WARHAMMER
40,000

WARHAMMER
LEGENDS

SPACE MARINES

WARHAMMER LEGENDS

Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside those found in *Codex: Space Marines* and its supplements, these allow you to field certain legendary models in your games. Some datasheets found within this document contain keywords within angular brackets – rules for determining which keyword these can be replaced with can be found in *Codex: Space Marines*.

The rules here can be used in any type of play – open, narrative or matched, and full points are provided to help you balance your forces.

Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.

SPACE MARINES WARGEAR LISTS

Some of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Combi-weapons). When this is the case, the unit may take any item from the appropriate list below.

PISTOLS
- Bolt pistol
- Grav-pistol
- Plasma pistol

SPECIAL WEAPONS
- Flamer
- Grav-gun
- Meltagun
- Plasma gun

MELEE WEAPONS
- Chainsword
- Lightning claw
- Power axe
- Power fist
- Power lance
- Power maul
- Power sword
- Thunder hammer

COMBI-WEAPONS
- Combi-flamer
- Combi-grav
- Combi-melta
- Combi-plasma
- Storm bolter

SERGEANT WEAPONS
- Bolt pistol
- Grav-pistol
- Plasma pistol
- Chainsword
- Power sword
- Power axe
- Power maul
- Lightning claw
- Power fist
- Thunder hammer
- Boltgun*
- Combi-flamer*
- Combi-grav*
- Combi-melta*
- Combi-plasma*
- Storm bolter*
- ** A model cannot be equipped with more than one of these weapons.*

DATASHEETS

<table>
<tr><td>5 POWER</td><td colspan="10" align="center">RHINO PRIMARIS</td></tr>
</table>

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	12"	3+	3
3-5	6"	4+	D3
1-2	3"	5+	1

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rhino Primaris	*	6+	*	6	7	10	*	8	3+

A Rhino Primaris is a single model equipped with: twin plasma gun. It has an orbital comms array.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Twin plasma gun		When you choose this weapon to shoot with, select one of the profiles below.				
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

WARGEAR OPTIONS	• This model can additionally be equipped with 1 hunter-killer missile.

ABILITIES	**Angels of Death** (see *Codex: Space Marines*)	**Self-repair:** If this model has lost any wounds, you can roll one D6 at the start of your turn; on a 6 this model regains 1 lost wound.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Orbital Comms Array: In your Shooting phase, one model from your army with an orbital comms array that has not been used this battle can use it to call in an orbital barrage. If it does, select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a **Character**. On a 4+, the unit being rolled for suffers D3 mortal wounds.

Servo-skull Hub: At the start of your Shooting phase, select one of the following:

Targeting Data Skull: Select one friendly **<Chapter>** unit within 12" of this model. Until the end of the phase, when resolving an attack made by a model in that unit, add 1 to the hit roll.

Repair Skull: Select one friendly **<Chapter> Vehicle** model within 12" of this unit. That model regains 1 lost wound.

Vox Skull: Until the start of your next Shooting phase, when a Morale test is taken for a friendly **<Chapter>** unit within 12" of this model, subtract 1 from the result.

TRANSPORT	This model has a transport capacity of 6 **<Chapter> Infantry** models. It cannot transport **Jump Pack**, **Primaris**, **Terminator** or **Centurion** models.
FACTION KEYWORDS	**Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS	**Vehicle, Transport, Rhino Primaris**

LAND RAIDER EXCELSIOR

16
POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Land Raider Excelsior	*	6+	*	8	8	16	*	9	2+

A Land Raider Excelsior is a single model equipped with: grav-cannon and grav-amp; 2 twin lascannons.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Excelsior combi-plasma		When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	When resolving an attack made with this weapon against a unit with a Save characteristic of 3+ or better, this weapon has a Damage characteristic of D3 for that attack.
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.
- This model can additionally be equipped with 1 multi-melta.
- This model can additionally be equipped with 1 Excelsior combi-plasma.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Aquila Aegis Field: This model has a 5+ invulnerable save.

Data Augurs: When resolving an attack made with a ranged weapon by this model, if it is within 24" of any friendly <Chapter> Rhino Primaris models, add 1 to the hit roll.

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Rites of Battle: Re-roll hit rolls of 1 for attacks made by models in friendly <Chapter> units whilst their unit is within 6" of this model.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <Chapter> Infantry models. Each Jump Pack or Terminator model takes the space of two other models and each Centurion model takes the space of three other models. It cannot transport Primaris models.

