster's favour, a single veteran of the Great Company marches with your gang for the coming battle as a hired brother — but the hall expects its due, and you must give up a share of the credits earned from that battle in return. The veteran fights hard and leaves when the work is done; the debt to the hall is paid whether he lives or falls.	THE GREAT COMPANY'S MUSTER (THE WOLF LORD'S OWN HALL OF VETERANS)
3	The Fenrisian Kennels. The wolf-keepers of the Fang open the kennels to you. When you seek their favour, a great grey Fenrisian wolf is loosed to run with your pack for the coming battle, bonded into the gang as wolf-kin for that fight. It hunts at your side, counts as a pack-mate, and returns to the kennels afterward. The keepers give freely to those the wolves already follow, and ask only that you loose the beast toward the enemy and not waste it.	THE FENRISIAN KENNELS (THE WOLF-KEEPERS OF THE FANG)
4	The Iron Priests Forge. The smiths of the Great Company put their forge at your service. When you seek the Iron Priests' favour, they mend what the last battle broke: you may repair one piece of the gang's wargear or restore one fighter's bionics that was lost or damaged in the post-battle sequence, at no cost. The Priests work the iron for those who fight beside them, and hand back the mended gear with a grunt and no ceremony.	THE IRON PRIESTS' FORGE (THE SMITHS OF THE GREAT COMPANY)

5	Aid Of The Kindred Chapter. A kindred loyal Chapter keeps the same wars, and honours the bond when you call. When you seek their aid, a single allied Astartes fights alongside your gang in the coming battle as a hired brother, arriving with his own wargear and standing in your line. He keeps his own counsel and fights to his own honour, but while the enemy is shared he is yours to point. He departs when the field is won, the debt between the two Chapters settled for now.	A KINDRED LOYAL CHAPTER (A SUCCESSOR OR ALLIED ASTARTES FORCE THAT KEEPS THE SAME WARS)
6	Counsel Of The Rune Priests. The rune-casters read the storm and lend you their sight. When you seek the Rune Priests' counsel, you may re-roll one Nerve, Cool or Willpower test for a fighter of the gang in the coming battle, the storm-caller's ward steadying the mind at the moment it would break. Their counsel is spare and their words few, but the pack learns to trust the runes: what the Priests foresee, they help you turn.	THE RUNE PRIESTS OF THE CHAPTER (THE RUNE-CASTERS AND STORM-CALLERS)
7	The Thunderwolf Muster. The wolf-riders of the Great Company thunder in to run beside you. When you seek the Thunderwolf muster's favour, a single Thunderwolf rider joins your gang for the coming battle as a hired brother, crossing the field at speed to break the flank you point him at. He arrives spoiling for the charge and leaves once it is spent. The muster lends its riders to those who fight the way the Wolves are meant to — closing hard and running the prey down.	THE THUNDERWOLF MUSTER (THE WOLF-RIDERS OF THE GREAT COMPANY)
8	Blessing Of The Wolf Priest. The healers of the Chapter, keepers of the Curse, tend your fallen. When you seek the Wolf Priest's blessing, you may re-roll one Lasting Injury result for a fighter taken Out of Action in the last battle, the Priest's craft and rites drawing a brother back from the worst of it. Those the Wolf Priests save owe the Chapter their lives twice over — once for the making, and once for the mending.	THE WOLF PRIESTS (THE CHAPTER'S HEALERS AND KEEPERS OF THE CURSE)
9	The Skalds Boon. The keepers of the saga sing your gang's deeds louder than they were earned. When you claim the skalds' boon, one fighter of your choosing gains a measure of bonus experience for the coming battle's honours, the telling of the tale lifting a warrior toward the legend the skalds have already named him. A deed sung by the skalds is a deed made greater; the pack fights all the harder to be worth the song.	THE SKALDS OF THE GREAT COMPANY (THE KEEPERS OF THE SAGA)

SUB-PLOTS

THE GROWING SAGA

SUB-PLOT

Reward: The Great Company comes into its own: the gang permanently unlocks one extra Champion slot and one extra wolf-kin or Thunderwolf slot beyond its normal caps, and may assign a Legendary Name to one fighter at a discount of 3 XP. This sub-plot can be claimed only once per campaign.

A war-band becomes a legend one deed at a time. This sub-plot fires once your gang's fighters have earned three separate Sagas across the campaign, or taken three enemy Leaders or Champions Out of Action — a Great Company whose deeds have grown into a legend the skalds cannot stop singing.

When it does, the Great Company comes into its own. Your gang permanently unlocks one extra Champion slot and one extra wolf-kin or Thunderwolf slot beyond its normal caps, and you may assign a Legendary Name to one fighter at a discount of 3 experience. The saga only grows once this way — you may claim this sub-plot a single time in a campaign.

Reward: The pack learns to live with what it is becoming: it gains a permanent third Wulfen slot beyond its normal cap, and once more before the campaign ends the Wolf Priest may choose to raise a fallen brother as a Wulfen automatically rather than rolling. But the Curse deepens too - from now on, whenever a friendly fighter is taken Out of Action within 6" of an enemy, the nearest Wulfen must pass a Cool check or immediately charge, willed or not. This sub-plot can be claimed only once per campaign.

The beast in the blood spreads battle by battle. This sub-plot fires once the Curse has claimed three fighters across the campaign — three brothers taken Seriously Injured within reach of the enemy and risen as Wulfen on the Curse roll, the dark half of the saga growing from the pack's own wounded.

When it does, the pack learns to live with what it is becoming. You gain a permanent third Wulfen slot beyond your normal cap, and once more before the campaign ends the Wolf Priest may choose to raise a fallen brother as a Wulfen automatically rather than rolling. But the Curse deepens too: from now on, whenever a friendly fighter is taken Out of Action within 6" of an enemy, the nearest Wulfen must pass a Cool check or immediately charge, willed or not. You may claim this sub-plot only once in a campaign.

👤 LEGENDARY NAMES

✧ SAGA OF THE SLAYER

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Slayer is a warrior who has run down and killed a foe worth the telling, and earned a saga of his own for it. Any fighter of the gang may take the name, for a random cost of 6 experience or a chosen cost of 12.

The Slayer hunts the mighty and grows on the killing. This fighter re-rolls failed Hit rolls against enemy Leaders, Champions and the enemy's most expensive fighter, and gains 1 bonus experience each time it takes such a foe Out of Action. But the Slayer will not break off a worthy fight: once in combat with an enemy Leader or Champion, it may not leave that combat voluntarily until one of them is down — and a tough foe who simply refuses to fall can tie the Slayer up for the whole battle.

✧ THE WULFEN WHO ENDURED

WULFEN

XP cost (random): 6

XP cost (chosen): 12

The Wulfen Who Endured is a cursed brother who has carried the Curse through a whole campaign and not been lost to it. Only a Wulfen may take the name, for a random cost of 6 experience or a chosen cost of 12.

The one who endured has learned to hold the beast where others cannot. This Wulfen may re-roll its Curse compulsion Cool check each activation, and while it is on the field friendly Wulfen within 6" also re-roll their compulsion checks, steadied by its example. But the Curse never truly releases: at the start of each battle, roll a die, and on a 1 this Wulfen begins Unwavering yet must charge the nearest enemy every activation for the whole game, friend or foe of the plan — the beast that was mastered still slips its leash.

✧ WOLF LORD OF A GREAT COMPANY

LEADER

XP cost (random): 6

XP cost (chosen): 12

The Wolf Lord of a Great Company is a Leader raised to master a full hall of Fenris, in the tradition of the great lords whose names the sagas keep. Only a Leader may take the name, for a random cost of 6 experience or a chosen cost of 12.

The pack fights harder in the shadow of a legend. While this fighter is on the field, friendly fighters within 9" auto-pass Nerve tests and re-roll a single failed charge distance each round. But the Wolf Lord must always issue the challenge: if an enemy Leader or Champion is within 12", this fighter must move toward and, if able, charge it, and may not target a lesser foe while such a challenge stands — a great hunter cannot be seen to hunt the weak.



TERRAIN

✧ THE FANG OUTPOST

TERRAIN

The Fang Outpost is a forward strongpoint of the Chapter's fortress-monastery — part barracks, part kennel, where the wolf-keepers house the Fenrisian wolf-kin and the pack musters between hunts.

The Space Wolves player may place the Fang Outpost wholly within their deployment zone. It counts as a fortified strongpoint, granting a 4+ field save to any friendly fighter wholly within it, and any friendly wolf-kin that begins the battle inside it may make a free 6" Move in the first round. Held as a campaign territory, the Fang Outpost also grants the pack one free Fenrisian Wolf recruit each campaign cycle, drawn from the Fenrisian kennels within its walls.

The Hammerfall Bunker is a drop-deployed strongpoint. The Great Company plants it to anchor a held flank — an armoured redoubt set to pour fire onto the ground the pack is driving the enemy across.

The Space Wolves player may place the Hammerfall Bunker anywhere in their half of the board at deployment. It is impassable terrain that grants full cover, and one friendly fighter carrying a heavy or basic weapon may begin the game garrisoning it, firing from within at +1 to hit and immune to being charged from more than one direction. A Long Fang garrisoning the bunker ignores the -1 penalty for firing at a target in cover. The redoubt becomes a fixed killing point, and the enemy must cross open ground to silence it.

✕ THE ENCIRCLEMENT

SCENARIO

ATTACKER	the Space Wolves (a pack that means to close on turn one and encircle the enemy, fighting in tight coherency so every brother and wolf draws Counter-Charge, and running the prey down before it can break free)
DEFENDER	the opposing gang (a force that must break the pack apart - open distance, split the wolves off from one another, and thin the wolf-kin and Thunderwolves before they converge into a single tightening ring)
DEPLOY	the Space Wolves deploy around the board edges in up to three groups (the encircling pack), with the wolf-kin and Thunderwolf riders free to start on any edge; the defender deploys in a single body near the centre, holding an objective it must keep control of
OBJECTIVE	the Space Wolves win by closing the ring - having a majority of their fighters within 6in of the enemy body and taking the central objective; the defender wins by breaking out, moving the majority of its fighters off the far edge or holding the objective uncontested to the end
VICTORY	the Space Wolves win if, at the end of any round from round three onward, they control the central objective and no enemy fighter has escaped the encirclement (moved off a board edge); the defender wins if, by the end of round five, it still holds the objective uncontested or has moved half or more of its starting fighters clear of the ring
REWARDS	a Space Wolves win grants bonus Reputation and a Control-Track step; a fighter that took an enemy Out of Action inside the ring gains 1 bonus XP; a defender win that broke out grants the defender bonus Reputation for slipping the pack
CONTROL TRACK	a Space Wolves win advances their Control-Track claim on the district by one step (the pack has run the ground's defenders down); a defender win holds the marker and denies the advance, and the pack takes an attrition penalty for a hunt that let its prey escape

The pack does not push the enemy — it surrounds him. In the Encirclement the Space Wolves come from every side at once, closing the ring until the quarry has nowhere left to run.

ATTACKER & DEFENDER The Space Wolves are the attacker, meaning to close on the first turn and encircle the enemy, fighting in tight coherency so every brother and wolf draws Counter-Charge. The defender is the opposing gang, which must break the pack apart — open distance, split the wolves from one another, and thin the wolf-kin and Thunderwolves before they converge.

BATTLEFIELD Open ground around a central strongpoint or objective the defender means to hold, with terrain enough at the edges to let the encircling pack approach from several directions.

DEPLOYMENT The Space Wolves deploy around the board edges in up to three separate groups — the encircling pack — with the wolf-kin and Thunderwolf riders free to start on any edge. The defender deploys in a single body near the centre, holding the objective it must keep control of.

THE HUNT The Space Wolves close the ring, aiming to hold a majority of their fighters within 6" of the enemy body and take the central objective. The defender fights to break out — moving the majority of its fighters clear of the ring or holding the objective uncontested to the end.

ENDING THE BATTLE The battle runs until one side meets its victory condition, a gang bottles out, or the fifth round ends.

VICTORY The Space Wolves win if, at the end of any round from the third onward, they control the central objective and no enemy fighter has escaped the encirclement by moving off a board edge. The defender wins if, by the end of round five, it still holds the objective uncontested or has moved half or more of its starting fighters clear of the ring.

REWARDS A Space Wolves win grants bonus Reputation and a Control-Track step, and any fighter that took an enemy Out of Action inside the ring gains 1 bonus experience. A defender win that broke out grants the defender bonus Reputation for slipping the pack.

THE SIEGE A Space Wolves win advances their Control-Track claim on the district by one step — the pack has run the ground's defenders down. A defender win holds the marker and denies the advance, and the pack takes an attrition penalty for a hunt that let its prey escape.

ATTACKER	the Space Wolves (a war-pack that has named a quarry and means to run it down for the saga, racing across the board to take a single marked enemy Out of Action and earn the killing worth singing)
DEFENDER	the opposing gang (a force protecting its prized fighter - the named quarry - while trying to bleed the onrushing pack, keeping the quarry alive and mobile until the Wolves have spent themselves on the charge)
DEPLOY	at the start, the Space Wolves player names one enemy fighter as the quarry. The defender deploys anywhere in its half with the quarry no further forward than the rest; the Space Wolves deploy along their board edge, free to hold up to half the pack in reserve to arrive from an edge in round two
OBJECTIVE	the Space Wolves win by taking the quarry Out of Action; the defender wins by keeping the quarry alive and either holding the field or driving the pack off
VICTORY	the Space Wolves win if the named quarry is taken Out of Action by the end of round five; the defender wins if the quarry is still standing at the end of round five, or if the Space Wolves are bottled out first
REWARDS	a Space Wolves win grants bonus Reputation, a Control-Track step and a Saga honour (per the Legendary Name) to the fighter that felled the quarry; a defender win that kept the quarry alive grants the defender bonus Reputation for denying the hunt
CONTROL TRACK	a Space Wolves win advances their Control-Track claim on the district by one step (the quarry is run to ground and the saga sung); a defender win holds the marker and denies the advance, and the pack takes a morale penalty for a hunt that failed to make its kill

A war-pack has named its quarry and means to run it down for the saga. In the Wolftime nothing else on the field matters — only the marked enemy, and the killing worth singing.

ATTACKER & DEFENDER The Space Wolves are the attacker, racing across the board to take a single named enemy Out of Action. The defender is the opposing gang, protecting its prized fighter — the quarry — while bleeding the onrushing pack, keeping the quarry alive and mobile until the Wolves have spent themselves on the charge.

BATTLEFIELD Broken ground between the two forces, terrain enough for the defender to screen and delay the pack, but open lanes the Wolves can use to close.

DEPLOYMENT At the start, the Space Wolves player names one enemy fighter as the quarry. The defender deploys anywhere in its half, with the quarry set no further forward than the rest. The Space Wolves deploy along their board edge and may hold up to half the pack in reserve to arrive from an edge in round two.

THE HUNT The Space Wolves fight to take the quarry Out of Action. The defender fights to keep the quarry alive and either hold the field or drive the pack off.

ENDING THE BATTLE The battle ends when the quarry falls, a gang bottles out, or the fifth round closes.

VICTORY The Space Wolves win if the named quarry is taken Out of Action by the end of round five. The defender wins if the quarry is still standing at the end of round five, or if the Space Wolves bottle out first.

REWARDS A Space Wolves win grants bonus Reputation, a Control-Track step, and a Saga honour to the fighter that felled the quarry. A defender win that kept the quarry alive grants the defender bonus Reputation for denying the hunt.

THE SIEGE A Space Wolves win advances their Control-Track claim on the district by one step — the quarry is run to ground and the saga sung. A defender win holds the marker and denies the advance, and the pack takes a morale penalty for a hunt that failed to make its kill.



SPACE MARINES • HOUSE DOSSIER

IMPERIAL FISTS

The unbreakable line

The Imperial Fists are the Imperium's wall made flesh. Where other Chapters manoeuvre, the Sons of Dorn dig in: they take the same Astartes strike force every Chapter fields and fight it as a fortress, leaning every doctrine hard toward the guns and firing the deadlier the longer they refuse to give ground. A held position is their whole art. A fighter that plants its feet and holds still ranges truer with each passing round, and any ruin or slab of rockcrete becomes a strongpoint the enemy must break rather than pass.

They are the immovable wall to the Blood Angels' unstoppable blade. Not the Codex perfected, as the Ultramarines keep it, but the Codex braced: dug in, guns ranged, and waiting behind its line for the charge that must come to it. A House of Imperial Fists rewards the patient hand — the player who builds a gunline of heavy weapons and stoic line-brothers, anchors it on terrain, and makes the enemy pay in full for every inch of ground he crosses to reach it.

🦴 GANG COMPOSITION

CREDITS 1500

LEADERS 1

CHAMPIONS 2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter is a doctrine-bearer: the line fights to the declared Combat Doctrine, and the Imperial Fists' siege lean biases it toward Devastator
- ♦ Exactly 1 Leader (Captain); 0-2 Champions (Lieutenant / Librarian / Chaplain / Apothecary / Techmarine); each specialist 0-1
- ♦ Backbone: Marines + Scouts $\geq$ Leaders + Champions (the line is battle-brothers and neophytes, not command)
- ♦ Marines and Devastators bulk; Scouts cheap and plentiful; Heavy Intercessor and Champion slots unlock with Reputation; 0-1 Brute (the Land Raider counts)
- ♦ Hold and grind: a fighter that did not move fires harder (see the Bolter Drill signature). A heavy-weapon-rich, terrain-anchored line

A starting House of Imperial Fists musters on 1500 credits. It is built around exactly one Leader, the Captain who declares the gang's Doctrine and anchors its line, and up to two Champions drawn from the Lieutenant, Librarian, Chaplain, Apothecary and Techmarine — each of those specialists taken no more than once. The backbone must hold: the count of Marines and Scouts is always at least the number of Leaders and Champions, so the force reads as a body of battle-brothers and neophytes rather than a knot of command.

Marines and Devastators give the gang its weight, Scouts its cheap forward numbers. Heavy Intercessors and the Champion slots open as the House earns Reputation, and a single Brute may be fielded — the Land Raider fills that slot. Every fighter fights to the declared Doctrine, leaned toward Devastator, and one that holds still fires harder for it. The House rewards a heavy-weapon-rich, terrain-anchored muster that plants itself and makes the enemy come to the guns.

GANG RULES

✕ BOLTER DRILL

GANG RULE

Bolter Drill is the discipline that makes a stationary Son of Dorn deadlier than a moving one. It rides atop Combat Doctrines: the gang still declares and shifts a single Doctrine each round, but the Imperial Fists may only ever shift it one way — toward Devastator, from Assault to Tactical to Devastator and never back. The line braces harder as the battle wears on; it does not learn to run.

The drill itself reads off a fighter's feet. When a fighter did not move at all during its activation — holding its position rather than advancing or repositioning — it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1 for the rest of that round. There are no tokens to spend and nothing to declare; the rule simply asks whether the fighter held still. A gunline that stays where it is planted fires truer with every round the enemy fails to reach it — the exact and deliberate inverse of the Blood Angels, whose Doctrine drifts the other way, toward the charge that can never be called back.

FIGHTERS

CAPTAIN

LEADER

✖ 330 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine each round - and may only shift it toward Devastator*)

Finest Hour

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- +1
- re-roll Hit

PRIMARY

Brawn

Leadership

Savant

SECONDARY

Combat

Ferocity

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Fist Of Dorn

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR	STATUS
Mark Gravis 35 credits	Vigil Banner
Mark Terminator 135 credits	in kit
Mark Power	
included	

The Captain of a House of Imperial Fists is its anchor and its voice — a transhuman commander in power armour, boltgun and power fist in hand, who declares the gang's Doctrine each round and sets the whole line to it. He fights at the front of the wall, not behind it, and the ground he stands on does not change hands while he lives.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W4 transhuman command body, not the armour save.
- **Combat Doctrines:** it declares the gang's Doctrine each round, and may only ever shift that stance toward Devastator.
- **Finest Hour:** once per battle it may call its command aura, lending its bearing to the fighters around it.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

APOTHECARY

CHAMPION

✖ 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman medicae body*)

Combat Doctrines (*fights to the declared doctrine*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Narthecium

in kit

The Apothecary keeps the wall manned. A transhuman medicae with the narthecium at his belt, a chainsword and a bolt pistol for his own defence, his work is not to add a gun to the line but to keep its brothers standing in it — dragging the fallen back from death and recovering the gene-seed of those beyond saving. A House that means to hold its ground fights longer with him behind it.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman medicae body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

CHAPLAIN

CHAMPION

× 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman zealot body*)

Combat Doctrines (*fights to the declared doctrine*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Ferocity

Leadership

SECONDARY

Brawn

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Chaplain is the resolve of the line given a voice — a transhuman zealot bearing the crozius and a bolt pistol, whose true trade is not the kill but the refusal to break. He walks the wall reciting the litanies of Dorn, and the brothers to either side of him stand a little firmer for it, holding ground they might otherwise have surrendered.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman zealot body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*)

Combat Doctrines (*fights to the declared doctrine*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

PSYKER (*manifests the Librarius Discipline (and Smite) via the N18 Wyrd Power rules - free-on-access, baked into the fighter cost*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of the Librarius Discipline it has access to. Among the Imperial Fists the keyword is a rare thing — the Sons of Dorn are a gunline and a fortress, not a psychic order, and the lone Librarian is the one witch in an otherwise mundane siege roster. Through the keyword he draws on the powers of his discipline and on the universal witch-blast of Smite, and every working courts the warp's own price. His powers are drawn free at creation, the gift baked into his fighter-type cost rather than bought a working at a time.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Savant

Librarius Discipline

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Signature

Smite

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Librarian is the gunline's warded mind — a transhuman psyker who carries a force weapon and a bolt pistol and turns his true armament inward, to the powers of the warp. On the Fists he is another stone in the wall: a witch-

sight that reads the enemy's approach and a blade that answers what breaks through, holding his corner of the line by will as much as by fire.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman psyker body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.
- **Psyker:** it manifests the powers of the Librarius Discipline, and the universal Smite, through the N18 Wyrd Power rules — a gift baked into its cost, not bought a working at a time.

LIEUTENANT

CHAMPION

✖ 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman command body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- +1
- re-roll Hit

PRIMARY

Brawn

Leadership

Shooting

Signature

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

The Lieutenant holds a stretch of the wall in the Captain's stead — a swift transhuman officer with a power sword and a bolt pistol, quicker to strike than the Captain and just as unwilling to yield. Where the Captain sets the whole line, the Lieutenant steadies the part of it the enemy leans on hardest.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman command body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Finest Hour:** once per battle it may call its command aura, lending its bearing to the fighters around it.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

TECHMARINE

CHAMPION

× 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman tech-priest body*)

Combat Doctrines (*fights to the declared doctrine*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Savant

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

✦ *Dorns Teeth Siege Drill* 70 credits

A power fist fitted with a breaching drill-head — the engineer's wall-breaker; +1 Damage against a target that has not moved; kitbashed above the stock power fist (60).

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Servo Skull

in kit

ACCESSORY

Signum

in kit

STATUS

✦ *Bastion Pavise* 45 credits

A siege-shield mantlet mounted on a bulkhead-and-rubble base as a plantable barricade — scratch-built cover-terrain the engineer deploys, distinct from the worn siege shield.

Servo Skull Spotter

in kit

Tarantula Sentry

in kit

The Techmarine is the firebase's engineer — a transhuman smith of the Machine God bearing a servo-arm and a bolt pistol, who plants the emplacements and drives the fire-control skulls that turn a held position into a fortress. His own guns matter less than the static weapons he sets: give him a corner of the board and he will make it bristle.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman tech-priest body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

DEVASTATOR MARINE

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine, holding to Devastator like the whole gang*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

✦ *Phalanx Grav Cannon* 135 credits

A Phalanx-forged heavy grav weapon — a grav-gun receiver built up on a heavy-bolter mount for the bracing gunline; kitbashed a bove the stock grav-gun (110) into a heavier anti-armour piece.

Flamer 140 credits

HEAVY

Plasma Cannon 150 credits

Lascannon 155 credits

Heavy Bolter 160 credits

Missile Launcher 165 credits

Multi Melta 165 credits

The Spartean

in kit

CLOSE-COMBAT

Chainsword 25 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis

35 credits

Mark Power

included

The Devastator is the heart of the Imperial Fists gunline — a transhuman line-brother who bears the heavy weapons the rest of the roster is forbidden, a heavy bolter braced against the shoulder and a bolt pistol at the hip. He holds the Devastator stance the whole gang tips toward, and he is deadliest doing exactly what a Son of Dorn does best: standing still and firing.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, holding the Devastator lean the whole line tips toward.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1 — the core of the gunline made deadlier for holding still.

HEAVY INTERCESSOR

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	4	3+	2	6+	5+	5+	7+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 Gravis siege-trooper body*)

Combat Doctrines (*fights to the declared doctrine*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Gravis

EQUIPMENT LIST

BASIC

Boltgun 55 credits

SPECIAL

Grav Gun 110 credits

HEAVY

Heavy Bolter 160 credits

Multi Melta 165 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

✦ *Siege Breaker Charge* 60 credits

A thrown demolition charge kitbashed from krak and melta munitions bundled into a breacher satchel — the siege-trooper's wall-cracker; priced above the stock krak grenade (45).

ARMOUR

Mark Gravis

included

WARGEAR

Siege Shield

in kit

The Heavy Intercessor is the wall that moves. Encased in heavy Gravis plate and carrying a siege shield, he is slower than a line Marine and harder to put down — an extra Wound of transhuman bulk traded for a stride of pace. He advances the line one braced step at a time, planting the shield and letting the guns behind him do their work, a walking strongpoint the enemy cannot simply shoot aside.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.

- **Astartes Physiology:** its durability rests on the T5/W4 Gravis siege-trooper body — an extra Wound for a lost inch of Movement — not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

MARINE

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*fights to the declared doctrine*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

The steady weight of the line. An Imperial Fists Marine is a transhuman battle-brother in power armour who trades bolt-fire at range and answers a charge with the chainsword — the cheapest and most numerous of the Chapter's warriors, and the body the whole gunline forms around. He is deadliest with his feet planted, and the House is built to keep them there.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

SCOUT

JUVE

95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T4/W2*)

Combat Doctrines (*fights to the declared doctrine stance*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Scout is the neophyte of the line — not yet the full transhuman, T4 and two Wounds behind a light carapace, carrying a bolt carbine and a combat knife. He is cheap and plentiful, the forward tier that screens the wall and holds the ground the heavier brothers have not yet reached. He fights the Doctrine like his elders, and he learns the drill of the held position early.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T4/W2 body — the neophyte's exception to the transhuman line — not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*fights to the declared doctrine*)

Bolter Drill (*gains +1 ranged Hit and re-rolls ranged 1s in a round it did not move*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is the siege chapter's own war-suit made flesh — a transhuman brother sealed into a slab of heavy armour, T6 and a 2+ save, its twin heavy weapons fitted to the chassis rather than carried. It walks slowly and hits like a bunker, built from the ground up to hold a lane and pour fire down it. On the Fists it is not an indulgence but a home-coming: the Chapter that breaks fortresses fights inside one.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T6/W4 heavy war-suit body, not the armour save alone.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, leaned toward Devastator.
- **Bolter Drill:** in a round it does not move, it gains +1 to ranged Hit rolls and re-rolls ranged Hit rolls of 1 — the war-suit is built to hold and fire.

DREADNOUGHT

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Multi Melta — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Dreadnought is the lesser walker of the siege line — a fallen hero of the Chapter interred in a walking sarcophagus, kept in service across the centuries, no longer a fighter on the gang grid but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Sv 3+ plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Movement 5" as the line's ancient bulwark rather than its spearhead. Its multi-melta cracks armour at range while the great Dreadnought fist tears apart anything that closes; both are fixed Front hardpoints, so the walker must face its prey. It knows no fear — the brother within has already died once — and it shrugs off fire that would fell a lesser hull, its damage and handling and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules. Its re-derived price is provisional, priced from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND RAIDER

VEHICLE

✖ 500 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	10	9	8	10	7+	3+	4+	5+	4+	4+	6+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Lascannon — Left arc (Crew)
- ♦ Lascannon — Right arc (Crew)
- ♦ Heavy Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (assault ramp — carries the line forward, then becomes the line)

The Land Raider is the rolling strongpoint that crowns the Imperial Fists roster — the single heaviest thing a House of the siege chapter can field, no fighter but a \$5c super-heavy war-engine resolved through the Ash-Wastes vehicle rules. Ten Hull Points of blessed adamantium behind a Sv 3+ hull and the heaviest armour in the corpus (Toughness 10 to the front, 9 flank, 8 rear) make it a fortress the enemy has to reduce before it can pass; it grinds forward at Movement 8" on its tracks, hard to steer (Hnd 7+) but nearly impossible to stop. Its twin lascannon sponsons fire from the Left and Right arcs while a hull heavy bolter covers the front — the arms are part of the chassis, never bought from a rack. An assault transport, it carries the line forward and then *becomes* the line. Taken one at a time and at prohibitive expense — the corpus's top vehicle, above the Redeptor walker-band as the super-heavy transport tier — its price is provisional, re-derived per \$5c (durability + offense + mobility + transport) down from the retired Brute 555, not ported; a catastrophic Loss of Control can still wreck even this, reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Redeemptor is the greater walker of the siege line — a modern sarcophagus of enormous size, no fighter but a \$5c war-engine resolved through the Ash-Wastes vehicle rules. Thick front armour (Toughness 9 to the front, 8 flank, 7 rear) shields eight Hull Points under a Sv 3+ hull, and it advances at Movement 6", faster and deadlier than the older pattern. It hammers the board from three fixed Front hardpoints — a macro plasma incinerator that breaks the heaviest targets, a great Redeemptor fist that tears apart what closes, and a storm bolter for the swarms in between. Facing matters: all three arms fire forward, so the Redeemptor must front its prey. Like its lesser kin it fears nothing, and it is among the most punishing bodies a siege force can field — and the methodology's own **450 calibration anchor** (Guardzman 50 → Genestealer 150 → Marine 200 → Redeemptor 450), so its provisional \$5c price sits at the reference point itself; its every Loss of Control still reckoned through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

✖ 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



PSYCHIC DISCIPLINES

✖ THE LIBRARIUS DISCIPLINE

PSYCHIC DISCIPLINE

The Librarian is the Codex discipline of the Adeptus Astartes as the Sons of Dorn wield it. Fortitude, foresight, the fortress mind. The Imperial Fists Librarian does not run wild with the warp — he disciplines it as he disciplines everything, favouring the workings that harden the line and strip an enemy's guard so the gunline can crack what it finds. Six powers pass through his hand: the fortress of the mind, the might of heroes, the veil of time, the fury of the ancients, the null zone, and the fortitude of Dorn. To them he adds the universal witch-blast of Smite. At creation a Librarian with access picks or rolls one of the six — each a Wyrd power that courts the warp's price for the one who calls it.

ROLL

POWER

1	Psychic Fortress. The Librarian sets his mind around the line like a rampart. While the power is sustained, friendly fighters within six inches of him auto-pass their Nerve tests and cannot be moved, pushed, or knocked back by any enemy rule or attack — the wall does not flinch and it does not give ground. It is the fortress mind of Dorn's sons made manifest, the discipline that holds a position turned into a thing the enemy's fear and force alike break against. It is manifested as a Wyrd power, and holding it open courts the warp's own price.
2	Might of Heroes. The Librarian pours martial fervour into a chosen brother. While the power is sustained, the target friendly fighter within six inches gains one Strength, one Attack, and one Wound — swelling for a moment into a champion beyond even the transhuman baseline. On a chapter that would rather hold its guns than draw its blades, it is a corrective and not an excess: the one working that lets a Son of Dorn who must fight hit like the wall he defends. It is manifested as a Wyrd power, and sustaining it courts the warp's own price.
3	Veil of Time. The Librarian pulls a slice of the moments to come across a chosen fighter's sight. While the power is sustained, the target friendly fighter within six inches re-rolls its Initiative and its charge-reaction rolls and adds one to Hit in melee — foresight letting it move and strike a heartbeat before the blow it already saw. It is the fortress mind turned outward, the discipline of the wall reading the storm before it breaks. It is manifested as a Wyrd power, and holding the future open courts the warp's own price.
4	Fury of the Ancients. The Librarian looses a roaring wave of the honoured dead, a spectral tide that surges in a straight line eighteen inches out from where he stands. Every fighter caught beneath that line — brother and enemy alike, for the ancients do not sort the living — suffers a single automatic hit at Strength five, armour-piercing one. It is the Imperial Fists' psychic firepower answer, a gunline given the shape of a spell, the one working in the discipline that reaches out and kills at range the way the rest of the roster does with bolt and shell. It is manifested as a Wyrd power, and calling the dead courts the warp's own price.
5	Null Zone. The Librarian unweaves the wards that shelter a chosen foe. While that enemy fighter remains within twelve inches and line of sight of him, it cannot use any invulnerable or field save — the shimmering protection collapses, and the enemy stands naked to whatever the gunline sends next. It is the wall-cracker of the mind, the discipline's answer to the thing that hides behind an unbreakable guard, and it pairs with the Chapter's siege-craft so that nothing the enemy shelters behind is allowed to hold. It is manifested as a Wyrd power, and prising open the warp's own protections courts its price.
6	Fortitude of Dorn. The Librarian lends a brother the stubborn endurance of the Chapter's own primarch. While the power is sustained, the target friendly Imperial Fists fighter within six inches ignores the penalty of its Flesh Wounds and gains a Feel-No-Pain roll of six or better against harm — the stoic conditioning of Dorn's sons made psychic, the will that takes the hurt and holds the line anyway. It is the Librarian's reflection of the Pain Glove, the discipline that never yields turned into a shield of the mind. It is manifested as a Wyrd power, and sustaining another's endurance courts the warp's own price.



ROLL	TACTIC	TIMING
11	Bolter Drill. Bolter Drill. Play at the start of a round. This round, every friendly fighter that does not move in its activation counts as having Aimed before its first ranged attack, on top of the House's standing drill. The whole line settles onto its sights as one.	START OF ROUND
12	Hold This Position. Hold This Position. Play when a friendly fighter standing on or within 1" of an objective is targeted by a charge or a ranged attack. Until the end of the round it cannot be moved, pushed or knocked back by any effect, and adds +1 to its save rolls. It holds the ground it was given.	ANY (ONCE)
13	No Step Back. No Step Back. Play when a friendly fighter fails a Nerve or Bottle test. Re-roll it, and you may add 1 to the result. A Son of Dorn gives no backward step.	ANY (REACTION)
14	Crack The Wall. Crack the Wall. Play when a friendly fighter shoots. That attack ignores any cover the target is in and reduces the target's save by a further 1. The Fists learned long ago that walls are made to be broken.	ANY (ONCE)
15	The Living Wall. The Living Wall. Play at the start of a friendly fighter's activation while it is within 2" of another friendly fighter. Until your next turn, both count as being in partial cover against ranged attacks, standing shield to shield. Brothers make a rampart of themselves.	ANY (ONCE)
16	Unbroken Line. Unbroken Line. Play at the start of a round. Until the end of the round, every friendly fighter within 3" of another friendly fighter automatically passes Nerve tests. A line that stays linked does not break.	START OF ROUND
21	Suppressing Fire. Suppressing Fire. Play when a friendly fighter shoots an enemy without taking it Out of Action, whether the shot hits or misses. The target is Pinned regardless. Even the rounds that miss keep the enemy's head down.	ANY (ONCE)
22	Interlocking Fields. Interlocking Fields. Play when an enemy fighter is hit by a friendly fighter's ranged attack. A second friendly fighter with line of sight and an eligible, loaded ranged weapon may immediately make a single ranged attack against the same target. The fields of fire overlap exactly where the enemy stands.	ANY (REACTION)
23	Defensive Fusillade. Defensive Fusillade. Play when an enemy fighter ends a move within 6" of a friendly fighter that has not yet activated this round. That friendly fighter may immediately make a single ranged attack against it as a free action. The gunline answers every approach.	ANY (ONCE)
24	Sons Of Dorn. Sons of Dorn. Play when a friendly fighter would be taken Out of Action. Roll a D6; on a 4 or higher it is Seriously Injured instead, refusing to fall. The blood of Dorn does not yield easily.	ANY (ONCE)
25	Rockcrete Bastion. Rockcrete Bastion. Play at the start of a round. Until the end of the round, every friendly fighter that did not move counts its cover as one step better — partial cover becomes full, and a fighter in the open counts as being in partial cover. The line hardens into stone.	START OF ROUND
26	Fix Bayonets. Fix Bayonets. Play when an enemy fighter charges a friendly fighter. The defender makes its reaction attacks at +1 to hit and +1 Strength. Let the wall be met in person. It is met with steel.	ANY (REACTION)

31	Pre Sighted Range. Pre-Sighted Range. Play during deployment. Choose one terrain feature on the battlefield. For the rest of the battle, friendly fighters shooting at enemies within 3" of that feature add +1 to their Hit rolls. The range to it was measured and marked before the first enemy ever reached it.	PRE-BATTLE
32	Fortify. Fortify. Play during deployment. Place two barricades, or one larger defensible strongpoint, anywhere within your own deployment zone. The Fists dig in before the enemy arrives.	PRE-BATTLE
33	Storm Of Bolts. Storm of Bolts. Play when a friendly fighter makes a ranged attack with a Rapid Fire weapon. It makes one extra attack with that weapon this activation. When the Fists open up in earnest, the air turns to fire.	ANY (ONCE)
34	Anvil Stands. The Anvil Stands. Play when a friendly fighter is knocked Down or Seriously Injured while on an objective. It is not moved from the spot, and it rolls its Recovery at the end of the round with +1 to the result. The anvil does not shift when the hammer falls on it.	ANY (REACTION)
35	Grinding Advance. Grinding Advance. Play at the start of a round. This round, friendly fighters may move up to 2" and still count as not having moved for Bolter Drill and other hold-fast effects. The wall advances one measured step without ever losing its aim.	START OF ROUND
36	Duty Unto Death. Duty Unto Death. Play when a friendly fighter is taken Out of Action. Before it is removed, it may make one final ranged or melee attack against an enemy in range. The last act of a Son of Dorn is one more blow struck for the line.	ANY (ONCE)
41	Terminator Vigil. Terminator Vigil. Play when a friendly fighter in Terminator plate is hit by a ranged or melee attack. It may make a 5+ field save against that hit, the ancient armour turning the blow aside. The oldest plate of the Chapter never fails its watch.	ANY (ONCE)
42	Siege Breaker. Siege-Breaker. Play when a friendly fighter shoots a target behind a barricade, inside a building or in a fortified emplacement. That attack strikes at +1 Damage. The Fists were bred to break exactly this kind of ground.	ANY (ONCE)
43	Overlapping Guns. Overlapping Guns. Play at the start of a round. This round, whenever two or more friendly fighters shoot the same enemy, every such attack after the first gains +1 to its Hit roll. The killing ground belongs to whatever tries to cross it.	ANY (ONCE)
44	Cover The Approach. Cover the Approach. Play when an enemy fighter makes a Charge move. Any one friendly fighter it passes within 6" of during that move may make a single ranged attack against it before combat is joined. Nothing crosses the open ground unshot.	ANY (ONCE)
45	Emplace The Guns. Emplace the Guns. Play at the start of a friendly fighter's activation while it carries an Unwieldy or Heavy weapon. If it does not move this activation, it ignores the Unwieldy penalty and may fire the weapon twice. A gun that is planted is a gun that speaks twice.	ANY (ONCE)
46	Stoic Resolve. Stoic Resolve. Play at the start of a round. Until the end of the round, friendly fighters ignore the penalties of any Flesh Wounds they carry. The Fists set their hurts aside until the work of the wall is done.	START OF ROUND
51	The Wall Holds. The Wall Holds. Play at the start of a round. Until the end of the round, friendly fighters that did not move count their Toughness as 1 higher against ranged attacks. Where the line stands still, it stands like stone.	START OF ROUND

52	Disciplined Withdrawal. Disciplined Withdrawal. Play when a friendly fighter makes a Retreat move. No reaction attacks may be made against it, and it falls back in good order to any point within its move. The Fists give ground the way they take it — deliberately, and never in a rout.	ANY (ONCE)
53	Concentrated Volley. Concentrated Volley. Play at the start of a friendly fighter's activation. Every friendly fighter within 3" of it that has not yet activated may add its ranged attack to that fighter's, all resolving against a single chosen target. The volley falls as one.	ANY (ONCE)
54	Bastion Guns. Bastion Guns. Play when a friendly fighter with a Heavy weapon is standing in or on a piece of terrain. Its shots this round gain +1 to hit and ignore the target's cover. A gun set in a bastion misses nothing.	ANY (ONCE)
55	Endure. Endure. Play when a friendly fighter fails an Injury save against a ranged attack. Re-roll that save. The Fists were built to be shot at and keep standing.	ANY (ONCE)
56	Adamantium Will. Adamantium Will. Play when a friendly fighter is targeted by a psychic power, a fear effect, or any test of Willpower. It automatically passes or resists. The sons of Dorn bend to nothing of the mind.	ANY (ONCE)
61	Break Their Charge. Break Their Charge. Play when an enemy fighter declares a Charge against a friendly fighter. Before the charge move is made, the defender makes a single ranged attack against the charger; if that attack takes it Out of Action or knocks it Down, the charge fails and the move is not made. Break them on the wall before they reach it.	ANY (REACTION)
62	Held To The Last. Held to the Last. Play at the start of a round in which three or fewer friendly fighters remain standing. Until the end of the battle, those fighters automatically pass every Nerve and Bottle test. The fewer that remain, the harder the wall holds.	START OF ROUND
63	Sappers Craft. Sapper's Craft. Play during deployment. Choose one enemy barricade, wall or fortification within the enemy deployment zone; it counts as destroyed and is removed from the battlefield. What the Fists can build, they can also bring down.	PRE-BATTLE
64	Unflinching. Unflinching. Play at the start of a round. Until the end of the round, friendly fighters that did not move cannot be moved, pushed or knocked back by any enemy effect, and never lose the benefit of an Aim from being hit. The braced line does not so much as sway.	START OF ROUND
65	Dorns Discipline. Dorn's Discipline. Play at the start of a round, when the Combat Doctrine is declared. This round you may shift the Doctrine two steps toward Devastator instead of one, or lock it where it stands and refuse to shift at all. The discipline of the Primarch, made manifest in a single order.	START OF ROUND
66	The Last Wall. The Last Wall. Play at the start of a round. For the rest of the battle, every friendly fighter within 3" of another friendly fighter gains +1 to its Hit rolls and +1 to its save rolls in any round in which it did not move. This is the Last Wall — the reason the Imperial Fists exist. Play it once, and hold.	START OF ROUND

ALLIANCES

THE BLADE THAT REACHES THE WALL

ALLIANCE

WHO	the blade that reaches the wall (a fast first-strike melee force built to close the distance before the guns can speak twice - a headlong charging gang, a pack of fast attackers, any force that wins by reaching the line under its own fire and breaking it in combat; the Imperial Fists' named predator)
TERMS	campaign-level feud: while it stands, the Imperial Fists gain bonus Reputation for a decisive win where the wall held and the charge broke on it short of contact, but the enemy gains Reputation for every battle in which it closed under the guns and broke the line in melee; the feud runs until one side is driven off the contested world

The Imperial Fists stand against the blade that reaches the wall. A fast alpha-strike melee force, built to close the distance before the guns can speak twice — a headlong charging gang, a pack of fast attackers, any force that wins by reaching the line under its own fire and breaking it in combat. This is the Fists' named predator. The whole House is arrayed to stop it, and it alone.

While the feud stands, the Imperial Fists gain bonus Reputation for any decisive win in which the wall held and the charge broke on it short of contact. The enemy gains Reputation in turn — for every battle in which it closed under the guns and broke the line in melee. The feud runs until one side is driven off the contested world. Immovable wall against unstoppable blade. When it ends, only one holds the ground.

THE SIEGE BROTHERS

ALLIANCE

WHO	the siege-brothers (a disciplined, static Imperial gunline - an Astra Militarum line-regiment, a fortified firebase, another loyal Chapter's Devastators, any force that wins by holding ground and punishing the enemy for crossing it; the Imperial Fists' natural kin-in-arms)
TERMS	campaign-level alliance: while it holds, both gangs share a defended world - the Fists gain bonus Reputation for a battle won by holding a shared objective to the end, and the siege-brothers may lend a single off-table barrage or a garrison fighter to a Fists battle once per campaign phase; the alliance runs until one side is driven off the contested world or the pact is broken

The Imperial Fists stand with the siege-brothers — a disciplined, static Imperial gunline, whether an Astra Militarum line-regiment, a fortified firebase, or another loyal Chapter's Devastators. Any force that wins by holding ground and punishing the enemy for crossing it is the Fists' natural kin-in-arms.

While the alliance holds, the two forces share a defended world. The Imperial Fists gain bonus Reputation for any battle won by holding a shared objective to the end, and the siege-brothers may lend a single off-table barrage or a garrison fighter to a Fists battle once per campaign phase. The pact runs until one side is driven off the contested world or the alliance is broken — a bond of shared discipline, held for as long as both keep faith with it.

ROLL	FAVOUR	PATRON
2	The Fortress Muster. The Fortress-Muster. The strike-force's own reserve companies release fighters to the line. Before the next battle you may field one additional Scout or Marine drawn from the muster, fighting for that battle only. They return to the reserve when the day is won, and any that fall are counted against the muster's strength.	THE FORTRESS-MUSTER (THE STRIKE-FORCE'S OWN RESERVE COMPANIES)
3	The Mechanicus Forge. The Mechanicus Forge. The siege-brothers' machine allies repair and re-arm the gang. Before the next battle you may fully repair one walker or vehicle, restoring it to its full Wounds, or re-supply the whole gang so that the first Ammo check each fighter fails in that battle is passed instead. The priests of the forge take their tithe of salvage in return.	THE ADEPTUS MECHANICUS FORGE (THE SIEGE-BROTHERS' MACHINE ALLIES)
4	The Guard Gunline. The Guard Gunline. A disciplined Astra Militarum line-regiment lends the Fists its massed fire. Once during the next battle you may call a single off-table barrage: choose a point on the battlefield and resolve a heavy ranged attack against every fighter within 3" of it, friend or foe. The Guard fire exactly where they are told and not an inch further.	THE ASTRA MILITARUM GUNLINE (THE DISCIPLINED IMPERIAL LINE-TROOPS)
5	The Armoury Of Terra. The Armoury of Terra. The vaults of Dorn's relics are unsealed for you. Before the next battle you may lend one fighter a single relic weapon or wargear from the House's own list for that battle, borne at no cost. The armourers of Terra reclaim their treasure when the fighting is done, and mark well the hand that carried it.	THE CHAPTER ARMOURY OF TERRA (THE VAULTS OF DORN'S RELICS)
6	The Apothecarion. The Apothecarion. The Chapter's medicae and gene-vaults open to you. Before the next battle, choose one fighter recovering from a lasting injury; it is restored to full health for that battle, the Apothecaries working through the night to return it to the line. The gene-craft is never freely given — the Apothecarion expects the brother spent well, and claims the gene-seed of any fighter of yours taken Out of Action in the fight to come.	THE APOTHECARION (THE CHAPTER'S MEDICAE AND GENE-VAULTS)
7	The Siege Engineers. The Siege Engineers. The Chapter's master fortifiers throw up works before the enemy ever arrives. Before the next battle you may place two extra barricades, or one larger strongpoint, anywhere within your own half of the board. The engineers build what the line will hold, and expect it held.	THE SIEGE ENGINEERS (THE CHAPTER'S MASTER FORTIFIERS)
8	The Watch Of The Wall. The Watch of the Wall. The veteran sentinels of the held line lend you their vigilance. For the next battle, one fighter of your choice stands ready on Overwatch: the first time an enemy moves into its line of sight, it may make an immediate ranged attack. The Watch keeps its eyes open through the long dark so that the rest of the line may fight.	THE WATCH OF THE WALL (THE VETERAN SENTINELS OF THE HELD LINE)

9

Kin Of Dorn. Kin of Dorn. Shared blood answers shared blood. The kin of Dorn — a successor Chapter such as the Crimson Fists or the Black Templars — heed the call of the Primarch's line. Before the next battle you may add a single hired battle-brother of the successor Chapter to your gang, fighting for that battle as a line Marine under your command. The kin claim the honour of the day in return: if that fighter takes the most enemies Out of Action, a small reputation tithe passes to the successor Chapter after the battle.

THE KIN OF DORN (A SUCCESSOR CHAPTER - THE CRIMSON FISTS OR BLACK TEMPLARS)

👤 SUB-PLOTS

✂ THE FORTRESS RISES

SUB-PLOT

Reward: The firebase is permanent: the gang unlocks one extra Heavy Intercessor slot beyond its normal caps, may deploy one free defensive emplacement or barricade in every battle, and gains a permanent bonus to any territory-defence roll. This sub-plot can be claimed only once per campaign.

Trigger. Across the campaign the gang invests in its firebase, acquiring three of the Chapter's siege assets — a Centurion, a Tarantula sentry, a set of siege shields, the Vigil Banner, or a fortification territory — across separate post-battle sequences. The war-band has stopped being a mobile force and become a fortress.

Reward. The firebase is made permanent. The gang unlocks one extra Heavy Intercessor slot beyond its normal caps, may deploy one free defensive emplacement or barricade in every battle, and gains a permanent bonus to any territory-defence roll. This sub-plot can be claimed only once per campaign.

✂ THE LINE THAT NEVER YIELDS

SUB-PLOT

Reward: The stoic conditioning becomes permanent doctrine: every fighter in the gang auto-passes the first Nerve test it would fail in each battle for the rest of the campaign, and the gang can never be forced to bottle out while it controls its home objective. This sub-plot can be claimed only once per campaign.

Trigger. The gang holds ground in three separate battles without ever losing a controlled objective — winning or drawing each while the fighter on the objective stood unbroken to the end. The line has become a matter of Chapter record: it does not yield.

Reward. The stoic conditioning becomes permanent doctrine. For the rest of the campaign, every fighter in the gang automatically passes the first Nerve test it would fail in each battle, and the gang can never be forced to bottle out while it controls its home objective. This sub-plot can be claimed only once per campaign.

LEGENDARY NAMES

✧ CAPTAIN OF TERRA

LEADER

XP cost (random): 6

XP cost (chosen): 12

A Leader raised to master the strike-force, in the tradition of the great captains of Terra. A Captain of Terra: the whole line knows his name and dresses upon it. The title is bought with 6 experience if the name is rolled, or 12 if it is chosen.

Benefit. While this fighter is on the field, friendly fighters within 9" automatically pass Nerve tests and, if they did not move, gain +1 to their first ranged Hit roll each round. The whole line fires harder and stands firmer in the shadow of a Captain of Terra.

Drawback. The Captain of Terra will not yield the ground. This fighter may never voluntarily leave a board objective it controls, nor make a Retreat or fall-back move while an enemy is within 12" — a Son of Dorn holds what he is given until he is carried off it.

✧ THE LAST STAND

ANY CHAMPION OR LINE FIGHTER

XP cost (random): 6

XP cost (chosen): 12

An honour earned by any Champion or line fighter who has made a last stand that never broke — who fought on alone when the line around him fell. The title is bought with 6 experience if the name is rolled, or 12 if it is chosen.

Benefit. While this fighter is the only friendly fighter within 6" of it, or is on its last Wound, it gains +1 Attack, +1 to all Hit rolls, and automatically passes every Nerve and Cool test. The last man of the wall fights hardest of all.

Drawback. The Last Stand does not know how to retreat. This fighter can never make a voluntary Retreat or fall-back move under any circumstance, and must always end its activation no further from the nearest enemy than it began — the warrior who would not break will not bend either.

✧ THE UNMOVED

ANY FIGHTER

XP cost (random): 5

XP cost (chosen): 10

The Unmoved. An honour-title earned by any fighter who has held an objective through a whole battle without once giving ground. The title is bought with 5 experience if the name is rolled, or 10 if it is chosen.

Benefit. While this fighter did not move in its activation, it gains a 5+ field save against ranged attacks and +1 to its ranged Hit rolls. The discipline of the held position is perfected in it into an art.

Drawback. The Unmoved is slow to leave any ground he has taken. This fighter treats its Movement as 1" lower whenever it makes a voluntary move — though it may still charge normally — for a warrior who has mastered standing still is loath to do anything else.



TERRAIN

✧ THE HAMMERFALL BUNKER

TERRAIN

The Hammerfall Bunker drops from the sky. An armoured strongpoint the Chapter plants to anchor a firebase — a fortified redoubt built to hold a flank and pour fire onto the killing ground the enemy must cross.

The Imperial Fists player may place the Hammerfall Bunker anywhere in their own half of the board at deployment. It is impassable terrain granting full cover; up to two friendly fighters may begin the game garrisoning it, firing from within at +1 to hit and safe from being charged from more than one direction at once. A garrisoning fighter ignores the -1 penalty for firing at a target in cover — the bunker was built by the same hands that break fortresses, and it knows where the walls are thin.

✧ THE TARANTULA EMPLACEMENT

TERRAIN

The Tarantula Emplacement is a fixed automated weapon platform — a fortress-mounted heavy bolter or lascannon the Chapter's Techmarines plant to cover a lane and anchor a firebase's fields of fire.

The Imperial Fists player may place one Tarantula Emplacement anywhere in their own half of the board at deployment. It is a static piece of terrain-scaled wargear that fires once each round on the gang's turn, with the profile of a heavy bolter — or a lascannon, chosen at deployment — using the gang's best Ballistic Skill. It cannot move and does not activate as a fighter. It may be targeted and destroyed as a piece of fortified terrain, with Toughness 7 and 3 Wounds.

✕ THE BREACH

SCENARIO

ATTACKER	the Imperial Fists (the Imperium's siege-masters, methodically cracking a fortified position - ignoring the enemy's cover, breaching the strongpoint gun by gun, and grinding forward under their own fire)
DEFENDER	the opposing gang (holding a fortified strongpoint the Fists must breach - dug into cover the Siege Master skill is built to ignore, trying to hold long enough to break the slow advance)
DEPLOY	the defender deploys first, dug into a fortified strongpoint at one end of the board with heavy cover and a central objective it must hold; the Imperial Fists deploy at the far edge and must advance across the field to breach it
OBJECTIVE	the Imperial Fists win by seizing the fortified objective at the heart of the defender's strongpoint; the defender wins by keeping the Fists off it to the end of the game
VICTORY	the Imperial Fists win if they control the fortified objective at the end of any round; the defender wins if it still holds the objective uncontested at the end of round six, having weathered the siege
REWARDS	an Imperial Fists win grants bonus Reputation and a Control-Track step for breaking the fortress; a fighter that took an enemy Out of Action while ignoring its cover (Siege Master) gains 1 bonus XP; a defender win that held grants the defender bonus Reputation for weathering the siege
CONTROL TRACK	an Imperial Fists win advances their Control-Track claim on the district by one step (the siege-masters cracked the wall); a defender win holds the marker and denies the advance, and the Fists take a slow-grind attrition penalty for a breach that never opened

The Imperial Fists are the Imperium's siege-masters. Here they do the work they were made for — cracking a fortified position gun by gun, ignoring the cover the enemy hides behind, grinding forward under their own fire until the strongpoint breaks.

ATTACKER AND DEFENDER The Imperial Fists are the attacker, breaching a fortified strongpoint at their own methodical pace. The opposing gang is the defender — dug into heavy cover, trying to hold long enough to break the slow advance.

BATTLEFIELD The defender's strongpoint stands at one end of the board. A fortified position of heavy cover, a single objective at its heart, the ground before it open and swept.

CREWS Both players use their full gangs.

DEPLOYMENT The defender deploys first, dug into the strongpoint around the central objective. The Imperial Fists deploy at the far board edge and must advance across the field to reach it.

BREAKING THE WALL The defender gains the full benefit of its fortifications. But the Imperial Fists were bred to reduce exactly such works: a Son of Dorn shooting a target within the strongpoint ignores the cover it stands in. The siege moves at the pace the Fists dictate — one broken emplacement at a time.

ENDING THE BATTLE The battle ends when the Imperial Fists control the fortified objective, or at the end of round six if they have not taken it.

VICTORY The Imperial Fists win if they control the fortified objective at the end of any round. The defender wins if it still holds the objective uncontested at the end of round six, having weathered the siege.

REWARDS An Imperial Fists victory grants bonus Reputation for breaking the fortress; a fighter that took an enemy Out of Action while ignoring its cover gains 1 bonus experience. A defender victory that held the line to the end grants the defender bonus Reputation for weathering the siege.

CONTROL TRACK An Imperial Fists victory advances their Control-Track claim on the district by one step — the siege-masters cracked the wall. A defender victory holds the marker and denies the advance, and the Fists take a slow-grind attrition penalty for a breach that never opened.

TACTICS The attacker must trust the grind. Let the Siege Master's contempt for cover peel the strongpoint apart, one emplacement at a time, rather than rushing it. The defender must make every yard of open ground cost, and hold its nerve as the wall comes down around it.

ATTACKER	the opposing gang (a force that must cross open ground and break the wall - close the distance fast, reach the held line before the Bolter Drill saws it down, and take the ground the Fists refuse to give)
DEFENDER	the Imperial Fists (a dug-in gunline defending a fortress objective, holding still to fire deadlier each round, and grinding the attacker down as it crosses the killing ground)
DEPLOY	the Imperial Fists deploy first in a fortified zone around a central objective, placing their own barricades and emplacements; the attacker deploys along the board edges, as far as a full move from the Fists' line, with the open ground between them
OBJECTIVE	the attacker wins by seizing and holding the central objective or clearing every Imperial Fist off it; the Imperial Fists win by holding the objective controlled and unbroken to the end of the game
VICTORY	the Imperial Fists win if they control the central objective at the end of round five (or when the attacker bottles out); the attacker wins if, at the end of any round from round four onward, it controls the objective with no Imperial Fist within 3in of it
REWARDS	an Imperial Fists win grants bonus Reputation and a Control-Track step for holding the ground; a Devastator that took two or more enemies Out of Action from a held position gains 1 bonus XP; an attacker win that broke the wall grants the attacker bonus Reputation for crossing the killing ground
CONTROL TRACK	an Imperial Fists win holds their Control-Track marker on the district and denies the attacker's advance (the wall stood); an attacker win advances its claim on the district by one step, and the Fists take an attrition penalty for a line that was finally broken

A dug-in Imperial Fists gunline defends a fortress objective. It holds still and fires the deadlier for it, grinding the enemy down across the killing ground. The attacker must reach the held line and take the ground the Fists refuse to give.

ATTACKER AND DEFENDER The opposing gang is the attacker. It must cross open ground and break the wall before the Bolter Drill saws it apart. The Imperial Fists are the defender — a gunline that fires harder the longer it holds its position.

BATTLEFIELD A central objective stands in a fortified zone, with open killing ground stretching out from it toward the board edges.

CREWS Both players use their full gangs.

DEPLOYMENT The Imperial Fists deploy first in the fortified zone around the central objective, placing their own barricades and emplacements. The attacker deploys along the board edges, a full move out from the Fists' line, with the open ground between them.

THE HELD LINE The Imperial Fists fight from their prepared position. The Bolter Drill rewards every fighter that stays where it is planted. The attacker's whole game is simpler, and harder: cross the killing ground fast, reach the line before the fire tells.

ENDING THE BATTLE The battle ends at the close of round five, or earlier if one gang bottles out.

VICTORY The Imperial Fists win if they control the central objective at the end of round five, or when the attacker bottles out. The attacker wins if, at the end of any round from the fourth onward, it controls the objective with no Imperial Fist within 3" of it.

REWARDS An Imperial Fists victory grants bonus Reputation for holding the ground; a Devastator that took two or more enemies Out of Action from a held position gains 1 bonus experience. An attacker victory that broke the wall grants the attacker bonus Reputation for crossing the killing ground.

CONTROL TRACK An Imperial Fists victory holds their Control-Track marker on the district and denies the attacker's advance — the wall stood. An attacker victory advances its claim by one step, and the Fists take an attrition penalty for a line that was finally broken.

TACTICS The defender plants its guns and refuses to move, letting the drill do its work as the enemy closes. The attacker must cross the open ground in as few rounds as it can, forcing the fight onto the objective before the gun-line settles.



SPACE MARINES · HOUSE DOSSIER

BLACK TEMPLARS

The eternal crusade

Faith is the only armour that counts, and no other blood of Dorn wears it thicker. The Black Templars hold no fortress and keep no world for long. The whole Chapter is a fleet, forever underway, running the Emperor's enemies down from one warzone to the next. Every battle opens the same way — with an oath. One Crusade Vow is spoken aloud before a single trigger is pulled, and that oath fixes the temper of every brother for the fight ahead: reckless, or unyielding, or without mercy, and always cutting both ways. Then comes the arithmetic that unsettles their foes. A crusade of the Templars does not thin as it bleeds. It sharpens. Each brother struck down drives the rest into a harder and faster fury, so the last few on their feet are deadlier than the whole company stood at the muster. And they abide no witch — not in the enemy, and least of all in themselves. The Chapter raises no Librarian, calls no psychic power, carries no Force blade; against sorcery it sets sealed faith where another would set a psyker. Stand them beside any patient gunline and nothing about them matches. This is caution turned inside out: a mass of bodies that wants only to reach the foe and finish him under the blade, trusting cold steel and the Emperor's fury over any careful sum. The Codex here is less kept than set alight and carried burning — transhuman zealots on the march behind a chosen Champion and a spoken word, for whom the charge itself is a prayer and doubt the one heresy.

👤 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter fights under Combat Doctrines, the crusade tilting the stance toward Assault
- ♦ Exactly 1 Leader (High Marshal); 0-2 Champions (Castellan / Chaplain / Apothecary / Techmarine); Emperor's Champion 0-1; each specialist 0-1
- ♦ Backbone: Initiates + Neophytes $\geq$ Leaders + Champions (the crusade is line brothers and their apprentices, not command)
- ♦ Initiates bulk; Neophytes cheap and plentiful (recruited as Initiate-pairs); Sword Brother, Champion and Emperor's Champion slots unlock with Reputation; 0-1 \$5c VEHICLE (Dreadnought or Redemptor)
- ♦ Take the Vow: at gang creation declare one Crusade Vow (a fixed, double-edged gang-wide oath, re-swearable between battles - see Signature). No psykers: the Librarian and all psychic access are barred to the crusade

Every crusade musters on 1500 credits. One brother stands above the rest as Leader, and that is always the High Marshal; beneath him no more than two Champions may serve, chosen from the Castellan, the Chaplain, the Apothecary and the Techmarine, and the Emperor's Champion may take his place among them, one and no more. The weight of the roster sits with the Initiates, who are the sworn line, and the Neophytes, who come cheap and in numbers and are taken on in Initiate-pairs. Count them together and the line — Initiates and Neophytes both — can never fall below the Leaders and Champions set over it, for this is a brotherhood of fighting men and their apprentices, not a table of officers. Reputation opens the harder ranks: Sword Brothers, further Champions, the Emperor's Champion, each unlocking as the crusade's name grows, and a single \$5c war-engine — a Dreadnought or Redemptor, reckoned through the Ash-Wastes vehicle rules rather than the old Brute grid — may grind forward in support. Two things mark the Templars off from all their cousins. The first is the Vow — one Crusade Vow declared at muster, a fixed and double-edged oath the whole gang carries into battle and may swear anew between fights. The second is an absence: no psyker rides with them. The Librarian and every psychic discipline are forbidden the crusade by its own creed, and no amount of credits will ever purchase one back into the ranks.

GANG RULES

✕ CRUSADE VOWS

GANG RULE

Crusade Vows. Before the first shot is fired, the crusade binds itself to one Vow for the whole campaign — a chosen, fixed, double-edged oath, re-sworn between battles but never set down mid-fight. Swear Suffer Not the Unclean to Live and the brothers add +1 to their melee Hit rolls on the charge, yet the gang may never choose to fall back out of combat. Swear Uphold the Honour of the Emperor and every fighter shrugs off the first Nerve test of each round across the whole gang, yet suffers -1 to Hit when shooting past 12", for a crusade closes the distance and will not skulk at range. Swear Accept Any Challenge, No Matter the Odds and a Templar who charges a foe of greater Wounds strikes with +1 Attack and +1 to Wound, yet must always hurl himself at the largest enemy he can reach. Whichever oath is taken sits over the gang's Combat Doctrines and tilts the whole force toward Assault. It is no token and no spendable currency — only a vow the crusade holds to until the day it swears anew.

FIGHTERS

CAPTAIN

LEADER

✖ 300 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	4	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine each round*)

Finest Hour

Crusade Vows (*fights under the gang's declared Crusade Vow - leads the oath from the front*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Savant

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Thunder Hammer 70 credits

Sword Of The High Marshals

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR	WARGEAR
Mark Gravis 35 credits	Iron Halo
Mark Terminator 135 credits	<i>in kit</i>
Mark Power	Storm Shield
<i>included</i>	<i>in kit</i>
	STATUS
	Tabard Of The Eternal Crusade
	<i>in kit</i>

The High Marshal is the crusade entire, made one man. Four wounds, four attacks, striking and shooting on a 2+, he takes the very front of the advance as his by right — the Sword of the High Marshals held ready, a storm shield turned to the enemy's fire. It falls to him to name the doctrine the force will fight to and to speak the Vow the whole crusade swears; where he sets his boot, every brother follows, and the charge does not break because he is at its head.

Special Rules

- **And They Shall Know No Fear:** Pinning cannot touch this warrior, and no Nerve test ever fails him.
- **Astartes Physiology:** four wounds on a T5 command frame keep him standing where lesser flesh is already down.
- **Combat Doctrines:** each round he calls the stance the gang fights to, and he calls it toward Assault.
- **Finest Hour:** once in a battle he raises the command aura and every brother near him fights the harder for it.
- **Crusade Vows:** the oath the crusade swore is his to carry at the front, sworn aloud and led from the first step.

APOTHECARY

CHAMPION

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior body*)

Combat Doctrines (*fight to the declared doctrine*)

Crusade Vows (*fight under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Ferocity

Savant

SECONDARY

Combat

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Narthecium

in kit

Reductor

in kit

The Apothecary guards something the crusade prizes above any single life: the gene-seed of its dead. Narthecium ready, he moves through the fighting to drag wounded brothers back to their feet and to reclaim the seed of those past all mending. He is no stretcher-bearer, though — boltgun, pistol and chainsword mark his place in the sworn line, and he holds it. His true work is arithmetic the enemy never sees: a crusade that keeps its manpower battle after battle, never thinning where he stands.

Special Rules

- **And They Shall Know No Fear:** he cannot be Pinned, and each Nerve test resolves as a pass.
- **Astartes Physiology:** T5 and three wounds on the transhuman frame keep him working under fire that would drop a mortal medic.
- **Combat Doctrines:** he fights to the stance the gang has declared, tilted as ever to Assault.
- **Crusade Vows:** he holds to the Vow sworn at muster like every brother he tends.

CHAPLAIN

CHAMPION

✖ 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior-priest body*)

Combat Doctrines (*fights to the declared doctrine*)

Crusade Vows (*preaches the gang's declared Crusade Vow down the line*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

STATUS

✂ *Cenobyte Servitor* 45 credits

Kitbash from an Astartes Servitor + brazier/reliquary bits - the Black Templars' canonical Cenobyte Servitors (Chaplain Grimaldus's retinue). Priced above the Crusader-Seals status band.

Crusader Seals

in kit

Purity Seals

in kit

The Chaplain is the crusade's burning conscience, and its crozius is no ornament. A warrior-priest at the head of the sworn brothers, he chants the litanies that turn a hard advance into an unstoppable one, and his mere presence stiffens a force already alight with faith. He gives the line no room for doubt, only the certainty of the next charge — and he preaches it while fighting in the first rank, mace swinging, where the men can see their faith made flesh.

Special Rules

- **And They Shall Know No Fear:** no Pinning holds him down, and Nerve tests are passed without a roll.
- **Astartes Physiology:** the warrior-priest body carries T5 and three wounds, and it is the body that endures, not the plate.

- **Combat Doctrines:** he answers the doctrine the gang declares, the crusade leaning the stance to Assault.
- **Crusade Vows:** he preaches the sworn oath down the whole line, giving the crusade's Vow a voice.

EMPERORS CHAMPION

CHAMPION

× 305 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	4	4+	3+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman chosen body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

Crusade Vows (*fights under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Agility

Brawn

Shooting

Signature

STARTING GEAR Mark Power · Armour Of Faith · Black Sword

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Black Sword

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Armour Of Faith

included

One brother in the whole crusade is named to carry the Black Sword and wear the Armour of Faith, and that brother is the Emperor's Champion. A duellist who strikes on a 2+ and presses four attacks a round, he is the point the crusade sharpens itself to — the man the Vow is spoken through. When battle opens he marks a single foe as his own and hunts it the length of the fight, blade and faith bent to that one death and nothing beside it, and he will not stop until his quarry is down or he is. The brothers form up at his back, for a chosen at the front is a spear; and this is the spearhead of the Emperor's own crusade, made peerless against the very enemy he was raised up to end.

Special Rules

- **And They Shall Know No Fear:** the chosen cannot be Pinned, and Nerve is never a question he has to answer.
- **Astartes Physiology:** the T5 chosen body across three wounds drives the duel home where a lesser frame would fail.

- **Combat Doctrines:** he fights to the doctrine the gang declares, the crusade leaning it hard toward Assault.
- **Finest Hour:** once in a battle he may raise the command aura, for the chosen inspires as surely as any master.
- **Crusade Vows:** he is the living embodiment of the sworn oath, the Vow given a single face at the front of the charge.

LIEUTENANT

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman command body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

Crusade Vows (*fights under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Combat

Ferocity

Leadership

Signature

SECONDARY

Brawn

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Thunder Hammer 70 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Storm Shield

in kit

STATUS

Crusade Banner

in kit

The Castellan holds a flank while the High Marshal drives the middle. Three attacks at WS 2+, a power sword lit and a bolt pistol at his hip, he is command's second edge — the officer who keeps one wing of the crusade moving when the

Marshal's eye is elsewhere. He can raise the same steadying aura, and when the sworn line finally reaches the foe he is no mere banner but a veteran killer in the thick of it.

Special Rules

- **And They Shall Know No Fear:** Pinning finds no purchase on him, and his Nerve tests pass untested.
- **Astartes Physiology:** what keeps him upright is the T5 command frame across three wounds, never the save alone.
- **Combat Doctrines:** he fights to whatever doctrine the gang has declared, the crusade tilting it to Assault.
- **Finest Hour:** in the Marshal's stead he may loose the command aura once, and the brothers around him surge.
- **Crusade Vows:** he keeps the one oath sworn at muster, carrying it down his wing of the charge.

TECHMARINE

CHAMPION

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman artificer body*)

Combat Doctrines (*fights to the declared doctrine*)

Crusade Vows (*fights under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Savant

SECONDARY

Combat

Ferocity

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Servo Skull

in kit

ACCESSORY

Signum

in kit

The Techmarine keeps the crusade at war. Sworn to the Machine God as much as to Dorn, he tends the war-plate, coaxes the bolt weapons true, and rouses the interred dead who ride within the walkers when their machine-spirits sour. None of that keeps him from the sworn line — boltgun and pistol in hand, he stands with his brothers and fights. Without him the blades would dull and the Dreadnoughts would fall silent; because of him they do not, and the advance keeps its iron.

Special Rules

- **And They Shall Know No Fear:** Pinning has no hold on him, and his Nerve is never in doubt.

- **Astartes Physiology:** the artificer body still carries T5 across three wounds, hard to put down whatever his trade.
- **Combat Doctrines:** he fights to the doctrine the gang calls, the crusade leaning it to Assault.
- **Crusade Vows:** he swears the same oath as the line he arms, and keeps it.

MARINE

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3 - durability is the body, not the save*)

[Combat Doctrines](#) (*fight to the declared doctrine*)

[Crusade Vows](#) (*fight under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Combat

Ferocity

Shooting

SECONDARY

Brawn

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC		CLOSE - COMBAT	
Boltgun	55 credits	Chainsword	25 credits
Storm Bolter	65 credits	Power Sword	45 credits
✦ <i>Abhor The Witch Bolts</i>	70 credits		
<i>Kitbashed blessed-ammo boltgun (purity-sealed magazine + reliquary casing) - the Black Templars' abhorrence-of-the-witch doctrine; not a stock datasheet profile. Priced above the stock boltgun 55.</i>		GRENADE	
		Frag Grenade	30 credits
		Krak Grenade	45 credits
PISTOL		ARMOUR	
Bolt Pistol	45 credits	Mark Gravis	35 credits
Plasma Pistol	70 credits	Mark Power	
		<i>included</i>	
SPECIAL		WARGEAR	
Plasma Gun	100 credits	Crusader Bionics	45 credits
Meltagun	135 credits	Storm Shield	
Flamer	140 credits	<i>in kit</i>	
HEAVY		STATUS	
Plasma Cannon	150 credits	Holy Oils	20 credits
Lascannon	155 credits		
Heavy Bolter	160 credits		
Missile Launcher	165 credits		
Multi Melta	165 credits		

The Initiate is the crusade's fighting weight. Bolter in one hand and blade at the ready, power-armoured, T5 across three wounds, he is a transhuman built for one thing above all — crossing the ground between the line and the enemy and finishing the matter within arm's reach. There are more of him than of any other, and it is the Initiates who make the crusade a wall rather than a handful of heroes. When the Vow is called, his is the first shoulder into the foe.

Special Rules

- **And They Shall Know No Fear:** the brother cannot be Pinned, and he passes Nerve without ever needing the test.
- **Astartes Physiology:** his staying power is the body itself — T5 and three wounds — long before it is the armour.
- **Combat Doctrines:** he fights each round to the doctrine the gang has called, tilted to Assault.
- **Crusade Vows:** he bears the single oath sworn at muster, one brother of the sworn line the whole crusade forms.

SWORD BROTHER

GANGER

✖ 290 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3 transhuman veteran body*)

[Combat Doctrines](#) (*fights to the declared doctrine*)

[Crusade Vows](#) (*fights under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

[Brawn](#)

[Combat](#)

[Ferocity](#)

[Signature](#)

SECONDARY

[Agility](#)

[Leadership](#)

[Shooting](#)

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

✦ *Crusader Power Maul* 55 credits

Kitbash from a Chaplain's crozius head onto a power-maul haft - the veteran crusader's blessed bludgeon, Codex: Black Templars wargear. Priced above the stock power-sword 45 / crozius 40.

Lightning Claws 55 credits

Power Fist 60 credits

Thunder Hammer 70 credits

✦ *Sword Brothers Blade* 80 credits

Kitbash from Emperor's Champion Black Sword bits onto a Sword Brother - the veteran's relic-pattern greatblade; not the unique Black Sword datasheet. Priced above the stock thunder-hammer 70.

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Storm Shield

in kit

Sword Brothers are what the crusade is built around when the killing starts. WS 2+, three attacks, a thunder hammer swung in both fists or a blade paired to a storm shield — these are the proven veterans, the brothers who have closed with the foe a hundred times and hunger for the next. The line gathers to them. And in Terminator plate a Sword Brother needs no run-up at all: he drops from a teleport assault into the middle of the enemy and begins there, at the heart, where the fight is thickest.

Special Rules

- **And They Shall Know No Fear:** he throws off Pinning entirely and passes every Nerve test as a matter of course.
- **Astartes Physiology:** the veteran's T5 frame across three wounds outlasts younger flesh in a long press.
- **Combat Doctrines:** he fights to the stance the gang declares, the crusade tilting it to Assault.
- **Crusade Vows:** the sworn oath is his to bear as the veteran core the melee forms around.

SCOUT

JUVE

x 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)**Astartes physiology** (*T4/W2*)**Combat Doctrines** (*fights to the declared doctrine*)**Crusade Vows** (*fights under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

Ferocity

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Neophyte is a brother half-made. Carapace instead of full plate, T4 and only two wounds — the one place the transhuman line thins — a bolt carbine to his shoulder and a knife at his hip. He learns the crusade at the elbow of the Initiate he is bonded to, and he comes cheap and in numbers. It is the Neophytes who screen the march and steal the early ground while the heavier brothers come up behind. Already the Vow binds him; already he is blooded, aimed at the day he trades the carapace for the black.

Special Rules

- **And They Shall Know No Fear:** young as he is, Pinning cannot fix him and Nerve is passed automatically.
- **Astartes Physiology:** even half-augmented, T4 and two wounds still outlast any baseline trooper — he is the one thin place in the Chapter's transhuman line.
- **Combat Doctrines:** he fights to the doctrine the gang declares, the crusade leaning it to Assault.
- **Crusade Vows:** he is sworn to the oath young, the apprentice already bound to the crusade's Vow.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*fights to the declared doctrine*)

Crusade Vows (*the pilot fights under the gang's declared Crusade Vow*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Ferocity

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Multi Melta

in kit

CLOSE-COMBAT

Power Fist

in kit

ARMOUR

Mark Centurion Warsuit

included

A Centurion is a brother sealed inside a siege warsuit. T6 over four wounds behind a 2+ save, he trades the line's speed for something close to immovable, grinding forward on twin heavy weapons and siege drills toward whatever the enemy thinks will stop the crusade. When the sworn charge breaks itself on a wall, the Centurion is the answer — a slow armoured ram that carries the Vow into ground no blade could open, and opens it.

Special Rules

- **And They Shall Know No Fear:** locked in the warsuit, he cannot be Pinned and no Nerve test troubles him.
- **Astartes Physiology:** the heavy frame runs T6 across four wounds, soaking blows the line tiers never could.
- **Combat Doctrines:** he fights to the doctrine the gang has called, the crusade tilting it to Assault.
- **Crusade Vows:** the pilot keeps the sworn oath, and the warsuit makes it the crusade's wall-breaker.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

Inside the Dreadnought sleeps a hero of the crusade too honoured to be let die — and, with the Chapter-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is a Walker of Sv 3+ dreadnought plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and grinding forward at a plodding six inches — a walking coffin of ceramite and remembered rage that answers the enemy with a fist that closes armour like wet paper, a twin lascannon cracking hulls at range while the great Dreadnought fist tears apart whatever the charge is hurled against; both arms are fixed Front mounts, so it must face its quarry to bring them to bear. It was never built to guard a lane. It goes forward with the sworn brothers, into the charge and past it, the ancient dead roused one more time to kill in the Emperor's name and then to sleep again until the crusade has need. Beyond all fear, crazed and slow to steer, it shrugs off fire that would fell a lesser body — its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

× 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The greatest thing the crusade will ever field — a towering next-generation Dreadnought that, with the Chapter-wide reckoning, stands as a \$5c war-engine rather than a Brute on the roster. The Redeptor is a Walker of Sv 3+ over eight Hull Points behind the thickest front armour the crusade fields (Toughness 9 to the fore, 8 flank, 7 rear), and it moves faster than the standard Dreadnought at seven inches. One arm carries a macro plasma incinerator that boils armour and infantry alike — or a heavy gatling onslaught for the foe that comes in numbers — while the other is a crushing Redeptor fist, and a twin storm bolter chatters from the hull; all mounts are fixed and forward, so it fights facing its prey. Point it at the strongest part of the enemy and let it walk: it shrugs aside fire that would drop a squad of brothers and breaks a battle-line on its own, one interred hero given the mass to end a siege the sworn line cannot. The revered dead within is past all fear, roused only when nothing smaller will serve — a fortune-gatekeeper of a walker, one per gang and prohibitively dear. Its durability, its handling, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 8"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	No Pity No Remorse No Fear. Raise the litany as the round opens. No pity, no remorse, no fear — until your next turn every brother you field passes all Nerve and Cool tests without a roll. The threefold oath drowns whatever terror the enemy meant to raise.	START OF ROUND
12	Suffer Not The Unclean. The crusade was raised to end exactly such things. When one of your fighters declares a charge on a mutant, a daemon, a heretic or a witch, it strikes at +1 to hit for the combat. Old loathing steadies the arm.	WHEN A FRIENDLY FIGHTER DECLARES A CHARGE
13	Honour The Emperor. Let one brother fight where the whole crusade can watch him do it. Name a friendly fighter as the round begins; until your turn returns it re-rolls its missed Hit rolls, every stroke struck plainly in the Emperor's name. The rest of the line takes heart from the sight.	START OF ROUND
14	Crusades Wrath. The whole march lands behind a single blow. Begin the round with this and, until your turn comes again, any fighter of yours that charges adds +1 Strength to its melee attacks. Wrath, given the weight of the crusade.	START OF ROUND

15	The Champions Duel. Templars learn the single foe before all others. When one of your fighters faces an enemy alone in melee, it re-rolls every missed Hit and every failed Wound it makes there. The Chapter's duelling craft guides each cut to one throat.	WHEN A FRIENDLY FIGHTER FIGHTS A SINGLE ENEMY IN MELEE
16	Faith Unbroken. Fear is a whisper. The litany is a wall. When a friendly fighter is called to a Willpower test, it passes with no roll made — sorcery, terror, the slow rot of doubt, none of it finds a grip on a will sworn wholly to the Emperor.	WHEN A FRIENDLY FIGHTER TAKES A WILLPOWER TEST
21	Accept The Challenge. No matter the odds; so runs the vow. When a fighter of yours charges an enemy of greater Wounds, it fights that combat with +1 Attack and adds +1 to its Wound rolls. The larger the foe, the gladder the Templar to meet it.	WHEN A FRIENDLY FIGHTER CHARGES AN ENEMY WITH MORE WOUNDS
22	Martyrs Blood. A brother drops, and the crusade repays his fall in kind. When one of your fighters goes Out of Action, each surviving brother standing within 6" of the body takes +1 Attack until its next activation ends. Grief, spent as slaughter.	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
23	Zeal Rising. As the ranks thin, the fervour climbs to meet the loss. At the round's start choose a friendly fighter: for each pair of brothers already Out of Action it takes +1 Attack this round, to a ceiling of +2. Fewer swords, swung harder.	START OF ROUND
24	Unfaltering Charge. The last stride falls before the guns can find their word. When one of your fighters launches into a charge, re-roll its distance; no enemy may pick it for Overwatch this activation. Faith seals the gap the foe hoped to hold open.	WHEN A FRIENDLY FIGHTER MAKES A CHARGE MOVE
25	Sworn To The Sword. Some brothers swear the blade above every other thing. When such a fighter activates, for that activation its melee weapon counts as having Parry and it re-rolls one missed Hit. The sword answers the oath, never the odds.	START OF THE FIGHTER'S ACTIVATION
26	Abhor The Witch. Every working of sorcery earns its answer. When an enemy psyker calls a power, one friendly fighter with sight of it may loose a free shooting attack at the witch at once. The crusade lets none of that kind work unpunished.	WHEN AN ENEMY PSYKER USES A POWER
31	Hold The Vow. Sworn ground is kept ground. Open the round with this: until your turn comes back, no fighter of yours may willingly step away from an enemy, and in trade each re-rolls its failed melee Hit rolls. The line holds, and bleeds the foe for every inch of it.	START OF ROUND
32	Righteous Fury. In the crush of contact the anger doubles on itself. As a fighter of yours lays into the enemy in melee, each unmodified 6 to hit lands a second hit beside the first. Righteous fury, multiplied at the blade's edge.	WHEN A FRIENDLY FIGHTER MAKES MELEE ATTACKS
33	The Emperors Wrath. Disciplined and without mercy, the bolt carries the Emperor's own word. When one of your fighters fires a bolt weapon, it looses an extra shot at that same target. Mass-reactive rounds that speak, and then speak again.	WHEN A FRIENDLY FIGHTER SHOOTS A BOLT WEAPON

34	No Step Back. A Templar surrenders no ground he was not ordered to leave. When a friendly fighter would be driven from an enemy — falling back, shoved, or pushed — cancel that movement entirely. Boots planted, guard high, the line unbent.	REACTIVE - WHEN A FRIENDLY FIGHTER WOULD BE FORCED TO MOVE AWAY FROM AN ENEMY
35	Crusade Without End. A brother does not leave the crusade while his heart still beats. The vow forbids it. Should one of your fighters fail his Recovery roll, take it again — dragged back out of the dark by an oath he swore louder than his own pain.	WHEN A FRIENDLY FIGHTER FAILS A RECOVERY ROLL
36	Blade Of Faith. Steel blessed in prayer bites where the warp cannot ward. When a fighter of yours crosses blades with an enemy psyker or daemon, it re-rolls each missed Hit and each failed Wound in that fight. Every unnatural guard the sorcerer raises comes apart.	WHEN A FRIENDLY FIGHTER FIGHTS AN ENEMY PSYKER OR DAEMON IN MELEE
41	Cut Down The Sorcerer. Mark the witch before the opening shot. During deployment, name one enemy psyker; a single friendly fighter may set up as much as 6" beyond its zone, placed to reach the sorcerer and end him before his craft has begun.	PRE-BATTLE , DURING DEPLOYMENT
42	The Reliquarys Blessing. Blessed at the reliquary, a brother marches out already warded. Before the battle, pick one friendly fighter: it carries a 6+ field save through the whole fight. The relics of the honoured dead stand between him and harm.	PRE-BATTLE
43	Fervent Advance. Fervour carries the crusade quicker than the foe has reckoned for. As the round opens, until your turn returns each fighter of yours adds 1" to its every Move and Charge. The march slows for nothing short of the enemy's throat.	START OF ROUND
44	Duel To The Death. The Chapter's finest treat each fight as their last. When a Sword Brother — or the Emperor's Champion himself — is locked in melee, it re-rolls all of its failed Wound rolls that combat. A duel to the death permits no glancing stroke.	WHEN THE EMPEROR'S CHAMPION OR A SWORD BROTHER FIGHTS IN MELEE
45	Unyielding Faith. A blow that fells lesser men only puts a Templar's faith to the question. The moment a fighter of yours takes a Wound, it may test Willpower at once; on a pass, the Wound is set aside as though it never bit. Belief holds the flesh where the wound would tear it open.	REACTIVE - WHEN A FRIENDLY FIGHTER SUFFERS A WOUND
46	The Sword Brethren Strike. Out of the warp and straight into the heart of the enemy. When a Terminator-mark brother arrives from reserve by teleport assault, he may charge in that same activation, even where the rules would forbid it. The Sword Brethren land already mid-swing.	WHEN A FRIENDLY TERMINATOR- MARK FIGHTER ARRIVES FROM RESERVE
51	Deathwish. Some brothers set their own lives aside to reach the foe. When such a fighter activates, it gains +1 Attack and +1" Movement until the round ends, but draws no benefit from cover. Nothing stands between him and the enemy now but open ground.	START OF THE FIGHTER'S ACTIVATION

52	Purge The Heretic. No shadow falls deep enough to hide a named heretic from the crusade. When a friendly fighter shoots an enemy caught in the open, it re-rolls its missed Hit rolls against that target. Purged wherever he dares to stand in the light.	WHEN A FRIENDLY FIGHTER TARGETS AN ENEMY IN THE OPEN
53	Onward Crusaders. The cry goes up and the whole line takes it as one. As the round begins, each fighter of yours may surge a free 2" toward its nearest foe. Onward — always a stride nearer than the moment before.	START OF ROUND
54	The Vow Deepens. For a span the oath burns hotter than iron. Open the round with this and, until your turn comes again, your gang's active Crusade Vow grants its benefit one step stronger. The sworn word, pressed harder into the foe.	START OF ROUND
55	Faith Is The Shield. Faith raised overhead is a roof no enemy can break. As the round opens, until your turn returns any friendly fighter within 6" of the Crusader Seals, a Chaplain or the Emperor's Champion gains a 6+ field save. The devout shelter beneath it, warded.	START OF ROUND
56	Break Their Line. A foe felled, the breach opens, the crusade pours through. When a fighter of yours drops an enemy Out of Action in melee, the crusade may surge up to 3" on toward the next. The line is broken; keep it breaking.	WHEN A FRIENDLY FIGHTER TAKES AN ENEMY OUT OF ACTION IN MELEE
61	Grief Made Wrath. Cut down a Templar's commander and you hand the rest their reason. When a friendly Champion or Leader goes Out of Action, every fighter of yours gains +1 Attack until the round closes. The crusade's grief returns to the enemy edged.	REACTIVE - WHEN A FRIENDLY CHAMPION OR LEADER IS TAKEN OUT OF ACTION
62	The Chosen Advances. The chosen goes unerring toward the foe he was named to end. When the Emperor's Champion takes its activation, it may sweep up to its full Movement straight at its declared duel target. Nothing turns the Champion from his mark.	WHEN THE EMPEROR'S CHAMPION ACTIVATES
63	Relentless Zeal. Locked in the killing, a Templar keeps no other thought. When a friendly fighter activates while already engaged in melee, it fights that activation at +1 Attack. Zeal leaves room for nothing but the enemy at arm's length.	WHEN A FRIENDLY FIGHTER IS ACTIVATED WHILE ENGAGED
64	To The Last Brother. When the crusade is all but ended it fights at its longest odds and its highest pitch. Open the round with this if more of your gang lies Out of Action than yet stands: until your turn returns, every surviving brother re-rolls its failed Hit and Wound rolls. Back to back, each wound sold at a butcher's price.	START OF ROUND, WHEN THE GANG HAS MORE FIGHTERS OUT OF ACTION THAN STANDING
65	Sigismunds Heirs. Sigismund met the mightiest blade on the field and shattered it; his heirs keep the same reckoning. When a fighter of yours beats an enemy of equal or greater credit value in melee, it earns 1 bonus experience — worth counted only against a foe who could as easily have killed it.	WHEN A FRIENDLY FIGHTER WINS A MELEE AGAINST A FIGHTER OF EQUAL OR HIGHER VALUE

The Crusade Endures. The march does not end with the battle; it merely turns toward the next world. As the fighting closes, if your gang took even one enemy Out of Action in melee, it gains bonus Reputation. The crusade endures, and bears its faith onward.

ALLIANCES

✧ THE COVEN THAT WILL NOT CLOSE

ALLIANCE

WHO	the coven that will not close (a psyker-bearing, range-keeping force built to kite - a sorcerous cabal, a witch-led kill-team, a mobile shooting gang that leans on powers and distance; both the crusade's most abhorred prey and its single hardest matchup, the enemy that kills the melee tide before it lands)
TERMS	campaign-level feud: while it stands, the Black Templars gain bonus Reputation for a decisive win in which they reached and destroyed the enemy's psyker in melee, but the enemy gains Reputation for every battle in which it kept the crusade at range and bled it white without being caught; the feud runs until one side is driven off the contested world

Between the Black Templars and this witch-cabal there is no peace — a nest of sorcerers, warp-touched and quick on their feet, that fights from a distance and leans hard on its powers. To the crusade it is the most hated quarry of all, and at the very same time the surest killer of a melee host: the foe that guts a charging tide before a single blade can bite. So long as the enmity endures, the Templars earn bonus Reputation for a clean win in which they close on the enemy caster and butcher it hand to hand; the cabal earns Reputation for each fight it spends holding the crusade off and grinding it down uncaught. Neither yields until one is chased from the world they contest. No pact is ever struck with the witch.