FACTION KEYWORDS

Imperium, Adeptus Astartes, <Chapter>

KEYWORDS

Vehicle, Land Raider, Transport, Land Raider Excelsior

IMPERIAL SPACE MARINE

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Imperial Space Marine	6"	3+	3+	4	4	4	3	8	3+	

An Imperial Space Marine is a single model equipped with: disintegration combi-gun; disintegration pistol; frag grenades; krak grenades. Only one **IMPERIAL SPACE MARINE** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Disintegration combi-gun	When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-
ABILITIES	**Angels of Death** (see *Codex: Space Marines*)					
FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**					
KEYWORDS	**INFANTRY, CHARACTER, IMPERIAL SPACE MARINE**					

CHAPLAIN
ON BIKE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Chaplain on Bike	14"	2+	3+	4	5	5	3	9	3+	

A Chaplain on Bike is a single model equipped with: bolt pistol; twin boltgun; crozius arcanum; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Crozius arcanum	Melee	Melee	+1	-1	2	-
Power fist	Melee	Melee	x2	-3	D3	When resolving an attack made with this weapon, subtract 1 from the hit roll.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 power fist; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.
ABILITIES	**Angels of Death** (see *Codex: Space Marines*) **Spiritual Leaders:** Friendly <CHAPTER> units can use this model's Leadership characteristic instead of their own whilst they are within 6" of this model.	**Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll. **Rosarius:** This model has a 4+ invulnerable save.
PRIEST	This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round. **Litany of Hate:** If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.
FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>**
KEYWORDS	**BIKER, CHARACTER, PRIEST, CHAPLAIN**

LIBRARIAN
on Bike

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Librarian on Bike	14"	3+	3+	4	5	5	3	9	3+

A Librarian on Bike is a single model equipped with: bolt pistol; twin boltgun; force stave; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list. • This model can be equipped with one of the following instead of 1 force stave: 1 force axe; 1 force sword.

ABILITIES	**Angels of Death** (see *Codex: Space Marines*) **Psychic Hood:** When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total.	**Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.

PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Librarius discipline (see *Codex: Space Marines*).

FACTION KEYWORDS	**Imperium, Adeptus Astartes, <Chapter>**

KEYWORDS	**Biker, Character, Psyker, Librarian**

TECHMARINE
ON BIKE

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Techmarine on Bike	14"	3+	2+	4	5	5	3	8	2+

A Techmarine on Bike is a single model equipped with: bolt pistol; twin boltgun; power axe; servo-arm; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Conversion beamer	42"	Heavy D3	6	0	1	When resolving an attack made with this weapon against a unit that is not within half range, this weapon has a Strength characteristic of 8, an Armour Penetration characteristic of -1, and a Damage characteristic of 2 for that attack.
Flamer	8"	Assault D6	4	0	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Plasma cutter	When you choose this weapon to shoot with, select one of the profiles below.					
- Standard	12"	Assault 1	7	-3	1	-
- Supercharge	12"	Assault 1	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Power axe	Melee	Melee	+1	-2	1	-
Servo-arm	Melee	Melee	x2	-2	3	When the bearer fights, no more than one attack can be made with each servo-arm. When resolving an attack made with this weapon, subtract 1 from the hit roll.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	
	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Pistols* list.
	• This model can be equipped with one of the following instead of 1 power axe: 1 weapon from the *Melee Weapons* list.
	• If this model is not equipped with a servo-harness, it can be equipped with 1 conversion beamer instead of 1 servo-arm.
	• This model can additionally be equipped with a servo-harness (**Power Rating +1**). A servo-harness is comprised of: 1 flamer; 1 plasma cutter; 1 servo-arm.

ABILITIES		
	Angels of Death (see *Codex: Space Marines*) **Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.	**Blessing of the Omnissiah:** At the end of your Movement phase, this model can repair one friendly <CHAPTER> VEHICLE model within 1" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>
KEYWORDS	BIKER, CHARACTER, TECHMARINE

APOTHECARY
ON BIKE

4 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Apothecary on Bike	14"	3+	3+	4	5	5	3	8	3+