✧ THE FAITHFUL

ALLIANCE

WHO	the faithful (a fellow zealot force of the Imperial creed - an Adepta Sororitas order, an Ecclesiarchy war-host, a Frateris levy, another loyal Chapter that shares the hatred of the witch; any army that fights for the Emperor's faith and abhors the sorcerer as the Templars do)
TERMS	campaign-level alliance: while it holds, the two forces share a crusade - the Black Templars gain bonus Reputation for a battle won by taking an enemy psyker or heretic Out of Action, and the faithful may lend a single zealot fighter or a blessing (a one-battle Willpower aura) to a Templars battle once per campaign phase; the alliance runs until one side leaves the crusade or the pact is broken

The Black Templars march in common cause with the devout — the Sisters of a Sororitas order, a war-host raised by the Ecclesiarchy, a levy of the Frateris, a brother-Chapter that loathes the sorcerer as they do. Whatever host takes up arms for the Emperor's faith and hates the witch with a Templar's fervour may stand in their line. As long as the accord lasts, the two wage a single war: the Templars draw bonus Reputation from any battle decided by cutting down an enemy psyker or heretic, while the devout may spare a lone zealot to fight, or a blessing — a Willpower aura that lasts one battle — to a Templar engagement, once in each campaign phase. The accord endures until one party abandons the war or turns oathbreaker.

ROLL	FAVOUR	PATRON
2	The Chapter Reliquary. The Reliquary is opened. Out come the relics — blessed bone, a saint's knuckle, the pressed prayers of dead crusaders — and a portion of that hoard rides to war with you. Pick one fighter before the battle: it bears a set of Crusader Seals, and any brother within 6" of it re-rolls a failed Willpower test. The dead keep the watch, and the witch finds no way in.	THE CHAPTER RELIQUARY (THE CRUSADE'S OWN HOARD OF RELICS AND HOLY SEALS)
3	The Ecclesiarchys Blessing. A preacher comes out ahead of the column. He blesses it, hoarse and certain, in the Emperor's name. Through the battle your gang passes the first Nerve test of each round outright — no dice, no hesitation. The creed marches at the shoulder of its most fervent sons, and not one of them is first to break.	THE ECCLESIAARCHY (THE IMPERIAL CHURCH, KIN-IN-FAITH TO THE ZEALOT CRUSADE)
4	The Sisters Of Battle. The Adepta Sororitas reckon the crusade kin in faith, and send one of their own to stand in its line. Field a single Battle Sister for this battle — a zealot of matched fervour who fights as though born to the Chapter, then returns to her Order once the ground is taken. Two faiths, one fire.	THE ADEPTA SORORITAS (THE EMPEROR'S DAUGHTERS, THE CRUSADE'S TRUEST ALLIES IN FAITH)
5	The Fighting Company. The Fighting Company empties a little of its reserve into your keeping. One more Neophyte joins your gang this battle at no charge — a raw apprentice flung to the front to earn his scars, told to guard the advance and pick up the killing trade at the elbow of harder men.	THE FIGHTING COMPANY (THE CRUSADE'S OWN RESERVE INITIATES AND NEOPHYTES)
6	The Chaplains Cenobites. The Chaplain's Cenobites — the mute servitor-keepers of the Reclusiam — shadow your crusade with censer and reliquary chained at the wrist. Once in the battle, when a brother is taken Out of Action, you may roll his Injury dice a second time. They haul the wounded back from the brink, so the column does not thin.	THE CHAPLAIN'S CENOBITES (THE RECLUSIAM'S SERVITOR-ATTENDANTS, KEEPERS OF THE FAITH)
7	The Marshals Muster. The High Marshal cuts a veteran loose from his own muster and lends him to the fight. Add a single Sword Brother for this battle — a proven killer set at the fore, who spends your enemies as freely as his own and rejoins his company the moment the crusade moves on.	THE HIGH MARSHAL'S MUSTER (A VETERAN SWORD BROTHER DETACHED TO THE WAR-BAND)
8	The Forge Of The Chapter. The Chapter's Techmarines throw open the forge and see to your armoury. Before the battle, name one weapon a fighter carries: for the fight it gains the Master-Crafted trait, its edge or its mechanism tuned to a hair's precision by hands taught on Mars.	THE FORGE OF THE CHAPTER (THE TECHMARINES AND THEIR ARMOURY OF TERRA)

9

The Faithful Of The Sector. The crusade draws the sector's faithful the way a pyre draws moths. Pilgrims. Penitents. Levy conscripts with more zeal in them than armour on them. Add two Frateris levy fighters for this battle — believers who charge without a glance at cover and die gladly, burned like kindling to bring the true brothers to grips with the foe.

THE FAITHFUL
OF THE SECTOR
(IMPERIAL
PILGRIMS AND
LEVIES DRAWN
TO THE
CRUSADE)

☠ SUB-PLOTS

✂ THE ETERNAL CRUSADE

SUB-PLOT

Reward: The crusade is vindicated: the gang gains a permanent Reputation bonus, may re-swear its Crusade Vow for free between every battle thereafter (not just when normally allowed), and one fighter of the player's choice earns a free Legendary Name honour for their part in the great work. This sub-plot can be claimed only once per campaign.

The Eternal Crusade. As the campaign opens your gang names a Crusade objective — one enemy faction, one territory, or one foe marked for destruction. The sub-plot closes when you have carried three separate victories in pursuit of that named objective, each in its own post-battle sequence, the crusade borne from world to world with the faith never once broken. Then the oath is vindicated: your gang keeps a permanent Reputation bonus, re-swears its Crusade Vow for free before every battle from then on, and one fighter of your choosing takes a free Legendary Name for its part in the work. It may be claimed but once in a campaign.

✂ THE RELIQUARY OF THE FALLEN

SUB-PLOT

Reward: The reliquary of the fallen is consecrated: the gang unlocks a permanent relic-slot: a single fighter may bear a Relic of the Fallen (a 5+ field save plus the Master-Crafted trait on one weapon) at no credit cost for the rest of the campaign, the honoured dead arming the living. This sub-plot can be claimed only once per campaign.

The Reliquary of the Fallen. As the campaign wears on, three of your named brothers must give their lives for good in the crusade's service — struck dead outright on the Lasting Injury table. For each, record who fell and what relic he bore, and pass that relic into living hands during the next post-battle sequence. With the third so honoured, the reliquary is consecrated at last: from then to the campaign's end a single fighter may bear a Relic of the Fallen, which grants a 5+ field save and lends the Master-Crafted trait to one of its weapons, all at no credit cost — the dead putting iron into the grip of the living. Claim it once in a campaign, no more.

LEGENDARY NAMES

✧ HIGH MARSHAL

LEADER

XP cost (random): 6

XP cost (chosen): 12

The High Marshal. A crusade-lord whose name stands beside Helbrecht's and Sigismund's, carried by a Leader. While this fighter stands upon the field, any brother within 9" of him re-rolls a failed Charge roll and shrugs off his first Nerve test of the round without testing — beneath a High Marshal's gaze the crusade advances surer and holds harder, the vow made flesh at the spearpoint of the march. But such a lord will lead from nowhere but the front, and lets none see him linger: he must keep among the leading third of the gang, measured to the nearest foe, driving forward each round he is able — and a clever enemy will tempt that pride into over-reach. Claiming this name costs 6 experience if left to the dice, or 12 to pick it outright.

✧ THE EMPERORS CHAMPION

CHAMPION

XP cost (random): 6

XP cost (chosen): 12

The Emperor's Champion. Sigismund's inheritor, the one the crusade sets apart — most rightly the Emperor's Champion himself, carried by a Champion. Against the lone enemy it has sworn as its duel, this fighter re-rolls its every missed Hit and failed Wound, and while that duel endures it strikes with +1 Attack — the chosen sharpened to one killing purpose against the single foe it is sworn to end. Yet it cannot decline a greater fight: should a lawful duel target of higher credit value than its last kill appear, this fighter must swear its duel upon that enemy and drive toward it each round it is able, its calling forever pushing it at the deadliest foe on the field. Claiming this name costs 6 experience left to the dice, or 12 to choose it.

✧ THE MARTYR

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Martyr. A brother whose death passes into legend and rides on with the crusade, open to any fighter. Should this fighter fall — the instant it is downed — each friendly within 12" surges to +2 Attacks until the close of its next activation, and the gang draws bonus Reputation from the sacrifice; the loss whips the whole war-band into a grieving slaughter, and ever after the name is honoured as a saint of the campaign. But a martyr goes courting his own end: he will not willingly break from a fight, will not stoop to cover he could shun, and must charge wherever the rules allow — a warrior finished with survival, living only to die well before the reckoning comes. Claiming this name costs 6 experience left to the dice, or 12 to choose it.



TERRAIN

✧ THE DROP POD

TERRAIN

The Drop Pod. The crusade's way of hitting a world nose-first into the battle — a plated assault capsule punched down into the middle of the foe, spilling out a handful of Templars precisely where the enemy wants them least. When the game begins, the Black Templars player may keep back up to two of their own for a pod assault. As round two opens, drop the pod onto any point of the board more than 6" clear of an enemy; the reserved fighters step out touching its hull and are free to charge the moment they arrive. Nothing moves through the pod — it bars all passage — and any fighter pressed against it counts as being in full cover.

✧ THE RECLUSIAM SHRINE

TERRAIN

The Reclusiam Shrine. A reliquary carried to war and raised wherever the crusade means to fight — an altar of bone-relics and devotional icons. Around it the faithful stand taller. Around it the witch's power thins to nothing. At deployment the Black Templars player plants the shrine somewhere in their own half; it counts as light cover. Any brother who ends his move within 3" of it may re-roll one failed Willpower test and clears his first Nerve test of the round untried. An enemy caster who dares a power within 6" of the shrine works it at -1. Once planted, the shrine does not move, and nothing living passes through it.

✕ SUFFER NOT THE WITCH

SCENARIO

ATTACKER	the Black Templars (hunting a psyker or warp-touched enemy the crusade has sworn to destroy - closing under faith on the one foe it abhors above all, racing to reach the witch before its sorcery bleeds the crusade white)
DEFENDER	the opposing gang built around a psyker or sorcerer (using its powers and its guns to keep the crusade at bay - protecting the witch behind its line and betting that range and sorcery can break the Templars before they close)
DEPLOY	the defender deploys first with its psyker placed toward the rear of its half; the Black Templars deploy at the opposite edge and must drive across the board to reach and kill the marked witch
OBJECTIVE	the Black Templars win by taking the enemy psyker Out of Action; the defender wins by keeping its psyker alive to the end of the game
VICTORY	the Black Templars win the moment the marked enemy psyker is taken Out of Action; the defender wins if that psyker is still standing at the end of round six
REWARDS	a Black Templars win grants bonus Reputation and a Control-Track step for purging the witch, and the fighter that struck the psyker down gains 2 bonus XP and may take a Legendary Name honour; a defender win that kept the psyker alive grants the defender bonus Reputation and a lingering Control-Track advantage for the sorcery worked on the district
CONTROL TRACK	a Black Templars win advances their Control-Track claim by one step and cleanses a lingering warp-taint from the district (a standing bonus to the next battle there); a defender win holds the marker and the witch's influence spreads, imposing a penalty on the Templars' next fight in the district

A crusade races to hunt down and destroy a witch its oaths have condemned, while the foe pours every psychic power and every muzzle into keeping the Templars away from it.

ATTACKER The Black Templars. Faith drives them at the one enemy they abhor beyond any other, and they must get to the sorcerer before its powers drain the crusade of blood.

DEFENDER The opposing gang, raised around a psyker or a sorcerer. It shields the caster behind its firing line and gambles that range and warpcraft will unmake the crusade first.

BATTLEFIELD & DEPLOYMENT The defender goes down first, its caster tucked toward the back of its half. The Templars gather at the opposite board edge and have the whole field to cross before the marked witch is in reach.

THE PURGE Only one thing matters: the Templars must slay the enemy caster, and the defender must see it survive.

ENDING THE BATTLE The game halts the moment that caster is downed, or when round six ends — whichever lands sooner.

VICTORY Down the marked caster and the Templars have won. Keep it upright to the end of round six and the victory is the defender's.

REWARDS A crusade victory brings bonus Reputation and one step on the Control Track for the killing; the brother who felled the caster claims 2 bonus experience and may take up a Legendary Name. Hold the caster alive and the defender earns bonus Reputation, plus a lingering edge wrung from the sorcery loosed across the district.

CONTROL TRACK Win, and the Templars advance their claim a step while scouring a warp-taint from the district — a boon carried into the next fight for that ground. Lose, and the marker stays put as the caster's influence bleeds outward, dogging the crusade's next battle in the district.

ATTACKER	the Black Templars (a sworn zealot crusade closing to decide the fight in melee - a Vow declared to fit the battle, a martyr-fuelled advance that hits harder as brothers fall, driving across the open to reach the enemy line and break it)
DEFENDER	the opposing gang (trying to keep the crusade at range and win before it arrives - kiting, shooting, and denying the Templars the contact a melee-built, psyker-less force needs)
DEPLOY	the defender deploys first, spread across the far half of the board with the open ground before it; the Black Templars deploy in a tight sworn wedge at their own edge and must cross the field to reach the enemy
OBJECTIVE	the Black Templars win by breaking the enemy line in melee - taking Out of Action a set share of the defender's fighters in close combat; the defender wins by surviving with its force intact and the crusade held short
VICTORY	the Black Templars win if, by the end of round six, they have taken at least half the defender's starting fighters Out of Action in melee; the defender wins if it ends round six with more than half its force still standing and un-engaged
REWARDS	a Black Templars win grants bonus Reputation and a Control-Track step for a crusade that reached and shattered the enemy; a fighter that took an enemy Out of Action in the round a friendly Templar fell nearby (Righteous Zeal) gains 1 bonus XP; a defender win that held the crusade at range grants the defender bonus Reputation for weathering the charge
CONTROL TRACK	a Black Templars win advances their Control-Track claim on the district by one step (the crusade broke through and took the ground); a defender win holds the marker and denies the advance, and the Templars take an attrition penalty for a charge that spent itself short of a decision

Open ground. A gun-line strung across the far end. And between them a wedge of black-armoured zealots who mean to cross every metre of it.

ATTACKER The Black Templars. They have sworn a Vow to suit the day, and their assault only sharpens as brothers drop around them — each stride aimed at the enemy line and the breaking of it.

DEFENDER The opposing gang. It gives ground and fires as it goes, starving a close-quarters, psyker-less crusade of the one thing it lives on: contact.

BATTLEFIELD & DEPLOYMENT The defender deploys first, strung thin across the far half behind a stretch of open killing ground. The Templars gather in a close wedge on their own board edge, with all that ground to cover.

THE CHARGE The crusade must break the enemy at close quarters — enough of the defenders felled in melee to reach the set share. The defender must ride it out with its numbers holding and the Templars kept from a decision.

ENDING THE BATTLE The game ends when round six is played out.

VICTORY The Templars win if round six closes with half or more of the defender's opening strength downed in close combat. The defender wins if more than half its warriors are still up and out of melee when that round ends.

REWARDS A crusade win earns a Control-Track step and fresh Reputation for reaching the enemy and shattering it; any brother who downed a foe in the very round a friendly Templar dropped nearby claims 1 bonus experience. A defender that kept the crusade at a distance earns bonus Reputation for surviving the storm.

CONTROL TRACK Win, and the Templars push their district claim a step onward — they broke in and seized the ground. Lose, and the marker holds while the advance is turned back, the crusade taking an attrition penalty for a charge burned out short of its purpose.



SPACE MARINES · HOUSE DOSSIER

LEGION OF THE DAMNED

The relentless dead - loyalist Astartes who died and refuse to stop fighting. They take the same Marine chassis, bolt pool and armour marks every Chapter fields, then set Combat Doctrines aside entirely for The Relentless Dead: they apparate onto the field from nowhere, they carry an ethereal field-save that no armour can buy, they never break, and they cannot be ground down because they do not stay dead. A spectral strike force - few, costly, unbreakable - materialising across the galaxy's warzones. The mirror of the Ultramarines: apex discipline against warp-touched devotion past death. The horror is loyalty, not malice; devotion past death, not Chaos. A host that never diminishes and never recruits, fighting on where every other force would long since have died.

The Legion of the Damned are loyalist Astartes who fell in battle and refused to let death end their duty. They take the same chassis, bolt pool and armour marks every Chapter fields, but where a living Chapter drills its warriors through the measured stances of Combat Doctrines, the Damned have traded that discipline away entirely for The Relentless Dead. They materialise out of nowhere onto the battlefield, wreathed in cold spectral fire; an ethereal field no armour can grant turns the killing blow aside; and Warp-Madness leaves them fearless, terrible to face, and prone to burn toward the foe whether their sergeants will it or not. They do not recruit, they do not swell, and they rarely stay dead.

A Legion of the Damned force is few, costly and unbreakable — a handful of revenant Marines who cannot be kept out, cannot be easily faced and cannot be out-last. They are the mirror of the disciplined Codex Chapters: apex control set against sanity-scoured devotion. The horror of them is loyalty, not malice — duty carried past the grave.

👤 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every Damned carries the supernatural package - the ethereal field-save, Unwavering, Fearsome, the Deathless return and the Apparition - in place of the Combat Doctrines a living Chapter fields; the Damned swap Doctrines out entirely for The Relentless Dead
- ♦ Exactly 1 Leader (Legionnaire Sergeant - no command above the Sergeant); 0-2 Champions (Special / Heavy Legionnaire); 0-1 Brute (Relic Damned Dreadnought)
- ♦ Backbone: Legionnaires $\geq$ Leader + Champions (a single damned unit, not a hierarchy)
- ♦ No Juve tier and no recruitment pipeline - no Scouts, no recruits, no cheap bodies; the roster is a leaderless all-veteran apparition of ~4-5 bodies at 1500
- ♦ The Relentless Dead: the whole gang sets up in reserve and Deep Strikes in; Combat Doctrines is set aside entirely and replaced by the signature. Cavalry and Centurion tiers are 0 - foot-borne ghostly avengers ride no mounts and pilot no warsuits

Fifteen hundred credits raise a starting Legion of the Damned, and every one of them answers to a single Legionnaire Sergeant. There is no command above him. The dead keep no hierarchy, so the gang fields exactly one Leader, up to two Champions drawn from the Special and Heavy Legionnaires, and — should it wish — one Relic Damned Dreadnought as its sole Brute. The rank and file are Damned Legionnaires. They must always number at least as many as the Leader and Champions combined, for this is one damned unit and not a chain of command.

No Juve tier exists here, and no recruitment of any kind. No scouts. No fresh bodies, no cheap fillers to pad the ranks. What stands at the end of the reckoning is a lean apparition of some four or five warriors, each a veteran of the grave. The whole gang deploys in reserve and materialises onto the field rather than advancing across it — The Relentless Dead stands in place of the Combat Doctrines a living Chapter would drill. No mounts run with them and no piloted warsuits march at their side. The Damned come on foot, or they do not come at all.

☠ GANG RULES

✂ THE ANIMUS MALORUM

GANG RULE

The Animus Malorum is the relic of Sergeant Attica Centurius, borne by the leader of the strike force — a champion's aura that drags the newly dead back into the fight. Once per battle, when a friendly Damned fighter within 6" of the bearer is taken Out of Action, the controlling player rolls: on a success, that fighter returns to play at once, set up in base contact with the bearer, or as near as can be, with a single Wound remaining. It is a roll, never a certainty — even the Animus Malorum cannot command every dead man to rise.

This is the battlefield face of the Legion's refusal to stay dead. Where an ordinary warband counts its fallen and grieves, the Damned may simply stand a corpse back up and send it on.

✂ THE RELENTLESS DEAD

GANG RULE

The Relentless Dead is the Legion's signature, and it stands in place of Combat Doctrines entirely. The Damned drill no stances. The dead have no discipline left to cycle, no drills to run — only the two faces this rule wears.

The Apparition: the whole gang is set up in reserve rather than deployed, then materialises onto the battlefield, each fighter placed more than 6" from any enemy. On the round a fighter arrives, its shooting Ignores Cover. This is the shock of a thing stepping out of nowhere with its gun already raised, and it lasts only that round.

Unhallowed Resilience: every Damned carries a 5+ ethereal field-save that ignores armour penetration and is taken instead of any armour save. Power armour keeps its own separate value. The field is no part of the plate — it is a shroud the warp draws over the top of it, and the killing blow passes into it and is gone.

Between them these two faces make the Legion a thing the enemy cannot keep out and cannot easily put down. It appears where it wills. It endures what should end it.

FIGHTERS

LEGIONNAIRE SERGEANT

LEADER

✖ 245 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	3	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - subsumed by Unwavering; cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3*)

[The Relentless Dead](#) (*apparition deep-strike and the ethereal field-save - replaces Combat Doctrines entirely*)

[The Animus Malorum](#) (*bears the Animus Malorum*)

[Warp-Madness](#) (*Unwavering / Compulsion / Empyrean Surge*)

[Dread / Fearsome](#) (*Fearsome*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save invulnerable
- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- +1
- bonus-damage

PRIMARY

[Ferocity](#)

[Shooting](#)

[Signature](#)

SECONDARY

[Brawn](#)

[Combat](#)

[Leadership](#)

STARTING GEAR [Mark Power](#)

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Volkite Charger 65 credits

PISTOL

Bolt Pistol 45 credits

Neo Volkite Pistol 60 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT		ARMOUR	
Chainsword	25 credits	Mark Terminator	135 credits
Power Sword	45 credits	Mark Power	
♣ <i>Malefic Power Scythe</i>	65 credits	<i>included</i>	
<i>A two-handed cursed reaping blade from the Legion's reaper iconography, kitbashed from a power weapon and relic scythe bits onto the Sergeant. Not a stock datasheet profile. Priced above the stock power-sword 45.</i>		WARGEAR	
		Spectral Form	
		<i>in kit</i>	
GRENADE			
Frag Grenade	30 credits		
Krak Grenade	45 credits		

The Legionnaire Sergeant is the apex of the revenant strike force and the only authority within it. There is no command above him — the dead answer to no chain. He fights with the sharpest reflexes and the steadiest will of any Damned: three attacks at the charge, a power sword in one hand and the archaic neo-volkite pistol in the other. Power armour wraps him, an ethereal field-save wraps the armour, and he leads from the very front of the apparition, materialising with his warriors and burning down whatever stands before them.

He bears the Animus Malorum, the relic of Sergeant Attica Centurius. Once a battle, a Damned that falls near him may be dragged back to its feet. Warp-Madness leaves him fearless and unbreakable, though that same madness can pull even the Sergeant toward the foe. Dread makes him a terror to face. And They Shall Know No Fear is subsumed wholly into his relentless resolve. He is the heart of the dead band — few, costly, and impossible to command from across the field.

LEGIONNAIRE HEAVY

CHAMPION

× 245 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - subsumed by Unwavering; cannot be Pinned, auto-passes Nerve*)

Astartes physiology (T5/W3)

The Relentless Dead (*apparition deep-strike and the ethereal field-save - replaces Combat Doctrines entirely*)

Warp-Madness (*Unwavering / Compulsion / Empyrean Surge*) **Dread / Fearsome** (*Fearsome*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save invulnerable
- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- +1
- bonus-damage

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

HEAVY

Plasma Cannon 150 credits

Multi Melta 165 credits

✦ *Volkite Culverin* 175 credits

A Legion archaeotech heavy volkite kitbashed from Forge World volkite culverin bits onto the Heavy Legionnaire. Not a stock datasheet profile. Priced above the stock multi-melta 165.

Heavy Flamer

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Spectral Form

in kit

The Heavy Legionnaire is the one great gun of a strike force too small to field a weapons squad. He materialises with a multi-melta, heavy flamer or plasma cannon braced against a dead shoulder. Every shot carries the Legion's curse — one point deeper through armour, and never a moment lost to a misfeed. The body under the plate is a plain Marine's, two attacks over three wounds at Toughness 5. What keeps him standing is not the flesh but the ethereal field the warp lays over his power armour.

He is the anvil of the apparition. He drops in, and he levels heavy fire into whatever the line cannot break. Warp-Madness leaves him fearless and unbreakable — yet the same pull can drag even a heavy gunner toward the foe. Dread makes him terrible to face. And They Shall Know No Fear is subsumed entirely into his resolve. He carries the strike force's one big gun and little beside it: only the weight of cursed fire, and the dead patience to place it.

LEGIONNAIRE SPECIAL

CHAMPION

× 290 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - subsumed by Unwavering; cannot be Pinned, auto-passes Nerve*)

Astartes physiology (T5/W3)

The Relentless Dead (*apparition deep-strike and the ethereal field-save - replaces Combat Doctrines entirely*)

Warp-Madness (*Unwavering / Compulsion / Empyrean Surge*) **Dread / Fearsome** (*Fearsome*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save invulnerable
- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- +1
- bonus-damage

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Volkite Charger 65 credits

✦ *Cursed Combi Volkite* 75 credits

A boltgun-and-volkite combi kitbashed from a boltgun and volkite-charger bits onto the Special Legionnaire. Not a stock datasheet profile. Priced above the stock boltgun 55.

PISTOL

Bolt Pistol 45 credits

Neo Volkite Pistol 60 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Spectral Form

in kit

The Special Legionnaire is the Legion's cursed specialist, a veteran of the dead who carries the strike force's heavier fire. Where the line body bears a boltgun, this Champion materialises with a meltagun, flamer, plasma gun or archaic volkite in hand. Every muzzle is wreathed in the Legion's cursed flame. His statline is a plain Marine's — two attacks over three wounds at Toughness 5 — for his endurance is the ethereal field over his power armour, not the flesh beneath it.

He drops in with the apparition. At close range he burns down armour and elites alike, the fire that scours the soul as readily as the body. Warp-Madness leaves him unbreakable and fearless, then drags him toward the enemy when it takes him. Dread makes him hard to charge or target. And They Shall Know No Fear folds wholly into his resolve. He carries the special weapon and nothing grander: one gun, and the will of a dead man to use it.

LEGIONNAIRE

GANGER

× 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - subsumed by Unwavering; cannot be Pinned, auto-passes Nerve*)

Astartes physiology (T5/W3)

The Relentless Dead (*apparition deep-strike and the ethereal field-save - replaces Combat Doctrines entirely*)

Warp-Madness (*Unwavering / Compulsion / Empyrean Surge*) **Dread / Fearsome** (*Fearsome*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save invulnerable
- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-immunity Broken
- +1
- bonus-damage

PRIMARY

Ferocity

Shooting

SECONDARY

Brawn

Combat

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Volkite Charger 65 credits

PISTOL

Bolt Pistol 45 credits

Neo Volkite Pistol 60 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Spectral Form

in kit

The Damned Legionnaire is the bolter-bulk of the revenant strike force — a rank-and-file Astartes who died with his weapon in hand and rose again to keep firing it. His statline is that of any Marine: a plain but transhuman body, Toughness 5 across three wounds, for the Legion's endurance lives not in the flesh but in the cold field that shrouds it.

He materialises with the rest of the apparition, cursed boltgun and chainsword ready, wrapped in power armour over an ethereal field-save that turns aside what ceramite cannot. Warp-Madness leaves him unbreakable and fearless — And They Shall Know No Fear folds entirely into it — but also drags him toward the nearest foe when the madness takes him. Dread makes him terrible to charge or even to target. He does not stay dead easily; struck down, he may yet rise. A line of these walking corpses is the Legion's whole backbone: few, costly and impossible to rout.

VEHICLES

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank's flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gunline that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RELIC DAMNED DREADNOUGHT

VEHICLE

✖ 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ [object Object]
- ♦ [object Object]
- ♦ [object Object]
- ♦ [object Object]
- ♦ 0-1 per gang

The Relic Damned Dreadnought is a warrior of the Legion interred in a spectral sarcophagus — a dead Marine whose refusal to fall was answered by burying him in the hull of an ancient walker. As of the §5c retrofit it is no longer the one heavy Brute a dead band this small could field but a war-engine on the Ash-Wastes vehicle track, a §5c Walker of Sv 3+ dreadnought plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and grinding forward at the infantry's five inches — a hull that anchors rather than leads. It materialises with the apparition, the ghostly engine passing onto the field as the warriors do, then cracks armour at range with a cursed ghost-fire lascannon and tears apart anything that closes with the great Dreadnought fist; both are fixed Front hardpoints, every gun Cursed like the rest of the Legion's arms. The Damnation package rides on with it: the ethereal 5+ field-save layers over the chassis Sv as a separate signature save, and the warp that sustains the interred dead can flare through the crew — on the Empyrean Surge its blows fall harder and bite deeper. Dread makes it a horror to face, and And They Shall Know No Fear folds into the cold constancy of the thing; it knows no fear because it has already died. It simply advances and tears — its damage, its handling and every catastrophic Loss of Control reckoned through the Ash-Wastes vehicle rules, its price provisional and re-derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Sudden Manifestation. SUDDEN MANIFESTATION	BEFORE THE BATTLE, DURING DEPLOYMENT
12	Unholy Dread. UNHOLY DREAD	START OF AN ENEMY FIGHTER'S ACTIVATION
13	The Warp Provides. THE WARP PROVIDES	WHEN A FRIENDLY FIGHTER WOULD FAIL ITS ETHEREAL FIELD SAVE

14	Vengeful Return. VENGEFUL RETURN	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
15	Cursed Volley. CURSED VOLLEY	BEFORE A FRIENDLY FIGHTER SHOOTS
16	They Do Not Hold. THEY DO NOT HOLD	START OF THE ROUND
21	Apparitions Arrival. APPARITION'S ARRIVAL	WHEN A FRIENDLY FIGHTER ARRIVES FROM RESERVE
22	Ethereal Ward. ETHEREAL WARD	START OF THE ROUND
23	Empyrean Surge. EMPYREAN SURGE	START OF A FRIENDLY FIGHTER'S ACTIVATION
24	Unwavering Advance. UNWAVERING ADVANCE	START OF THE ROUND
25	Deflagrate. DEFLAGRATE	WHEN A FRIENDLY FIGHTER SHOOTS A VOLKITE WEAPON
26	Ghost Step. GHOST-STEP	BEFORE A FRIENDLY FIGHTER MOVES
31	Terror Incarnate. TERROR INCARNATE	START OF THE ROUND
32	The Fire That Burns The Soul. THE FIRE THAT BURNS THE SOUL	WHEN A FRIENDLY FIGHTER SHOOTS A FLAME OR MELTA WEAPON
33	Grave Cold Resolve. GRAVE-COLD RESOLVE	WHEN THE ENEMY WOULD FORCE A NERVE OR COOL TEST ON A FRIENDLY FIGHTER
34	Spectral Recall. SPECTRAL RECALL	START OF A FRIENDLY FIGHTER'S ACTIVATION

35	Wrath Of The Fallen. WRATH OF THE FALLEN	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
36	Materialisation Shock. MATERIALISATION SHOCK	WHEN A FRIENDLY FIGHTER ARRIVES FROM RESERVE
41	Damnations Grip. DAMNATION'S GRIP	WHEN A FRIENDLY FIGHTER ENDS A CHARGE IN BASE CONTACT WITH AN ENEMY
42	The Unbidden. THE UNBIDDEN	WHEN A FRIENDLY FIGHTER ARRIVES FROM RESERVE
43	Soulfire. SOULFIRE	BEFORE A FRIENDLY FIGHTER SHOOTS
44	Relentless. RELENTLESS	START OF A FRIENDLY FIGHTER'S ACTIVATION
45	Deaths Head. DEATH'S-HEAD	START OF THE ROUND
46	Cursed Aim. CURSED AIM	WHEN A FRIENDLY FIGHTER SHOOTS
51	The Deathless. THE DEATHLESS	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
52	Phantom Charge. PHANTOM CHARGE	WHEN A FRIENDLY FIGHTER ARRIVES FROM RESERVE
53	Volkite Fusillade. VOLKITE FUSILLADE	START OF A FRIENDLY FIGHTER'S ACTIVATION

54	The Legion Endures. THE LEGION ENDURES	WHEN A FRIENDLY FIGHTER SUFFERS A WOUND THAT WOULD TAKE IT OUT OF ACTION
55	Warp Touched Fury. WARP-TOUCHED FURY	WHEN A FRIENDLY FIGHTER FAILS ITS COMPULSION CHECK
56	Grim Apparition. GRIM APPARITION	WHEN AN ENEMY FIGHTER TARGETS A FRIENDLY FIGHTER
61	No Rest For The Wicked. NO REST FOR THE WICKED	START OF THE ROUND
62	Hatred Undying. HATRED UNDYING	START OF THE BATTLE, AFTER DEPLOYMENT
63	The Lost Legion. THE LOST LEGION	START OF THE ROUND
64	Spectral Bulwark. SPECTRAL BULWARK	WHEN A FRIENDLY FIGHTER IS IN BASE CONTACT WITH AN OBJECTIVE
65	The Reaping. THE REAPING	WHEN A FRIENDLY FIGHTER TAKES AN ENEMY OUT OF ACTION
66	Atticas Command. ATTICA'S COMMAND	START OF A FRIENDLY LEADER'S ACTIVATION

ALLIANCES

✧ THE FAITHFUL WHO REVERE THE DEAD

ALLIANCE

WHO	the faithful who revere the dead (an Ecclesiarchy war-host, an Adepta Sororitas order, or a levy of believers who venerate the Legion as living relics and holy revenants rather than fearing them - the rare mortals who see the walking dead as saints of the Emperor made manifest)
TERMS	campaign-level alliance, and a thin one by the Legion's nature: while it holds, the faithful treat the Damned as objects of veneration and will lend aid, but the Legion neither asks for it nor stays to return it. The faithful may once per campaign phase send an offering - a sum of credits, or a one-battle Willpower blessing against sorcery - to a Legion battle; in exchange the Damned, when they happen to fight near the faithful's ground, purge its enemies as they pass. The pact runs until the faithful's reverence turns to terror, or the Legion simply moves on, as the dead always do

The faithful who revere the dead are the rare mortals who see the walking dead not as horrors but as living relics — an Ecclesiarchy war-host, an order of the Adepta Sororitas, or a levy of believers who venerate the Legion as holy revenants made manifest. The alliance is a thin one, as all the Legion's bonds are. While it holds, the faithful treat the Damned as objects of veneration and will lend aid, though the Legion neither asks for it nor lingers to return it. Once per campaign phase the faithful may send an offering to a Legion battle — a sum of credits, or a one-battle Willpower blessing against sorcery; in exchange, when the Damned happen to fight near the faithful's ground, they purge its enemies as they pass. The pact runs until reverence curdles into terror, or the Legion simply moves on, as the dead always do.

✧ THE RELENTLESS HUNTER

ALLIANCE

WHO	the relentless hunter (the Legion's natural predator - a high-alpha, high-burst force that removes the few costly bodies before the ethereal save and the Deathless returns can matter: massed melta and plasma, an elite kill-team, a shooty gang built to delete a target in a single activation)
TERMS	campaign-level feud: while it holds, whenever the Legion of the Damned and the hunter are drawn against each other the hunter deploys knowing the Legion's arrival and may re-roll to remove Damned before they can return, while the Legion gains bonus Reputation for any battle in which it purges the hunter despite its opening strike. The feud persists until one force is driven from the sector - and the dead are hard to drive anywhere

The relentless hunter is the Legion's natural predator — a high-alpha, high-burst force built to remove the few costly bodies before the ethereal save and the Deathless returns can matter: massed melta and plasma, a shooting gang made to delete a target in a single activation, an elite strike element that hits once and hits hard. The relationship is a feud, not a friendship. While it holds, whenever the Legion of the Damned and the hunter are drawn against one another the hunter deploys knowing the dead are coming and may re-roll to remove Damned before they can return, while the Legion earns bonus Reputation for any battle in which it purges the hunter despite the alpha-strike. The feud persists until one force is driven from the sector — and the dead are hard to drive anywhere.

ROLL	FAVOUR	PATRON
2	The Warps Favour. The Warp's Favour. The empyrean that sustains the Legion stirs on its behalf, though it never gives without taking. In your next battle, one fighter of your choice improves its ethereal field-save by 1; but the warp claims its due, and until the end of that battle the same fighter suffers -1 to its Cool checks against Compulsion, the empyrean's grip tightening even as it shields.	THE WARP (THE EMPYREAN THAT SUSTAINS THE DEAD)
3	The Unbidden Reinforcement. The Unbidden Reinforcement. Revenants you never mustered appear to fight beside you. In your next battle you may field one additional Damned Legionnaire, arriving from reserve as an apparition and fighting as one of the Legion in every way. When the battle ends it is gone, claimed back by the warp — you keep it on no roster and it earns no experience.	THE UNBIDDEN DEAD (REVENANTS THAT APPEAR, FIGHT, AND ARE GONE)
4	Terror Of The Sector. Terror of the Sector. Word of the walking dead runs ahead of you from world to world. In your next battle, choose one enemy fighter type before deployment; every enemy of that type suffers -1 to Cool and Willpower for the whole battle, unmanned before a blow is struck by the reputation of the force they must face.	THE LEGION'S OWN DREAD REPUTATION ACROSS THE SECTOR
5	The Lost Reliquary. The Lost Reliquary. A relic of the Legion's own lost past is recovered from the field. One fighter of your choice carries it into your next battle: once during that battle, it may re-roll any single dice — a hit, a wound, a save, a Damnation roll — the dead's own history lending its hand. Afterward the relic crumbles to dust, as the works of the dead always do.	THE LOST RELIQUARY OF THE CHAPTER (RELICS RECOVERED FROM THE DEAD'S OWN PAST)
6	The Faithfuls Tribute. The Faithful's Tribute. Mortals who dare not face you leave offerings along your path — coin, ammunition, oaths of terrified devotion. You gain a tribute of credits for your gang's stash, as your campaign's favour reward dictates, left by those who would sooner buy the dead off than meet them on the field.	THE TERRIFIED FAITHFUL (MORTALS WHO LEAVE TRIBUTE TO THE DEAD THEY DARE NOT FACE)
8	Ancient Volkite Cache. Ancient Volkite Cache. A hoard of archaic beam-weapons from a lost age is unearthed on the battlefield. In your next battle, one fighter may exchange a basic or pistol weapon for a cursed volkite of the same class at no cost — the old fire pressed back into service by the very dead who first carried it.	AN ANCIENT VOLKITE CACHE (ARCHAIC WEAPONS OF A LOST AGE)
10	The Materialisation Beacon. The Materialisation Beacon. A resonance in the warp guides the Legion's crossing. In your next battle, your fighters arriving from reserve may be set up more than 3" from an enemy rather than the usual 6", and you may choose which of them arrives each round rather than leaving it to a roll — the dead stepping through exactly where the beacon calls them.	THE MATERIALISATION BEACON (A RESONANCE IN THE WARP THAT GUIDES THE ARRIVAL)

The Legend Of Attica Centurius. **The Legend of Attica Centurius.** The greatest of the Legion's favours: its one named lord turns his will to your cause. In your next battle, your Leader's Animus Malorum returns a fallen Damned within 12" on a roll of 3 or higher, and once that battle a fallen Damned returns with no roll at all — the legend himself keeping the dead upon their feet.

THE LEGEND OF
SERGEANT
ATTICA
CENTURIUS
(THE LEGION'S
ONE NAMED
FIGURE)

☠ SUB-PLOTS

✂ THE DEATHLESS

SUB-PLOT

Reward: The Deathless is proven: the gang gains a permanent Reputation bonus, and for the rest of the campaign a Damned that would be permanently removed by the Damnation table is instead only retired for a single battle before returning. The Legion becomes what it claims to be - a force that does not diminish. This sub-plot can be claimed only once per campaign.

The Deathless. The Legion of the Damned answers Out of Action not with Lasting Injuries but with its own Damnation table: a fallen Damned rolls on it after each battle, far more likely to return to your roster than any mortal, and only rarely laid finally to rest. This sub-plot resolves when your gang has fought a set span of the campaign — five battles is the usual measure — with its roster neither grown by recruitment, which it cannot do, nor fallen below its starting number, the dead returning faster than they are lost.

Claim it, and the Deathless is proven: your gang gains a permanent Reputation bonus, and for the rest of the campaign a Damned that the Damnation table would remove for good is instead only retired for a single battle before returning. The Legion becomes what it claims to be — a force that does not diminish. This sub-plot can be claimed only once per campaign.

✂ THE LONG DAMNATION

SUB-PLOT

Reward: The long damnation is answered: the gang gains a permanent Reputation bonus, may re-roll one Damnation table result per battle thereafter (the warp's purpose keeping its servants in the fight), and one fighter earns a free Legendary Name for its part in the great work. This sub-plot can be claimed only once per campaign.

The Long Damnation. At the campaign's start your Legion fixes upon a single purpose — a foe to purge, a taint to burn out, a debt of damnation to answer — and pursues it without deviation. The sub-plot resolves when your gang has won a battle against that declared purpose on three separate worlds or districts, the dead carrying the same cold intent from place to place without ever turning aside or explaining why.

When it is answered, the long damnation pays out: your gang gains a permanent Reputation bonus, may re-roll one Damnation table result per battle thereafter as the warp's purpose keeps its servants in the fight, and one fighter earns a free Legendary Name for its part in the great work. This sub-plot can be claimed only once per campaign.

LEGENDARY NAMES

✧ SERGEANT ATTICA CENTURIUS

LEADER

XP cost (random): 8

XP cost (chosen): 16

Sergeant Attica Centurius is the Legion's one named figure — the lord who bears the Animus Malorum and the will that keeps the dead deathless. A Leader taken as Attica Centurius carries that relic further and surer than any other: its aura reaches out to twelve inches, a fallen Damned within it returns on a roll of three or higher rather than the usual harder throw, and once each battle he may simply command a fallen Damned back to its feet with no roll at all. Near him, the dead all but refuse to stay down.

But the whole Legion is bound to its named lord. Should Attica Centurius himself be taken Out of Action, no friendly Damned may use any return or Deathless effect for the rest of that battle — with the will that anchors them gone, the dead, for once, stay where they fall. The enemy who learns this hunts the Sergeant above all else.

✧ THE TERROR MADE MANIFEST

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Terror Made Manifest is a Damned whose materialisation once broke a gang's nerve outright — an apparition that ended a battle by dread alone. Its terror is a weapon in its own right: enemy fighters within nine inches suffer a penalty of one to Cool and Willpower, any enemy it charges must pass a Cool test or be unable to strike back that round, and when it arrives from reserve every enemy within twelve inches must at once take a Nerve test. It ends fights with no blow struck.

Yet it is more apparition than soldier now, its presence so wrong that even its own kind keep their distance. It cannot benefit from any friendly aura, from a gang tactic played upon it, or from the Animus Malorum's return, and it may never begin a round within three inches of more than one other friendly fighter. The terror it radiates isolates it — a thing too dreadful to stand beside.

✧ THE THRICE RISEN

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Thrice-Risen is a Damned that has returned from Out of Action three times in a single battle — the apparition that would not stay down, and made a habit of it. It carries its own return: once per battle, when it is taken Out of Action, it rises with no roll at all, set up in base contact with the nearest friendly Damned on a single Wound, needing no relic to bring it back. It has made a practice of not dying, and the practice holds.

But the warp has too firm a grip to let it truly rest. It can never be voluntarily withdrawn from a battle, must always be deployed while it is able, and suffers a permanent penalty of one to its Cool checks against Compulsion — the more it refuses death, the harder the empyrean drives it forward, a revenant increasingly ridden by the very thing that keeps it walking.

☠ TERRAIN

✧ THE MATERIALISATION RIFT

TERRAIN

The Materialisation Rift is a thin place in reality — a cold seam in the air where the dead most easily walk out of the warp and onto the field. Place it on the board before deployment. Friendly Damned may arrive from reserve within 3" of the Rift, rather than the usual 6" from an enemy, and any Damned within 3" of it at the end of a round improves its ethereal field-save by 1 until the start of the next round. Any non-Damned fighter that ends its activation within 3" of the Rift must pass a Cool test or suffer a penalty of 1 to its Cool until it moves away — the seam gnaws at living nerves.

✧ THE SHRINE OF THE FALLEN

TERRAIN

The Shrine of the Fallen is a memorial to the dead of the lost Chapter — a death's-head reliquary of bone and blackened ceramite that the Legion gathers around, radiating the grave-cold dread of the walking dead. Place it on the board before deployment; it is impassable terrain and grants full cover to fighters in base contact with it. Enemy fighters within 6" of the Shrine suffer a penalty of 1 to Cool and Willpower. Once per battle, when a friendly Damned within 3" of the Shrine is taken Out of Action, it may be set back up in base contact with the Shrine on a single Wound — the fallen returning to the memorial of the fallen.

✕ BREAK CONTACT

SCENARIO

ATTACKER	the opposing gang (caught by the Damned and trying to break contact - to disengage from a force it cannot out-last and escape the board before the unkillable revenants grind it down)
DEFENDER	the Legion of the Damned (the force that cannot be out-attributed, appearing to deny the enemy his escape - the dead do not tire, do not break, and do not let go, and their whole task is to keep the enemy on the field until he is purged)
DEPLOY	the escaping gang deploys in the centre of the board; the Legion of the Damned sets up in reserve and arrives as apparitions each round, materialising more than six inches from an enemy, appearing between the fugitives and the board edges they are trying to reach
OBJECTIVE	the escaping gang wins by getting a set share of its fighters off its chosen board edge; the Legion wins by taking enough of them Out of Action first, denying the escape
VICTORY	the escaping gang wins if it moves at least half its starting fighters off the far board edge by the end of round six; the Legion of the Damned wins if it takes half or more of the enemy's fighters Out of Action before they can escape
REWARDS	an escape win grants the fleeing gang bonus Reputation for surviving the dead and a Control-Track hold; a Legion win grants bonus Reputation and a Control-Track step for a purge completed; any Damned that takes a fleeing enemy Out of Action within three inches of a board edge gains 1 bonus XP for cutting off the escape
CONTROL TRACK	a Legion win advances its Control-Track claim by one step (nothing escaped the district); an escape win holds the marker for the fleeing gang and the Legion withdraws to apparate elsewhere, gaining nothing but taking no penalty - the dead are never truly driven off, only elsewhere

An enemy gang, caught by the dead, fights only to get away — to disengage from a force it cannot out-last and reach the board's edge before the revenants grind it down.

ATTACKER & DEFENDER The escaping gang is the attacker. The Legion of the Damned, appearing to deny the escape, is the defender.

THE BATTLEFIELD Set up as normal, with terrain across the board. The escaping gang nominates its escape edge before deployment.

DEPLOYMENT The escaping gang deploys in the centre of the board. The Legion of the Damned sets up in reserve and arrives as apparitions each round, materialising more than 6" from an enemy, appearing between the fugitives and the edges they are trying to reach.

NO ESCAPE The dead do not tire, do not break and do not let go. The Legion's whole task is to keep the enemy on the field until he is purged.

ENDING THE BATTLE The battle ends at the close of round six.

VICTORY The escaping gang wins if it moves at least half its starting fighters off its chosen board edge by the end of round six. The Legion of the Damned wins if it takes half or more of the enemy's fighters Out of Action before they can escape.

REWARDS An escape win grants the fleeing gang bonus Reputation for surviving the dead and holds its Control-Track marker. A Legion win grants bonus Reputation and a Control-Track step for a purge completed. Any Damned that takes a fleeing enemy Out of Action within 3" of a board edge gains 1 bonus XP for cutting off the escape.

CONTROL TRACK A Legion win advances its Control-Track claim by one step; nothing escaped the district. An escape win holds the marker for the fleeing gang, and the Legion withdraws to apparate elsewhere, gaining nothing but taking no penalty — the dead are never truly driven off, only elsewhere.

ATTACKER	the Legion of the Damned (a spectral strike force that materialises onto the field to purge it - deep-striking in as an apparition, ignoring cover on arrival, and burning the enemy down; they score by elimination, not by holding ground, because the dead came to kill and not to garrison)
DEFENDER	the opposing gang (holding the ground the Damned appear amid, trying to survive a force that cannot be out-attributed and to break contact before the few unkillable bodies grind it down)
DEPLOY	the defender deploys first across the whole board as it likes; the Legion of the Damned sets up ENTIRELY in reserve as the apparition, and its fighters arrive from round one, deep-striking in more than six inches from any enemy (or closer via tactics), ignoring cover in the round each arrives
OBJECTIVE	the Legion wins by purging - taking a set share of the defender's fighters Out of Action; the defender wins by surviving with its force largely intact and denying the Damned their tally
VICTORY	the Legion of the Damned wins if, by the end of round six, it has taken at least half the defender's starting fighters Out of Action; the defender wins if it ends round six with more than half its force still standing
REWARDS	a Legion win grants bonus Reputation and a Control-Track step for a purge carried out; a Damned fighter that took an enemy Out of Action in the round it materialised gains 1 bonus XP; a defender win that weathered the apparition and kept its force grants the defender bonus Reputation for surviving the dead
CONTROL TRACK	a Legion win advances its Control-Track claim on the district by one step (the dead purged it and moved on); a defender win holds the marker and denies the advance, and the Legion - which never holds ground - simply withdraws to apparate elsewhere, taking no attrition penalty but gaining nothing

A spectral strike force materialises onto a held field to purge it. The Legion of the Damned comes not to take ground but to end those who stand upon it.

ATTACKER & DEFENDER The Legion of the Damned is the attacker. The opposing gang, holding the ground the Damned appear amid, is the defender.

THE BATTLEFIELD Set up as normal for a contested district, with terrain spread across the whole board.

DEPLOYMENT The defender deploys first, anywhere across the board as it wishes. The Legion of the Damned sets up entirely in reserve as the apparition; none of its fighters begin on the board.

THE APPARITION From the first round, the Legion's fighters arrive from reserve, deep-striking in more than 6" from any enemy — or closer, where a tactic allows. In the round each fighter arrives, its shooting ignores cover. The dead came to kill, not to garrison; they score by elimination, not by holding ground.

ENDING THE BATTLE The battle ends at the close of round six, or when one gang is broken and flees the field.

VICTORY The Legion of the Damned wins if, by the end of round six, it has taken at least half the defender's starting fighters Out of Action. The defender wins if it ends round six with more than half its force still standing.

REWARDS A Legion win grants bonus Reputation and a Control-Track step for a purge carried out. A Damned that took an enemy Out of Action in the round it materialised gains 1 bonus XP. A defender that weathered the apparition and kept its force earns bonus Reputation for surviving the dead.

CONTROL TRACK A Legion win advances its Control-Track claim on the district by one step; the dead purged it and moved on. A defender win holds the marker and denies the advance — and the Legion, which never

holds ground, simply withdraws to apparate elsewhere, taking no attrition penalty but gaining nothing.



SPACE MARINES · HOUSE DOSSIER

DEATHWATCH

The right round for the right alien

The Deathwatch are the Imperium's xenos-killing specialists — a small, all-veteran Kill Team seconded to the Ordo Xenos from a dozen different Chapters and turned against the alien wherever it threatens. There are no recruits here and no cheap bodies; every marine is a proven veteran, and the whole force is built around a single idea: the right round for the right alien.

At the start of a battle the Watch names its prey — one enemy kind — and hunts it with special-issue ammunition matched to the kill, striking from hidden deployment or the teleportarium, applying prepared death, and being gone before the enemy can answer. The anti-xeno armoury is the heart of the force rather than a footnote: Kraken for armour, Hellfire for the monster, Dragonfire to burn out cover, and the rarer rounds beyond.

Where the Imperial Fists grind out a wall and the Black Templars swear a crusade, the Watch keeps a colder discipline. It is a strike force of transhuman hunters fighting the alien across the galaxy — surgical, patient, and brief.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every Veteran fights to the gang's declared Combat Doctrine and draws freely from the Ordo Xenos special-issue ammunition catalogue - the requisition access is part of the standard Kill-Team kit
- ♦ Exactly 1 Leader (Watch Captain); 0-2 Champions (Black Shield / Watch Apothecary / Watch Librarian / Watch Techmarine); Veteran-Bike Cavalry 0-2; Centurion 0-1; 0-1 Brute (Watch Dreadnought / Redeptor)
- ♦ Backbone: Veterans $\geq$ Leader + Champions (the Watch is its veterans, not its command)
- ♦ No Juve/recruit tier - the Watch seconds only proven veterans; there is no Scout, no Neophyte, no cheap body (a written absence, not a hole)
- ♦ Slot growth: Black Shield, specialist and Terminator-Veteran slots unlock with Reputation
- ♦ Declare the prey: at battle start name one enemy type/keyword as the Kill Team's prey; the whole team hunts it (see Signature). Every Veteran has free access to the special-issue ammunition catalogue - the requisition armoury is the heart of how the Kill Team fights

A Deathwatch Kill Team is built from 1500 credits. The controlling player fields exactly one Leader — the Watch Captain — and up to two Champions, drawn from the Black Shield and the seconded specialists: the Watch Apothecary, Librarian and Techmarine. Veterans form the body of the team and must always at least equal the count of Leader and Champions, for the Watch is its veterans, not its command.

There is no recruit tier. The Watch seconds only proven veterans — no Scout, no Neophyte, no cheap body — a deliberate, written absence rather than a gap. Beyond the foot veterans a player may field zero to two Veteran-Bike riders, a single Centurion, and one Brute, either a Watch Dreadnought or a Redeptor. Black Shield, specialist and Terminator-Veteran slots open as the team's Reputation grows.

At the start of every battle the Kill Team declares its prey — one enemy type or keyword the whole team will hunt. Every Veteran draws freely from the special-issue ammunition catalogue, the requisition armoury that is the heart of how this force fights.



GANG RULES

✂ KILL-TEAM DOCTRINE

GANG RULE

Kill-Team Doctrine. The Watch fights to the same Combat Doctrines as any Astartes force, declaring a stance each round and shifting it one step as normal. Layered over that is the hunt: at the start of the battle the Kill Team names one enemy type or keyword as its prey. Against that prey, every Veteran adds +1 to Wound and re-rolls a failed Hit — the whole team turned, as one, onto the alien it came to kill.

Once per battle the Kill Team may invoke Mission Tactics and re-declare its prey, the Watch adapting mid-hunt as a graver threat shows itself. The prey is a declaration, not an expendable resource; the rule simply reads whatever target the team has named, and needs no tokens to track.

The strike comes from nowhere. The whole Kill Team may deploy in reserve or hidden and arrive by Infiltrate or teleportarium, more than 6" from the enemy, from the first round — prepared death applied to the named prey, and gone before the answer comes.

FIGHTERS

CAPTAIN

LEADER

✖ 247 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine each round - fights to the declared stance*)

Finest Hour

Kill-Team Doctrine (*declares the Kill Team's prey at battle start - leads the hunt*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- +1
- re-roll Hit

PRIMARY

Combat

Cunning

Leadership

Shooting

Signature

SECONDARY

Agility

Brawn

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

Bolt Of Artemis

in kit

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Guardian Spear 90 credits

Thief Of Secrets

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR	ACCESSORY
Mark Gravis 35 credits	Special Issue Ammo
Mark Terminator 135 credits	<i>in kit</i>
Mark Power	STATUS
<i>included</i>	✦ <i>Malleus Servo Skull</i> 45 credits
WARGEAR	<i>Kitbash from an Ordo Xenos / Adeptus Mechanicus servo-skull into a bound special-ammunition carrier (Deathwatch / Inquisition range) - the Watch's requisition drone; not a stock datasheet profile. Priced above the Core servo-skull / familiar band.</i>
Iron Halo	
<i>in kit</i>	
Storm Shield	
<i>in kit</i>	

The master of the hunt and the hand that names the prey. A Watch Captain fights at WS 2+ and BS 2+ across four wounds, guardian spear and special-issue bolt pistol in hand, drawn from one Chapter to command veterans of a dozen. He leads from the front of the strike, sets the team's stance each round, and at the start of the battle declares the alien the whole Kill Team will run down.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W4 transhuman command body carries him through blows that fell lesser warriors.
- **Combat Doctrines:** he declares the gang's doctrine stance each round.
- **Kill-Team Doctrine:** he names the Kill Team's prey at the start of the battle and leads the hunt against it.
- **Finest Hour:** once per battle he may call the command aura, lifting the veterans who fight within reach.

APOTHECARY

CHAMPION

✖ 174 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior body*)

Combat Doctrines (*fights to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Cunning

Savant

Shooting

SECONDARY

Ferocity

Leadership

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Special Issue Boltgun 75 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Narthecium

in kit

Reductor

in kit

ACCESSORY

Special Issue Ammo

in kit

The one who keeps an irreplaceable team alive. A Watch Apothecary carries the narthecium and reductor alongside a special-issue boltgun and bolt pistol, and in a force with no recruits to spend, his work is the difference between a wounded veteran and a lost one. He hunts with the team and mends it between the killing.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W3 transhuman warrior body keeps him standing where lesser fighters fall.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.

- **Kill-Team Doctrine:** he hunts the declared prey with the rest of the team.

BLACK SHIELD

CHAMPION

× 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- +1
- re-roll Hit

PRIMARY

Agility

Combat

Cunning

Ferocity

Shooting

Signature

SECONDARY

Brawn

Leadership

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Special Issue Boltgun 75 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Lightning Claws 55 credits

Xenophase Blade 55 credits

Thief Of Secrets

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Xenophase Field

in kit

ACCESSORY

Special Issue Ammo

in kit

A veteran whose Chapter and name are struck from the record, fighting the alien for a debt he will never speak. The Black Shield strikes at WS 2+, Initiative 2+ and three Attacks, Xenophase blade and bolt pistol in hand — a duellist thrown at the single hardest target the hunt turns up. Where the others hold formation, he is the wildcard at the tip of the strike.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W3 transhuman body absorbs punishment that would drop a mortal warrior.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey, the wildcard blade at the tip of the strike.
- **Finest Hour:** once per battle he may call the command aura, steadying the veterans within reach.

LIBRARIAN

CHAMPION

× 235 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*)

Combat Doctrines (*fights to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

PSYKER (*Psyker - manifests the Watch Librarius Wyrd Powers (Willpower-cast, Perils on a critical fail); access on Skill Access*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of the Watch Librarius it has access to. Among the Deathwatch the gift is rare. One seconded Librarian stands beside an otherwise mundane veteran Kill Team — the Chapter's single witch, turned against the alien mind — because the Watch are hunting marksmen, not a psychic order. Through the keyword the Librarian draws on the powers of his discipline and on the universal witch-blast of Smite, and every working courts the warp's own price. The powers come free when the caster is raised. The gift is carried in the Librarian's cost, not bought one working at a time.

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Savant

Shooting

Watch Librarius

SECONDARY

Cunning

Ferocity

Leadership

Signature

Smite

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

ACCESSORY

Special Issue Ammo

in kit

The Watch's sanctioned psyker, turned against the alien mind. A Watch Librarian bears a force weapon and bolt pistol and fights at the team's side as its answer to xenos sorcery and the will of the hive. Where the enemy reaches for the

warp, he meets it there.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W3 transhuman psyker body carries him through wounds that would fell a mortal.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey, the Watch's witch set against the alien mind.
- **Psyker:** he manifests the Watch Librarius discipline, drawing a Wyrd power against the alien through Skill Access.

TECHMARINE

CHAMPION

✖ 174 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior body*)

Combat Doctrines (*fight to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Savant

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Servo Skull

in kit

ACCESSORY

Signum

in kit

Special Issue Ammo

in kit

The keeper of the armoury and the walkers. A Watch Techmarine carries a boltgun, bolt pistol and signum, his craft the special-issue rounds the team loads and the war-machines it wakes for the largest prey. He fights the hunt and maintains the tools that win it.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W3 transhuman warrior body keeps him in the fight through grievous harm.

- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey with the rest of the team.

VETERAN BOLTER

GANGER

✖ 202 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 - durability is the body, not the save*)

Combat Doctrines (*fight to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

✦ *Stalker Pattern Boltgun* 70 credits

Kitbash from a Deathwatch Stalker-pattern / long-vigil marksman boltgun (a Deathwatch armoury variant); onto a Bolter or Bike Veteran. Not a stock datasheet profile. Priced above the stock boltgun 55.

Special Issue Boltgun 75 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Special Issue Ammo

in kit

The line of the Kill Team and the reason it is feared. A Veteran of the Bolter carries the special-issue boltgun the whole force is built around, loading the round matched to the named alien and putting disciplined, aimed fire into it at range. His durability is in the body, not the plate — a proven veteran who simply does not fall easily.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.

- **Astartes Physiology:** durability rests on the T5/W3 body, not the armour save.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey, the special-issue line of the Kill Team.

VETERAN SPECIAL

GANGER

× 204 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior body*)

Combat Doctrines (*fights to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Cunning

Shooting

SECONDARY

Combat

Ferocity

Savant

Signature

STARTING GEAR Mark Gravis

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

SPECIAL

Plasma Gun 100 credits

Frag Cannon 120 credits

Meltagun 135 credits

HEAVY

Infernus Heavy Bolter 175 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis

included

Mark Power

in kit

ACCESSORY

Special Issue Ammo

in kit

The heavy answer of the Kill Team. A Veteran of the Special Weapon shoulders the infernus heavy bolter or a frag cannon under Gravis plate, the gun the Watch brings when the prey is a monster. Where the line veterans pick a target apart, he brings it down.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.

- **Astartes Physiology:** the T5/W3 transhuman warrior body bears the weight of the heavy weapon and the return fire alike.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey, the heavy answer of the Kill Team.

VETERAN TERMINATOR

GANGER

× 310 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	4	3+	2	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 - Terminator-plated veteran body*)

Combat Doctrines (*fights to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Combat

Cunning

Shooting

Signature

SECONDARY

Ferocity

STARTING GEAR Mark Terminator

EQUIPMENT LIST

BASIC

Storm Bolter 65 credits

SPECIAL

Meltagun 135 credits

CLOSE-COMBAT

Lightning Claws 55 credits

Power Fist 60 credits

Chainfist 65 credits

Thunder Hammer 70 credits

✦ Heavy Thunder Hammer 80 credits

Kitbash from a Deathwatch Vanguard / Terminator veteran heavy thunder hammer (Codex: Deathwatch / Deathwatch Kill Team box); onto a Terminator or Vanguard Veteran. Not a stock datasheet profile. Priced above the stock power-fist 60.

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator

included

ACCESSORY

Special Issue Ammo

in kit

The anvil of the teleport strike. A Veteran in Terminator plate arrives by teleportarium with a storm bolter and power fist, a 2+ save and four wounds, and simply does not give ground once he lands. Slower than the rest of the team, he is the weight the hunt drops onto the prey from nowhere.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W4 body under Terminator plate shrugs off blows that would end a lesser warrior.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey, the teleportarium anvil of the Kill Team.

VETERAN VANGUARD

GANGER

× 250 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman warrior body*)

Combat Doctrines (*fight to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Agility

Combat

Cunning

Ferocity

Signature

SECONDARY

Brawn

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Power Sword 45 credits

Lightning Claws 55 credits

Xenophase Blade 55 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Xenophase Field

in kit

ACCESSORY

Special Issue Ammo

in kit

The close-kill of the Kill Team. A Veteran of the Vanguard fights at WS 2+, Initiative 2+ and three Attacks, the Xenophase blade in hand and the ward field at his shoulder, built to cross the ground fast and end the prey in melee. When the hunt closes, he is the stroke that lands.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W3 transhuman warrior body carries him into the enemy and back out.

- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey, the close-kill of the Kill Team.

CENTURION

ELITE

✖ 366 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*)

Combat Doctrines (*fights to the declared doctrine*)

Kill-Team Doctrine (*the pilot hunts the declared prey - warsuit firepower against the monster*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Brawn

Ferocity

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST	
HEAVY	CLOSE-COMBAT
Heavy Bolter	Power Fist
<i>included</i>	<i>in kit</i>
Multi Melta	ARMOUR
<i>in kit</i>	Mark Centurion Warsuit
	<i>included</i>

A rarely-fielded weight of sustained fire. A Centurion pilots a heavy warsuit at Strength 5, Toughness 6 and a 2+ save, twin heavy weapons and a siege fist fitted to the chassis. He sits off the Watch's usual identity — a small veteran team seldom wants a static gun-platform — but against a monster that must simply be shot to pieces, the firepower answers.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T6/W4 heavy-warsuit body soaks fire that would wreck an ordinary marine.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** the pilot hunts the declared prey, turning warsuit firepower on the monster.

MOUNTED MARINE

CAVALRY

× 212 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	3+	4	5	4	3+	2	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 mounted veteran body*)

Combat Doctrines (*fights to the declared doctrine*)

Kill-Team Doctrine (*hunts the declared prey*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Hit

PRIMARY

Agility

Cunning

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Special Issue Boltgun 75 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Special Issue Ammo

in kit

The outrider of the hunt. A Veteran on an Astartes bike crosses the battlefield at nine inches a move, special-issue boltgun and bolt pistol firing on the run, ranging ahead to find the prey and run it down before it can break contact. He is how a small team covers a wide field.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W4 mounted veteran body takes the punishment a fast attack invites.
- **Combat Doctrines:** he fights to the gang's declared doctrine each round.
- **Kill-Team Doctrine:** he hunts the declared prey, the mounted recon-hunter of the Kill Team.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

An interred hunter roused for the largest prey — and, as of the Chapter-wide reckoning, no longer a fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. The Watch Dreadnought is a Walker of Sv 3+ dreadnought plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and grinding forward at a plodding six inches — a hull that anchors a flank rather than leads a charge. Its gun-arm cracks armour at range (a twin lascannon by default, or a heavy onslaught of assault cannon and missiles for the Watch that prefers volume), while the great Dreadnought fist tears apart anything that closes, a built-in storm bolter or heavy flamer clearing the space around it; both arms are fixed Front mounts, so the Dreadnought must face its quarry to bring its weapons to bear. The interred veteran within knows no fear, and the machine wakes only when the alien is too big for bolt and blade. Crazed and slow to steer, it shrugs off fire that would fell a lesser body — its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

× 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The heaviest answer the Watch can field — a towering next-generation Dreadnought that, with the Chapter-wide reckoning, stands as a \$5c war-engine rather than a Brute on the roster. The Redeptor is a Walker of Sv 3+ over eight Hull Points behind the thickest front armour the Watch fields (Toughness 9 to the fore, 8 flank, 7 rear), and it moves faster than the standard Dreadnought at seven inches. One arm carries a macro plasma incinerator that boils armour and infantry alike — or a heavy onslaught gatling for the target that comes in numbers — while the other is a crushing Redeptor fist, a heavy flamer or storm bolter built beside it, and a twin storm bolter chatters from the hull. All mounts are fixed and forward, so the Redeptor fights facing its prey. The interred veteran within is beyond fear, and the machine is roused only when nothing smaller will end the quarry — a fortune-gatekeeper of a walker, one per gang and prohibitively dear. Its durability, its handling, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

☠ PSYCHIC DISCIPLINES

✖ WATCH LIBRARIUS

PSYCHIC DISCIPLINE

The Watch Librarian is the battle-psychic craft of the Deathwatch, the narrow discipline its single seconded Librarian turns against the alien. He does not cultivate the warp for its own sake — he shields his brothers, empowers their strokes, and burns the xenos mind, and his witchery bites hardest against the prey the Kill Team has declared. Six workings pass through his hand: the scourging bolt, the ward-stripping null, the gift of strength, the prescient veil, the psychic shield, and the warp-step that carries the hunt where it must go. At his raising the Librarian takes or is granted one of them, and to it he adds the universal witch-blast of Smite.

ROLL	POWER

1	Psychic Scourge. The Librarian looses a lash of focused psychic force at a single enemy fighter within range, and it suffers an automatic Strength 5, AP -2 hit as the killing thought lands. Against the alien the Kill Team has declared its prey, the same stroke bites far deeper — a Strength 7, AP -3 blow, the bane the Watch reserves for the thing it has come to end. It is the discipline's single-target answer, the witch-bolt that turns the hunt's focus into a wound no ordinary shot would open.
2	Null Zone. While the Librarian holds the working, the chosen enemy fighter and every enemy within two inches of it lose the protection of their invulnerable and field saves. The warded shells the alien trusts simply fail. This is the Watch's answer to the elite and the monster — the working peels away the ward, and the Kill Team's fire finds the flesh beneath. The harder the prey leans on its unnatural defences, the more the null undoes it.
3	Might of Heroes. While the Librarian sustains the working, a chosen brother — himself, or a friendly fighter close by — surges with borrowed strength: +1 Strength and +1 Attack. The warp pours into a comrade's arm at the instant of the kill. A veteran already deadly becomes something the prey cannot stand against. This is the offensive edge of the discipline, the will of the Librarian felt in another warrior's blow.
4	Veil of Time. While the working holds, a chosen brother moves a half-heartbeat ahead of the world: he may re-roll a single failed Hit each activation, and when he charges he always strikes first. The Librarian sees the blow an instant before it comes. He steers his brother's hand to meet it, folding a sliver of prescience into the fight. This is the tempo edge of the discipline — the whole difference between the stroke that lands and the one that comes too late.
5	Psychic Fortitude. While the Librarian sustains it, a chosen brother is wrapped in a psychic shield: a 5+ field save turns aside what armour cannot, and he cannot be Pinned. It is the Watch's ward against the alien's fire and its terror both — the Librarian's will made a wall around the one who most needs to stand. Guns or dread would break a lesser line. The fortress of the mind holds the brother upright, and in the fight.
6	Gate of Infinity. The Librarian folds space around himself and steps through the warp, removed from the field and set down again anywhere more than six inches from any enemy. It is the strike from nowhere in miniature — the psychic echo of the teleportarium the Watch rides into the ambush — carrying the witch to the exact ground the hunt needs him, past the wall, behind the line, or clear of a closing trap. Where the Kill Team's whole art is arriving unseen, the Gate is that art distilled into a single mind.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Mission Tactics. Play at the start of any round. Re-declare your prey, naming a new enemy type or keyword; for the rest of the battle your Veterans hunt the new target instead — the Watch adapting mid-hunt as a graver threat reveals itself.	START OF ROUND

12	Hunt The Prey. Play at the start of a round. Until the end of the round, your fighters may re-roll a failed Hit and a failed Wound against the declared prey, the whole team bending its fire onto the named alien.	START OF ROUND
13	The Right Round. Play at any time, before one of your fighters shoots a special-issue weapon. Change the round it has loaded to any other in the Ordo Xenos catalogue for that attack — the right answer chambered the instant the target shows itself.	ANY TIME
14	Strike From The Shadows. Play at the start of the battle. Up to three of your fighters that began in hidden or reserve deployment arrive this round instead of waiting, striking before the enemy has set.	START OF BATTLE
15	Teleportarium Strike. Play at the start of a round. One fighter in teleport reserve arrives at once, deep-striking more than 6" from any enemy and able to charge the activation it lands.	START OF ROUND
16	The Long Vigil. Play in the post-battle sequence, after a battle in which you took a declared-prey fighter Out of Action. Gain a bonus point of reputation toward the requisition armoury. One more name struck from the rolls. One more mark on the long vigil.	POST-BATTLE
21	Kraken Round. Play at the start of a round. One Veteran loads a Kraken round; until the round ends its special-issue weapon strikes at +1 Strength and improved AP -2, tearing through armour.	START OF ROUND
22	Hellfire Round. Play at the start of a round. One Veteran loads a Hellfire round; until the round ends its special-issue weapon auto-wounds on a 2 or better regardless of the target's Toughness — the round that kills a monster.	START OF ROUND
23	Dragonfire Round. Play at the start of a round. One Veteran loads a Dragonfire round; until the round ends its special-issue weapon ignores cover entirely, burning the prey out of whatever it hides behind.	START OF ROUND
24	Vengeance Round. Play at the start of a round. One Veteran loads a Vengeance round; until the round ends its special-issue weapon gains Rending, biting deep into an elite target.	START OF ROUND
25	Metalstorm Salvo. Play at the start of a round. One Veteran loads a Metalstorm round; until the round ends its special-issue weapon fires as a Blast, scything down a massed enemy.	START OF ROUND
26	Declared Prey. Play at the start of a round. Until it ends, your fighters add a further +1 to Wound against the declared prey, the hunt narrowed to a single name.	START OF ROUND
31	Suffer Not The Alien. Play when one of your fighters activates within reach of the declared prey. It may make one bonus melee or ranged attack against that prey this activation — the Watch's hatred given one more blow.	DURING ACTIVATION
32	Bring It Down. Play at the start of a round. Until it ends, your fighters add +1 Damage to attacks against a single enemy Brute or large model — the team concentrating on bringing the monster down.	START OF ROUND
33	Silent Approach. Play when one of your fighters activates. It may move this activation without being targeted by Overwatch or reaction fire, closing on the prey unseen.	DURING ACTIVATION
34	Watch Fortress Discipline. Play at any time. One of your fighters may immediately re-roll a failed Nerve, Cool or Willpower test — the discipline drilled into every Watch veteran holding firm.	ANY TIME
35	Gene Sires Legacy. Play when one of your fighters activates. Drawing on the martial gifts of its parent Chapter, it may re-roll a single failed Hit and a single failed save this activation.	DURING ACTIVATION
36	Cold Precision. Play when one of your fighters makes a ranged attack. Add +1 to the Hit roll and re-roll the Ammo roll if it fails — a veteran's shot placed with cold, exact care.	DURING ACTIVATION

41	The Perfect Shot. Play when one of your fighters shoots the declared prey. That attack hits automatically and its Wound rolls may be re-rolled — the single perfect shot the whole hunt was set up to take.	DURING ACTIVATION
42	No Escape. Play at the start of a round. Until it ends, enemy fighters within 6" of one of your fighters may not Retreat or move away from it — the prey cut off from its escape.	START OF ROUND
43	Ambush Sprung. Play at the start of a round after your fighters arrive from hidden or reserve deployment. Those fighters add +1 to Hit with all attacks this round. The trap is shut before the enemy thinks to look for it.	START OF ROUND
44	Mixed Chapter Mastery. Play at the start of the battle. Nominate one Veteran; for this battle it may use a single skill of your choice from one of its Secondary sets, the mixed Chapters of the Watch each lending their craft.	START OF BATTLE
45	Black Shields Wrath. Play at the start of a round while your Black Shield is on the field. Until the round ends it gains +1 Attack and re-rolls failed Wounds against any enemy — the wildcard's private fury unleashed.	START OF ROUND
46	Purge Protocol. Play at the start of a round. Until it ends, your fighters add +1 to Wound against any enemy sharing the declared prey's keyword, not merely the named model — no alien of that kind is spared.	START OF ROUND
51	Overwatch Doctrine. Play when an enemy moves within line of sight of one of your ready fighters. That fighter may immediately make a free ranged attack against it. The Watch fires as one. Every lane covered, every angle already ranged.	REACTION
52	Reload For The Hunt. Play at any time. One of your fighters immediately makes a free Reload action, clearing a spent special-issue weapon back into the fight.	ANY TIME
53	Terminator Resolve. Play when one of your Terminator-armoured Veterans activates. It ignores the effects of Flesh Wounds and cannot be moved by Knockback this activation — the anvil that will not be shifted.	DURING ACTIVATION
54	Xenophase Guard. Play at the start of a round while a fighter carrying the Xenophase field is engaged. Until the round ends its field save improves to 4+ against xenos weapons — the ward flaring bright as the alien closes.	START OF ROUND
55	Beacon Set. Play at the start of a round. Place a teleport-homer point anywhere within 3" of one of your fighters; for the rest of the battle, friendly fighters arriving from teleport reserve within 6" of it do not scatter and may charge.	START OF ROUND
56	Prey Marked. Play at the start of a round. Nominate one enemy fighter of the declared prey's kind; until the round ends every friendly fighter re-rolls failed Hits against it — the mark called on a single alien.	START OF ROUND
61	One Clean Strike. Play when one of your fighters declares a charge against the declared prey. It adds +1 to Hit and +1 Attack for that combat — the whole hunt distilled into one clean strike.	DURING ACTIVATION
62	The Vigil Endures. Play in the post-battle sequence. One Veteran taken Out of Action this battle recovers without rolling for a Lasting Injury — the Watch keeps its few, and the vigil endures.	POST-BATTLE
63	Hunters Patience. Play when one of your fighters that did not move this round makes a ranged attack. Add +1 to Hit and +1 to Wound. He held. He waited. The shot was already sure before he took it.	DURING ACTIVATION

64	Coordinated Kill. Play at the start of a round. Nominate two of your fighters; until the round ends, when one of them hits the declared prey the other re-rolls its own Hits against that prey — the team killing as one.	START OF ROUND
65	Requisition Granted. Play at the start of the battle. Every Veteran in your Kill Team may swap its special-issue round for any in the Ordo Xenos catalogue — the requisition granted in full for this hunt.	START OF BATTLE
66	The Watch Never Fails. Play at any time. Re-roll any single dice your gang has just rolled — the Watch's cold refusal to let the hunt fail.	ANY TIME

ALLIANCES

THE ORDO XENOS AND ITS CHAPTERS

ALLIANCE

WHO	the Ordo Xenos and its Chapters (the Inquisitorial masters the Watch serves and the loyal Space Marine Chapters that second it their veterans - an Inquisition war-cell, a Chapter strike force, any Imperial force sworn to the extermination of the alien and bound to the Watch by the requisition it channels)
TERMS	campaign-level alliance: while it holds, the Watch is the Ordo Xenos armoury made flesh - the ally may requisition special-issue ammunition options from the Deathwatch (cross-referenced, never duplicated), and once per campaign phase lends the Kill Team a single veteran fighter or a war-cell's worth of intelligence (a free prey pre-declaration before deployment). In return the Watch gains bonus Reputation for a battle won by eliminating a declared xenos prey; the alliance runs until the vigil is called off or the pact is broken

The Deathwatch stand with the Ordo Xenos and the Chapters that second them their veterans — an Inquisitorial war-cell, a loyal Chapter strike force, any Imperial force sworn to the extermination of the alien and bound to the Watch by the requisition it channels.

While the alliance holds, the Watch is the Ordo Xenos armoury made flesh: the ally may requisition special-issue ammunition options from the Deathwatch — cross-referenced, never duplicated — and once per campaign phase lends the Kill Team a single veteran or a war-cell's worth of intelligence, a free reading of the enemy before deployment. In return the Watch gains bonus reputation for any battle won by eliminating a declared xenos prey. The pact runs until the vigil is called off or the bond is broken.

WHO	the swarm that trades bodies (an attrition horde built on cheap, numberless fighters - a Tyranid brood, a Genestealer cult's uprising, an Ork mob, any force that wins by spending more bodies than the enemy can kill; the natural prey the Watch out-ammunitions and the single matchup a veteran-only Kill Team most dreads)
TERMS	campaign-level feud: while it stands, the Deathwatch gain bonus Reputation for a decisive win in which they eliminated the swarm's synapse/leader body and broke the horde, but the swarm gains Reputation for every battle in which it forced the Watch to spend a veteran it cannot replace, whatever the mission's result; the feud runs until one side is driven off the contested world

The natural enemy of a veteran-only Kill Team is the horde that wins by spending more bodies than the Watch can kill — a Tyranid brood, a Genestealer cult's uprising, an Ork mob, any force built on cheap and numberless fighters. It is the prey the Watch out-ammunitions, and the single matchup it most dreads.

This is a feud, not a friendship. While it stands, the Deathwatch gain bonus reputation for a decisive win in which they eliminated the horde's synapse or leader and broke it — but the swarm gains reputation for every battle in which it forced the Watch to spend a veteran it cannot replace, whatever the mission's result. The feud runs until one side is driven off the contested world.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Watch Station. The Watch-Station. A Watch-fortress reissue node opens its stores to you. Before the next battle, one of your Veterans may exchange its special-issue ammunition for any round in the Ordo Xenos catalogue, and carries a second round it may switch to once during that battle — the armoury reaching into the campaign to arm the hunt.	THE WATCH-STATION (A WATCH-FORTRESS REISSUE NODE - THE ORDO XENOS ARMOURY REACHING INTO THE CAMPAIGN)
3	The Ordo Xenos. The Ordo Xenos. An Inquisitor of the Holy Ordos takes an interest in your hunt. Before the next battle you may declare your prey after seeing the enemy's crew, naming the graver of the threats before you — the Inquisition's intelligence pointing the Watch at the true danger before a shot is fired.	THE ORDO XENOS (AN INQUISITORIAL PATRON OF THE HOLY ORDOS)
4	A Loyal Chapter. A Loyal Chapter. Brother Astartes who honour the vigil lend you a hand. For the next battle you may add a single Veteran on loan from the lending Chapter to your Kill Team at no cost, returned when the fight is done — proven blood standing the watch beside you.	A LOYAL CHAPTER (FELLOW SONS OF THE ADEPTUS ASTARTES WHO HONOUR THE VIGIL)

5	The Fighting Company. The Fighting Company. The Watch's own reserve of seconded veterans answers the call. Before the next battle you may recall a Veteran currently In Recovery to full readiness, or field one fighter over your usual roster limit — the Fighting Company filling a gap the hunt cannot afford to leave open.	THE FIGHTING COMPANY (THE WATCH'S OWN SECONDED RESERVE VETERANS)
6	The Forge Of The Watch. The Forge of the Watch. The fortress's Techmarines work through the night on your wargear. Before the next battle, one weapon or piece of wargear in your Kill Team is master-worked for that fight: its bearer may re-roll a single failed Hit or save, whichever suits the tool — the artificers' craft sharpening the hunt's edge.	THE FORGE OF THE WATCH (THE TECHMARINES AND ARTIFICERS OF THE WATCH-FORTRESS)
7	The Inquisitors Mandate. The Inquisitor's Mandate. A Holy Ordos writ clears every obstacle from your path. For the next battle your whole Kill Team may deploy from hidden or reserve, arriving where the writ commands — the Inquisition's authority opening ground no ordinary force could cross.	THE INQUISITOR'S MANDATE (THE AUTHORITY OF A HOLY ORDOS WRIT)
8	The Allied Armoury. The Allied Armoury. The shared stores of the Imperium's xenos-fighters are opened to you. Before the next battle every Veteran in your Kill Team may load a special-issue round, and one may take a rarer round from beyond the usual catalogue — the whole team armed for the alien from a common war-chest.	THE ALLIED ARMOURY (THE SHARED STORES OF THE IMPERIUM'S XENOS-FIGHTERS)
9	The Chapters Gene Return. The Chapter's Gene-Return. A brother-Chapter repays a debt of gene-seed and honour. After the next battle you may re-roll one failed Lasting Injury or recovery roll for a Veteran taken Out of Action — the returning Chapter's Apothecaries reclaiming what the Watch cannot afford to lose.	THE CHAPTER'S GENE-RETURN (A BROTHER-CHAPTER'S DEBT OF GENE-SEED AND HONOUR)

☠ SUB-PLOTS

✂ THE LONG VIGIL

SUB-PLOT

Reward: The vigil is kept: the gang gains a permanent Reputation bonus and its requisition armoury deepens - every Veteran may thereafter load a second special-issue round and switch between the two freely in battle, the rarer rounds of the Ordo Xenos catalogue unlocked by a proven hunt. This sub-plot can be claimed only once per campaign.

Trigger. At the start of the campaign your Kill Team declares a xenos quarry — a specific enemy faction or keyword it will hunt across the season. The sub-plot resolves when you have taken fighters of the declared quarry Out of Action in three separate battles, tracking the prey from world to world until the vigil is kept.

Reward. The vigil is kept, and the requisition armoury deepens. Your gang gains a permanent reputation bonus, and for the rest of the campaign every Veteran may load a second special-issue round and switch between the two freely in battle — the rarer rounds of the Ordo Xenos catalogue unlocked by a proven hunt. This sub-plot can be claimed only once per campaign.

✂ THE UNSPOKEN OATH

SUB-PLOT

Reward: The debt is answered: the Black Shield earns a free Legendary Name honour, and the gang gains a permanent Reputation bonus as the sector comes to know the black-shielded hunter it will never be able to name. Should the Black Shield fall before the oath is kept, the sub-plot is lost and may not be re-attempted with the same fighter. Claimable once per campaign.

Trigger. Your gang must field a Black Shield and keep it alive across the campaign. The sub-plot resolves when the Black Shield has personally taken a declared prey Out of Action in three separate battles without itself being taken Out of Action in any of them — the unknown veteran proving his worth without ever proving his name.

Reward. The debt is answered. The Black Shield earns a free Legendary Name, and your gang gains a permanent reputation bonus as the sector comes to know the black-shielded hunter it will never be able to name. Should the Black Shield fall before the oath is kept, the sub-plot is lost and may not be re-attempted with the same fighter. Claimable once per campaign.

LEGENDARY NAMES

✧ BLACK SHIELD

CHAMPION

XP cost (random): 6

XP cost (chosen): 12

A Champion of the Kill Team. His Chapter is struck from the record, his past with it, and he hunts the alien for a debt he will never name. The title is bought with 6 experience if the name is rolled, or 12 if it is chosen.

Benefit. This fighter gains +1 Attack and re-rolls failed Wounds against the declared prey. He fights each hunt like a man settling a private account — a duellist of no known origin, and the not-knowing is a weapon of its own. The first time he is engaged each battle, the enemy fighter suffers -1 to Hit him that round.

Drawback. He answers to no Chapter. He keeps his own counsel, and he will not stand in another's shadow: this fighter may not benefit from any Leader's aura or command re-roll. And if the Watch Captain is taken Out of Action, the grief goes unspoken and turns reckless — he must, if able, charge the nearest enemy each round thereafter.

✧ THE PREY TAKER

ANY VETERAN

XP cost (random): 6

XP cost (chosen): 12

An honour-title earned by any Veteran who has taken the Kill Team's declared prey Out of Action — the Xenos-Bane, the Prey-Taker. The title is bought with 6 experience if the name is rolled, or 12 if it is chosen.

Benefit. This Veteran's special-issue ammunition counts as Hellfire against the declared prey at all times, not merely once per battle, auto-wounding it on a 2 or better regardless of Toughness — a hunter so practised at the kill that the perfect round is always chambered for the named alien.

Drawback. The Prey-Taker hunts to the exclusion of all else. He must target the declared prey whenever it is a legal target in range, and may not voluntarily fire on any other enemy while a prey fighter is available — a fixation a canny foe can exploit by screening its prey behind bodies the Prey-Taker is forbidden to shoot.

✧ WATCH MASTER

LEADER

XP cost (random): 6

XP cost (chosen): 12

A Leader of legend — a Watch Master, commander of a Watch-fortress, in the tradition of the great masters who bear the Thief of Secrets. The title is bought with 6 experience if the name is rolled, or 12 if it is chosen.

Benefit. While this fighter is on the field, friendly Veterans within 9" re-roll a failed Hit against the declared prey, and once per battle the Watch Master may re-declare the prey for free — the master hunter turning the whole team's attention onto the true threat with a word.

Drawback. The Watch Master carries the fortress's deepest secrets and cannot be allowed to fall. If he is taken Out of Action by the declared prey, the whole gang suffers a reputation penalty for that battle, and a canny foe that guards its prized fighter well can bait the master into over-committing to reach it.

☠ TERRAIN

✧ THE HAMMERFALL BUNKER

TERRAIN

The Hammerfall Bunker is a Watch-fortress strongpoint dropped onto the battlefield — an armoured redoubt with an automated turret that anchors the Kill Team's firebase and holds the ground the strike withdraws to.

Place it as impassable terrain during set-up, in or beside the Deathwatch deployment zone. It grants full cover and a firing position: fighters inside gain +1 to Hit with ranged attacks and a 4+ save against incoming fire. Once per round, at the start of the Deathwatch turn, the bunker's turret makes a single ranged attack — treat it as a heavy bolter — against the nearest enemy in line of sight, taking the declared prey first if one is in range.

✧ THE TELEPORTARIUM BEACON

TERRAIN

The Teleportarium Beacon is a Watch strike-marker planted on the battlefield — a homing relay that guides the Kill Team's insertion down to an exact point and clears the way for the strike from nowhere.

Before deployment the Deathwatch player places the beacon anywhere in their own deployment zone. For the rest of the battle, friendly fighters arriving from teleport reserve within 6" of it do not scatter and may charge the moment they arrive. The beacon is impassable terrain granting full cover to a fighter in base contact; an enemy that ends its activation in base contact may attempt to disable it, removing it on a passed Intelligence test.

THE KILL TEAM STRIKE

SCENARIO

ATTACKER	the Deathwatch (a hidden-insertion strike mission - declare the prey, set up the whole Kill Team in reserve, teleport or infiltrate in, apply the exact round to the target and be gone; a veteran team betting everything on one concentrated alpha)
DEFENDER	the opposing gang (holding an objective the Watch has come to eliminate, trying to weather the ambush and outlast a narrow all-veteran team with no cheap bodies to spend)
DEPLOY	the defender deploys normally across the board with its priority target (a chosen fighter or objective) named as the Watch's prey; the Deathwatch set up entirely in hidden/reserve deployment and arrive from round 1 via Infiltrate or teleportarium, more than 6in from enemies
OBJECTIVE	the Deathwatch win by eliminating the declared prey - taking the named target fighter Out of Action, or destroying the objective it guards - inside four rounds and then withdrawing surviving veterans off their own board edge; the defender wins by keeping the prey alive through round four
VICTORY	the Deathwatch win if the declared prey is eliminated by the end of round four AND at least half the Kill Team withdraws off-board; the defender wins if the prey survives round four, or if the Watch eliminates it but loses more than half its veterans doing so (a hunt too costly for a team that cannot replace its dead)
REWARDS	a clean Deathwatch win grants bonus Reputation and a Control-Track step for a strike that hit its target and vanished; a veteran that personally took the declared prey Out of Action gains 1 bonus XP toward the requisition armoury; a defender win that held the prey alive grants the defender bonus Reputation for weathering the ambush
CONTROL TRACK	a clean Deathwatch win advances the Watch's Control-Track claim on the district by one step (the target eliminated, the ground denied to the alien); a defender win holds the marker, and a costly Watch win (prey dead but half the team lost) neither advances nor holds - the strike spent too much for too little

The Watch has come to take one thing and leave. It declares its prey, sets up unseen, and bets the fight on a single concentrated strike; the defender must weather the ambush and outlast a narrow all-veteran team that has no cheap bodies to spend.