An Apothecary on Bike is a single model equipped with: bolt pistol; twin boltgun; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES	
	Angels of Death (see *Codex: Space Marines*)
	Narthecium: At the end of your Movement phase, this model can provide medical attention to one friendly <Chapter> Infantry or <Chapter> Biker unit within 3" of it. If that unit contains a model that has lost any wounds, that model regains up to D3 lost wounds. Otherwise, if any models from that unit have been destroyed, roll one D6; on a 4+ you can return one destroyed model from that unit to the battlefield with 1 wound remaining, placing it within 3" of this model and in unit coherency (if the model cannot be placed in this way, it is not returned to the battlefield). On a 3 or less, this model cannot shoot, charge or fight this turn as it recovers the gene-seed of the fallen warrior. Each unit can only be provided medical attention once per turn.
	Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, <Chapter>
KEYWORDS	BIKER, CHARACTER, APOTHECARY

COMPANY ANCIENT
ON BIKE

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Company Ancient on Bike	14"	3+	3+	4	5	5	3	8	3+	

A Company Ancient on Bike is a single model equipped with: bolt pistol; twin boltgun; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	• This model can be equipped with one of the following instead of 1 bolt pistol: 1 boltgun; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
ABILITIES	**Angels of Death** (see *Codex: Space Marines*) **Astartes Banner:** Add 1 to the Leadership characteristic of <Chapter> units whilst they are within 6" of any friendly <Chapter> Ancients. When a <Chapter> Infantry or <Chapter> Biker model is destroyed within 6" of any friendly <Chapter> Ancients, roll one D6 before removing that model from play. On a 4+ that model can either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. **Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.
FACTION KEYWORDS	**Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS	**Biker, Character, Ancient, Company Ancient**

COMPANY CHAMPION
on Bike

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Company Champion on Bike	14"	2+	3+	4	5	5	4	8	3+

A Company Champion on Bike is a single model equipped with: bolt pistol; twin boltgun; master-crafted power sword; frag grenades; krak grenades. It has a combat shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Master-crafted power sword	Melee	Melee	User	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES	
	Angels of Death (see *Codex: Space Marines*)
	Honour or Death: This model must perform a Heroic Intervention if it is able to do so. It can perform a Heroic Intervention if there are any enemy units within 6" of it instead of 3" if any of those enemy units is a **Character**, and when doing so can move up to 6" instead of 3" so long as it ends that move closer to the closest enemy **Character** model.
	Martial Superiority: If this model is within 1" of any enemy **Character** models at the start of the Fight phase, it can fight first in that Fight phase, even if it did not charge. If the enemy has units that have charged or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
	Superlative Duellist: When resolving an attack made with a melee weapon by this model against a **Character** unit, you can re-roll the hit roll and you can re-roll the wound roll
	Combat Shield: This model has a 5+ invulnerable save.
	Turbo-boost: When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.
FACTION KEYWORDS	**Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS	**Biker, Character, Company Champion**
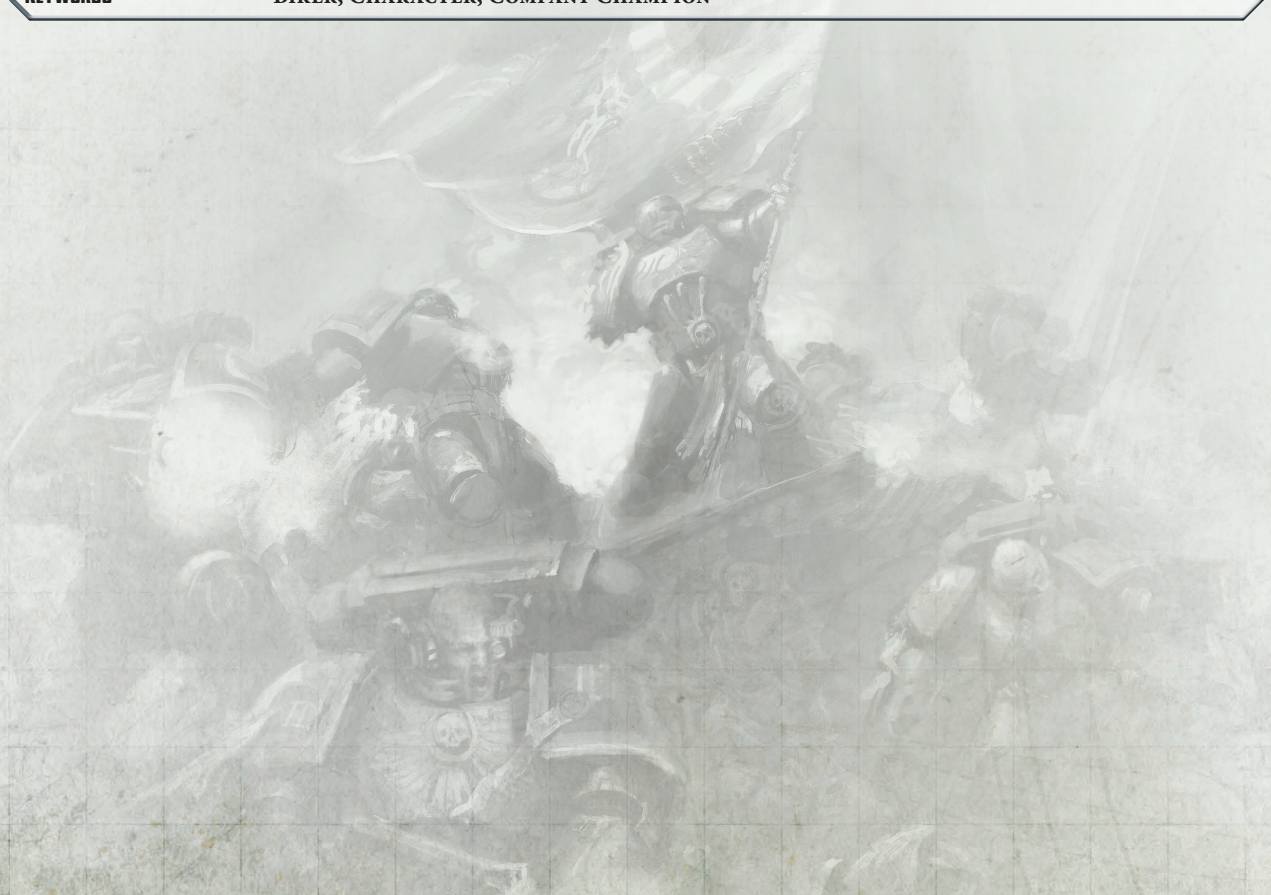
COMPANY VETERANS
on Bikes