ATTACKER AND DEFENDER The Deathwatch are the attacker, a hidden-insertion strike force. The opposing gang is the defender, holding the objective the Watch has come to eliminate.

BATTLEFIELD A dense board with the defender's priority target set near its centre.

CREWS Both players use their full gangs.

DEPLOYMENT The defender deploys normally across the board and names one fighter or objective as the Watch's prey. The Deathwatch set up entirely in hidden or reserve deployment and arrive from round one by Infiltrate or teleportarium, more than 6" from any enemy.

THE DECLARED PREY Against the declared prey, every Deathwatch Veteran adds +1 to Wound and re-rolls a failed Hit — the whole team turned onto the named target.

ENDING THE BATTLE The battle ends when the prey is eliminated and the surviving Watch withdraws, or at the close of round four.

VICTORY The Deathwatch win if the declared prey is eliminated by the end of round four and at least half the Kill Team withdraws off its own board edge. The defender wins if the prey survives round four, or if the Watch kills it but loses more than half its veterans doing so.

REWARDS A clean Deathwatch win grants bonus reputation and a Control-Track step; a Veteran that personally took the prey Out of Action gains 1 bonus experience toward the requisition armoury. A defender that held the prey alive gains bonus reputation for weathering the ambush.

TACTICS The Watch must strike in one concentrated blow and get out; the defender must screen the prey and make the hunt too costly for a team that cannot replace its dead.

ATTACKER	the Deathwatch (running a tracked xenos quarry to ground across the district - the long hunt made a single battle, chasing a fleeing prey that must not be allowed to escape and breed)
DEFENDER	the opposing gang as the quarry (a fast or numerous force trying to break contact and flee off the board, spending bodies and distance to get its prized fighters away from a team that out-guns but is out-numbered)
DEPLOY	the defender deploys at the centre with clear routes to three board edges (the escape lines); the Deathwatch deploy around the perimeter, some fighters permitted to start hidden, encircling the quarry
OBJECTIVE	the Deathwatch win by running the quarry down - taking Out of Action a named quarry-leader and a set share of the defender's fighters before they escape; the defender wins by getting a set number of its fighters, including the quarry-leader, off any board edge and away
VICTORY	the Deathwatch win if they eliminate the quarry-leader and at least half the defender's force before round six ends; the defender wins if the quarry-leader and at least a third of its fighters escape off-board - the prey that got away to breed another day
REWARDS	a Deathwatch win grants bonus Reputation and a Control-Track step, and adds a permanent mark toward the Long Vigil sub-plot (the quarry run down); a veteran that took the quarry-leader Out of Action gains 2 bonus XP; a defender escape grants the fleeing gang bonus Reputation and denies the Watch its mark
CONTROL TRACK	a Deathwatch win advances the Watch's Control-Track claim (the quarry ended, the infestation cut off at the root); a defender escape holds the marker and the Watch takes an attrition penalty for a hunt that let its prey slip away to spread

A xenos quarry is running. The Watch means to end it before it slips the district and breeds, and the long hunt comes down to a single battle. The defender spends bodies and distance to get its prized fighters clear. Out-numbered but out-gunning, the Watch closes the ground and runs the quarry to earth.

ATTACKER AND DEFENDER The Deathwatch are the attacker, running a fleeing quarry to ground. The opposing gang is the defender and the quarry both: it wants only to break contact and escape.

BATTLEFIELD An open board. Three edges lie clear — the escape lines.

CREWS Both players use their full gangs.

DEPLOYMENT The defender deploys at the centre, with routes to three board edges. The Deathwatch deploy around the perimeter, encircling the quarry; some fighters may start hidden.

THE FLEEING QUARRY One defender fighter is named the quarry-leader. The defender's aim is to get it, and a set share of its force, off any board edge and away.

ENDING THE BATTLE The battle ends when the quarry-leader escapes or is eliminated, or at the close of round six.

VICTORY The Deathwatch win if they take the quarry-leader and at least half the defender's force Out of Action before round six ends. The defender wins if the quarry-leader and at least a third of its fighters escape off-board.

REWARDS A Deathwatch win grants bonus reputation, a Control-Track step and a permanent mark toward the Long Vigil sub-plot; a Veteran that took the quarry-leader Out of Action gains 2 bonus experience. A defender escape grants the fleeing gang bonus reputation and denies the Watch its mark.

TACTICS Close the escape lines. Force the kill early. The quarry has the opposite work — trade bodies for distance, and get its leader off the board to breed another day.



SPACE MARINES • HOUSE DOSSIER

IRON HANDS

The flesh is weak

The Iron Hands field the standard Astartes line and fight it as a war of pure attrition. Their thesis is a single cold article of faith — the flesh is weak — and everything about how they fight follows from it. They field the most resilient bodies of any Chapter, replace lost flesh with iron, and revere the machine above the living man: the Dreadnought over the brother, the bionic over the limb it replaced. Where a faster force wins on the opening blow, the Iron Hands win by refusing to fall and refusing to stay down; where the Salamanders endure through faith and the Imperial Fists through a held wall, the Iron Hands endure through augmetics and the machine cult. Every fighter carries an inherent resilience no one else has to pay for, and a Techmarine projects the cult over the revered walkers to keep them standing. This is not the Codex perfected but the Codex hardened into logic — emotionless, augmetic and pitiless — a strike force that out-endures a quicker enemy and lets bionic recovery snowball its survivors across a grinding campaign.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Every fighter fights to the gang's declared Combat Doctrine; the Machine Cult overlays it with the walker buff and the inherent bionic-resilience
- ♦ Exactly 1 Leader (Captain, the Iron Council commander); 0-2 Champions (Techmarine-forward - Lieutenant / Techmarine / Librarian / Chaplain / Apothecary); each specialist 0-1
- ♦ Backbone: Marines + Scouts $\geq$ Leaders + Champions (the line is battle-brothers and neophytes, not command)
- ♦ Marines bulk; Scouts cheap and plentiful; Techmarine, Champion and Dreadnought slots unlock with Reputation; Dreadnought 0-2 (the walker-heavy emphasis), Centurion 0-1
- ♦ Iron Within: every fighter carries bionic resilience (Feel No Pain 6+ and the better Lasting-Injury outcome, inherent); a Techmarine projects the Machine Cult, letting friendly walkers within 6in re-roll a failed Save. No chassis bans. A walker-heavy, bionics-saturated line

A starting Iron Hands gang musters on 1500 credits. The controlling player fields exactly one Leader — the Captain who commands the Iron Council — and up to two Champions, drawn Techmarine-forward from the Lieutenant, Techmarine, Librarian, Chaplain and Apothecary, each specialist taken no more than once. Marines and Scouts form the backbone and must together at least equal the Leaders and Champions: this is a brotherhood of battle-brothers and neophytes, not a knot of command. Marines bulk out the line and Scouts come cheap and plentiful, while the Chapter leans harder than most into the walkers — up to two Dreadnoughts and a single Centurion, their slots opening as the gang's reputation grows. Every fighter fights to the gang's declared Combat Doctrine and carries the inherent bionic resilience, and a Techmarine projects the machine cult to let friendly walkers within 6" re-roll a failed Save. No chassis is barred; the muster simply runs heavy on iron.



GANG RULES

✕ MACHINE CULT

GANG RULE

The Machine Cult is the Iron Hands' relentless attrition, laid over Combat Doctrines. Each round the gang declares and shifts one Doctrine as normal — the Chapter runs the Doctrines as written, with no bias toward any one stance. Two riders then run permanently beneath it. First, every Iron Hands fighter carries bionic resilience: an inherent Feel No Pain 6+ and, when it would suffer a Lasting Injury, a roll of two dice keeping the better result — the whole line hard to remove and harder to keep down. Second, while a friendly Dreadnought or walker stands within 6" of a Techmarine, that walker re-rolls one failed Save each round, the Techmarine projecting the cult over the revered dead. There are no tokens and nothing to spend: the resilience is simply inherent, and the walker buff reads off range. The counter is decapitation — an enemy that bursts the Techmarine with high-AP fire strips the walker aegis, and a force that shifts the Iron Hands before recovery compounds beats them before the long war can begin.

FIGHTERS

CAPTAIN

LEADER

✖ 329 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman command body*)

Combat Doctrines (*declares the gang doctrine each round*)

Finest Hour

Machine Cult (*the Iron Council commander - stands the walkers by the smiths and holds the augmetic line together*)

Bionic resilience (*inherent - Feel No Pain 6+ and the better of two Lasting-Injury rolls*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Brawn

Leadership

Savant

SECONDARY

Combat

Ferocity

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE		WARGEAR	
Frag Grenade	30 credits	✦ <i>Gorgons Chain Fragment</i>	50 credits
Krak Grenade	45 credits	<i>Kitbashed fragment of the Gorgon's Chain reforged into an augmetic plate (6+ field save vs the first hit + offsets a Lasting Injury) - an Iron Hands relic-craft conversion, not a stock datasheet item. Priced above the stock astartes-bionics 45.</i>	
ARMOUR		Bionic Exemplar	
Mark Gravis	35 credits	<i>in kit</i>	
Mark Terminator	135 credits	Heavy Bionics	
Mark Power		<i>in kit</i>	
<i>included</i>			

The Captain is the Iron Council commander — the Leader the whole strike force forms around. WS and BS 2+, four Wounds on the transhuman command body, boltgun and power fist in hand. Each round it declares the gang's Doctrine; once a battle it calls its Finest Hour. Where the walkers stand by the smiths, it holds the augmetic line together. Like every son of the Chapter it carries the machine cult's inherent bionic resilience. Unlike them, it is the body the others will not let fall. Anchor it at the centre of the grind. Bolter for the enemy at range, fist for the one that closes.

APOTHECARY

CHAMPION

× 206 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine*)

Machine Cult (*the flesh-smith - fits the augmetics that turn a wound into an upgrade*)

Bionic resilience (*inherent - Feel No Pain 6+ and the better of two Lasting-Injury rolls*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Heavy Bionics

in kit

Narthecium

in kit

The Apothecary is the flesh-smith of the strike force, the brother who fits the augmetics that turn a wound into an upgrade. Boltgun, chainsword and narthecium on the transhuman body, it recovers the fallen and rebuilds them harder than they were, carrying the line's inherent bionic resilience while it works. Its trade is not adding a gun to the grind but keeping the grind on its feet — field it to make the Iron Hands' attrition compound across a battle and across a campaign.

CHAPLAIN

CHAMPION

× 192 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*fights to the declared doctrine*)

Machine Cult (*keeper of the creed - preaches the flesh is weak and the machine endures*)

Bionic resilience (*inherent - Feel No Pain 6+ and the better of two Lasting-Injury rolls*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Ferocity

Leadership

SECONDARY

Brawn

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Chaplain is the keeper of the creed, preaching that the flesh is weak and the machine endures. Crozius and bolt pistol in hand on the transhuman body, it fights to the declared Doctrine and steadies the brothers around it with the cold resolve of the cult, carrying the same inherent bionic resilience as the line it exhorts. Field it to harden the grind — a voice that keeps the augmetic line advancing where a lesser force would break.

LIBRARIAN

CHAMPION

✖ 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman psyker body*)

Combat Doctrines (*fights to the declared doctrine*)

Machine Cult (*the cold psyker - reads the machine-cult's logic as readily as the warp*)

Bionic resilience (*inherent - Feel No Pain 6+ and the better of two Lasting-Injury rolls*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Savant

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Librarian is the Chapter's cold psyker, reading the machine cult's logic as readily as the warp. A transhuman body with a force weapon and bolt pistol, it fights to the declared Doctrine and carries the inherent bionic resilience of the line, its psychic discipline the real armament. Field it for the powers it brings to the grind — a mind of iron set among bodies of it.

LIEUTENANT

CHAMPION

× 232 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman command body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

Machine Cult (*seconds the Iron Council - holds a stretch of the augmetic line*)

Bionic resilience (*inherent - Feel No Pain 6+ and the better of two Lasting-Injury rolls*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Brawn

Leadership

Shooting

SECONDARY

Combat

Ferocity

Savant

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Heavy Bionics

in kit

The Lieutenant seconds the Iron Council, holding a stretch of the augmetic line where the Captain cannot be. WS 2+ and three attacks on the transhuman command frame, boltgun and power sword in hand, it may call its Finest Hour once a battle and fights to the declared Doctrine straight. It carries the same inherent bionic resilience as the line it steadies. Field it to extend the command — a second officer keeping a flank of the grind from ever giving way.

TECHMARINE

CHAMPION

× 219 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman tech-priest body*)

Combat Doctrines (*fights to the declared doctrine*)

Machine Cult (*the machine-cult projector - friendly walkers within 6in re-roll a failed Save while the Iron Father is near*)

Bionic resilience (*inherent - flesh more machine than man; Feel No Pain 6+ and the better Lasting-Injury roll*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Brawn

Savant

Shooting

Signature

SECONDARY

Combat

Leadership

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Gorgons Wrath

in kit

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

HEAVY

Heavy Bolter 160 credits

CLOSE-COMBAT

Power Fist 60 credits

✦ Medusan Lascutter 70 credits

Kitbashed Medusan deep-mining lascutter reforged onto a power-weapon frame - Iron Hands homeworld industrial tech, the Techmarine's servo-arm made a melee weapon; not a stock datasheet profile. Priced above the stock power-fist 60.

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR	STATUS
Servo Skull	 <i>Cyber Familiar</i> 35 credits
<i>in kit</i>	<i>Kitbashed servo-skull rebuilt with salvaged mechadendrites into a bound cyber-familiar (once/round re-roll a failed To-Hit or repair/Intelligence check within 3in) - machine-cult craft, not a stock datasheet item. Priced above the stock servo-skull 25 companion band.</i>
ACCESSORY	
Signum	Ironstone
<i>in kit</i>	<i>in kit</i>
	Servo Harness
	<i>in kit</i>

The Techmarine is the machine cult made flesh — more machine than man, the smith who keeps the revered dead walking and projects the cult across the line. While it stands, friendly walkers within 6" re-roll a failed Save. The whole attrition plan turns on that one survival. WS and BS 3+ on the transhuman tech-priest body, boltgun and power fist in hand; it fights the declared Doctrine and carries the same inherent resilience as its brothers. In the tradition of Iron Father Feirros, it can be raised to command the Iron Council. Keep it close to the Dreadnoughts. Shield it from the high-AP fire that would unravel the force.

MARINE

GANGER

× 206 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

Machine Cult (*the augmetic bulk of the line - saturated with bionics*)

Bionic resilience (*inherent - Feel No Pain 6+ and the better of two Lasting-Injury rolls*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

SPECIAL

Plasma Gun 100 credits

Grav Gun 110 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Lascannon 155 credits

Heavy Bolter 160 credits

Multi Melta 165 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Heavy Bionics

in kit

The Marine is the augmetic bulk of the Iron Hands line. A full battle-brother in power armour — T5, three Wounds, boltgun and chainsword in hand. Beneath the plate it is already part-iron. It fights to the declared Doctrine straight and carries the machine cult's inherent bionic resilience, shrugging off a wound the flesh could not and coming back from a crippling injury harder than it fell. Cheapest of the transhuman fighters, and the most numerous. The Marines are the body the whole grinding line is built from. They are not asked to win each exchange — only to refuse to fall while attrition does its work.

SCOUT

JUVE

× 98 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T4/W2 neophyte body - not yet fully transhuman*)

Combat Doctrines (*fights to the declared doctrine*)

Machine Cult (*the neophyte already receiving his first augmetics*)

Bionic resilience (*inherent - even the neophyte's frame is part-iron; Feel No Pain 6+ and the better Lasting-Injury roll*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Scout is the neophyte tier — a battle-brother not yet fully transhuman. T4, two Wounds under carapace plate, already taking his first augmetics. Cheap, plentiful. The Scouts range ahead of the line with boltgun and knife, infiltrating and marking targets for the heavier bodies behind. Even here the frame is part-iron; the neophyte carries the same inherent bionic resilience as his elders. Field them in numbers — the forward, expendable edge of a force that spends bodies and rebuilds them.

CENTURION

ELITE

✖ 366 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T6/W4 heavy warsuit body*) **Combat Doctrines** (*fights to the declared doctrine*)

Machine Cult (*the machine-cult fields the warsuit readily - iron over flesh made a chassis*) **Bionic resilience** (*inherent*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain
- re-roll Save
- grant-save feel-no-pain
- re-roll Injury higher

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Savant

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

Iron over flesh, made a chassis. The Centurion is a battle-brother sealed into a heavy warsuit, and the machine cult fields it readily — the infantry expression of its whole creed. T6, four Wounds behind a 2+ save, twin heavy weapons bolted to the suit. It walks the line as a moving strongpoint. The pilot is fused to his armour; the inherent bionic resilience of the Chapter runs through him as it runs through them all. Field it to hold a lane — weight of fire, and a body that simply will not be shifted.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

A fallen hero entombed and kept walking by the Iron Father's craft — and, with the Chapter-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. The Dreadnought is the revered dead made a Walker: Sv 3+ dreadnought plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear), grinding forward at a plodding six inches — the honoured relic the whole force forms its walker wall behind rather than the thing that leads a charge. Its gun-arm cracks armour at range (a twin lascannon by default, or a heavy onslaught of assault cannon and missiles), while the great Dreadnought fist tears apart anything that closes, a built-in storm bolter or heavy flamer clearing the space around it; both arms are fixed Front mounts, so it must face its quarry to bring its weapons to bear. The interred veteran knows no fear, and the machine wakes only when the line must hold. Slow and unyielding, it shrugs off fire that would fell a lesser body — its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The greatest of the revered dead — a towering next-generation Dreadnought that, with the Chapter-wide reckoning, stands as a \$5c war-engine rather than a Brute on the roster. The Rede­mptor is a Walker of Sv 3+ over eight Hull Points behind the thickest front armour the Chapter fields (Toughness 9 to the fore, 8 flank, 7 rear), and it moves faster than the standard Dreadnought at seven inches. One arm carries a macro plasma incinerator that boils armour and infantry alike — or a heavy onslaught gatling for the target that comes in numbers — while the other is a crushing Rede­mptor fist, a heavy flamer or storm bolter built beside it, and a twin storm bolter chatters from the hull. All mounts are fixed and forward, so the Rede­mptor fights facing its prey. The interred veteran within is beyond fear, and the machine is roused only when nothing smaller will hold the line — the prohibitive centre-piece of a walker-heavy force, a fortune-gatekeeper, one per gang. Its durability, its handling, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

✖ 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.
Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	The Flesh Is Weak. Play at the start of the battle. Until the end of the first round, every friendly fighter gains Feel No Pain 6+, or improves an existing resilience by one step — the creed spoken over the whole line as it deploys.	START OF BATTLE
12	Iron Within. Play at the start of the round. Until the next round, every friendly fighter's bionic resilience improves to Feel No Pain 5+ — the whole line hardening at once, the iron within answering the pressure of the grind.	START OF ROUND
13	Machine Cult. Play at the start of the round if a friendly Techmarine is on the field. Until the next round, all friendly walkers re-roll a failed Save regardless of their range to the Techmarine — the cult projected across the whole board.	START OF ROUND
14	Revere The Fallen. Play when a friendly fighter is taken Out of Action. Friendly fighters within 6" of the fallen do not take Nerve tests for the rest of the round; the Iron Hands do not mourn, they close ranks and grind on.	WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION

15	Augmetic Recovery. Play during the post-battle sequence. One friendly fighter that suffered a Lasting Injury this battle rolls twice on the recovery and takes the better result, the wound made into an augmetic upgrade rather than a scar.	DURING THE POST-BATTLE SEQUENCE
16	The Iron Council. Play at the start of the battle if your Captain and a Techmarine are both on the field. Until the end of the first round, all friendly walkers re-roll failed Saves — the Iron Council musters, and the machine cult stands at its height.	START OF BATTLE
21	Bionic Reflex. Play when a friendly fighter is targeted by a ranged attack. Until the end of the phase that fighter gains a 6+ Feel No Pain against the attack, or improves an existing bionic resilience to 5+ — the iron flinching faster than the flesh could.	WHEN THE BEARER IS TARGETED
22	Cold Logic. Play at the start of the round. Choose a friendly fighter; until the next round it ignores any penalty to its Cool and Willpower, the machine cult's emotionless logic leaving no room for fear. It reacts as iron, not as a man.	START OF ROUND
23	Unfeeling. Play at any time a friendly fighter would suffer the effect of being Pinned or the penalty of a Flesh Wound. Ignore it until the end of the phase. The augmetic body logs the harm and files it — data, not pain. The fighter does not flinch. It fights on.	ANY TIME
24	Servo Assisted. Play at the start of a friendly fighter's activation. If it carries a servo-arm or servo-harness, it may make a free Aim action this turn, the machine steadying the smith's hand.	START OF FIGHTER'S ACTIVATION
25	The Gorgons Endurance. Play at the start of the battle. Choose one friendly fighter; the first time it would be taken Out of Action this battle it is Seriously Injured instead, the endurance of Ferrus Manus's sons made manifest in one body.	START OF BATTLE
26	Reinforced Frame. Play at the start of the round. Choose a friendly fighter; until the next round it treats its Toughness as one higher against ranged attacks, the augmetic frame shrugging the fire the flesh could not.	START OF ROUND
31	Walkers Aegis. Play at the start of the round. Until the next round, one friendly walker extends its machine-cult Save re-roll to any friendly fighter within 3" of it, the aegis of the revered dead spread over the line beside it.	START OF ROUND
32	The Interred Hero. Play at the start of a friendly walker's activation. Until the end of its turn it gains +1 Attack and re-rolls a failed Hit in melee, the interred hero waking fully to the fight.	START OF A WALKER'S ACTIVATION
33	Deathless Machine. Play when a friendly walker loses its last Wound. Roll a D6; on a 4 or higher the walker survives on a single Wound instead of being destroyed, the machine cult refusing to let the revered dead fall.	WHEN A FRIENDLY WALKER LOSES ITS LAST WOUND
34	Repair Protocol. Play at the start of the round if a friendly Techmarine is on the field. It makes a free repair action on a walker within 3", restoring a lost Wound, without spending its activation — the smith's work folded into the grind.	START OF ROUND
35	Ironstone Blessing. Play during the post-battle sequence if you control an Ironstone or the Iron Forge. One friendly walker that would carry a lasting damage result is fully repaired instead. The smiths take it back. The machine cult works it whole and stands it ready for the next war.	DURING THE POST-BATTLE SEQUENCE
36	Sanctified Augmetics. Play at the start of the battle. Choose one friendly fighter; once this battle it may re-roll a failed bionic-resilience save, its augmetics blessed at the forge-shrine before the march.	START OF BATTLE

41	Grinding Advance. Play at the start of the round. Friendly fighters that make a standard Move toward the nearest enemy this round cannot be targeted by Overwatch — the line comes on regardless, iron and unhurried.	START OF ROUND
42	No Retreat No Feeling. Play at any time a friendly fighter would take a Bottle test. That fighter automatically passes and stays on the field — the Iron Hands do not feel the urge to run, only the logic of the fight still to finish.	ANY TIME
43	Attrition Wins. Play at the end of the battle if your gang has more standing fighters than the enemy did at its end. You gain a bonus to a single reputation gain, and one Lasting Injury a fighter suffered this battle may be re-rolled — the grind rewarded, the survivors made harder.	END OF BATTLE
44	Out Endure. Play at the start of the round, from round four onward. Until the next round, friendly fighters re-roll a failed bionic-resilience save — the longer the war runs, the harder the iron is to kill.	START OF ROUND
45	The Long War. Play at the start of a battle fought in the second half of a campaign. Until the end of round two, friendly fighters re-roll a failed bionic-resilience save — the survivors of a long war are the hardest of all to kill.	START OF BATTLE
46	Weather The Storm. Play when a friendly fighter is hit by a template or blast weapon. It gains a 5+ Feel No Pain against that attack, the augmetic frame weathering the storm of fire that would break a lesser body.	WHEN THE GANG IS SHOT BY A TEMPLATE OR BLAST
51	Bolter Precision. Play at the start of a friendly fighter's activation. Until the end of its turn, its bolt weapons re-roll a failed Hit roll at half range or less — the cold, methodical marksmanship of a line that never wastes a round.	START OF A FIGHTER'S ACTIVATION
52	Concentrated Fire. Play at the start of the round. Nominate one enemy fighter; friendly fighters re-roll a failed Wound roll of 1 when they shoot it this round, the whole line grinding a single target down together.	START OF ROUND
53	Devastator Doctrine. Play at the start of the round while your gang holds the Devastator Doctrine. Until the next round, friendly heavy and special weapons gain +1 Accuracy at long range — the gun-line settling into the grind and reaching out to kill.	START OF ROUND
54	Heavy Discipline. Play at the start of a friendly fighter's activation while it carries a heavy weapon. It ignores the penalty for having moved when it shoots this turn, the warsuit or braced frame holding the weapon dead steady.	START OF A FIGHTER'S ACTIVATION
55	Mark Of The Machine. Play at the start of the battle. Choose one friendly fighter; for this battle it gains heavy bionics, ignoring the penalty of one Flesh Wound. The Techmarine has blessed its augmetics before the muster marched.	START OF BATTLE
56	Terminator Vigil. Play at any time a friendly Terminator-marked fighter is targeted. Until the end of the phase it re-rolls a failed armour save, the master-crafted plate turning the blow the augmetics did not need to answer.	ANY TIME
61	Feirros Command. Play at the start of the round if your Techmarine is on the field. Until the next round, friendly walkers within 9" of it, rather than 6", re-roll a failed Save — the Iron Father's command projected further over the revered dead.	START OF ROUND
62	The Iron Fathers Word. Play at the start of the battle. Choose one friendly walker; for this battle it counts as always within command of a Techmarine, re-rolling a failed Save each round wherever it stands. The Iron Father's word carries the length of the field.	START OF BATTLE

63	Master Of The Forge. Play during the post-battle sequence. You may make one additional walker repair or bionic upgrade this phase at no cost, the master smith working through the night to ready the iron.	DURING THE POST-BATTLE SEQUENCE
64	Contempt For Frailty. Play when a friendly fighter makes a Nerve or Willpower test. It automatically passes — the Iron Hands feel no fear their augmetics cannot answer, holding where a lesser warrior would break.	WHEN MAKING A NERVE OR WILLPOWER TEST
65	Rise Again. Play during the Recovery phase. One friendly fighter making a Recovery test rolls twice and takes the better result, the augmetics dragging it back to its feet where flesh alone would have stayed down.	DURING THE RECOVERY PHASE
66	The Tenth Legions Wrath. Play at the start of the battle. Until the end of the first round, friendly fighters re-roll failed Hit rolls of 1 against enemy Leaders and Champions — the cold wrath of the Tenth Legion turned on the ones who matter.	START OF BATTLE

ALLIANCES

THE CULT OF THE MACHINE

ALLIANCE

WHO	the Cult of the Machine (the Adeptus Mechanicus and the disciplined Imperial forces that fight beside the iron - a forge-world's tech-priesthood, a Cadian or Death Korps line regiment, any cold, ordered Imperial force that reveres function over flesh and shares the Iron Hands' contempt for weakness)
TERMS	campaign-level alliance: while it holds, the Mechanicus keeps the Iron Hands' iron running - the ally may repair one friendly walker for free each post-battle phase and furnish augmetic parts (a discount on bionics purchases), and once per campaign phase lends a disciplined fire-support asset (a free off-board heavy attack in one battle). In return the Iron Hands lend their unbreakable line to hold the ally's ground; the alliance runs until the forge-pact is broken or the war moves on

The Cult of the Machine are the natural allies of the Iron Hands — the Adeptus Mechanicus and the disciplined Imperial forces that fight beside the iron: a forge-world's tech-priesthood, a Cadian or Death Korps line regiment, any cold and ordered force that reveres function over flesh and shares the Chapter's contempt for weakness. While the alliance stands, the Mechanicus keeps the Iron Hands' iron running: the ally may repair one friendly walker for free each post-battle phase and furnish augmetic parts as a discount on bionics, and once per campaign phase lends a disciplined fire-support asset — a free off-board heavy attack in one battle. In return the Iron Hands lend their unbreakable line to hold the ally's ground. The pact runs until the forge-alliance is broken or the war moves on.

WHO	the melta-and-plasma answer (a force built on high-AP anti-armour fire - a melta-heavy raiding gang, a plasma-line shooting force, any enemy whose whole game is cracking hard targets before they can bring their weight to bear; the one matchup that beats the Iron Hands by bursting the walkers and the Iron Father before the machine-cult can compound)
TERMS	campaign-level feud: while it stands, the Iron Hands gain bonus Reputation for a decisive win in which they reached the late rounds intact and ground the anti-armour force out (proving resilience beats burst); but the enemy gains Reputation for every battle in which it destroyed a friendly walker OR took the Techmarine Out of Action before round four, whatever the result - proving the iron can be cracked. The feud runs until one side is driven off the contested world

The melta-and-plasma answer is the one enemy the Iron Hands truly fear — a force built on high-AP anti-armour fire, a melta-heavy raiding force or a plasma gun-line, the matchup that beats the Chapter by bursting the walkers and the Iron Father before the machine cult can compound. It is a standing feud. While it holds, the Iron Hands gain bonus reputation for a decisive win in which they reached the late rounds intact and ground the anti-armour force out — proof that resilience beats burst. But the enemy gains reputation for every battle in which it destroyed a friendly walker or took the Techmarine Out of Action before round four, whatever the result — proof that the iron can be cracked. The feud runs until one side is driven off the contested world.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Forge World Pact. The forge-world's tech-priesthood answers the machine cult as kin. Before your next battle, one friendly walker is fully repaired to its starting Wounds at no cost, and you may buy bionics for the coming campaign phase at a reduced rate. The Machine God's servants keep the iron running.	THE ADEPTUS MECHANICUS (A FORGE-WORLD'S TECH-PRIESTHOOD, KIN IN THE WORSHIP OF THE MACHINE)
3	Kin Of Ferrus Manus. A brother Chapter of the lineage — the Red Talons, the Sons of Medusa, a successor of the Gorgon — answers the call. For your next battle you may field a single allied Astartes fighter of a common type at no credit cost, who departs when the battle ends. The blood of Ferrus Manus runs in more veins than one.	A BROTHER CHAPTER OF THE IRON HANDS LINEAGE (THE RED TALONS, THE SONS OF MEDUSA, A SUCCESSOR OF THE GORGON)
4	The Mechanicus Armoury. A magos of the Cult Mechanicus opens his armoury to the iron. For your next battle, one friendly fighter may take a single special or heavy weapon from the Iron Hands lists at no cost, returned when the battle ends. The armoury of the Machine God runs deep.	THE ADEPTUS MECHANICUS (A MAGOS OF THE CULT MECHANICUS)

5	The Disciplined Muster. A disciplined Imperial regiment holds the same ground and lends its guns to the iron. Once during your next battle you may call a single off-board fire-support strike — treat it as a heavy bolter attack against one enemy in the open. The line regiment fires when the Iron Hands ask.	A DISCIPLINED IMPERIAL REGIMENT (A CADIAN OR DEATH KORPS LINE UNIT HOLDING THE SAME GROUND)
6	The Reclusiam Resolve. The austere Reclusiam steels the muster with the cold words of the creed. For your next battle, one friendly fighter re-rolls a failed Nerve or Willpower test, and the gang ignores the first bottle check it would otherwise take. The flesh is weak, but the resolve of the line is iron.	THE CHAPTER CULT (THE IRON HANDS' AUSTERE RECLUSIAM)
7	The Bionic Reliquary. The forge-shrines open their augmetic reliquaries to a wounded brother. One friendly fighter recovering from a Lasting Injury this campaign phase may re-roll the result and take the better outcome, or fit a bionic upgrade for free. The wound is made into iron, exactly as the creed promises.	THE FORGE-SHRINES (THE CHAPTER'S OWN AUGMETIC RELIQUARIES)
8	The Master Of The Forge. A senior Iron Father lends his craft to your walkers. For your next battle one friendly walker re-rolls all failed Saves as though a Techmarine stood beside it, and recovers a lost Wound at the start of each round. The master keeps the revered dead walking.	A SENIOR IRON FATHER (A MASTER OF THE IRON COUNCIL)
9	The Iron Councils Blessing. The Iron Council itself marks your muster worthy of the Gorgon's legacy. For your next battle your Leader gains a second use of a once-per-battle ability, and after the battle the gang adds a bonus to a single reputation gain. The ruling Fathers watch, and are not displeased.	THE IRON COUNCIL (THE CHAPTER'S RULING BODY OF IRON FATHERS)

SUB-PLOTS

THE AUGMETIC ASCENSION

SUB-PLOT

Reward: The debt to weakness is paid: the fighter earns The Twice-Forged honour for free and the gang gains a permanent Reputation bonus as a living proof of the creed walks its line. Should the nominated fighter be killed outright before the ascension completes, the sub-plot is lost and cannot be re-attempted with another. Claimable once per campaign.

This sub-plot begins with a single Marine or Champion nominated at the campaign's start, and closes when that fighter has survived being taken Out of Action and returned three separate times — each time converting a Lasting Injury into a bionic upgrade rather than a scar, the flesh replaced piece by piece with iron across the season.

When it completes, the debt to weakness is paid: the fighter earns The Twice-Forged honour for free and your gang gains a permanent reputation bonus, a living proof of the creed walking its line. Should the nominated fighter be killed outright before the ascension completes, the sub-plot is lost and cannot be re-attempted with another. It can be claimed only once per campaign.

✧ THE DEATHLESS WALKER

SUB-PLOT

Reward: The honoured dead becomes legend: the walker earns The Undying name for free, and the gang gains a permanent Reputation bonus as the sector learns of the Dreadnought that cannot be killed. Should the walker be destroyed before the fifth survival, the sub-plot is lost with it and the grief costs the gang Reputation. Claimable once per campaign.

This sub-plot asks you to field a single Dreadnought or Redeptor and keep it from ever being destroyed. It closes when that walker has fought in and survived five separate battles, mended each time by the machine cult, without once losing its last Wound.

When it completes, the honoured dead becomes legend: the walker earns The Undying name for free, and your gang gains a permanent reputation bonus as the sector learns of the Dreadnought that cannot be killed. Should the walker be destroyed before the fifth survival, the sub-plot is lost with it and the grief costs your gang reputation. It can be claimed only once per campaign.

💀 LEGENDARY NAMES

✧ IRON FATHER

LEADER

XP cost (random): 6

XP cost (chosen): 12

Iron Father is the title of an Iron Hand raised to the Chapter's ruling Iron Council, in the tradition of Feirros — a Techmarine or Captain risen to command the whole machine cult. It costs 12 experience to choose, or 6 if left to the roll of the dice. While the Iron Father is on the field, friendly walkers within 9" re-roll a failed Save even with no Techmarine near, and once each battle he may make a free repair action on any walker on the board — the living embodiment of the cult, keeping the revered dead deathless. But he is the Chapter's most valued relic of command: if he is taken Out of Action the gang loses the walker aegis entirely for the rest of the battle and suffers a reputation penalty, and a foe that cracks him with high-AP fire unravels the whole force.

✧ THE TWICE FORGED

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Twice-Forged is an honour for any fighter taken Out of Action who returned augmented stronger — the wound made into iron, exactly as the creed promises. It costs 12 experience to choose, or 6 if left to the roll of the dice. The fighter's inherent bionic resilience improves permanently to Feel No Pain 5+, and once each battle it re-rolls a failed bionic-resilience save. But it has given much to the machine: its Agility and Initiative are permanently reduced by one step, to a minimum, the augmentics heavy and unfeeling. It endures anything, but it moves like the iron it has become.

✧ THE UNDYING

BRUTE

XP cost (random): 6

XP cost (chosen): 12

The Undying is the name earned by a Dreadnought or Redemptor that has fought a whole campaign without falling — the honoured dead that will not die twice. It costs 12 experience to choose, or 6 if left to the roll of the dice. The walker re-rolls all failed Saves while any friendly fighter is within 6", not only a Techmarine, and the first time each battle it would be destroyed it survives on a single Wound. But it is revered past reason: if it is ever finally destroyed the whole gang suffers a lasting reputation penalty and every friendly fighter takes a Nerve test at the sight of the fallen legend — the Chapter's grief for the machine outweighing any it would spend on a man.

☠ TERRAIN

✧ THE DROP POD REDOUBT

TERRAIN

The Drop Pod Redoubt is a spent Astartes drop pod planted on the field as a hardened firing position, its hull a wall of ceramite the Iron Hands anchor a lane on. It is placed as impassable terrain during set-up. A fighter in base contact with it gains full cover and a 4+ save against ranged attacks, and once per round its automated defence array makes a single ranged attack — treat it as a storm bolter — against the nearest enemy in line of sight. Once placed the redoubt cannot be moved: a fixed anchor for the grinding line.

✧ THE IRON FORGE

TERRAIN

The Iron Forge is a mobile walker repair-bay and forge-shrine dropped onto the battlefield — the machine cult's field workshop, where the revered dead are mended and the augmetic wounded rebuilt. It is placed as impassable terrain during set-up, in or adjacent to the Iron Hands deployment zone. A friendly walker that begins its activation within 3" of the Forge recovers a lost Wound, and once per battle a fighter within 3" may fit a field-augmetic, gaining a 6+ Feel No Pain for the rest of the battle or ignoring one Flesh Wound. As a held territory, controlling the Iron Forge grants one free Dreadnought repair each post-battle sequence.

✂ BREAK THE IRON COUNCIL

SCENARIO

ATTACKER	the opposing gang (the aggressor, tasked with decapitating the Iron Council - burst the Techmarine command and the walkers with concentrated high-AP fire before the Iron Hands' recovery snowballs the survivors beyond reach)
DEFENDER	the Iron Hands (dug in around the Iron Council - the Captain, the Techmarine and the revered walkers; the force must weather the alpha and survive to the late rounds, where its resilience makes it unkillable)
DEPLOY	the Iron Hands deploy in a tight, mutually-supporting formation around their command and walkers, anchored on terrain; the attacker deploys around them with the initiative, set to strike the Iron Council fast
OBJECTIVE	the attacker wins by taking the Iron Hands' Leader AND Techmarine Out of Action before the end of round four; the Iron Hands win by keeping either the Leader or the Techmarine alive through round four, at which point the machine-cult has compounded past breaking
VICTORY	the attacker wins if both the Iron Hands Leader and Techmarine are Out of Action by the end of round four (the Council decapitated before recovery could save it); the Iron Hands win if either command body still stands at the end of round four - the iron endured the alpha and the long war now belongs to it
REWARDS	an attacker win grants bonus Reputation for cracking the machine-cult fast and a Control-Track step; an Iron Hands defence that held the Council grants them bonus Reputation and a step for out-enduring the strike; a Techmarine that survived earns 1 bonus XP toward Iron Father
CONTROL TRACK	an attacker win advances the attacker's Control-Track claim by one step (the Council broken, the ground taken); an Iron Hands defensive win advances the IRON HANDS' claim by one step (the alpha weathered, the district held by iron that would not break)

The Iron Hands have dug in around their command. There is one way to break them: decapitate the Iron Council before its recovery snowballs beyond reach.

ATTACKER

The opposing gang — the aggressor, sent to cut the head from the machine cult. Burst the Techmarine command and the walkers with concentrated high-AP fire, and do it before the Iron Hands' resilience compounds the survivors out of reach.

DEFENDER

The Iron Hands — dug in around the Iron Council: Captain, Techmarine, revered walkers. Weather the alpha. Survive to the late rounds, where the force's resilience makes it all but unkillable.

DEPLOYMENT

The Iron Hands deploy first — a tight, mutually-supporting formation around their command and walkers, anchored on terrain. The attacker deploys around them with the initiative, set to strike the Iron Council fast.

OBJECTIVE

The attacker means to take the Iron Hands' Leader and Techmarine Out of Action before recovery can save them. The Iron Hands mean to keep one of the two command bodies alive — past the point where the machine cult has compounded beyond breaking.

ENDING THE BATTLE

The battle ends at the close of round four, or the instant both the Iron Hands Leader and Techmarine are Out of Action.

VICTORY

The attacker wins if both the Iron Hands Leader and Techmarine are Out of Action by the end of round four — the Council decapitated before recovery could save it. The Iron Hands win if either command body still stands at the end of round four. The iron endured the alpha; the long war now belongs to it.

REWARDS

An attacker win grants bonus reputation for cracking the machine cult fast and a Control-Track step. An Iron Hands defence that held the Council grants them bonus reputation and a step for out-enduring the strike. A Techmarine that survived earns 1 bonus experience toward Iron Father.

CONTROL TRACK

An attacker win advances the attacker's Control-Track claim by one step — the Council broken, the ground taken. An Iron Hands defensive win advances the Iron Hands' claim by one step: the alpha weathered, the district held by iron that would not break.

ATTACKER	the Iron Hands (an attrition force that wants the long war - deploy the augmetic line and the revered walkers, hold the contested ground, and out-last a faster enemy as bionic recovery and walker-repair compound round on round)
DEFENDER	the opposing gang (a quicker force that must break the iron before the grind snowballs - crack the walkers and the Techmarine command early or watch the Iron Hands become impossible to shift)
DEPLOY	both gangs deploy across a central objective the Iron Hands have come to hold; the Iron Hands set up their walkers and heavy line anchored on terrain, the enemy deploys to strike fast at the command and the machines
OBJECTIVE	the Iron Hands win by controlling the central ground at the end of round six with more standing fighters than they lost; the enemy wins by breaking the Iron Hands off the objective, or by destroying both a walker and the Techmarine before round four (bursting the machine-cult before recovery compounds)
VICTORY	the Iron Hands win if they hold the objective through round six AND still field at least half their starting fighters (the grind survived and won); the enemy wins if it takes the objective, or if it destroys a friendly walker and the Techmarine before the end of round three - a decapitation of the machine-cult before it snowballs
REWARDS	an Iron Hands win grants bonus Reputation and a Control-Track step for ground held through attrition; a walker that survived the whole battle earns 1 bonus XP toward The Undying; an enemy win by early decapitation grants the enemy bonus Reputation for proving the iron can be cracked fast
CONTROL TRACK	an Iron Hands win advances their Control-Track claim on the district by one step (the ground held, the enemy worn out); an enemy win holds the marker; an enemy decapitation win (walker + Techmarine down early) advances the ENEMY's claim by one step - the machine-cult broken before it could grind

This is the war the Iron Hands want. A long grind over contested ground — the most resilient bodies in the fight out-lasting a faster foe, as recovery and repair compound round on round.

ATTACKER

The Iron Hands — an attrition force, here to hold the ground. It deploys the augmetic line and the revered walkers, holds the contested centre, and out-lasts a quicker enemy as bionic recovery and walker-repair compound.

DEFENDER

The opposing gang — a quicker force that must break the iron before the grind snowballs. Crack the walkers and the Techmarine command early. Fail, and watch the Iron Hands become impossible to shift.

DEPLOYMENT

Both gangs deploy across a central objective the Iron Hands have come to hold. The Iron Hands set up their walkers and heavy line, anchored on terrain. The enemy deploys to strike fast at the command and the machines.

OBJECTIVE

The Iron Hands mean to hold the central ground at the end, and still field the weight they started with. The enemy means to break them off the objective — or to burst both a walker and the Techmarine early, unmaking the machine cult before recovery compounds.

ENDING THE BATTLE

The battle ends at the close of round six, or when one side no longer contests the central ground.

VICTORY

The Iron Hands win if they hold the objective through round six and still field at least half their starting fighters — the grind survived, the grind won. The enemy wins if it takes the objective, or if it destroys a friendly walker and the Techmarine before the end of round three: a decapitation of the machine cult before it snowballs.

REWARDS

An Iron Hands win grants bonus reputation and a Control-Track step for ground held through attrition. A walker that survived the whole battle earns 1 bonus experience toward The Undying. An enemy win by early decapitation grants the enemy bonus reputation for proving the iron can be cracked fast.

CONTROL TRACK

An Iron Hands win advances their Control-Track claim on the district by one step — the ground held, the enemy worn out. An ordinary enemy win holds the marker; an enemy decapitation win, with a walker and the Techmarine down early, advances the enemy's claim by one step: the machine cult broken before it could grind.