5 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Space Marine Veteran Biker	14"	3+	3+	4	5	2	2	8	3+
Veteran Biker Sergeant	14"	3+	3+	4	5	2	3	9	3+

This unit contains 1 Veteran Biker Sergeant and 1 Space Marine Veteran Biker. It can additionally contain up to 3 Space Marine Veteran Bikers (**Power Rating +7**). Every model is equipped with: bolt pistol; twin boltgun; chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Chainsword	Melee	Melee	User	0	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	
	• The Veteran Biker Sergeant can be equipped with up to 2 weapons from the *Sergeant Weapons* list instead of 1 bolt pistol and 1 chainsword.
	• Any Space Marine Veteran Biker can be equipped with one of the following instead of 1 bolt pistol: 1 storm shield; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list.
	• Any Space Marine Veteran Biker can be equipped with one of the following instead of 1 chainsword: 1 boltgun; 1 storm shield; 1 weapon from the *Combi-weapons* list; 1 weapon from the *Melee Weapons* list; 1 weapon from the *Pistols* list; 1 weapon from the *Special Weapons* list.

ABILITIES		
	Angels of Death (see *Codex: Space Marines*) **Command Squad Bodyguard:** When a friendly **Chapter** **Character** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.	**Turbo-boost:** When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll. **Storm Shield:** A model with a storm shield has a 3+ invulnerable save.

FACTION KEYWORDS	**Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS	**Biker, Company Veterans**

Honour Guard

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Honour Guard	6"	3+	3+	4	4	2	2	9	2+	

This unit contains 2 Honour Guard. Every model is equipped with: bolt pistol; boltgun; power axe; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Boltgun	24"	Rapid Fire 1	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Relic blade	Melee	Melee	+2	-3	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS	• Any model can be equipped with one of the following instead of 1 power axe: 1 power maul; 1 power sword; 1 relic blade.
ABILITIES	**Angels of Death** (see *Codex: Space Marines*) **Honour Guard:** When a friendly <Chapter> Character model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ that model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.
FACTION KEYWORDS	Imperium, Adeptus Astartes, <Chapter>
KEYWORDS	Infantry, Honour Guard

The Honour Guard take to the field, the Chapter Champion and Chapter Ancient at the forefront of their advance.