SPACE MARINES · HOUSE DOSSIER

RAVEN GUARD

The strike from shadow

The Raven Guard are the strike from shadow — a Chapter that fields the standard Astartes line and fights it as a guerrilla shadow-war. They deploy unseen, hit the soft target, and are gone before the counter-blow can land. Where the Imperial Fists hold ground and the Iron Hands out-endure, the Raven Guard refuse to hold anything at all: they infiltrate, they alpha-strike, and they fade. Every fighter runs the standard Combat Doctrines like any other Chapter, but over them the sons of Corax lay their own two disciplines — a larger share of the force sets up hidden, and any warrior that has struck may break away on the same breath. It is a way of war built on patience and vengeance rather than the perfect Codex line, and it buys its lethality by never trading blows: the strike force is fragile, and knows it, and answers with darkness instead of armour. This is the Codex turned to the ambush — an unseen blade that decides the fight in a single stroke from cover and is never there to be caught, a brotherhood that wins the war the enemy never saw begin.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter fights under Combat Doctrines, with Shadow Masters overlaying the gang-wide hidden-deploy and Hit-and-Run
- ♦ Exactly 1 Leader (Captain, the shadow-captain); 0-2 Champions (Lieutenant / Librarian / Chaplain / Apothecary / Techmarine); each specialist 0-1
- ♦ Backbone: Marines + Scouts $\geq$ Leaders + Champions (the line is infiltrators and neophytes, not command)
- ♦ Marines and Vanguard bulk; Scouts cheap and plentiful (the Phobos emphasis); Vanguard and Champion slots unlock with Reputation; Dreadnought 0-1; Centurion 0 and Cavalry 0 by default - the Raven Guard jump and infiltrate, they neither run mounts nor cast a warsuit's shadow
- ♦ Strike from Shadow: a larger share of the gang than normal may hidden-deploy, and any fighter that struck may Hit-and-Run; favour the light marks, the jump pack and Phobos concealment. No chassis bans, but no resilience either - the force is fragile and wins by never being caught

A starting Raven Guard strike force is founded on 1500 credits. At its head stands exactly one Leader — the shadow-captain — with up to two Champions drawn from the Lieutenant, Librarian, Chaplain, Apothecary and Techmarine. Marines and Vanguard form the fighting bulk, and Scouts come cheap and plentiful in the Chapter's Phobos lean; together the Marines and Scouts must at least equal the Leaders and Champions, for the line is infiltrators and neophytes, not command. Vanguard and further Champion slots open as the force earns Reputation, a single Dreadnought may be interred, and by default the Chapter fields no Centurion and no cavalry — it jumps and infiltrates, and neither runs mounts nor casts a warsuit's shadow. Every fighter fights under Combat Doctrines with the Shadow Masters overlay laid across it: a larger share of the force than normal deploys hidden, and any fighter that has struck may fade with a Hit-and-Run. The Chapter leans the light marks, the jump pack and Phobos concealment, and bans no chassis — but it buys no resilience either. The strike force is fragile, and wins by never being caught.

GANG RULES

✕ SHADOW MASTERS

GANG RULE

Shadow Masters. The gang declares and shifts a single Combat Doctrine each round, as any Astartes force does. Over that engine the Raven Guard run two permanent riders, and the riders make the war their own. First: a larger share of the gang than normal may hidden-deploy — set up infiltrated, out of line of sight, or held in reserve — so the strike force arrives on ground the enemy believed was empty. Second: any fighter that has made a Shoot or Fight action may Hit-and-Run, an immediate free short Move away from the enemy, breaking contact the instant the blow is struck. No token, no currency. Only deployment and action, read the Raven Guard way — the strike from shadow, and the fade before the answer lands.

FIGHTERS

CAPTAIN

LEADER

✖ 295 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman command body*)

Combat Doctrines (*declares/fights the gang doctrine each round*)

Finest Hour

Shadow Masters (*hidden-deploy and Hit-and-Run*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Agility

Combat

Cunning

Leadership

Signature

SECONDARY

Brawn

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

Ravens Talons

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Jump Pack

in kit

STATUS

🦅 *Cyber Raven*

40 credits

Kitbashed from a Chapter cyber-familiar / bird model - the Raven Guard cyber-corvids of Deliverance, a canon non-datasheet companion attending the shadow-captain. Priced above the stock servo-skull 30 companion band for the hidden-setup negation.

Camo Cloak

in kit

Shadowmantle

in kit

The shadow-captain, and the head of the strike force. A Raven Guard Captain fights at WS 2+ and BS 2+ with three attacks across four wounds, a jump pack on its back and lightning claws on its hands, leading every raid from the unseen flank rather than the front rank. It declares the doctrine the gang fights to and, like every Raven Guard, deploys hidden and strikes and fades — but it carries as well the command that lifts the whole force at the chosen moment.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W4 transhuman command body carries the fight where a lesser warrior would fall.
- **Combat Doctrines:** it declares the gang's doctrine stance each round, the Raven Guard running the engine straight and laying shadow over it.
- **Finest Hour:** once per battle it may call the command aura, lifting every brother who fights beside it.
- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear — the shadow-captain leads from the unseen.

APOTHECARY

CHAMPION

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*) **Combat Doctrines** (*declares/fights the gang doctrine each round*)

Shadow Masters (*hidden-deploy and Hit-and-Run - strike from shadow and fade*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Cunning

Savant

SECONDARY

Ferocity

Leadership

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

STATUS

Narthecium

in kit

The keeper of the gene-seed. A Raven Guard Apothecary carries the narthecium into the raid alongside boltgun and chainsword, following the strike force to recover the precious progenoids from the fallen before the enemy can defile them. It heals where it can and harvests where it cannot, the brother who ensures that even a hunter lost in the dark is not lost to the Chapter — and fights well enough to defend itself while it works.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear — the strike from shadow, and the fade.

CHAPLAIN

CHAMPION

× 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*declares/fights the gang doctrine each round*)

Shadow Masters (*hidden-deploy and Hit-and-Run - strike from shadow and fade*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Combat

Cunning

Ferocity

Leadership

SECONDARY

Agility

Brawn

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Jump Pack

in kit

STATUS

Camo Cloak

in kit

The dark conscience of the raid. A Raven Guard Chaplain bears the crozius and a bolt pistol, the keeper of the Chapter's patient, vengeful faith — the creed that a foe struck from the shadow is a foe justly killed. It moves with the strike force, steadying the brothers for the ambush and driving the killing blow home, a grim voice that turns cold patience into wrath at the moment the trap closes.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.

- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear — the strike from shadow, and the fade.

LIBRARIAN

CHAMPION

✖ 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*) **Combat Doctrines** (*declares/fights the gang doctrine each round*)

Shadow Masters (*hidden-deploy and Hit-and-Run - strike from shadow and fade*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Cunning

Savant

SECONDARY

Ferocity

Leadership

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST	
PISTOL	ARMOUR
Bolt Pistol45 credits	Mark Terminator135 credits
Plasma Pistol70 credits	Mark Power
CLOSE-COMBAT	included
Force Weapon60 credits	STATUS
GRENADE	Camo Cloak
Frag Grenade30 credits	in kit
Krak Grenade45 credits	

The witch of the shadow-war. A Raven Guard Librarian carries a force weapon and a bolt pistol into the raid, a psyker who turns his gifts to the same end as his Chapter — clouding sight, quieting sound, and steering the strike onto the enemy's blind flank. Where another Chapter's psyker anchors a line, this one walks with the infiltrators, a mind-witch woven into the ambush who deploys unseen and fades with the rest.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear — the strike from shadow, and the fade.

LIEUTENANT

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman command body*)

Combat Doctrines (*declares/fights the gang doctrine each round*)

Finest Hour

Shadow Masters (*hidden-deploy and Hit-and-Run*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Agility

Cunning

Leadership

Signature

SECONDARY

Brawn

Combat

Ferocity

Savant

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Jump Pack

in kit

STATUS

Camo Cloak

in kit

The second officer of the strike force. A Raven Guard Lieutenant fights at WS 2+ with three attacks, boltgun slung and power sword drawn, and leads the second infiltrating column where the Captain leads the first. It carries the same command that raises the force at its moment and the same shadow-craft as the line — a swift, forward officer built to split the raid into two blades and drive both home unseen.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the T5/W3 transhuman command body carries the fight where a lesser warrior would fall.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Finest Hour:** once per battle it may call the command aura, lifting every brother who fights beside it.
- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear — an officer leading from the unseen.

TECHMARINE

CHAMPION

× 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*) **Combat Doctrines** (*declares/fights the gang doctrine each round*)

Shadow Masters (*hidden-deploy and Hit-and-Run - strike from shadow and fade*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Cunning

Savant

SECONDARY

Combat

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

ACCESSORY

Auspex

in kit

The artificer of the strike force. A Raven Guard Techmarine wields a power fist and boltgun and carries the auspex that unmasks a hidden enemy before the blades are drawn — the mind that reads the ground, the machine-spirits and the sensor-shadows so the raid strikes where it will not be seen coming. It fights among the infiltrators, both the fist that cracks armour at arm's reach and the eye that finds the foe first.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear — the strike from shadow, and the fade.

ASSAULT MARINE

GANGER

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*declares/fights the gang doctrine each round*)

Shadow Masters (*hidden-deploy and Hit-and-Run - strike from shadow and fade*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Combat

Cunning

Ferocity

Signature

SECONDARY

Brawn

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

Hand Flamer 75 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Lightning Claws 55 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Jump Pack

in kit

Smoke

in kit

The strike from above. A Raven Guard Assault Marine fights above the board rather than across it — jump pack roaring, chainsword and bolt pistol in hand, dropping onto the soft target from an angle the enemy never watched. T5 across three wounds like the line, it trades the infiltrator's stealth for sudden height and speed, closing the distance in a single leap and fading on the pack before the counter-blow can land. It is the shadow-war's fast blade, come down out of the smoke.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.

- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear — strike from above, and away on the pack.

MARINE

GANGER

✖ 175 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3 transhuman body*) [Combat Doctrines](#) (*declares/fights the gang doctrine each round*)

[Shadow Masters](#) (*hidden-deploy and Hit-and-Run - strike from shadow and fade*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Brawn

Ferocity

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Heavy Bolter 160 credits

Missile Launcher 165 credits

CLOSE-COMBAT

Combat Knife 10 credits

✧ *Whisper Blade* 25 credits

Kitbashed from the Reiver combat blade / Vanus-pattern silent knife of the Phobos infiltrator kit - a canon non-datasheet blade onto a Marine or Scout. Priced above the stock combat knife 10 for the Silent trait and the Backstab wound.

Power Sword 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Gravis 35 credits

Mark Power

included

WARGEAR

Grapnel Harness

in kit

Smoke

in kit

STATUS

Camo Cloak

in kit

The unseen line. A Raven Guard Marine is the infiltrator who carries bolt-carbine and blade onto ground the enemy believes is empty — a transhuman warrior in light plate, T5 across three wounds, built not to hold but to appear, strike the soft target and be gone before the answer lands. It deploys hidden where it can, kills from the flank or the dark, and fades on the same breath. The bulk of every strike force is these silent brothers, and the whole war turns on them never being caught.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** its durability rests on the T5/W3 transhuman body, not the armour save.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Shadow Masters:** it may set up hidden with the gang's infiltrating share, and after it shoots or fights it may Hit-and-Run clear of the enemy — the strike from shadow, and the fade.

SCOUT

JUVE

95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T4/W2 neophyte body - not yet fully transhuman*)

Combat Doctrines (*declares/fights the gang doctrine each round*)

Shadow Masters (*the Phobos infiltrator - deploys unseen and fades after the strike*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

✦ *Whisper Blade* 25 credits

Kitbashed from the Reiver combat blade / Vanus-pattern silent knife of the Phobos infiltrator kit - a canon non-datasheet blade onto a Marine or Scout. Priced above the stock combat knife 10 for the Silent trait and the Backstab wound.

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

WARGEAR

Smoke

in kit

STATUS

Camo Cloak

in kit

The point of the spear, and its cheapest blade. A Raven Guard Scout is a Phobos-armoured neophyte — not yet the full transhuman, T4 across two wounds behind a lighter save — sent ahead of the strike force to walk the enemy's ground unseen. It carries bolt-carbine and combat knife, deploys hidden where a heavier brother could not, and fades after the first cut. Plentiful and expendable where the veterans are not, the Scout is where the shadow-war is learned and where it most often begins.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the neophyte body is only part-way transhuman — T4 across two wounds, not the full-plate brother's frame.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Shadow Masters:** the Phobos infiltrator deploys unseen and, after it shoots or fights, may Hit-and-Run clear — first onto the enemy's ground, first away from it.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman body*)

Combat Doctrines (*declares/fights the gang doctrine each round*)

Shadow Masters (*hidden-deploy and Hit-and-Run - strike from shadow and fade*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Savant

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Lascannon

in kit

Multi Melta

in kit

GRENADE

Frag Grenade

30 credits

ARMOUR

Mark Centurion Warsuit

included

The heavy the shadow-war seldom calls on. A Raven Guard Centurion is a warrior sealed into a siege-warsuit — T6 across four wounds behind a 2+ save, a heavy bolter mounted at each fist — the anvil a Chapter built for the swift blade rarely has need to field. When it does march, it lends the strike force a wall of armour and a weight of fire the light-footed line cannot carry, a slow siege-answer for the rare fight the ambush cannot settle alone.

Special Rules

- **And They Shall Know No Fear:** this fighter cannot be Pinned and auto-passes Nerve tests.
- **Astartes Physiology:** the transhuman body sealed in the warsuit carries the fight where a lesser warrior would fall.
- **Combat Doctrines:** it fights to the doctrine stance the gang declares each round, the Raven Guard running the engine straight and laying shadow over it.
- **Shadow Masters:** even the warsuit fights to the doctrine and may Hit-and-Run after it strikes — armour that moves rather than an anchor that holds.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

An interred hero turned guerrilla engine — and, with the Chapter-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. A fallen brother entombed in a walking sarcophagus, the Raven Guard Dreadnought is a Walker of Sv 3+ dreadnought plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 to the flank, 6 to the rear) and grinding forward at six inches — inheriting the loyalist Walker profile. Its gun-arm cracks armour at range (a twin lascannon by default, or a heavy onslaught of assault cannon and missiles for the strike force that prefers volume), while the great Dreadnought fist tears apart anything that closes, a built-in storm bolter or heavy flamer clearing the space around it; both arms are fixed Front mounts, so it must face its quarry. The Chapter still fights it as a raider rather than a bastion — sent in to shatter the hard target and then move — but on the \$5c track its shadow-doctrine is voice, not a fighter rule: the machine's damage, its handling and every Loss of Control are resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The heaviest hunter the strike force fields — and, with the Chapter-wide reckoning, a \$5c war-engine rather than a Brute on the roster. The Raven Guard Redeptor is a Walker of Sv 3+ over eight Hull Points behind the thickest front armour the strike force fields (Toughness 9 to the fore, 8 flank, 7 rear), and it strides faster than the standard Dreadnought at seven inches. One arm carries a macro plasma incinerator that boils armour and infantry alike — or a heavy onslaught gatling for the target that comes in numbers — while the other is a crushing Redeptor fist, a heavy flamer or storm bolter built beside it, and a twin storm bolter chatters from the hull. All mounts are fixed and forward, so the Redeptor fights facing its prey. It comes down onto the fight to break what nothing lighter can, and though the Chapter runs even this much armour as a raider rather than an anchor, that shadow-doctrine is voice on the \$5c track, not a fighter rule — a fortune-gatekeeper of a walker, one per gang and prohibitively dear. Its durability, its handling and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

× 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 8"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Strike From Shadow. The Chapter's whole art, made ready before the fight. Play before the battle and choose D3 friendly fighters; each may deploy by Infiltrate up to 3" closer than normal this battle, setting up within 6" of an enemy if it begins out of that enemy's line of sight.	PRE-BATTLE
12	The Unseen Blade. The knife that arrives from nowhere. Play at any time when a friendly fighter attacks from hidden, or strikes an enemy engaged with another fighter from behind. That attack gains +1 to Wound — the blade that finds the seam no armour covers.	ANY ROUND
13	Fade To Darkness. Gone before the eye can fix it. Play as a reaction when a friendly hidden fighter is revealed or targeted. That fighter immediately makes a free 3" Move and, if it ends in cover and out of enemy line of sight, becomes hidden again — the shadow simply somewhere else.	REACTION
14	Victorus Aut Mortis. Victory, or death — nothing between. Play at the end of the battle. Each friendly fighter that took an enemy Out of Action and was not itself taken Out of Action gains 1 bonus XP, the oath of the strike force kept: strike clean, and come home.	END OF BATTLE

15	Decapitation Strike. Cut the head from the body. Play at any time when a friendly fighter declares a charge against an enemy Leader or Champion. For that combat, the charging fighter adds +1 to Hit and +1 to Wound — the whole raid bent on the one throat that matters.	ANY ROUND
16	Vengeance Served Cold. The Raven Guard forget nothing. Play at any time when a friendly fighter attacks an enemy that earlier this battle took a friendly fighter Out of Action. It re-rolls failed Hit and Wound rolls against that enemy in the combat — a debt collected without heat, and in full.	ANY ROUND
21	Silent Approach. Moving without ever being seen to move. Play in the first round. This round, your hidden fighters that move do not lose the hidden condition for having moved, so long as they end out of enemy line of sight — the whole approach closed in silence before the first shot.	ROUND ONE
22	Shadow Ambush. The trap set the night before. Play before the battle and choose one friendly fighter. The first time it attacks this battle, its target may not claim any cover save — the ambush chosen so carefully that there was nowhere for the victim to hide.	PRE-BATTLE
23	Grapnel Insertion. Up the wall and onto the high ground before dawn. Play before the battle. Up to two friendly fighters may be deployed anywhere on a piece of tall terrain, ignoring the normal deployment-zone limits — the raid already perched above the enemy's line when the fighting begins.	PRE-BATTLE
24	Ghost In The Ruins. A shape the ruins refuse to give up. Play at any time and choose one friendly fighter in cover. Until the start of your next turn it cannot be targeted by ranged attacks made from more than 9" away — lost to every marksman but the one already at its shoulder.	ANY ROUND
25	Hit And Run. Strike, and be elsewhere. Play at any time when a friendly fighter has fought a close combat. Once the combat is resolved it makes an immediate free 4" Move away from the enemy, even where it would not normally be allowed — the blow struck and the range broken in a single motion.	ANY ROUND
26	The Long Vigil. Hours of stillness spent for a single shot. Play at any time and choose a friendly fighter that has been stationary since the start of the battle. Its next ranged attack this round is made at +1 to Hit and +1 Damage — the patience of the long vigil paid out in one perfect round.	ANY ROUND
31	Sons Of Deliverance. The oath of Deliverance holds the brothers together. Play at the start of a round. Until your next turn, friendly fighters within 6" of your Leader may re-roll failed Nerve tests — the sons of Corax steadied by the one who leads them from the dark.	ANY ROUND
32	Cloak Of Shadows. The darkness gathers around your warriors. Play at the start of the battle and choose D3 friendly fighters; each may be set up hidden, even in a mission that would not normally allow it. Where the enemy expected open ground, there is only shadow and the shapes within it.	START OF BATTLE
33	Corax's Teaching. The Primarch's art is passed down still. Play before the battle and choose one friendly Ganger or Juve; for this battle it may use a single Cunning skill of your choice as though it possessed it. A lesson in the old craft, taught the night before the strike.	PRE-BATTLE
34	The Ravens Eye. Nothing stays hidden from the raven's eye. Play before the battle. Choose one enemy fighter set up hidden or held in reserve; its position is revealed to you before the first round begins — you already know where the enemy hoped to spring its own trap.	PRE-BATTLE
35	From Above. Death comes down out of the sky. Play at any time when a friendly fighter with a jump pack or grapnel harness declares a charge. It adds +2" to that charge Move and +1 to Hit for the combat — the enemy watched the ground, and the blow fell from above.	ANY ROUND

36	Leave No Trace. No bodies found, no trail to follow. Play at the end of the battle. The enemy learns nothing of where you came from or where you went — you may ignore the first result in the post-battle sequence that would cost you a territory or reveal your position on the campaign map.	END OF BATTLE
41	Smoke And Silence. A wall of smoke, and quiet behind it. Play at the start of the battle. Place a smoke screen up to 6" long anywhere on the battlefield; for the first two rounds it blocks line of sight as a solid screen — the cover the strike force needs to cross the open unseen.	START OF BATTLE
42	Whisper Kill. A death no one hears. Play at any time when a friendly hidden fighter takes an enemy Out of Action in close combat. It remains hidden — the kill made without sound or trace, the sentry gone and the alarm never raised.	ANY ROUND
43	Patient Hunter. The kill earned by the long wait. Play at the end of the battle. Choose one friendly fighter that stayed stationary for two or more consecutive rounds before it took an enemy Out of Action; it gains D3 bonus XP for the discipline of the patient hunter.	END OF BATTLE
44	The Fade. Reach for the shadow and it is not there. Play at any time when a friendly fighter is the target of a charge. Before the charge Move is made, that fighter makes a free 3" Move; if this carries it beyond the charger's reach, the charge fails and the enemy closes on empty ground.	ANY ROUND
45	Shadowmantles Gift. A borrowed measure of the relic's shadow. Play at the start of the battle and choose one friendly fighter. For the first two rounds it counts as always being in cover against ranged attacks made from beyond 9", the darkness of the Shadowmantle laid over an ordinary warrior for a while.	START OF BATTLE
46	Alpha Strike. The first blow decides the raid. Play in the first round. Until the end of that round, your fighters that began the battle hidden add +1 to Hit rolls made against enemy fighters that have not yet activated — the strike lands before the enemy has even woken to the threat.	ROUND ONE
51	Guerrilla Doctrine. Hit, break contact, hit again. Play at the start of a round. Until your next turn, your fighters may Hit-and-Run after a Shoot action as well as after a Fight action, and add +1" to that free Move — the whole force fighting the war of the moving blade.	ANY ROUND
52	Melt Away. When the enemy looks up, you are already gone. Play at the end of the enemy's turn. Choose D3 friendly fighters that are not engaged in combat; each may immediately make a free Move and then become hidden if it ends in cover and out of enemy line of sight.	END OF ENEMY TURN
53	Kill The Head. The commander dead, the rest is aftermath. Play at the end of the battle if a friendly fighter took the enemy Leader Out of Action. That fighter gains D3 bonus XP, and your gang gains 1 bonus reputation for a war ended at its head.	END OF BATTLE
54	Unseen Reserves. A second wave the enemy never counted. Play before the battle. Up to two friendly fighters may be held in reserve to arrive from any table edge from the second round onward, regardless of the mission — the raid arriving in echelons out of the dark.	PRE-BATTLE
55	The Vanishing. They swear they hit it, and find only shadow. Play as a reaction when a friendly hidden fighter would be revealed by an enemy ability or a failed Cool check. Roll a D6; on a 4 or higher it stays hidden, the enemy's certainty spent on empty air.	REACTION
56	Shrikes Lesson. Kill the way the Shadow Captain taught. Play at any time when a friendly fighter armed with lightning claws or a relic close-combat weapon fights. It re-rolls failed Hit rolls in that combat — the flurry of blades that opens a guard the way Shrike himself would.	ANY ROUND
61	Cold Patience. Patience is its own reward. Play at the end of the battle. Each friendly fighter that took an enemy Out of Action without ever being taken Out of Action itself gains 1 bonus XP — the hunters who waited, struck once, and were never touched.	END OF BATTLE

62	Shadow Muster. More of the force came in unseen than the enemy knew. Play before deployment. One additional friendly fighter beyond your normal allowance may be set up hidden — the raid mustered a shade larger and quieter than the enemy's count.	PRE-BATTLE
63	Strike And Vanish. One kill, and then nothing. Play at any time when a friendly fighter takes an enemy Out of Action with a Shoot or Fight action. It immediately becomes hidden if it can, or else makes a free 4" Move to the nearest cover — the killer gone before the body has fallen.	ANY ROUND
64	Ravenspire Discipline. The Chapter's cold nerve holds the line. Play at the start of a round. Until your next turn, your fighters automatically pass any Cool check caused by being shot at or by a nearby fighter falling — the Ravenspire discipline that lets a warrior lie still under fire and wait for its moment.	ANY ROUND
65	The Silent War. A victory the enemy never saw the shape of. Play at the end of a battle in which your Leader was never within an enemy fighter's line of sight at the end of any round. Your gang gains 1 bonus reputation for a war commanded entirely from the dark.	END OF BATTLE
66	Deliverance. The whole shadow-war moves as one. Play at any time. Every friendly hidden fighter may immediately make a free Move, and until the start of your next turn any friendly fighter may Hit-and-Run after it shoots or fights, whether or not it would normally be allowed. For one turn the strike force flows like darkness through the enemy's ranks.	ANY ROUND

ALLIANCES

THE SCREENING HUNTERS

ALLIANCE

WHO	the Screening Hunters (the fast screening forces that are the natural nemesis of the hit-and-fade - outrider bikes, jetbikes, fast cavalry, hunting cyber-hounds, any swift force that can flood the flanks, deny the hidden ground, and pin a fragile strike force in the open before it can fade)
TERMS	campaign-level feud (kind: ally, negative standing): while it runs, the Screening Hunters actively counter the shadow-war - in any battle against them the Raven Guard's hidden-deploy share is reduced and a pinned Raven Guard fighter finds it harder to Hit-and-Run away. In return the Raven Guard hunt the Hunters' outriders in the dark; the feud runs until one force breaks the other or the war moves on

The Screening Hunters are the natural nemesis of the hit-and-fade — outrider bikes and jetbikes, fast cavalry, hunting cyber-hounds, any swift force that can flood the flanks, deny the hidden ground, and pin a fragile strike force in the open before it can slip away. This is a feud, not an alliance. While it runs, the Hunters actively counter the shadow-war: in any battle against them the Raven Guard set up fewer fighters hidden than normal, and a pinned Raven Guard fighter finds it harder to break away with a Hit-and-Run. In return the Raven Guard hunt the Hunters' outriders in the dark, cutting down the swift where they cannot be caught. The feud runs until one force breaks the other, or the war moves on to other ground.

WHO	the Unseen Kindred (the scouts, snipers and guerrilla forces that fight as the Raven Guard do - a partisan Imperial Guard cell, a Scout Sentinel screen, an Officio Assassinorum Vindicare, any force of marksmen and shadow-fighters that shares the Chapter's contempt for the stand-up fight)
TERMS	campaign-level alliance: while it holds, the kindred lends the shadow-war its eyes and its guns - the ally may reveal one enemy hidden or reserve deployment before each battle and, once per campaign phase, provide a single off-board sniper shot in one battle. In return the Raven Guard lend their infiltrators to the ally's own raids; the alliance runs until the shadow-pact is broken or the war moves on

The Unseen Kindred are the scouts, snipers and guerrilla fighters who make war as the Raven Guard do — a partisan Guard cell, a Scout Sentinel screen, an Officio Assassinorum Vindicare, any force of marksmen and shadow-fighters that shares the Chapter's contempt for the stand-up fight. While the alliance holds, the kindred lend the shadow-war their eyes and their guns: the ally may reveal one enemy fighter set up hidden or in reserve before each battle, and once per campaign phase may provide a single off-board sniper shot in one battle. In return the Raven Guard lend their infiltrators to the kindred's own raids. The alliance runs until the shadow-pact is broken, or the war moves on.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	The Mor Deythan. The Mor Deythan — the Chapter's own shadow-masters, the stealth elite few ever see — lend their art for a single fight. For your next battle, choose one fighter; it deploys hidden and, the first time it attacks, its target may claim no cover save. The deepest craft of the Raven Guard, gifted for one strike.	A MOR DEYTHAN SHADOW-MASTER CADRE OF THE RAVEN GUARD (THE CHAPTER'S OWN STEALTH ELITE)
3	Sons Of Corax. A brother Chapter of Corax's line — the Raptors, the Black Guard, a successor of the Ravenspire — sends a warrior to the fight. For your next battle you may field a single allied fighter of a common Raven Guard type at no credit cost; it fights as one of your own and departs when the battle ends.	A BROTHER CHAPTER OF THE RAVEN GUARD LINEAGE (THE RAPTORS, THE BLACK GUARD, A SUCCESSOR OF CORAX)
4	The Whispered Word. An informant network buried in the enemy's own ground passes word of their dispositions. Before your next battle, after both forces have deployed, you may redeploy up to two of your own fighters — the whispered word telling you exactly where the enemy chose to stand, and letting you answer it before a shot is fired.	A DELIVERANCE INFORMANT NETWORK EMBEDDED IN THE ENEMY'S GROUND

5	Deliverances Blessing. The armoury of Ravenspire opens its doors for a season. For your next battle you may issue a camo-cloak and a set of smoke to any one fighter at no cost, the concealment-gear of Deliverance lent to a warrior who would otherwise go without. They return to the vaults when the battle ends.	THE CHAPTER ARMOURY OF RAVENSPIRE
6	The Scout Auxilia. Local partisans and scout auxiliaries throw in with the shadow-war. For your next battle you may field D3 expendable allied scouts — light skirmishers who know the ground — placed hidden at deployment and gone when the battle ends. Cheap, willing, and useful eyes on a flank you cannot spare a brother to watch.	LOCAL GUERRILLA PARTISANS AND SCOUT AUXILIARIES
7	Ravenspires Armoury. The forge of Ravenspire answers a request from the field. For your next battle you may requisition a single weapon or item of wargear from your fighter's equipment list at no cost, fitted to one fighter for that fight alone. The forge takes back what it lent once the guns fall silent.	THE CHAPTER FORGE OF RAVENSPIRE
8	The Unseen Kindred. Allied marksmen and guerrilla fighters sworn to the shadow-war lend you their eyes and one long gun. Before your next battle you may reveal one enemy fighter set up hidden or held in reserve, and once during that battle you may call a single off-board sniper shot at any enemy in the open — Strength 4, AP -1, hitting on a 4+. The kindred fight the same war, from just out of sight.	ALLIED GUERRILLA AND MARKSMAN FORCES SWORN TO THE SHADOW-WAR
9	Corax's Shadow. The Primarch's own legend settles over the strike force like a cast shadow. For your next battle, choose one fighter; it may deploy hidden regardless of the mission, and while it is stationary it counts as being in cover against all ranged attacks. For one fight, an ordinary warrior moves as Corax himself was said to — seen only when it chooses to be.	THE ENDURING LEGEND OF THE PRIMARCH HIMSELF

SUB-PLOTS

THE PERFECT KILL

SUB-PLOT

Reward: The craft is complete: the fighter earns The Unseen Blade honour for free and the gang gains a permanent Reputation bonus as the Chapter's proven assassin walks its line. Should the nominated fighter be taken Out of Action before the third perfect kill, the count resets and the sub-plot may be re-attempted. Claimable once per campaign.

Nominate a single fighter at the start of the campaign, and set it the assassin's task. This sub-plot resolves when that fighter has taken an enemy Leader or Champion Out of Action in three separate battles and survived each of those battles, never itself taken Out of Action — three perfect strikes and three clean fades, the craft proven across a whole season.

When the third perfect kill is done, the craft is complete: the fighter earns The Unseen Blade honour for free, and the gang gains a permanent reputation bonus as the Chapter's proven assassin walks its line. Should the nominated fighter be taken Out of Action before the third kill, the count resets and the sub-plot may be attempted again. It can be claimed only once per campaign.

✧ THE SHADOW WAR

SUB-PLOT

Reward: The shadow-war is proven the only way to fight: the gang gains a permanent hidden-deploy upgrade (an additional fighter may always be set up hidden) and a lasting Reputation bonus as the Chapter that wins unseen. The count of qualifying wins carries across the campaign and cannot be lost once earned. Claimable once per campaign.

This sub-plot begins to close when, across the campaign, your gang has won three battles in which your Leader was never within an enemy fighter's line of sight at the end of any round — three victories commanded entirely from the dark, the enemy never once seeing the hand that beat them.

When the third such win is taken, the shadow-war is proven the only way to fight. Your gang gains a permanent hidden-deploy upgrade — one additional fighter may always be set up hidden — and a lasting reputation bonus as the Chapter that wins unseen. The count of qualifying wins carries across the campaign and cannot be lost once earned. This sub-plot can be claimed only once per campaign.

💀 LEGENDARY NAMES

✧ GHOST OF DELIVERANCE

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

Ghost of Deliverance is an honour-title rather than a rank — earned by a warrior who fought a whole battle unseen, the ghost the enemy never once got a shot at, and open to any fighter. It costs 12 experience to choose, or 6 if left to the roll of the dice. The Ghost permanently gains Infiltrate and counts as being in cover against ranged attacks while it is stationary, a hunter so at home in the dark that it is barely on the field at all. But it fights alone: it can never benefit from a friendly aura — not Rites of Battle, not Finest Hour, no leader or champion's support — for the solitary hunter is as invisible to its own brothers as to the enemy.

✧ SHADOW CAPTAIN

LEADER

XP cost (random): 6

XP cost (chosen): 12

Shadow Captain is a title for a Leader alone — a Captain raised in the tradition of Kayvaan Shrike to master the whole shadow-war. It costs 12 experience to choose, or 6 if left to the roll of the dice. While the Shadow Captain is on the field it always deploys hidden regardless of the mission, and once per battle it may let every friendly fighter within 9" make a Hit-and-Run — a free short Move away — after they fight or shoot, the living master of the strike from shadow moving his whole force at once. But he is the enemy's most-wanted target: any enemy that takes him Out of Action gains bonus reputation, and a force that learns to hunt him can unravel the whole gang's discipline. The shadow that leads is the shadow the enemy hunts hardest.

✧ THE UNSEEN BLADE

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Unseen Blade is an honour-title earned by a fighter who took an enemy Leader Out of Action and escaped untouched, and open to any warrior. It costs 12 experience to choose, or 6 if left to the roll of the dice. The Unseen Blade always deploys hidden and gains +1 to Hit against enemy Leaders and Champions — the specialist assassin the whole Chapter is built to produce, the blade that finds the enemy's throat from a shadow it never saw. But once it is first revealed each battle, whether by attacking or by an enemy ability, enemies gain +1 to Hit against it for the rest of that battle. It is lethal until it is seen, and marked the moment it is: it must kill and fade, or be hunted down.

☠ TERRAIN

✧ THE HIDDEN REDOUBT

TERRAIN

The Hidden Redoubt is the Raven Guard's field expression of the war fought from cover — a concealed strong-point of dense ruin, camo-netting and false approaches, a position that hides a force rather than fortifying it. It is placed as an area of dense terrain during set-up, in or adjacent to the Raven Guard deployment zone. A friendly fighter that begins its activation inside the redoubt may become hidden even if it moved, and any fighter shooting into it from beyond 12" does so at -1 to Hit. Held as a territory, the Hidden Redoubt grants one free infiltrate-deploy upgrade each campaign, letting one additional fighter deploy hidden.

✧ THE INSERTION POINT

TERRAIN

The Insertion Point is the mark of the Raven Guard's sudden, vertical arrival — a drop-pod crater, a grav-chute landing zone or a grapnel-line anchor, the place the shadow-strike came down. It is placed during set-up anywhere on the battlefield, including the enemy's half where the mission allows a scout or infiltrate deployment. A friendly fighter arriving from reserve may enter play from the Insertion Point instead of a table edge, and a jump-pack fighter within 3" of it adds +2" to its first charge Move each battle. Held as a territory, the Insertion Point lets one reserve fighter arrive from any table edge each battle.

SCREEN THE APPROACHES

SCENARIO

ATTACKER	the opposing gang (a force that has learned the Raven Guard are coming and moves to screen every approach - flood the flanks, deny the hidden ground, and force the strike into the open where it can be pinned and broken)
DEFENDER	the Raven Guard (a fragile guerrilla force that must still land its strike through a prepared enemy - infiltrate what ground remains, hit fast, and fade before the screen closes; the mirror of their own raid, fought from the wrong side of surprise)
DEPLOY	the attacker deploys spread wide to cover the approaches and the hidden ground; the Raven Guard deploy hidden where they still can, forced to work through a screen rather than around an unwary foe
OBJECTIVE	the attacker wins by pinning the Raven Guard in the open and taking a majority of the strike force Out of Action, or by holding all approaches to the central objective; the Raven Guard win by seizing the central objective and fading off it with the seizing fighter intact despite the screen
VICTORY	the attacker wins if it takes half or more of the Raven Guard fighters Out of Action, or holds the objective through round six (the shadow denied and caught); the Raven Guard win if they seize the objective and end the battle with the seizing fighter alive and out of enemy line of sight (the strike landed through the screen)
REWARDS	a Raven Guard win grants bonus Reputation for striking through a prepared enemy; a fighter that seized the objective and faded intact earns 1 bonus XP toward Ghost of Deliverance; an attacker win by pinning and breaking the strike force grants the attacker bonus Reputation and proves the hit-and-fade can be screened out
CONTROL TRACK	a Raven Guard win advances their Control-Track claim by one step (the strike landed despite the screen); an attacker win holds the marker; an attacker win that takes half or more of the strike force Out of Action advances the ATTACKER's claim by one step - the guerrillas pinned in the open and broken before they could fade

The enemy knows. Word has run ahead of the strike force, and every way in is watched now — so the raid must land through a prepared foe rather than around an unwary one.

ATTACKER

The opposing gang. They have learned the Raven Guard are coming and moved to screen every approach — flanks flooded, hidden ground denied, the strike forced into the open where it can be pinned and broken.

DEFENDER

The Raven Guard. A fragile guerrilla force, and still it must land its strike through a prepared enemy: infiltrate what ground remains, hit fast, fade before the screen closes. It is their own raid turned inside out, fought from the wrong side of surprise.

DEPLOYMENT

The attacker deploys spread wide, covering the approaches and the hidden ground. The Raven Guard deploy hidden where they still can, forced to work through a screen rather than around an unwary foe.

OBJECTIVE

The Raven Guard must seize the central objective and fade off it with the seizing fighter intact despite the screen. The attacker must pin the Raven Guard in the open and take a majority of the strike force Out of Action, or hold all approaches to the central objective.

ENDING THE BATTLE

The battle ends when the Raven Guard have seized the objective and withdrawn the seizing fighter out of enemy line of sight, or at the end of round six.

VICTORY

The Raven Guard win if they seize the objective and end the battle with the seizing fighter alive and out of enemy line of sight — the strike landed through the screen. The attacker wins if it takes half or more of the Raven Guard fighters Out of Action, or holds the objective through round six. The shadow denied, and caught.

REWARDS

A Raven Guard win grants bonus reputation for striking through a prepared enemy. A fighter that seized the objective and faded intact earns 1 bonus XP toward Ghost of Deliverance. An attacker win by pinning and breaking the strike force grants the attacker bonus reputation — proof the hit-and-fade can be screened out.

CONTROL TRACK

A Raven Guard win advances their Control-Track claim by one step; the strike landed despite the screen. An attacker win holds the marker. And an attacker win that takes half or more of the strike force Out of Action advances the attacker's claim by one step instead — the guerrillas pinned in the open, broken before they could fade.

ATTACKER	the Raven Guard (a guerrilla force that wants the perfect raid - infiltrate unseen onto the enemy's soft target or command, strike hard, and fade off the field before the counter-blow can land)
DEFENDER	the opposing gang (a force that must screen its approaches and its command, then punish the fragile strike force once it is committed and exposed in the open)
DEPLOY	the defender sets up around a high-value target (its Leader, an objective, a cache) in the centre; the Raven Guard deploy last and largely hidden - infiltrated, out of line of sight, or in reserve to arrive from a chosen edge
OBJECTIVE	the Raven Guard win by taking the target - the enemy Leader Out of Action, or the objective seized - AND getting the striking fighters off the field or back out of enemy line of sight; the defender wins by protecting the target through the battle, or by pinning and breaking the exposed strike force in the open
VICTORY	the Raven Guard win if they achieve the target and end the battle with the striking fighter(s) alive and out of enemy line of sight (the clean strike and the clean fade); the defender wins if the target survives to the end of round six, or if it takes the Raven Guard striking fighters Out of Action before they can escape - the shadow caught in the light
REWARDS	a Raven Guard win grants bonus Reputation and a Control-Track step for the decapitation; a fighter that took the enemy Leader Out of Action and escaped untouched earns 1 bonus XP toward The Unseen Blade; a defender win by catching the raiders grants the defender bonus Reputation for proving the shadow can be pinned
CONTROL TRACK	a Raven Guard win advances their Control-Track claim on the district by one step (the enemy command broken, the ground made unsafe); a defender win holds the marker; a defender win that takes the striking fighters Out of Action before they escape advances the DEFENDER's claim by one step - the guerrillas caught and destroyed in the open

The perfect raid is a simple thing to name and a hard thing to do: in unseen, the enemy's command broken, out again before the counter-blow can land. The Raven Guard mean to do it.

ATTACKER

The Raven Guard. A guerrilla force bent on infiltrating onto the enemy's soft target or command, alpha-striking, and fading off the field before the reply arrives.

DEFENDER

The opposing gang. They must screen their approaches and their command, then punish the fragile strike force once it is committed and exposed in the open.

DEPLOYMENT

The defender sets up around a high-value target — its Leader, an objective or a cache — in the centre of the field. The Raven Guard deploy last, and largely hidden: infiltrated, out of line of sight, or held in reserve to arrive from a chosen edge.

OBJECTIVE

The Raven Guard must take the target — the enemy Leader Out of Action, or the objective seized — and then get the striking fighters off the field or back out of enemy line of sight. The defender must protect the target through the battle, or pin and break the exposed strike force in the open.

ENDING THE BATTLE

The battle ends when the Raven Guard have taken the target and withdrawn the striking fighters, or at the end of round six.

VICTORY

The Raven Guard win if they achieve the target and end the battle with the striking fighter or fighters alive and out of enemy line of sight — the clean strike, the clean fade. The defender wins if the target survives to the end of round six, or if it takes the Raven Guard striking fighters Out of Action before they can escape. The shadow caught in the light.

REWARDS

A Raven Guard win grants bonus reputation and a Control-Track step for the decapitation. A fighter that took the enemy Leader Out of Action and escaped untouched earns 1 bonus XP toward The Unseen Blade. A defender win by catching the raiders grants the defender bonus reputation — proof the shadow can be pinned.

CONTROL TRACK

A Raven Guard win advances their Control-Track claim on the district by one step; the enemy command broken, the ground made unsafe. A defender win holds the marker. And a defender win that takes the striking fighters Out of Action before they escape advances the defender's claim by one step instead — the guerrillas caught and destroyed in the open.



SPACE MARINES · HOUSE DOSSIER

SALAMANDERS

The patient forge-fire

The Salamanders are the patient forge-fire. They field the standard Astartes line and fight it as a short-range war of the forge — a slow, unbreakable line that walks into melta distance, saturates the kill-zone with flame, and refuses to fall. Where the Imperial Fists hold a wall with bolt fire and the Iron Hands endure through augmetics, the Sons of Vulkan endure through stoic craft and faith, and burn the enemy out at the range other Chapters fear to close. This is not the Codex perfected but the Codex tempered: artisan, merciful to the innocent, pitiless to the foe. Every brother carries the Promethean endurance of the forge-tempered body, and every flame and melta weapon burns hotter as the line closes. Their war is a deliberate, deathless advance — a strike force of smith-warriors that saturates the near ground with fire and outlasts whatever the enemy can spend. They are slow, and they are certain, and the fire always arrives.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter fights under Combat Doctrines, overlaid by the Promethean Cult: inherent Promethean-endurance and a flame/melta short-range beat
- ♦ Exactly 1 Leader (Captain, the Chapter Master or Forgefather); 0-2 Champions (Lieutenant / artisan Techmarine / Librarian / Chaplain / Apothecary); each specialist 0-1
- ♦ Backbone: Marines + Scouts $\geq$ Leaders + Champions (the line is battle-brothers and neophytes, not command)
- ♦ Marines bulk; Scouts cheap and plentiful; Firedrake (Terminator-mark), Champion and Brute slots unlock with Reputation; Centurion 0-1; Cavalry 0 (the forge walks, it does not run)
- ♦ 0-1 §5c Vehicle (Dreadnought or Redeptor Dreadnought — reckoned through the Ash-Wastes vehicle rules, §Vehicles, not the Brute grid)
- ♦ Into the Fire: flame and melta weapons saturate the line and gain a short-range burn; every fighter carries Promethean endurance (Feel No Pain 6+, inherent) and the chapter takes the Gravis mark for a slow, unbreakable advance. No chassis bans

A Salamanders strike force is built from 1500 credits. It must field exactly one Leader — a Captain, the Chapter Master or the Forgefather — and may take up to two Champions from the Lieutenant, artisan Techmarine, Librarian, Chaplain and Apothecary, each of those specialists limited to one. The backbone is the line and the neophytes: Marines and Scouts together must at least equal the number of Leaders and Champions, so the gang is battle-brothers and recruits, not a huddle of officers. Marines bulk out the force and Scouts come cheap and plentiful. A single §5c vehicle — a Dreadnought or Redeptor Dreadnought, reckoned through the Ash-Wastes vehicle rules (§Vehicles) rather than the Brute grid — may be interred among them, and a Centurion is limited to one; Firedrake, Champion and Brute slots open as the gang earns Reputation across a campaign. Cavalry are absent by identity — the forge walks, it does not run. The Salamanders lean their line hard into flame and melta and take the Gravis mark for a slow, unbreakable advance, with no chassis barred to them.

GANG RULES

✧ THE PROMETHEAN CULT

GANG RULE

The Promethean Cult: the burn-and-endure creed the whole gang fights under. At the start of each round the gang declares a Combat Doctrine and shifts one step along the ladder as any Astartes force does — Devastator, Tactical, Assault. Over that engine, two riders run permanently and cost nothing to keep. First, every living Salamander carries the Promethean endurance of the forge-tempered body: a Feel No Pain 6+ save that ignores a wound after all others have failed, inherent on the neophyte Scout and the Chapter Master alike. Second, every Salamander's flame and melta weapons burn hotter as the enemy nears — when such a weapon fires at a target within half its long range, it strikes with the deeper bite of Nocturnean fire. To carry the creed further, the Chapter leans the Gravis mark, trading a step of movement for another wound and the slow, unbreakable walk into contact. There are no tokens and nothing to spend: the endurance is simply borne, and the burn simply reads the range. This is what makes the Sons of Vulkan close where others hold, and stand where others break.

FIGHTERS

CAPTAIN

LEADER

✖ 330 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-save feel-no-pain

PRIMARY

Brawn

Combat

Leadership

SECONDARY

Ferocity

Savant

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

Inferno Pistol 90 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

Master Crafted Melta

in kit

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

✧ *Pyre Blade* 65 credits

Kitbashed Nocturne-forged master-crafted power blade wreathed in a promethean flame-sheath (Salamanders artificer relic-craft) - not a stock datasheet profile. Priced above the stock power sword 45.

Spear Of Vulkan

in kit

GRENADE		WARGEAR
Frag Grenade	30 credits	Salamander Mantle
Krak Grenade	45 credits	<i>in kit</i>
Melta Bombs		ACCESSORY
<i>in kit</i>		Master Crafted
ARMOUR		<i>in kit</i>
Mark Gravis	35 credits	STATUS
Mark Terminator	135 credits	Forgefather Relics
Mark Power		<i>in kit</i>
<i>included</i>		

The Captain is the Chapter Master at the head of the burning advance. On the Salamanders roster he is the Leader who bears the Forgefather's office, and he leads from the front of the fire. His statline is the finest the strike force fields: WS and BS 2+, four Wounds, three Attacks, and the command to hold a line that will not move until the enemy is ash. And They Shall Know No Fear. The Promethean endurance of the forge-tempered body lays Feel No Pain 6+ over those four transhuman wounds, and between them they make him the anvil the whole gang forms behind. Once per battle he calls Finest Hour, gaining an extra Attack while friendlies within 6" re-roll failed Wound rolls until the next round. He fights to the declared Doctrine, and under the Promethean Cult his flame and melta weapons burn hotter at close range. He carries a power fist and boltgun by default. But the bearer of the office may take the Spear of Vulkan and lead the slow, deathless walk into melta distance.

APOTHECARY

CHAMPION

× 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3 transhuman line body*)

[Combat Doctrines](#) (*fights to the declared doctrine*)

[The Promethean Cult](#) (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

[Promethean endurance](#) (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

[Savant](#)

SECONDARY

[Ferocity](#)

[Leadership](#)

[Shooting](#)

[Signature](#)

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Nartheicum

in kit

The Apothecary is the Chapter's healer — the brother who keeps the burning line on its feet and recovers the gene-seed of those it cannot save. He fights as a Champion at T5 and three Wounds, a chainsword and boltgun in hand, but his nartheicum is his purpose. And They Shall Know No Fear and the Promethean endurance carry him, Feel No Pain 6+ over the transhuman body, and he fights to the declared Doctrine like any son of Vulkan. Under the Promethean Cult his flame and melta weapons burn hotter within half range. The nartheicum projects a Feel No Pain 6+ aura to the brothers near him and improves their recovery once the battle is done, so a line already tempered to endure endures longer still with him among it. Field him behind the slow advance, close enough to steady the fighters holding under fire — the hand that decides which fallen brother rises to fight again.

CHAPLAIN

CHAMPION

× 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Combat

Ferocity

Leadership

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Chaplain is the spiritual iron of the Chapter — the keeper of the Promethean creed who drives the line forward with faith as much as fire. He fights as a Champion at T5 and three Wounds, the crozius arcanum in his fist and a bolt pistol at his side, a zealot in the front rank where the advance is hardest. And They Shall Know No Fear and the Promethean endurance make him a stubborn thing to kill, Feel No Pain 6+ over the transhuman body, and he fights to the declared Doctrine with the gang. Under the Promethean Cult his flame and melta weapons burn hotter at close range. His true worth is the creed he carries: the brothers around him stand and endure because he stands and endures, and the crozius answers the enemy that closes on him. Field him at the heart of the slow walk, the voice that keeps the burning host moving through fire that would break lesser resolve.

LIBRARIAN

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Savant

SECONDARY

Cunning

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Librarian is the Chapter's psyker — a battle-brother whose mind is a weapon as sure as the flame the line carries. He fights as a Champion at T5 and three Wounds, a force weapon in hand and a bolt pistol at his hip, his psychic powers resolved apart from his skill access. And They Shall Know No Fear and the Promethean endurance hold him, Feel No Pain 6+ over the transhuman body, and he fights to the declared Doctrine like any son of Vulkan. Under the Promethean Cult his flame and melta weapons burn hotter within half range. His force weapon cuts where mortal steel cannot, and his witchfire adds a lever the flame-line lacks — reaching a target behind cover the slow advance has not yet closed on. Field him as the mind of the burning host: a killer at the front of the line whose sanctioned gift bends a battle the guns alone cannot.

LIEUTENANT

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3 transhuman line body*)

[Combat Doctrines](#) (*fights to the declared doctrine*)

[Finest Hour](#)

[The Promethean Cult](#) (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

[Promethean endurance](#) (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound
- grant-save feel-no-pain

PRIMARY

[Brawn](#)

[Leadership](#)

[Shooting](#)

[Signature](#)

SECONDARY

[Combat](#)

[Ferocity](#)

[Savant](#)

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Inferno Pistol 90 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bombs

in kit

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Salamander Mantle

in kit

The Lieutenant is the second command tier — the officer who carries the Captain's will to the far end of the line and holds a flank the Chapter Master cannot. At WS 2+, three Wounds and three Attacks he is a killer in his own right, a half-step below the Captain and a clear cut above the battle-line. And They Shall Know No Fear and the Promethean endurance make him as hard to put down as any son of Vulkan, Feel No Pain 6+ over three transhuman wounds. Like the Captain he may call Finest Hour once per battle, lending an extra Attack and letting friendlies within 6" re-roll failed Wound rolls until the next round. He fights to the declared Doctrine, and his flame and melta weapons burn hotter within half range under the Promethean Cult. He carries a power sword and boltgun into the advance. Field him to split the gang into two burning fists, each with a command that will not break.

TECHMARINE

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Brawn

Savant

Shooting

SECONDARY

Combat

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Servo Skull

in kit

ACCESSORY

✦ **Forge Relic Brazier** 40 credits

Kitbashed censer-brazier on a backpack/vambrace mount (Salamanders forge-shrine iconography) - a portable Sanctuary-Forge brazier bonded to a fighter, once per round re-rolling a single failed flame or melta To-Hit within 3". Not a stock datasheet profile; priced at the companion floor.

Flame Gauntlet

in kit

Master Crafted

in kit

Signum

in kit

The Techmarine is the artisan of the Chapter, the forge-wright of the Promethean cult whose craft arms the whole strike force. On Nocturne every son of Vulkan is a smith. The Techmarine is the master of that tradition, the hand

that tempers a relic weapon and mends armour mid-war. He fights as a Champion at T5 and three Wounds, holding the line with a power fist and boltgun while his true work is the forge. And They Shall Know No Fear and the Promethean endurance carry him, Feel No Pain 6+ over the transhuman body. He fights to the declared Doctrine, and under the Promethean Cult his flame and melta weapons burn hotter at close range. His deeper worth is master-crafting: a chosen weapon in the gang re-rolls a failed Hit each battle, the edge of a Nocturnean forge walking with the strike force. Field him where the advance grinds slow and the guns must not fail.

MARINE

GANGER

✖ 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Brawn

Shooting

Signature

SECONDARY

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Inferno Pistol 90 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Heavy Bolter 160 credits

Multi Melta 165 credits

✦ Drakescale Heavy Flamer 215 credits

Kitbashed drake-scale nozzle and wider promethium reservoir on a heavy-flamer frame, after the Salamanders Pyroclast's pyroclastic flame-cannon - not a stock datasheet profile. Priced above the stock heavy flamer 195 and the multi-melta 165.

Heavy Flamer

in kit

CLOSE-COMBAT

Chainsword 25 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bombs

in kit

ARMOUR	WARGEAR
Mark Gravis 35 credits	Salamander Mantle
Mark Terminator 135 credits	<i>in kit</i>
Mark Power	
<i>included</i>	

The Marine is the burning heart of a Salamanders strike force — a T5, three-wound battle-brother who walks into the range other Chapters fear and lets the fire do the rest. And They Shall Know No Fear holds him steady where lesser troops break, and the Promethean endurance of the forge-tempered body grants him Feel No Pain 6+, so the line grinds forward through punishment that would scatter a mortal squad. His boltgun and chainsword are the Codex standard, but the Sons of Vulkan arm him for the close war: meltagun and flamer saturate the kill-zone, and under the Promethean Cult his flame and melta weapons burn hotter within half range. He fights to the declared Doctrine like any Astartes, shifting one step each round as the advance closes. Field him in bulk behind the Gravis-marked heavies — not fast and not subtle, but the anvil that endures and the torch that arrives, the brother who holds his ground and burns the enemy out.

SCOUT

JUVE

× 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES [And They Shall Know No Fear](#) (*inherent - cannot be Pinned, auto-passes Nerve*)

[Astartes physiology](#) (*T5/W3 transhuman line body*)

[Combat Doctrines](#) (*fights to the declared doctrine*)

[The Promethean Cult](#) (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

[Promethean endurance](#) (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

[Agility](#)

[Cunning](#)

[Shooting](#)

SECONDARY

[Savant](#)

[Signature](#)

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Scout is the neophyte of the Chapter — the cheap, plentiful entry body that fills out a Salamanders line before a brother earns his power plate. Lighter than a full Marine at T4 and two Wounds, he wears a 4+ carapace and carries a boltgun and combat knife, trading the bulk of the line for numbers and a forward position. Even untempered by the full rites, he already bears the creed: And They Shall Know No Fear keeps his nerve, and the Promethean endurance grants him Feel No Pain 6+, so the youngest son of Nocturne still refuses to fall. He fights to the declared Doctrine with the rest of the gang. Field Scouts to screen the slow advance, hold ground the heavies are still walking toward, and put early fire on a target the flame-line will finish. He is expendable in a way no battle-brother is — and he knows it, and he stands anyway.

CENTURION

ELITE

× 365 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	5	6	4	4+	3	5+	4+	5+	6+

SAVE 2+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Promethean Cult (*the burn-and-endure overlay - flame/melta burn hotter at short range*)

Promethean endurance (*inherent - Feel No Pain 6+, the forge-tempered body*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- grant-save feel-no-pain

PRIMARY

Brawn

Shooting

SECONDARY

Combat

Ferocity

Savant

Signature

STARTING GEAR Mark Centurion Warsuit · Heavy Bolter

EQUIPMENT LIST

HEAVY

Heavy Bolter

included

Heavy Flamer

in kit

Lascannon

in kit

Multi Melta

in kit

ARMOUR

Mark Centurion Warsuit

included

The Centurion is the man-portable siege anvil — a battle-brother sealed into a heavy warsuit that sits between the Gravis line and the Dreadnought. Slow at M4" but armoured to a 2+ warsuit save over T6 and four Wounds, he is a walking strongpoint built to soak fire and grind forward under the weight of a heavy weapon. And They Shall Know No Fear steadies the pilot within, and the Promethean endurance layers Feel No Pain 6+ over that already-punishing body, making him one of the hardest things in the gang to put down. He fights to the declared Doctrine, and under the Promethean Cult his flame and melta weapons burn hotter at close range. His heavy bolter anchors the advance, and siege drills answer whatever survives to reach him. Field him as the immovable centre of the slow walk — the piece the enemy must break and cannot, while the flame-line closes past him into range.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 300 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
5"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Dreadnought is the revered war-engine of the forge — an interred hero of Nocturne woken from the sarcophagus to walk the line one more war, no longer a Brute on the 12-stat grid but a \$5c Walker resolved through the Ash-Wastes vehicle rules. Sv 3+ dreadnought plate armours six Hull Points behind a front-weighted hull (Toughness 8 to the front, 7 flank, 6 rear), and it grinds forward at Movement 5" — a machine-tomb that anchors the slow walk rather than leads a charge. An assault cannon saturates the ground ahead while the Dreadnought's great fist tears apart anything that closes; both are fixed Front hardpoints, so the sacred engine must face its prey to bring gun or fist to bear. He is not flesh to temper, so the Promethean endurance passes him by — he needs it least, for a machine-tomb shrugs blows the living line cannot, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Field him as the immovable heart of the advance: a sacred engine the enemy must destroy outright, priced provisionally from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

✖ 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	9	8	7	8	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Redeptor Dreadnought is the greatest war-engine the strike force can field — a towering Walker of thick front armour (Toughness 9) and eight Hull Points, faster than the ancient patterns at Movement 6", an interred hero housed in a frame built to end battles and now resolved through the Ash-Wastes vehicle rules rather than the fighter line. Sv 3+ over eight Hull Points makes it the top of the Salamanders roster and its 450-credit calibration gatekeeper — the sanity band the whole vehicle track is measured against. Macro-scaled guns saturate the ground ahead — an assault cannon and a lascannon on fixed Front hardpoints — while the Redeptor fist tears open anything that reaches it. Machine and tomb rather than flesh, it takes no Promethean endurance and needs none; the frame endures punishment the living brothers never could, its damage and handling — and every catastrophic Loss of Control — reckoned through the Ash-Wastes vehicle rules. Field it where the fight must be broken open: a sacred colossus that costs a fortune and earns it, priced provisionally from the profile, never ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

✖ 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Into The Fire. Play this before the battle. Up to two friendly fighters carrying flame or melta weapons may deploy up to 3" further forward than their zone allows — the burning advance begins closer to the kill, hungry for the near fight.	PRE-BATTLE
12	Melta Kiss. Play this when a friendly fighter fires a melta weapon at a target within half its long range. That shot gains +1 Damage. The melta-kiss of the close war, delivered at the range the Salamanders live for.	ANY TIME
13	Stand And Endure. Play this at the start of the round. Choose a friendly fighter; if it makes no Move this round, it counts as being in partial cover and improves its Feel No Pain to 5+ until its next activation — the planted brother makes a fortress of open ground.	START OF ROUND
14	The Slow Advance. Play this before the battle. Deploy your fighters within 3" of one another; in the first round they may not be targeted by Overwatch — the massed line advances as one behind its own smoke and heat, and the enemy cannot pick a moment to loose.	PRE-BATTLE

15	Master Of The Forge. Play this before the battle if your gang includes a Techmarine. One weapon it tends is master-crafted for the battle, and one friendly fighter repairs a Flesh Wound carried from a previous fight — the master of the forge readies the strike force for war.	PRE-BATTLE
16	Protect The Innocent. Play this as a Reaction when an enemy targets a friendly fighter within 2" of a non-combatant objective. A friendly fighter within 3" may immediately move into base contact to shield the threatened ground, interposing itself as the Sons of Vulkan swore to do.	REACTION
21	Drake Fire. Play this when a friendly fighter fires a flame or melta weapon. Until the end of that action the weapon gains +1 Damage — the drake-fire of Nocturne runs hot, and what it touches does not walk away.	ANY TIME
22	Tempered Resolve. Play this at the start of the battle. Until the end of the second round, friendly fighters re-roll failed Nerve tests — the creed steadies the whole line early, before the enemy's opening can shake it.	START OF BATTLE
23	The Forgefathers Eye. Play this before the battle. Nominate one of the scenario's objectives; if your gang holds that objective at the battle's end, it gains bonus Reputation — the Forgefather's eye is on the prize, and the strike force fights to claim it.	PRE-BATTLE
24	Firedrake Muster. Play this before the battle. One eligible Marine in your crew may take the Terminator mark of the Firedrakes for this battle at no cost, deploying in the honoured plate of the First Company and striking with its deep-strike reach.	PRE-BATTLE
25	Burn Them Out. Play this at the end of the round. Each enemy fighter in cover within 6" of a friendly that fired a flame or melta weapon this round must pass an Initiative check or suffer a Strength 3 hit — there is no hiding from the fire, only burning slower.	END OF ROUND
26	The Anvil Holds. Play this as a Reaction when a friendly fighter is charged. It may make a free Reaction attack before blows are struck, and does not become Pinned by the charge — the anvil holds against the hammer, and it is the hammer that breaks.	REACTION
31	Nocturnes Patience. Play this at the end of a battle in which a friendly fighter was Seriously Injured but not taken Out of Action. That fighter gains 1 bonus XP. Patience under the fire is its own tempering, and the son of Vulkan who endures learns from it.	END OF BATTLE
32	Wall Of Flame. Play this when a friendly fighter fires a flame weapon with the Template trait. The ground under the template becomes a wall of flame until the start of the next round; any fighter that moves through it suffers a Strength 3 hit — a burning line the enemy must go around or through.	ANY TIME
33	The Sanctuary Forge. Play this in the post-battle sequence. One weapon in your gang gains a permanent master-crafted upgrade at no cost, or one fighter In Recovery has its recovery shortened by one battle — the forge-shrine mends what the war has broken.	POST-BATTLE
34	Unbroken Line. Play this at the start of the round. This round, while a friendly fighter remains within 3" of at least one other friendly, it improves its Feel No Pain to 5+ — the unbroken line shares its endurance, and no brother stands alone.	START OF ROUND
35	Molten Fury. Play this when a friendly fighter fights in melee while carrying a flame or melta weapon. It gains +1 Strength for that combat — the molten fury of the forge behind every blow, close enough now to feel the heat.	MELEE
36	Relic Recovered. Play this at the end of a battle your gang won while holding an objective. You recover a relic of the hunt: gain a permanent master-crafted upgrade for one weapon, or advance your artefact-hunt two steps — the forge's lost work reclaimed from the field.	END OF BATTLE

41	Into The Kill Zone. Play this before the battle. One friendly Firedrake or Marine may deploy anywhere on the field more than 6" from an enemy fighter, seizing the near ground before the first shot — inside the distance where the fire is lethal from the opening round.	PRE-BATTLE
42	Heat Haze. Play this when an enemy targets a friendly fighter at long range. The shimmering heat thrown off by massed flame weapons wrecks the shot: the attacker suffers -1 to hit until the end of the action.	ANY TIME
43	Endure The Storm. Play this as a Reaction when a friendly Salamander suffers a wound. Until the end of the round that fighter improves its Feel No Pain to 5+ — the forge-tempered body sets itself against the blow and weathers what would fell a lesser warrior.	REACTION
44	The Draconis Charge. Play this when a friendly fighter declares a charge while carrying a flame or melta weapon. It may fire that weapon at the target as part of the charge, before blows are struck — the Draconis charge arrives wreathed in fire and closes on what is left.	CHARGE
45	Forge Tempered. Play this at the start of the battle. One friendly fighter's chosen weapon is master-crafted for this battle, re-rolling a failed Hit — the forge worked through the night, and its edge holds true when the fight comes.	START OF BATTLE
46	Melta Saturation. Play this when two or more friendly fighters shoot the same target with melta weapons in the same round. The second and any further melta hits ignore the target's field save. Whatever turned the first shot aside, the saturation burns through it.	ANY TIME
51	Shield Of Vulkan. Play this as a Reaction when a friendly fighter would be taken Out of Action. It counts as Seriously Injured instead, this once — the shield of Vulkan turns the killing blow aside and leaves a brother down but not lost.	REACTION
52	The Long Burn. Play this at the end of the round. Any enemy fighter that was hit by a friendly flame weapon this round and is not standing in the open suffers a further Strength 3 hit — the long burn does not go out, it only waits among the cover.	END OF ROUND
53	Master Craft. Play this before the battle. One chosen weapon in your gang is master-crafted for this battle, re-rolling a single failed Hit each round — the artisan's edge steadying it every time it is raised.	PRE-BATTLE
54	Vengeance Of Prometheus. Play this when a friendly fighter is taken Out of Action. One friendly fighter within 12" that has not yet activated this round may immediately make a free Shoot or Charge action against the enemy responsible — the forge answers for its own.	WHEN A FRIENDLY GOES OUT OF ACTION
55	Stoic Advance. Play this at the start of the round. Friendly fighters that make only a single Move toward the nearest enemy this round cannot be Pinned by ranged attacks until the next round — the slow advance does not falter under fire, it only closes.	START OF ROUND
56	The Artisans Gift. Play this before the battle if your gang includes a Techmarine or a Master-Smith. One friendly fighter's weapon is master-crafted for the battle at no cost, re-rolling a failed Hit — the artisan's gift, laid in a brother's hands before the war.	PRE-BATTLE
61	Fires Of Nocturne. Play this when a friendly fighter fires a flame or melta weapon. Re-roll one failed Hit or Wound roll for that attack — the fires of Nocturne find their mark when the son of Vulkan wills it.	ANY TIME
62	The Unyielding. Play this as a Reaction when a friendly fighter fails a test that would force it to fall back or flee. The test is passed instead. Whatever fear or fire presses him, the unyielding brother does not give ground.	REACTION

63	Forgefathers Quest. Play this at the end of a battle in which your gang held an objective or took an enemy Leader Out of Action. The search for Vulkan's works draws a little nearer its end. Your artefact-hunt sub-plot advances one additional step.	END OF BATTLE
64	Burn The Horde. Play this when a friendly fighter fires a flame weapon with the Template trait. Any enemy hit that is within 1" of another enemy is caught in the spreading fire and suffers -1 to its save this turn — packed close, the horde burns as one.	ANY TIME
65	Salamanders Endurance. Play this at the start of the battle. Until the end of the first round, every friendly Salamander improves its Feel No Pain to 5+ — the whole line sets its feet and refuses the opening blow, as the creed demands.	START OF BATTLE
66	The Fire Endures. Play this at the end of a battle in which a chosen friendly fighter fired a flame or melta weapon every round and was not taken Out of Action. It gains 1 bonus XP — the fire endures where the brother endures, and both are marked by it.	END OF BATTLE

ALLIANCES

THE ARTISAN PROTECTORS

ALLIANCE

WHO	the artisan-protectors (the Adeptus Ministorum and the civilian-defence forces of the worlds the Salamanders shield - an Ecclesiarchy war-shrine, a Planetary Defence Force line, a forge-town militia, any Imperial power that stands to protect its people and honours the Salamanders' vow to shield the innocent)
TERMS	campaign-level alliance: while it holds, the protectors keep the Salamanders supplied and shielded in turn - the ally garrisons one friendly territory for free each post-battle phase (no defence needed), furnishes promethium (a discount on flame/melta ammunition or one free master-crafted upgrade per campaign phase), and once per campaign phase lends a defensive asset (a fortified emplacement or a free non-combatant objective-holder in one battle). In return the Salamanders stand between the ally's people and the dark; the alliance runs until the vow is broken or the war moves on

The artisan-protectors are the peoples the Salamanders have sworn to shield — an Ecclesiarchy war-shrine, a Planetary Defence Force line, a forge-town militia, any Imperial power that stands to guard its own and honours the Chapter's vow to defend the innocent. While the alliance holds, the protectors keep the strike force supplied and covered in turn. They garrison one friendly territory for free each post-battle phase, asking no defence for it; they furnish promethium, granting a discount on flame and melta ammunition or one free master-crafted upgrade each campaign phase; and once per phase they lend a defensive asset — a fortified emplacement, or a non-combatant objective-holder for a single battle. In return the Salamanders stand between the ally's people and the dark. The pact runs until the vow is broken or the war moves on.

WHO	the long-range kite (a fast or long-ranged force built to fight at distance - a mobile raiding gang, a sniper-and-heavy shooting line, any enemy whose whole game is staying beyond the Salamanders' reach; the one matchup that beats the forge chapter by never letting the fire close, kiting the deliberately slow line and picking it apart in the open)
TERMS	campaign-level feud: while it stands, the Salamanders gain bonus Reputation for a decisive win in which they forced the fight to half range and burned the kiting force out (proving the fire will always arrive); but the enemy gains Reputation for every battle in which it held the Salamanders at long range and off the objective for the whole game, whatever the result - proving the forge-fire can be denied. The feud runs until one side is driven off the contested world

Some enemies are built to beat the forge chapter, and the long-range kite is the worst of them. It is fast, or it shoots far, and its whole game is one idea: stay past the Salamanders' reach. A mobile raiding gang. A sniper-and-heavy shooting line. Any foe that refuses the near fight, kites the deliberately slow advance, and picks it apart in the open. This is no alliance but a campaign feud. While it holds, the Salamanders gain bonus Reputation for any decisive win in which they forced the fight to half range and burned the kiting force out, proving the fire will always arrive. But the enemy gains Reputation of its own for every battle in which it held the Salamanders at long range and off the objective the whole game, whatever the result, proving the forge-fire can be denied. The feud runs until one side is driven from the contested world.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Kin Of Nocturne. A brother of the wider Nocturnean line answers your call. A warrior of a Salamanders successor Chapter, maybe — a Black Dragon, a Storm Giant, a son of Vulkan under whatever name he wears. Add one Marine to your crew for the coming battle at no cost; he fights as one of your own and returns to his own Chapter when the war is done.	A BROTHER OF A SALAMANDERS SUCCESSOR CHAPTER OR A SON OF NOCTURNE HIMSELF (A WARRIOR OF THE BLACK DRAGONS, THE STORM GIANTS, OR A PROMETHEAN-CREED SUCCESSOR)

3	The Promethean Brotherhood. The Promethean creed itself steels your gang — the shared oaths that bind the Salamanders and their successors to endure and to shield. For the first round of the coming battle, every friendly Salamander improves its Feel No Pain to 5+, the whole line setting its feet and refusing the opening blow as the brotherhood swore it always would.	THE PROMETHEAN CREED ITSELF - THE SHARED OATHS THAT BIND THE SALAMANDERS AND THEIR SUCCESSORS TO ENDURE AND TO SHIELD
4	The Sanctuary Forge. The Chapter's home forge-shrine on Nocturne, where the artisans work the drake-fire, tends your gear before the war. In the post-battle sequence you may repair one weapon or armour piece damaged in a previous fight at no cost, or reduce by one battle the recovery time of a fighter In Recovery — the forge mends what the war has broken.	THE CHAPTER'S HOME FORGE- SHRINE ON NOCTURNE, WHERE THE ARTISANS WORK THE DRAKE- FIRE
5	The Ecclesiarchy Blessing. The priests and confessors of the Adeptus Ministorum march with the shield of the innocent and bless your war. For the coming battle, friendly fighters re-roll the first failed Nerve or Cool check each makes — the litany of the faithful steadies the line as it walks into the fire.	THE PRIESTS AND CONFESSIONS OF THE ADEPTUS MINISTORUM WHO MARCH WITH THE SHIELD OF THE INNOCENT
6	The Draconis Guard. A brother Chapter of the Salamanders lineage keeps the honour-vigil of Nocturne at your side. Add one veteran Marine, bearing the Gravis mark, to your crew for the coming battle at no cost — a warrior of the vigil who stands the slow line with you and departs when the battle ends.	A BROTHER CHAPTER OF THE SALAMANDERS LINEAGE KEEPING THE HONOUR-VIGIL OF NOCTURNE
7	The Firedrake Honour Guard. The Firedrakes are the Chapter's First Company, Terminator-armoured and few, and they have sent one of their number to honour your muster. Add a Marine bearing the Terminator mark of the Firedrakes to your crew for the coming battle at no cost. He deep-strikes into the near fight as the First Company does and returns to the First Company when it is won.	THE FIREDRAKES - THE CHAPTER'S TERMINATOR- ARMOURED FIRST COMPANY ELITE
8	The Artisans Of Prometheus. The Techmarines and forge-wrights of the Promethean cult work your armoury through the night. Choose one weapon in your gang; for the coming battle it is master-crafted, re-rolling a single failed Hit each round. When the fighting is done the edge cools and the boon is spent, but the war it was forged for is yours to win.	THE TECHMARINES AND FORGE- WRIGHTS OF THE CHAPTER'S PROMETHEAN CULT

9

Vulkans Lineage. The deeds and relics of Vulkan He'stan's artefact-hunt draw your gang toward the Primarch's lost works. Your artefact-hunt sub-plot advances one step at once, and should you hold an objective in the coming battle it advances a further step — the lineage of Vulkan pulling the search forward toward the relics it is owed.

THE DEEDS AND
RELICS OF
VULKAN
HE'STAN'S
ARTEFACT-
HUNT, DRAWING
THE GANG
TOWARD THE
PRIMARCH'S
LOST WORKS

SUB-PLOTS

THE FORGEFATHERS QUEST

SUB-PLOT

Reward: The quest completed: the gang gains a permanent master-crafted relic weapon of its choice (added to the roster free) and a lasting Reputation bonus as the bearer of a recovered Primarch's artefact. Should the Forgefather be killed outright and no fighter take up the role for a full campaign phase, the hunt stalls but is not lost - it may resume when the office is filled again. Claimable once per campaign.

Trigger. Declare the artefact-hunt at the campaign's start; your gang must field a Leader bearing the Forgefather's role or the Forgefather's Relics. The sub-plot advances one step whenever your gang wins a battle while holding an objective, or takes a notable enemy Leader Out of Action. It resolves when the hunt reaches nine steps — the nine relics of Vulkan recovered across the campaign.

Reward. With the quest completed, your gang gains a permanent master-crafted relic weapon of your choice, added to the roster free, and a lasting Reputation bonus as the bearer of a recovered Primarch's artefact. Should the Forgefather be killed outright and no fighter take up the role for a full campaign phase, the hunt stalls but is not lost — it may resume when the office is filled again. Claimable once per campaign.

THE SHIELD OF THE INNOCENT

SUB-PLOT

Reward: The vow honoured: the gang gains a permanent Reputation bonus as a defender of the innocent, and the protected settlement becomes a friendly territory that furnishes promethium (a recurring flame/melta discount) or a free garrison. Should the nominated innocents be lost - overrun in a battle the gang failed to hold - the sub-plot is lost and the gang suffers a Reputation penalty, the vow broken. Claimable once per campaign.

Trigger. Nominate a civilian settlement or non-combatant objective at the campaign's start — the people your gang has sworn to protect. The sub-plot advances whenever your gang wins or holds a battle in which the nominated innocents were on the field and survived unharmed. It resolves when they have been shielded through three separate battles, the vow kept across the season.

Reward. With the vow honoured, your gang gains a permanent Reputation bonus as a defender of the innocent, and the protected settlement becomes a friendly territory that furnishes promethium — a recurring flame and melta discount — or a free garrison. Should the nominated innocents be lost, overrun in a battle you failed to hold, the sub-plot is lost and your gang suffers a Reputation penalty, the vow broken. Claimable once per campaign.

LEGENDARY NAMES

✧ FORGEFATHER

LEADER

XP cost (random): 6

XP cost (chosen): 12

The Forgefather is the searching soul of the Chapter — a Leader in the tradition of Vulkan He'stan, a Captain or artisan charged with recovering the Primarch's lost artefacts. While this fighter stands on the field, the gang advances its artefact-hunt on any battle it holds an objective, and once per campaign the Forgefather grants a free master-crafted upgrade: a weapon gains the re-roll permanently, or a recovered relic joins the roster. He bears the Spear of Vulkan and leads the burning advance from its front. But his worth is also his weakness. If the Forgefather is taken Out of Action, the artefact-hunt stalls for the rest of the campaign phase, and the gang suffers a Reputation penalty — a foe who kills him at range strikes the whole quest, not merely the man.

✧ THE MASTER SMITH

CHAMPION

XP cost (random): 6

XP cost (chosen): 12

The Master-Smith is the artisan whose craft arms the whole gang — a Techmarine or veteran who master-crafts a relic in the heat of a campaign. While this fighter stands on the field, one chosen weapon in the gang is master-crafted each battle for free, re-rolling a failed Hit, and in each post-battle sequence the Master-Smith may forge one permanent master-crafted upgrade at half the usual cost. The forge of Nocturne walks with the strike force wherever he goes. Yet the craft is bound to his hands: if the Master-Smith is taken Out of Action, the gang loses its free battle master-craft for the rest of that fight, and no half-cost forging is possible until he recovers. The enemy that fells the smith unarms the forge.

✧ THE UNBROKEN

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Unbroken is the stoic proof of the Promethean creed — a Salamander who endured a whole war without falling. While this fighter stands on the field, it improves its Promethean endurance to Feel No Pain 5+, or 4+ against fire, flame and melta, and once per battle it automatically passes a Feel No Pain roll it would otherwise fail. Friendly fighters within 3" re-roll failed Nerve tests, steadied by the brother who will not break. But the creed is a weight as much as a shield. The Unbroken may never voluntarily retreat or fall back while an enemy is within 12" — it stands and endures — and a canny foe can use that to pin and surround it. Pride in never falling is also a leash.

TERRAIN

✧ THE DROP POD

TERRAIN

The Drop Pod is a Salamanders assault pod slammed into the battlefield — the burning advance's way of putting fire where it is needed before the slow line arrives. It is placed after deployment, anywhere more than 6" from an enemy. One friendly fighter, or a Firedrake wedge, may begin the battle embarked and disembark within 3" of the Pod at the start of the first round, deploying the fire forward. The Pod itself is impassable terrain that blocks line of sight — a burning anchor the slow advance can form up behind.

✧ THE SANCTUARY FORGE

TERRAIN

The Sanctuary Forge is a drop-shrine forge-bay of Nocturne's artisans deployed to the battlefield — part firing anchor, part workshop, where the Salamanders temper weapons and mend armour mid-war. It is placed as impassable terrain during set-up, in or adjacent to the Salamanders deployment zone. A friendly fighter that begins its activation within 3" of the Forge may re-ignite a flame or melta weapon, so its next Shoot with that weapon re-rolls a failed Wound, or repair one Flesh Wound. As a territory, controlling the Sanctuary Forge grants one free master-crafted upgrade each campaign phase — the forge-shrine's standing boon to the gang that holds it.

✕ HOLD THE RANGE

SCENARIO

ATTACKER	the opposing gang (a mobile or long-range force pressing its one advantage over the Salamanders - it sets the tempo, opens at distance, and tries to break or bypass the slow burn before it can close)
DEFENDER	the Salamanders (the slow, short-range chapter forced to react - it must weather the opening at range, refuse to be scattered, and drag the fight down to the half distance where its fire finally tells)
DEPLOY	the enemy deploys with the initiative and the open ground, spread to keep its distance; the Salamanders deploy compact around a strong terrain anchor, ready to endure the approach and grind toward contact
OBJECTIVE	the enemy wins by whittling the Salamanders down at range and controlling the field at the end of round six without ever being caught in the near fight; the Salamanders win by surviving the kiting intact and closing to half range on the enemy's main body, forcing the burn the enemy tried to avoid
VICTORY	the enemy wins if it holds the Salamanders at long range and controls more of the field at round six (the slow burn held off and worn down); the Salamanders win if they reach and hold half range on the enemy's main force for two consecutive rounds while still fielding half their starting fighters (the near fight forced, the fire arrived)
REWARDS	an enemy win grants it bonus Reputation for proving the forge-fire can be kited and denied; a Salamanders win grants bonus Reputation and a Control-Track step for forcing the near fight against a foe built to refuse it; a Salamanders fighter that endured every round and still closed earns 1 bonus XP toward The Unbroken
CONTROL TRACK	an enemy win (the Salamanders held at range all game) advances the ENEMY's Control-Track claim by one step - the slow chapter denied its fight; a Salamanders win (half range forced and held) advances the SALAMANDERS' claim by one step, the burn dragged onto the enemy despite its every effort to stay clear

Hold the Range is the Salamanders' hardest fight. The enemy sets the tempo and the distance. The slow chapter must weather that opening and drag the battle down to the range where its fire finally tells.

ATTACKER The opposing gang. A mobile or long-range force pressing its one advantage over the Salamanders. It sets the tempo, opens at distance, and tries to break or bypass the slow burn before it can close.

DEFENDER The Salamanders. The slow, short-range chapter forced to react. It must weather the opening at range, refuse to be scattered, and drag the fight down to the half distance where its fire finally tells.

BATTLEFIELD Open ground favours the attacker's distance. A strong terrain anchor breaks it, and the Salamanders can form up behind that.

DEPLOYMENT The enemy deploys with the initiative and the open ground, spread to keep its distance. The Salamanders deploy compact around the terrain anchor. They mean to endure the approach and grind toward contact.

ENDING THE BATTLE The battle runs to the end of round six, or until one gang bottles out.

VICTORY The enemy wins if it holds the Salamanders at long range and controls more of the field at round six — the slow burn held off and worn down. The Salamanders win if they reach and hold half range on the enemy's

main force for two consecutive rounds while still fielding half their starting fighters — the near fight forced, the fire arrived.

REWARDS An enemy win grants it bonus Reputation for proving the forge-fire can be kited and denied. A Salamanders win grants bonus Reputation and a Control-Track step for forcing the near fight against a foe built to refuse it, and a Salamanders fighter that endured every round and still closed earns 1 bonus XP toward becoming one of The Unbroken.

CONTROL TRACK An enemy win, with the Salamanders held at range all game, advances the enemy's claim by one step — the slow chapter denied its fight. A Salamanders win, with half range forced and held, advances the Salamanders' claim by one step, the burn dragged onto the enemy despite its every effort to stay clear.

ATTACKER	the Salamanders (a short-range burn force that wants the near fight - deploy the flame-and-melta line and the revered walkers, close deliberately to half range, and saturate the kill-zone while the Promethean-endurance keeps the slow advance walking through fire)
DEFENDER	the opposing gang (a force that must keep the Salamanders at arm's length - stay at long range, deny the objectives, and never let a deliberately slow, short-range chapter close to the distance where its fire is lethal)
DEPLOY	both gangs deploy across a central objective the Salamanders have come to hold and burn from; the Salamanders set up their flame-line and walkers to advance on it, the enemy deploys at range to hold the distance and pick the slow line apart before it arrives
OBJECTIVE	the Salamanders win by controlling the central ground at the end of round six with the fire still saturating it; the enemy wins by keeping the Salamanders off the objective for the whole battle, or by breaking their advance in the open before it reaches half range (kiting the slow burn to death)
VICTORY	the Salamanders win if they control the objective through round six AND fielded flame/melta fire within half range of the enemy for the final three rounds (the burn arrived and held); the enemy wins if it holds the Salamanders at long range and off the objective, denying the near fight the whole game
REWARDS	a Salamanders win grants bonus Reputation and a Control-Track step for ground held and burned; a fighter that dealt flame or melt a damage within half range every round it fired earns 1 bonus XP toward The Unbroken; an enemy win by successful kiting grants the enemy bonus Reputation for proving the forge-fire can be held off
CONTROL TRACK	a Salamanders win advances their Control-Track claim on the district by one step (the near ground taken and held under fire); an enemy win holds the marker; an enemy kiting win (the Salamanders never reached half range and never held the objective) advances the ENEMY's claim by one step - the slow burn held off and worn down in the open

Into the Fire is the battle the Salamanders want — the near fight, ground held and burned from close range while a deliberately slow line walks through the enemy's fire to reach it.

ATTACKER The Salamanders. A short-range burn force built to take the near fight — deploy the flame-and-melta line and the revered walkers, close deliberately to half range, and saturate the kill-zone while the Promethean endurance keeps the slow advance walking through fire.

DEFENDER The opposing gang. A force that must keep the Salamanders at arm's length — stay at long range, deny the objectives, and never let a deliberately slow, short-range chapter close to the distance where its fire turns lethal.

BATTLEFIELD A central objective the Salamanders have come to hold and burn from dominates the field, with open ground around it for the enemy to work.

DEPLOYMENT Both gangs deploy across the central objective. The Salamanders set up their flame-line and walkers to advance on it; the enemy deploys at range to hold the distance and pick the slow line apart before it arrives.

ENDING THE BATTLE The battle runs to the end of round six, or until one gang bottles out.

VICTORY The Salamanders win if they control the objective through round six and fielded flame or melt a fire within half range of the enemy for the final three rounds — the burn arrived and held. The enemy wins if it holds

the Salamanders at long range and off the objective, denying the near fight the whole game.

REWARDS A Salamanders win grants bonus Reputation and a Control-Track step for ground held and burned. A fighter that dealt flame or melta damage within half range every round it fired earns 1 bonus XP toward becoming one of The Unbroken. An enemy win by successful kiting grants the enemy bonus Reputation for proving the forge-fire can be held off.

CONTROL TRACK A Salamanders win advances their claim on the district by one step — the near ground taken and held under fire. An enemy win holds the marker; an enemy kiting win, in which the Salamanders never reached half range and never held the objective, advances the enemy's claim by one step, the slow burn worn down in the open.



SPACE MARINES · HOUSE DOSSIER

WHITE SCARS

The lightning that never lands twice

The White Scars field the standard Astartes line and fight it as a war of pure manoeuvre. Where the Imperial Fists hold a wall with bolt fire and the Salamanders endure a close burn, the Sons of Jaghatai win by tempo and the flank — the fastest Chapter in the galaxy, a mounted host built around the bike that strikes, wheels and is gone before the enemy can fix it in place. They are all wing and no anvil: the Cavalry is the backbone, not a niche, and the whole force fights the battle at speed, refusing every fixed engagement the foe tries to force. Their edge is the wheel. A gang that lets the White Scars dictate the range of the fight has already begun to lose, because the host will never stand where the enemy is strong against it — it charges home, breaks contact, and comes again from a flank thought secure. This is not the Codex held or the Codex endured but the Codex ridden: the joy of the charge, the honour of the hunt, the storm that never stops moving and never lands twice in the same place.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Every fighter drills in Combat Doctrines, and the Hunt Rides overlays it with a permanent forward lean, Outflank and Hit-and-Run for the mounted host
- ♦ Exactly 1 Leader (the Captain - the Khan, mounted); 0-2 Champions (Lieutenant / Chaplain-on-Bike / Stormseer Librarian / Apothecary / Techmarine); each specialist 0-1
- ♦ Backbone (the flip vs foot chapters): mounted Outriders + Scout Bikes + foot Marines/Scouts $\geq$ Leaders + Champions - and the Cavalry IS the bulk, not a wing
- ♦ Outriders bulk; Scout Bikes the cheap mounted tier; a small foot Marine/Scout core the anchor; Attack-Bike / Invader ATV 0-3; Champion and mount-variant slots unlock with Reputation; Dreadnought 0-1 (Centurion 0 - a static warsuit does not ride)
- ♦ Ride the Storm: the bike is the bulk of the host and it strikes and wheels (every mounted fighter counts a step toward Assault, may Outflank and Hit-and-Run; see the Signature). No chassis bans

A starting White Scars strike force is built from 1500 credits and led by exactly one Leader — the Captain, fielded as the Khan at the head of the host and, like almost the whole force, mounted. Alongside him the controlling player may take up to two Champions and up to one of each specialist. What sets the White Scars apart is the backbone: the mounted Outriders and Scout Bikes, together with a small foot Marine and Scout core, must number at least as many as the Leader and Champions combined — and here the Cavalry is that bulk, not a supporting wing. Outriders form the mass of the host and Scout Bikes the cheap mounted tier, with Attack-Bikes and Invader ATVs taken up to three and a single Dreadnought when an anvil is wanted. Champion and mount-variant slots open with Reputation. Every fighter rides to the same discipline — the Hunt Rides — and no chassis is barred.

GANG RULES

✧ THE HUNT RIDES

GANG RULE

The Hunt Rides. The White Scars declare a Combat Doctrine each round and shift it one step as any Astartes force does, but over that discipline three riders run permanently, and together they are the soul of the Chapter. First, every mounted fighter always counts one step further toward the Assault stance for its own Move and charge, whatever the gang has declared — the host is always racing ahead of the order. Second, mounted fighters may be held in reserve and Outflank, arriving from a chosen board edge from the second round onward, falling on a flank the enemy believed safe. Third, any Cavalry fighter that has made a Shoot or Fight action may immediately Hit-and-Run, a short free Move breaking clean of the enemy. There are no tokens and nothing to spend; the rule is simply mount and action, the strike and the wheel. A foe that means to beat the White Scars must catch them standing still, and the Hunt Rides is built so they never have to.

FIGHTERS

CAPTAIN

LEADER

✖ 275 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	2+	4	5	4	2+	3	4+	3+	4+	5+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Agility

Combat

Cunning

Leadership

Shooting

Signature

SECONDARY

Brawn

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

Moonfang

in kit

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bombs

in kit

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Master Crafted Bike

in kit

STATUS

☞ *Hunt Trophy Standard*

45 credits

Kitbashed quarry-trophy banner on a Chogorian standard-pole - the Great Hunt's trophy-standard; friendly fighters within 6" re-roll a failed Cool test. Not a stock datasheet wargear. Priced above the Core purity-seals status band.

Storms Eye

in kit

The Captain is the master of the White Scars host and, at its head, the Khan. Toughness 5 over four Wounds and a 2+ in both weapon and ballistic skill make him the deadliest single body on the field — a swordsman and a shot who ends whatever the charge cannot. He fights to the declared Doctrine like every brother, leans it toward the Assault the Chapter loves, and rides the Hunt with them. He is the tip of the wheeling charge: the fighter the whole host forms around, and the one it rides to run the enemy's champions down.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across four Wounds — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **Finest Hour:** once each battle this fighter gains +1 Attack and friendly fighters within 6" re-roll failed Wound rolls until the next round.
- **The Hunt Rides:** while mounted this fighter always counts one step nearer the Assault stance, may Outflank onto a chosen board edge, and may Hit-and-Run after it shoots or fights.

APOTHECARY

CHAMPION

× 175 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Cunning

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Narthecium

in kit

The Apothecary keeps the racing line manned. He carries the narthecium of his office and a line-brother's body of Toughness 5 and three Wounds, moving with the host to steady the wounded and recover the fallen's gene-seed when a battle turns. He does not add a gun to the charge; he keeps its riders in the saddle, so the host that strikes today rides again tomorrow.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across three Wounds — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.

- **The Hunt Rides:** this fighter races to the gang's mounted discipline, the foot backbone holding while the host wheels.

CHAPLAIN

CHAMPION

✖ 190 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Combat

Cunning

Ferocity

Leadership

SECONDARY

Brawn

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Crozius 40 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Master Crafted Bike

in kit

The Chaplain is the warrior-priest of the host, most often fielded on a bike at the head of the wing. He carries the crozius and the creed of the hunt, driving the riders to the charge with the fervour of Chogoris. A line-brother's body of Toughness 5 and three Wounds, he fights where the press is thickest and his brothers ride the harder for his presence beside them.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across three Wounds — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **The Hunt Rides:** while mounted this fighter always counts one step nearer the Assault stance, may Outflank onto a chosen board edge, and may Hit-and-Run after it shoots or fights.

LIBRARIAN

CHAMPION

✖ 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Cunning

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Force Weapon 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Terminator 135 credits

Mark Power

included

The Librarian is a Stormseer of Chogoris — a psyker who reads the winds and the weather of the warp and turns the storm itself against the enemy. He bears a force weapon and a line-brother's body of Toughness 5 and three Wounds, and his powers are drawn separately from his martial skills. Riding with the host, he is the omen at its head: the sign that the hunt has the sky on its side.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across three Wounds — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **The Hunt Rides:** while mounted this fighter always counts one step nearer the Assault stance, may Outflank onto a chosen board edge, and may Hit-and-Run after it shoots or fights.

LIEUTENANT

CHAMPION

× 230 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	4	5	3	2+	3	5+	5+	5+	6+

SAVE 3+

SPECIAL RULES

And They Shall Know No Fear (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

Finest Hour

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free
- +1
- re-roll Wound

PRIMARY

Agility

Cunning

Leadership

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

Savant

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

Plasma Pistol 70 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Sword 45 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bombs

in kit

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

WARGEAR

Master Crafted Bike

in kit

STATUS

Storms Eye

in kit

The Lieutenant is the second sword of the host — a command body of Toughness 5 and three Wounds, striking first at a 2+ weapon skill and carrying three Attacks into the press. He leads a wheeling arm of the charge where the Khan can-

not be, holds the Assault lean, and rides the Hunt at its edge. Where the Captain is the point, the Lieutenant is the flank that closes with him.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across three Wounds — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **Finest Hour:** once each battle this fighter gains +1 Attack and friendly fighters within 6" re-roll failed Wound rolls until the next round.
- **The Hunt Rides:** while mounted this fighter always counts one step nearer the Assault stance, may Outflank onto a chosen board edge, and may Hit-and-Run after it shoots or fights.

TECHMARINE

CHAMPION

✖ 220 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	5+	4+	4+	6+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Brawn

Cunning

Savant

SECONDARY

Combat

Signature

Shooting

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Grav Gun 110 credits

Meltagun 135 credits

CLOSE-COMBAT

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Mark Power

included

WARGEAR

Servo Skull

in kit

ACCESSORY

Signum

in kit

The Techmarine keeps the host's machines running — the bikes, the sidecars and the gun-platforms on which the whole Chapter's war turns. He bears a servo-arm modelled as a power fist and a line-brother's body of Toughness 5 and three Wounds, and carries the melta and grav weapons of the smith's anti-armour trade. When the wheel needs a wrench as much as a blade, he is the fighter who keeps it turning.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.

- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across three Wounds — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **The Hunt Rides:** this fighter races to the gang's mounted discipline, the foot backbone holding while the host wheels.

MARINE

GANGER

✖ 205 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	5	3	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W3 transhuman line body*)

Combat Doctrines (*fights to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Shooting

Signature

SECONDARY

Brawn

Combat

Ferocity

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun 55 credits

Storm Bolter 65 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Plasma Gun 100 credits

Meltagun 135 credits

Flamer 140 credits

HEAVY

Heavy Bolter 160 credits

Multi Melta 165 credits

CLOSE-COMBAT

Chainsword 25 credits

Power Fist 60 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Melta Bombs

in kit

ARMOUR

Mark Gravis 35 credits

Mark Terminator 135 credits

Mark Power

included

The foot Marine is the small backbone the mounted host is built around — a line brother of Toughness 5 and three Wounds who holds ground while the wing wheels. Bolter and chainsword arm him for range or the press with equal competence, and he can bear the heavy weapons the riders leave behind. He is the anvil the wheeling charge drives the enemy onto: the fixed point that makes the moving one deadly.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.

- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across three Wounds — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **The Hunt Rides:** this fighter races to the gang's mounted discipline, the foot backbone holding while the host wheels.

MOUNTED MARINE

GANGER

✖ 260 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	3+	4	5	4	3+	2	6+	5+	6+	7+

SAVE 3+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T5/W4 transhuman cavalry body*)

Combat Doctrines (*fight to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay - mounted, always counts one step more toward Assault, may Outflank and Hit-and-Run*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Ferocity

Shooting

Signature

STARTING GEAR Mark Power

EQUIPMENT LIST

BASIC

Boltgun	55 credits
Storm Bolter	65 credits

PISTOL

Bolt Pistol	45 credits
Plasma Pistol	70 credits

SPECIAL

Meltagun	135 credits
Flamer	140 credits

CLOSE-COMBAT

Combat Knife	10 credits
Chainsword	25 credits
Power Sword	45 credits
✦ <i>Power Tulwar</i>	50 credits

Kitbashed recurved Chogorian power-sabre reforged from a power sword blade - a White Scars chapter-cultural sabre, not a stock datasheet weapon. Priced above the stock power sword 45.

✦ <i>Plainsrunner Goad</i>	55 credits

Kitbashed mounted charge-lance from a power-lance haft and a hunting-goad tip - the steppe-rider's couched charge spear, a White Scars conversion, not a stock datasheet weapon. Priced above the stock power sword 45.

GRENADE

Frag Grenade	30 credits

ARMOUR

Mark Power

included

WARGEAR	STATUS
Attack Bike	Storms Eye
<i>in kit</i>	<i>in kit</i>
Invader Atv	
<i>in kit</i>	
Master Crafted Bike	
<i>in kit</i>	
Smoke	
<i>in kit</i>	

The Mounted Marine is the body of the White Scars — a line brother on a war-bike, and the bulk of the host rather than a wing of it. Moving nine inches at speed with a fourth Wound from the mount beneath him, he fires his storm-bolter on the move and closes with the chainsword, always a step nearer the Assault than the declared Doctrine. Fielded in number, the Outriders are the storm itself: the mass that strikes, wheels, and is gone.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter's durability lives in the body — Toughness 5 across four Wounds, the mount adding the fourth — not in its armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **The Hunt Rides:** while mounted this fighter always counts one step nearer the Assault stance, may Outflank onto a chosen board edge, and may Hit-and-Run after it shoots or fights.

MOUNTED SCOUT

JUVE

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	3+	3	4	3	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T4/W3 transhuman neophyte on the mount*)

Combat Doctrines (*fights to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay - mounted, always counts one step more toward Assault, may Outflank and Hit-and-Run*)

SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Savant

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

WARGEAR

Smoke

in kit

The Scout Bike is the cheap fast tier of the host — a neophyte in carapace on a war-bike, the mounted entry to the Chapter's way of war. Toughness 4 over three Wounds, the mount lending the third, and nine inches of Move let it scout ahead, screen the charge, and harry a flank while the Outriders form. It has not the line-brother's body yet, but it already rides the Hunt.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter is a neophyte body — Toughness 4 across three Wounds, the mount adding the third — its durability in the body, not the armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.

- **The Hunt Rides:** while mounted this fighter always counts one step nearer the Assault stance, may Outflank onto a chosen board edge, and may Hit-and-Run after it shoots or fights.

SCOUT

JUVE

× 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	4	2	3+	1	7+	6+	7+	7+

SAVE 4+

SPECIAL RULES **And They Shall Know No Fear** (*inherent - cannot be Pinned, auto-passes Nerve*)

Astartes physiology (*T4/W2 transhuman neophyte body*)

Combat Doctrines (*fights to the declared doctrine*)

The Hunt Rides (*the strike-and-wheel overlay*) SEE SPECIAL RULES

Typed Effects

- auto-test-result Nerve pass
- grant-immunity Pinned
- grant-action Stand-Up free

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Savant

Signature

STARTING GEAR Mark Carapace

EQUIPMENT LIST

BASIC

Astartes Shotgun 40 credits

Bolt Carbine 50 credits

Boltgun 55 credits

PISTOL

Bolt Pistol 45 credits

SPECIAL

Bolt Sniper Rifle 50 credits

CLOSE-COMBAT

Combat Knife 10 credits

Chainsword 25 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Mark Carapace

included

The Scout is the cheapest body in the host and the one still being tempered — a neophyte in carapace, Toughness 4 over two Wounds, learning the Chapter's war on foot before he earns his bike. Boltgun and blade arm him for the forward work: he screens, he marks, he takes the ground the charge will ride through. Plentiful and expendable in a force of few dear bodies, he is where a White Scar begins.

Special Rules

- **And They Shall Know No Fear:** this fighter can never be Pinned and automatically passes any Nerve test.
- **Astartes Physiology:** this fighter is a neophyte body — Toughness 4 across two Wounds — its durability in the body, not the armour save.
- **Combat Doctrines:** this fighter fights to the doctrine stance the controlling player has declared for the round, the White Scars leaning it toward Assault.
- **The Hunt Rides:** this fighter races to the gang's mounted discipline, the foot backbone holding while the host wheels.

VEHICLES

DREADNOUGHT

VEHICLE

✖ 280 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Lascannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The rare anvil of a host that would rather ride than stand — and, with the Chapter-wide reckoning, no longer a Brute on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. It is an interred hero woken to war in a Walker of Sv 3+ plate over six Hull Points, front-weighted (Toughness 8 to the fore, 7 flank, 6 rear) and grinding forward at a plodding six inches — a twin lascannon cracking hulls at range while the great Dreadnought fist ends armour and infantry alike; both arms are fixed Front mounts, so it must face its quarry. It cannot keep the pace of the bikes, but the White Scars field it when the hunt needs a fixed weight at its heart, and even woken it rides at the head of the host in spirit if not in speed. Beyond fear and slow to steer, it shrugs off fire that would fell a lesser body — its damage, its handling, and every catastrophic Loss of Control resolved through the Ash-Wastes vehicle rules. Its price is provisional, derived from the profile rather than ported from the Brute chassis it left behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

LAND SPEEDER

VEHICLE

✖ 115 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	5	4	4	4	5+	5+	4+	6+	6+	7+	7+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Heavy Bolter — Front arc (Crew)
- ♦ Multi Melta — Front arc (Crew)

SPECIAL RULES

- ♦ Skimmer (ignores ground)
- ♦ Fast Attack

The Land Speeder is a fast-attack anti-grav skimmer, an open-topped platform that floats over broken ground, wreckage and gullies as if they were flat road. It is tissue-thin — the lightest facing armour and only four Hull Points on the whole vehicle track — but it buys survival with speed and its Skimmer mobility, striking from an angle the enemy cannot cover and gone before the return fire lands. In its Tornado pattern it pairs a heavy bolter with a multi-melta, a flanker that rips open a tank’s flank then repositions; the Typhoon pattern swaps to a missile launcher to harass from further out. It is a glass hunter, not a line unit: point it at a high-value target, let it burn through the armour, and pull it back into cover before the reprisal. It resolves its handling and its facing Toughness through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PREDATOR

VEHICLE

× 210 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	7	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Autocannon — Turret arc (Crew)
- ♦ Heavy Bolter — Left arc (Crew)
- ♦ Heavy Bolter — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Predator is the Chapter's main battle tank. Built on the Rhino hull, then up-armoured and up-gunned until it is a different beast entirely — its heavy front facing shrugs off fire that would gut a transport, and it trades the Rhino's speed for that protection and a turret that hits hard. In its Destructor pattern the turret mounts an autocannon, reaching out to crack light armour and heavy infantry. The Annihilator twin-links a lascannon instead, to burn through the enemy's dearest assets. Sponsons on each flank carry heavy bolters — or lascannons, for a gun-line that means to kill nothing but tanks — so the machine engages across three arcs at once. Slow. Front-heavy. Expensive. It anchors a battle-line rather than flanking, and it sits deliberately below the superheavy tier. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, Hull Points and handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORBACK

TRANSPORT

✖ 140 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Heavy Bolter — Turret arc (Crew)
- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)

The Razorback is the Rhino turned gunboat — the same armoured hull, the same Tracked chassis, but with half its cargo bay given over to a 360-degree turret. It gives up carrying a full squad to gain a weapon that hammers. A gang fields it when it wants a transport that both delivers a fireteam and holds a fire-lane once the ramp drops. The default turret twin-links a heavy bolter to rake infantry; the mount swaps readily for a twin lascannon to kill armour, or a twin assault cannon to hunt fast movers. A pintle storm bolter adds close-in volume. Its facing armour and six Hull Points match the Rhino's — proof against small-arms, thin against war-engines — so it lives on Movement and its turret's reach, not on trading blows. One per gang. It resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

REDEMPTOR DREADNOUGHT

VEHICLE

✖ 450 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	9	8	7	8	6+	3+	4+	6+	6+	7+	7+

LOCOMOTION Walker

HARDPOINTS

- ♦ Plasma Cannon — Front arc (Crew)
- ♦ Power Fist — Front arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The greatest war-engine the White Scars will field — a towering next-generation Dreadnought that, with the Chapter-wide reckoning, stands as a \$5c war-engine rather than a Brute on the roster. The Redeptor is a Walker of Sv 3+ over eight Hull Points behind the thickest front armour the host fields (Toughness 9 to the fore, 8 flank, 7 rear), and it moves faster than the standard Dreadnought at seven inches. One arm carries a macro plasma incinerator that boils armour and infantry alike — or a heavy gatling onslaught for the foe that comes in numbers — while the other is a crushing Redeptor fist, and a twin storm bolter chatters from the hull; all mounts are fixed and forward, so it fights facing its prey. It is the fortune's weight of the host, taken only when the hunt turns to a siege the bikes cannot ride around: slow beside the Outriders, it is the fixed thunder at the storm's heart when one is needed, breaking a line on its own. The revered dead within is past all fear, roused only when nothing smaller will serve — one per gang and prohibitively dear. Its durability, its handling, and every Loss of Control are reckoned through the Ash-Wastes vehicle rules, and its price is provisional, derived from the profile.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RHINO

TRANSPORT

✖ 110 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Storm Bolter — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (10 fighters)

The Rhino is the armoured workhorse of the Adeptus Astartes — a fast, boxy Tracked transport that every Chapter fields in one pattern or another, carrying a squad of transhumans across open ground under fire. Its armour is proof against small-arms, thin by war-engine standards. It trades protection for speed and reliability. The point is not to trade blows; the point is to get bodies into the fight. A pintle-mounted storm bolter lets the crew hose down infantry as they close, though the hull leans on Movement and its six Hull Points rather than firepower to survive. Fielded one at a time, it resolves its handling, its facing armour and its Loss of Control through the Ash-Wastes vehicle rules — the same rolling fortress the whole Chapter learns to ride.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMRAVEN

TRANSPORT

✖ 340 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
14"	7	6	6	8	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Hover — reaches Grounded/Low

MINIMUM MOVE Hover — may hold station (no minimum move)

TURN CAP wide (Hover)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ♦ Assault Cannon — Turret arc (Crew)
- ♦ Multi Melta — Front arc (Crew)
- ♦ Missile Launcher — Hull arc (Crew)
- ♦ Storm Bolter — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters or 1 Brute/Dreadnought)

The Stormraven is the apex assault-transport gunship, a Hovering flyer that lifts an entire squad — or a Dreadnought slung beneath its hull — into the heart of the fight under a hurricane of guns. Its Hover keyword frees it from the interceptor's tyranny of motion: it may hold station and settle to Low or even Grounded altitude to disgorge its passengers where they are needed, then climb away. Everything about it is heavy. A turret twin-links an assault cannon, the nose mounts a twin multi-melta to gut armour on the approach, and hull hardpoints add stormstrike missiles and a storm of hurricane bolter fire, so it clears a landing zone as it arrives. Eight Hull Points and thick facing armour let it push through fire that would down a lesser craft. It is a fortune-gatekeeper, priced just below the superheavy tier and limited to one per gang. It plugs into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules (Flying Mechanics) for its altitude, its Hover station and its ingress.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMTALON

GUNSHIP

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	6+	6+	7+	7+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Assault Cannon — Front arc (Crew)
- ♦ Lascannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Stormtalon is a pure interceptor gunship — a fast, forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another firing pass. Its nose twin-links an assault cannon to shred fast movers and light armour in a single strafing run, with a wing-mounted twin lascannon — or a skyhammer missile launcher — to reach out at heavier targets. Eight Hull Points and a good handling let it survive the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A gang fields one to deny the sky and hunt what moves fast below it. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

WHIRLWIND

VEHICLE

× 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	7	6	6	6	6+	4+	4+	6+	6+	7+	7+

LOCOMOTION Tracked

HARDPOINTS

- ♦ Whirlwind Launcher — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Indirect Fire

The Whirlwind is the Chapter's artillery piece, the Rhino hull with its cargo bay replaced by a raised missile battery. It keeps the transport's durable body — the same facing armour and six Hull Points — but exists to do a single thing supremely well: drop indirect ordnance on targets it cannot see. Where the rest of the roster must draw line of sight, the Whirlwind arcs its salvo over walls and ridgelines to fall on foes who thought a corner or a rooftop kept them safe, scattering massed infantry with each blast. It is slow, lightly self-defended, and best kept to the rear with a spotter feeding it targets, but a gang that fields one turns cover from a shield into a trap. One per gang, it resolves its handling, its facing Toughness and its Loss of Control through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Lightning Assault. The host readies to fight the whole battle on the move. Play before the battle and choose up to three Cavalry fighters: each may Shoot after a full Move in the first round of the game.	PRE-BATTLE
12	The Hunt Rides. The hunt is called before a rider mounts. Play before the battle and nominate one enemy fighter as the quarry: friendly fighters add 1 to Hit against it until it is taken Out of Action.	PRE-BATTLE
13	Strike And Wheel. Strike, and be gone before the blow returns. Play in reaction to a friendly Cavalry fighter finishing its attacks in melee: it may immediately make a free 4" Move away from the fight, breaking clean before the enemy can reply.	REACTION
14	Run Them Down. The White Scars do not let a beaten foe walk away. Play in the post-battle sequence: one enemy fighter that made a Fall Back move off the field this battle is run down, and your gang gains bonus reputation for the kill.	POST-BATTLE

15	Ride The Storm. The whole host moves as one storm. Play at the start of the round: until the end of the round, friendly Cavalry fighters add 2" to their Move.	ROUND
16	Moonfangs Hunt. The Khan's blade seeks the enemy's champion. Play at the start of the round and choose a friendly fighter: until the end of the round it re-rolls failed Hit rolls against enemy Leaders and Champions.	ROUND
21	Outflank. The riders come from where the enemy did not watch. Play before the battle: place up to two friendly Cavalry fighters in reserve to Outflank, arriving from a chosen board edge from the second round.	PRE-BATTLE
22	The Wheeling Charge. The charge curves in from the flank. Play in the movement phase when a friendly Cavalry fighter charges: it ignores difficult terrain during the charge move and re-rolls its charge distance.	ROUND
23	Tulwars Edge. The curved blades of Chogoris bite deep. Play in the melee phase and choose a friendly fighter: it re-rolls failed Wound rolls in melee until the end of the round.	ROUND
24	The Endless Charge. The charge does not stop at one kill. Play in reaction to a friendly Cavalry fighter taking an enemy Out of Action in melee: it may immediately make a free 3" Move, carrying on into the next foe within reach.	REACTION
25	Wind Of Chogoris. The riders move like the wind they are named for. Play at the start of the round and choose a friendly Cavalry fighter: until the end of the round it may move through other fighters and ignores difficult terrain.	ROUND
26	The Feigned Retreat. The flight is bait, and the wheel is the trap. Play in reaction to a friendly Cavalry fighter making a Fall Back move: it cannot be pursued this round, and may turn and Shoot at the nearest enemy that followed it.	REACTION
31	Scout The Steppe. The trackers ride ahead of the host. Play before the battle: reveal one enemy fighter held in hidden setup or reserve, and redeploy one of your own fighters after the enemy has deployed.	PRE-BATTLE
32	The Quarry Marked. The hunt names its prey before a shot is fired. Play before the battle and nominate one enemy Leader or Champion as the quarry: the first friendly fighter to take it Out of Action earns 1 bonus experience.	PRE-BATTLE
33	Hit And Fade. Strike and be gone before the answer comes. Play in reaction to a friendly Cavalry fighter finishing its Shoot action: it may immediately make a free 4" Move away from the enemy.	REACTION
34	Storm Of Hooves. The host rides the enemy down beneath its wheels. Play in the movement phase: one enemy fighter a friendly Cavalry rider moved into base contact with this phase must take a Nerve test.	ROUND
35	The Long Ride. The host covers ground while the enemy rests. Play in the end phase: one friendly Cavalry fighter that made no attack this round may make a free Move.	END PHASE
36	Break Their Line. The charge splits the enemy formation. Play in the melee phase when a friendly fighter takes an enemy Out of Action: enemy fighters within 3" of the fallen must take a Nerve test.	ROUND
41	The Khans Command. The Khan's word turns the battle. Play in reaction to a friendly fighter failing a Cool or Nerve test within 12" of your Leader: it may re-roll that test.	REACTION
42	Swift As The Wind. None on the field are faster. Play at the start of the round and choose a friendly Cavalry fighter: it adds 3" to its Move until the end of the round.	ROUND

43	Lance Of The Steppe. The mounted charge strikes like a driven lance. Play in the melee phase when a friendly Cavalry fighter charges: its attacks gain +1 Strength this round.	ROUND
44	The Circling Host. The riders circle the enemy, never where the guns point. Play at the start of the round: enemy fighters shooting at a friendly Cavalry fighter that has moved this round suffer an additional -1 to Hit until the end of the round.	ROUND
45	Riders On The Horizon. The host arrives from the open ground. Play before the battle: up to two friendly Cavalry fighters may be held in reserve and arrive from any board edge from the second round.	PRE-BATTLE
46	The Hunt Closes. The riders close the net on the quarry. Play at the start of the round: friendly fighters add 1 to Hit against any enemy that made a Fall Back move in the previous round.	ROUND
51	Never Fixed. The storm refuses to be held. Play in reaction to a friendly Cavalry fighter being targeted to be Pinned: it is not Pinned this round, and may make a free 2" Move.	REACTION
52	Ash Wastes Gallop. The riders run free across the open waste. Play at the start of the round: friendly Cavalry fighters ignore difficult and dangerous terrain until the end of the round.	ROUND
53	The Sidecar Guns. The heavy mounts loose on the move. Play in the shooting phase and choose a friendly Attack-Bike or Invader ATV: it may fire its heavy weapon after a full Move without penalty this round.	ROUND
54	Thunder Of The Charge. The mass of the charge breaks the enemy's nerve. Play in reaction to two or more friendly Cavalry fighters charging the same enemy: that enemy takes a Nerve test at -1.	REACTION
55	The Chase. The riders run down the fleeing. Play in reaction to an enemy fighter making a Fall Back move: one friendly Cavalry fighter within 6" may immediately make a free Move toward it.	REACTION
56	Storms Eye. The whole wing wheels clean on one sight. Play in reaction to a friendly Cavalry fighter making a Hit-and-Run move: it and any friendly Cavalry within 6" re-roll that move's distance.	REACTION
61	The White Scar. The mark of the Chapter is a wound the enemy remembers. Play in the melee phase and choose a friendly fighter: it re-rolls failed Hit rolls in melee until the end of the round.	ROUND
62	Ride Down The Weak. The host culls the broken and the wounded. Play in the melee phase and choose a friendly Cavalry fighter: it adds 1 to Hit and 1 to Wound against any enemy that is Prone, Pinned or Seriously Injured this round.	ROUND
63	The Quarrys Trail. The trackers find where the prey has gone. Play before the battle: if an enemy Leader or Champion is on the field, you learn its deployment before setting up your own fighters.	PRE-BATTLE
64	The Unbroken Wheel. The host never stops turning. Play in reaction to a friendly Cavalry fighter ending its activation: once this battle, it may make a free 3" Move.	REACTION
65	Jaghatais Lesson. The Primarch taught that speed is the only wall. Play in reaction to a friendly Cavalry fighter being targeted by a ranged attack: if it made a Move this round, the attack suffers an additional -1 to Hit.	REACTION
66	The Lightning Falls. The strike comes down all at once. Play at the start of the round: friendly Cavalry fighters re-roll failed charge distances until the end of the round.	ROUND

ALLIANCES

THE ANVIL THAT CATCHES

ALLIANCE

WHO	the anvil that catches (a counter-cavalry or area-denial force built to fix the White Scars in place - a screening gunline, a webbed defensive line, a fast-enough counter-charge, any enemy whose whole game is catching the charge mid-wheel and denying the host its wheel-room; the one matchup that beats the storm by never letting it move)
TERMS	campaign-level feud: while it stands, the White Scars gain bonus Reputation for a decisive win in which they broke contact and wheeled clear of the anvil (proving the storm cannot be caught); but the enemy gains Reputation for every battle in which it pinned or fixed the host and forced it to stand and trade, whatever the result - proving the charge can be caught mid-wheel. The feud runs until one side is driven off the contested world

The anvil that catches is the one foe built to beat the storm by never letting it move — a screening gunline, a webbed defensive line, a counter-charge fast enough to pin the wheel mid-turn, any force whose whole game is fixing the White Scars in place and denying them the room to ride. This is a feud, not a friendship. While it stands, the White Scars gain bonus reputation for any decisive win in which they broke contact and wheeled clear of the anvil, proving the storm cannot be caught; but the enemy gains reputation for every battle in which it pinned or fixed the host and forced it to stand and trade, whatever the result. The feud runs until one side is driven from the contested world.

THE STEPPE HUNTERS

ALLIANCE

WHO	the steppe hunters (the fast and outriding forces the White Scars ride beside - a mounted raiding gang, a Land Speeder or bike wing, a scout-auxilia clan, any power whose game is speed and the flank; the natural kin of a chapter that fights the whole war on the move)
TERMS	campaign-level alliance: while it holds, the steppe hunters ride with the White Scars - the ally scouts one enemy territory for free each post-battle phase (revealing its defences), lends a fast asset once per campaign phase (a free outflanking fighter or a pre-battle reposition in one battle), and shares the hunt's spoils (a discount on a mount upgrade or a free master-crafted repair per phase). In return the White Scars ride at their side and share the run-down of a common foe; the alliance runs until the hunt is done or the war moves on

The steppe hunters are the natural kin of the White Scars — a mounted raiding gang, a Land Speeder or bike wing, a scout-auxilia clan, any power whose game is speed and the flank. While the alliance holds, the hunters ride at the Chapter's side: they scout one enemy territory for free each post-battle phase, revealing its defences; they lend a fast asset once each campaign phase, a free outflanking fighter or a pre-battle reposition in a single battle; and they share the hunt's spoils, a discount on a mount upgrade or a free master-crafted repair. In return the White Scars ride beside them and share the run-down of a common foe. The alliance holds until the hunt is done or the war moves on.

ROLL	FAVOUR	PATRON
2	The Stormseers Of Chogoris. The shamans of Chogoris lend the storm's favour. For your next battle, one fighter of your choice may once re-roll a failed Willpower or Cool test, the winds of the home world steadying it at the moment it matters most.	THE PSYCHIC BROTHERHOOD OF THE HOME WORLD'S SHAMANS
3	The Kin Of The Steppe. The outriding clans of Chogoris ride to your muster. For your next battle you may field a single allied mounted outrider at no credit cost, who rides beside the host and departs when the fighting is done.	THE OUTRIDING HUNTER-CLANS OF CHOGORIS WHO RIDE BESIDE THE CHAPTER
4	The Great Khans Blessing. The honour of Jaghatai's lineage settles on a proven hunter. Before your next battle, choose one fighter: it gains +1 Attack on its first charge of the game, carrying the Khan's own fury into the strike.	THE HONOUR OF JAGHATAI'S LINEAGE, GRANTED TO A PROVEN HUNTER
5	The Master Of The Hunt. The office of Kor'sarro Khan turns its eye to your war. For your next battle, nominate one enemy Leader or Champion as the quarry; the fighter that takes it Out of Action earns a bonus point of experience, and your gang bonus reputation for the champion run down.	THE OFFICE OF KOR'SARRO KHAN, THE RUNNER-DOWN OF ENEMY CHAMPIONS
6	The Swift Cohort. A fast Imperial ally answers your call. For your next battle you may field a single fast-attack ally — an outrider or a mounted auxilia of a common type — at no credit cost, gone from the muster once the battle ends.	A FAST-ATTACK IMPERIAL ALLY - OUTRIDERS, A LAND SPEEDER WING, MOUNTED AUXILIA
7	The Horde Camp Riders. The mounted host of the field encampment rides fresh to war. For your next battle, up to two of your Cavalry fighters re-arm and re-fuel at the muster: each begins the game having removed one Flesh Wound.	THE MUSTERED MOUNTED HOST OF THE CHAPTER'S FIELD ENCAMPMENT
8	The White Hunters. The Chapter's scout auxilia read the ground ahead of you. For your next battle, the enemy reveals one hidden fighter or trap before deployment, and after the enemy has set up you may redeploy one of your own fighters, the trackers of the steppe having marked the ground first.	THE CHAPTER'S SCOUT AUXILIA, TRACKERS OF THE STEPPE
9	Jaghatai's Lineage. The honour-roll of the Primarch's own riders is invoked before the hunt. For your next battle, one Cavalry fighter of your choice re-rolls failed charge distances for the whole game, riding under the honour of Jaghatai's line.	THE HONOUR-ROLL OF THE PRIMARCH'S OWN RIDERS, INVOKED BEFORE A GREAT HUNT

☠ SUB-PLOTS

✂ RIDE THE STORM

SUB-PLOT

Reward: The storm risen: the gang gains a permanent free mount upgrade (one bike becomes an Attack-Bike or a master-crafted bike at no cost) and a lasting Reputation bonus as a fully-mounted host, and its Cavalry re-roll failed charge distances for the rest of the campaign. The endless charge made permanent. Claimable once per campaign.

Declare Ride the Storm at the campaign's start. The sub-plot advances one step each time your gang wins a battle with a majority of its Cavalry still mobile at the end — never pinned, never fixed — or each time it recruits a new mounted body: an Outrider, a Scout Bike, an Attack-Bike or an Invader ATV. It resolves when the host reaches six steps, the mounted brotherhood grown into an unstoppable storm.

When it does, the storm has risen. Your gang gains a permanent free mount upgrade — one bike becomes an Attack-Bike or a master-crafted bike at no cost — and a lasting reputation bonus as a fully-mounted host, and its Cavalry re-roll failed charge distances for the rest of the campaign. The endless charge made permanent. This sub-plot can be claimed only once per campaign.

✂ THE GREAT HUNT

SUB-PLOT

Reward: The hunt completed: the gang gains a permanent Reputation bonus as the runner-down of champions and its Leader may take a free Legendary Name (Master of the Hunt or The Swift Death). Should a nominated quarry escape a battle unharmed, the hunt does not advance that battle, but the count is never lost - the White Scars simply ride on to the next. Claimable once per campaign.

Declare the Great Hunt at the campaign's start; your gang must field a Leader bearing the Master of the Hunt's role or the relic Moonfang. Each battle, nominate one enemy Leader or Champion as the quarry. The sub-plot advances one step whenever the nominated quarry is taken Out of Action by a charge, and resolves when the hunt reaches five steps — five enemy champions run down across the campaign.

When it does, the hunt is completed. Your gang gains a permanent reputation bonus as the runner-down of champions, and its Leader may take a free Legendary Name — Master of the Hunt or The Swift Death. Should a nominated quarry escape a battle unharmed the hunt does not advance that battle, but the count is never lost; the White Scars simply ride on to the next. This sub-plot can be claimed only once per campaign.

LEGENDARY NAMES

✧ MASTER OF THE HUNT

LEADER

XP cost (random): 6

XP cost (chosen): 12

Master of the Hunt is the office of a Captain charged with running down the enemy's champions, in the tradition of Kor'sarro Khan. It costs 12 experience to choose, or 6 if left to the roll of the dice. While this fighter is on the field, the gang may nominate one enemy Leader or Champion as the quarry each battle and adds 1 to Hit against it; should this fighter take the quarry Out of Action, the gang gains bonus reputation and a hunt-trophy. He bears Moonfang and leads the charge from its very tip. But he is honour-bound to the quarry: he must always charge the nominated enemy if able, even into a trap, and if the quarry escapes the battle unharmed the gang suffers a reputation penalty. The hunt cannot be declined once sworn.

✧ THE STORMRIDER

CHAMPION OR LEADER

XP cost (random): 6

XP cost (chosen): 12

The Stormrider is a Champion or Leader whose speed has become legend — a master of the wheel who is never caught. It costs 12 experience to choose, or 6 if rolled for. While this fighter is on the field, it and any Cavalry within 6" re-roll a failed Hit-and-Run move and add 1" to their Move, and the Stormrider itself can never be Pinned; the wing wheels clean around it. But it will not hold ground: it may never make an Advance action toward an objective it does not already control, and if it ends a battle stationary, having made no Move, the gang gains no reputation from that battle. The storm that stops is no storm.

✧ THE SWIFT DEATH

ANY FIGHTER

XP cost (random): 6

XP cost (chosen): 12

The Swift Death is any fighter who has run down a fleeing enemy leader in a single wheel. It costs 12 experience to choose, or 6 if rolled for. While this fighter is on the field, it adds 1 to Hit and 1 to Wound against any enemy that made a Fall Back move in the previous round, and gains a free Move toward the nearest enemy whenever it takes a fighter Out of Action; it runs down the fleeing without mercy. But it is drawn to the kill: it must always pursue the nearest fleeing enemy if able, and while doing so it may not benefit from Hit-and-Run, committed to the chase and exposed if the flight was a feint. The chase cannot be broken off.

☠ TERRAIN

⌘ THE HORDE CAMP

TERRAIN

Tents, promethium, bike-forges. The Horde-Camp is the White Scars' field encampment on the move — the muster-ground where riders are armed and machines mended between the hunts. The White Scars player places it as a terrain feature in or adjacent to their deployment zone. A friendly Cavalry fighter that begins its activation within 3" of the Camp may re-fuel and repair: it removes one Flesh Wound, or its mount re-rolls a failed charge for the rest of the battle. Held as a campaign territory, the Camp gives more still — one free mount upgrade each campaign phase, a bike raised to an Attack-Bike, an Invader ATV, or a master-crafted mount.

⌘ THE OPEN STEPPE

TERRAIN

The Open Steppe is the ground the White Scars need to ride — a broad expanse of ash-waste or rolling plain, room for the wheel, the outflank and the charge. It is a board condition rather than a single feature: the centre of the battlefield is open ground with only sparse cover. While it is in play, Cavalry fighters add 2" to their Move across open ground, and any fighter that makes a Fall Back move over open ground cannot be pursued that round. The steppe belongs to the riders — open ground is the White Scars' friend and the gunline's enemy.

✕ PIN THE HOST

SCENARIO

ATTACKER	the opposing gang (a force that wants to catch and fix the White Scars - screen the board, close the edges, and force the mounted host to stand and trade in the open where it is weakest; the mirror mission, fought on the enemy's terms)
DEFENDER	the White Scars (a mounted host that must break contact and keep moving - it wants to strike and wheel, not to be held; its whole game is refusing the fixed fight the enemy is trying to force)
DEPLOY	the enemy deploys to screen and enclose, spreading to deny the board edges and choke the ground the riders need; the White Scars deploy with their line of retreat and wheel-room in mind, refusing to be boxed against a corner
OBJECTIVE	the enemy wins by fixing the host - reducing the White Scars to fewer than half their Cavalry still mobile, or keeping a majority of the host inside a chosen containment zone at the end of round six; the White Scars win by breaking out and staying mobile, striking and wheeling clear whatever the enemy screens
VICTORY	the enemy wins if it pins the host as above (the storm caught and made to stand); the White Scars win if they end the battle with a majority of their Cavalry still mobile AND took an objective or an enemy Leader Out of Action while wheeling clear - the host broke the box and rode on
REWARDS	an enemy win grants it bonus Reputation for proving the White Scars can be caught and fixed; a White Scars win grants bonus Reputation and a Control-Track step for breaking the containment; a fighter that broke out of the enemy's zone and took a target Out of Action earns 1 bonus XP toward The Stormrider
CONTROL TRACK	an enemy win (the host pinned and fixed) advances the ENEMY's Control-Track claim by one step - the storm caught in the open and made to stand; a White Scars win (the host broke out and stayed mobile) advances the White Scars' claim by one step; a stalemate holds the marker

The White Scars have come to this ground, and the enemy means to make them stand on it — to catch the storm and force it to trade in the open where a hit-and-run host is weakest.

ATTACKER

The opposing gang — a force that wants to catch and fix the White Scars. It screens the board, closes the edges, and tries to force the mounted host to stand and trade where its speed counts for nothing.

DEFENDER

The White Scars — a mounted host that must break contact and keep moving. It wants to strike and wheel, not to be held; its whole game is refusing the fixed fight the enemy is trying to force.

DEPLOYMENT

The enemy deploys to screen and enclose, spreading to deny the board edges and choke the ground the riders need. The White Scars deploy with their line of retreat and their wheel-room in mind, refusing to be boxed against a corner.

OBJECTIVE

The enemy wins by fixing the host — reducing the White Scars to fewer than half their Cavalry still mobile, or holding a majority of the host inside a chosen containment zone at the end of round six. The White Scars win by breaking out and staying mobile, striking and wheeling clear whatever the enemy screens.

ENDING THE BATTLE

The battle ends at the close of round six, or the moment either side's objective is decided.

VICTORY

The enemy wins if it pins the host as above — the storm caught and made to stand. The White Scars win if they end the battle with a majority of their Cavalry still mobile and have taken an objective or an enemy Leader Out of Action while wheeling clear: the host broke the box and rode on.

REWARDS

An enemy win grants it bonus reputation for proving the White Scars can be caught and fixed. A White Scars win grants bonus reputation and a Control-Track step for breaking the containment. A fighter that broke out of the enemy's zone and took a target Out of Action earns 1 bonus experience toward The Stormrider.

CONTROL TRACK

An enemy win — the host pinned and fixed — advances the enemy's Control-Track claim by one step, the storm caught in the open and made to stand. A White Scars win — the host broke out and stayed mobile — advances the White Scars' claim by one step. A stalemate holds the marker.

ATTACKER	the White Scars (a mounted hit-and-run host that wants a running battle - deploy the Outriders and Scout Bikes, strike a target and wheel away, fighting the whole game at speed and never letting the enemy fix them; they win by tempo and outflank, striking objectives and fading before the counter)
DEFENDER	the opposing gang (a force that must pin the racing host in place - hold the objectives, screen its flanks, and try to catch the White Scars in the open where a hit-and-run army made to stand and trade is weakest)
DEPLOY	the White Scars deploy light and mobile with a share of the host held in reserve to Outflank; the enemy deploys around the objectives it must hold, spread to screen the edges the riders will come from
OBJECTIVE	the White Scars win by controlling more objectives at the end of round six while keeping the host mobile - never fixed, always able to wheel; the enemy wins by holding the objectives and catching and destroying the mounted host in the open
VICTORY	the White Scars win if they hold more objectives at the end of round six AND took an enemy fighter Out of Action with a charge that then Hit-and-Ran clear (the strike-and-wheel proven); the enemy wins if it holds the objectives and pins the host - reducing the White Scars to fewer than half their Cavalry still mobile
REWARDS	a White Scars win grants bonus Reputation and a Control-Track step for the ground struck and held at speed; a fighter that charged, took an enemy Out of Action and wheeled clear in the same round earns 1 bonus XP toward the Master of the Hunt; an enemy win by pinning the host grants the enemy bonus Reputation for proving the storm can be caught
CONTROL TRACK	a White Scars win advances their Control-Track claim on the district by one step (the ground taken by the wheeling strike); an enemy win holds the marker; an enemy win that pinned and broke the host in the open (the White Scars never wheeled clear and lost their Cavalry) advances the ENEMY's claim by one step - the storm caught and fixed

The White Scars strike, and mean to be gone before the answer forms. A running battle, fought the whole way at speed — ground taken by the wheeling charge, never held to the last.

ATTACKER

The White Scars, a mounted hit-and-run host that wants nothing but a running battle. Outriders and Scout Bikes deploy, strike a target, and wheel away. The host fights the whole game at speed and never lets the enemy fix it in place. It wins on tempo and outflank, taking objectives and fading before the counter can land.

DEFENDER

The opposing gang has one task: pin the racing host in place. It holds the objectives, screens its flanks, and hunts for the chance to catch the White Scars in the open — where a host built to strike and run is weakest of all, made to stand and trade until it breaks.

DEPLOYMENT

The White Scars deploy light and mobile, a share of the host held back in reserve to Outflank. The enemy sets up around the objectives it must hold, spread thin to screen the edges the riders will come from.

OBJECTIVE

The White Scars win by controlling more objectives at the end of round six while keeping the host mobile — never fixed, always able to wheel. The enemy wins by holding the objectives and running the mounted host down

in the open.

ENDING THE BATTLE

The battle ends at the close of round six, or the moment either side's objective is decided.

VICTORY

The White Scars win if they hold more objectives at the end of round six and have taken an enemy fighter Out of Action with a charge that then Hit-and-Ran clear — the strike-and-wheel proven. The enemy wins if it holds the objectives and pins the host, reducing the White Scars to fewer than half their Cavalry still mobile.

REWARDS

A White Scars win grants bonus reputation and a Control-Track step for the ground struck and held at speed. A fighter that charged, took an enemy Out of Action and wheeled clear in the same round earns 1 bonus experience toward the Master of the Hunt. An enemy win by pinning the host grants the enemy bonus reputation for proving the storm can be caught.

CONTROL TRACK

A White Scars win advances their Control-Track claim on the district by one step — the ground taken by the wheeling strike. An enemy win holds the marker; an enemy win that pinned and broke the host in the open, the White Scars never wheeling clear and losing their Cavalry, advances the enemy's claim by one step: the storm caught and fixed.

☠ SPECIAL RULES

⌘ BIONIC RESILIENCE - THE IRON THAT KEEPS THE IRON HANDS STANDING RULE

Bionic resilience is the iron beneath every Iron Hands fighter — not a purchased upgrade but the baseline of the whole Chapter. Every fighter has Feel No Pain 6+: after all other saves have failed, a roll of 6 ignores the wound entirely, the augmetics taking the harm the flesh could not. And when the fighter would suffer a Lasting Injury, it rolls twice on the table and takes the better result — the bionics offsetting the crippling blow, so a wound that would end another warrior's war leaves an Iron Hand rebuilt. It is inherent, free and universal: even the neophyte Scout's frame is already part-iron, and the line is saturated with it. This is the article of faith the whole force is built on — that the machine endures where the man does not.

⌘ DREAD / FEARSOME - THE TERROR OF FACING THE WALKING DEAD RULE

Dread (Fearsome) is the terror of facing the walking dead. An enemy that wishes to Charge a Damned fighter must first pass a Cool or Willpower test; fail, and the charge cannot be declared — the living simply cannot make themselves close with a thing already dead. Worse, any enemy within 3" of a Damned at the start of its own activation must pass a Cool test or it may not target that Damned at all that activation, its aim faltering as the grave-cold figure turns toward it. Against a band this small the effect is decisive: the few dead who march the field are wreathed in a horror that blunts every blow aimed at them before it is even struck.

⌘ PROMETHEAN ENDURANCE - THE FORGE-TEMPERED BODY THAT WILL NOT FALL RULE

Promethean Endurance: the mark of the forge-tempered body, borne by every living son of Vulkan. This fighter has a Feel No Pain 6+ save — after every other save has failed and a wound would be taken, roll a D6, and on a 6 the wound is ignored. The endurance is inherent, free and universal: the neophyte Scout carries it as surely as the Chapter Master, and it needs no purchase and no upkeep. It is the tempering of the flesh, not a device, so the revered war-engines take no part in it — a Dreadnought is a machine-tomb, not a body to steel. On everything that still lives, though, it is the quiet floor beneath the whole slow advance: the reason a Salamanders line grinds forward through punishment that would scatter a mortal squad, and the reason it so rarely falls.

WARP-MADNESS - THE ✧ WARP'S GRIP WORN RULE THREE WAYS

Warp-Madness is the Legion's inherent curse — one rule wearing three faces, and it stands in place of any ordinary Marine's steadiness.

Unwavering: a Damned fighter auto-passes every Nerve test and can never be Broken or Pinned; And They Shall Know No Fear is subsumed wholly into it.

Compulsion (resistible): at the start of its activation, with an enemy in sight, the fighter must pass a Cool check — at -1 if an enemy is within 6" — to act freely; on a failure it must Charge the nearest enemy within reach, or else move at full toward the nearest enemy and take no other action. This is a Cool check, not a Nerve test, and Unwavering does not bypass it.

Empyrean Surge: at the start of its activation, roll a D6; on a 6 the fighter gains +1 Attack and its wounding hits deal +1 Damage that activation.

Together the three leave the Damned unbreakable, ungovernable and, at moments, terrible beyond reason.