TERMINUS ULTRA

22 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Terminus Ultra	✱	6+	✱	8	8	16	✱	9	2+

A Terminus Ultra is a single model equipped with: 2 lascannons; 3 twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hunter-killer missile	48"	Heavy 1	8	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Lascannon	48"	Heavy 1	9	-3	D6	-
Multi-melta	24"	Heavy 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll two D6 when inflicting damage with it and discard one of the results.
Storm bolter	24"	Rapid Fire 2	4	0	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS
- This model can additionally be equipped with 1 hunter-killer missile.
- This model can additionally be equipped with 1 storm bolter.
- This model can additionally be equipped with 1 multi-melta.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Smoke Launchers: Once per battle, instead of shooting in your Shooting phase, this model can use its smoke launchers. Until the start of your next Shooting phase, when resolving an attack made with a ranged weapon against this model, subtract 1 from the hit roll.

Power of the Machine Spirit: This model does not suffer the penalty for moving and firing Heavy weapons.

Power Overload: If you roll three or more hit rolls of 1 for this model's lascannons or twin lascannons in the same phase, it experiences a power overload and suffers 6 mortal wounds.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, LAND RAIDER, TERMINUS ULTRA

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
9-16+	10"	3+	6
5-8	5"	4+	D6
1-4	3"	5+	1

MARNEUS CALGAR

13 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Marneus Calgar	5"	2+	2+	4	4	7	5	9	2+	

Marneus Calgar is a single model equipped with: Gauntlets of Ultramar; relic blade. Only one **MARNEUS CALGAR** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Relic blade	Melee	Melee	+2	-3	D3	-

ABILITIES	
Angels of Death (see *Codex: Space Marines*) **Armour of Antilochus:** This model has a 4+ invulnerable save. In addition, when resolving an attack made against this model, halve the damage inflicted (rounding up). **Chapter Master:** You can re-roll hit rolls for attacks made by models in friendly **ULTRAMARINES** units whilst their unit is within 6" of this model.	**Master Tactician:** If your army is Battle-forged, you receive an additional 2 Command Points if this model is your Warlord. **Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES**
KEYWORDS	**CHARACTER, INFANTRY, CHAPTER MASTER, TERMINATOR, MARNEUS CALGAR**

MARNEUS CALGAR
IN ARTIFICER ARMOUR

12 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marneus Calgar in Artificer Armour	6"	2+	2+	4	4	6	5	9	2+

Marneus Calgar in Artificer Armour is a single model equipped with: Gauntlets of Ultramar; relic blade. Only one **MARNEUS CALGAR** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Relic blade	Melee	Melee	+2	-3	D3	-

ABILITIES	
Angels of Death (see *Codex: Space Marines*)	**Iron Halo:** This model has a 4+ invulnerable save.
Chapter Master: You can re-roll hit rolls for attacks made by models in friendly **ULTRAMARINES** units whilst their unit is within 6" of this model.	**Master Tactician:** If your army is Battle-forged, you receive an additional 2 Command Points if this model is your Warlord.

FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES
KEYWORDS	CHARACTER, INFANTRY, CHAPTER MASTER, MARNEUS CALGAR

CHIEF LIBRARIAN TIGURIUS

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chief Librarian Tigurius	6"	3+	3+	4	4	4	3	9	3+

Chief Librarian Tigurius is a single model equipped with: bolt pistol; Rod of Tigurius; frag grenades; krak grenades. Only one **TIGURIUS** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Rod of Tigurius	Melee	Melee	+3	-1	D3	-
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Angels of Death** (see *Codex: Space Marines*)
	Hood of Hellfire: When a Deny the Witch test is taken for this model to resist a psychic power manifested by an enemy model within 12", add 1 to the total. In addition, when a Psychic test is taken for this model, you can re-roll the result.
	Master of Prescience: When resolving an attack made against this model, subtract 1 from the hit roll.
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny two psychic power in your opponent's Psychic phase. It knows *Smite* and three psychic powers from the Librarius discipline (see *Codex: Space Marines*) or three psychic powers from the Indomitus discipline (see *Codex Supplement: Ultramarines*).
FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES**
KEYWORDS	**CHARACTER, INFANTRY, LIBRARIAN, CHIEF LIBRARIAN, PSYKER, TIGURIUS**

KAYVAAN SHRIKE

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kayvaan Shrike	12"	2+	2+	4	4	5	5	9	3+

Kayvaan Shrike is a single model equipped with: bolt pistol; Raven's Talons; frag grenades; krak grenades. Only one **KAYVAAN SHRIKE** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Raven's Talons	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon, you can re-roll the wound roll.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Chapter Master: You can re-roll hit rolls for attacks made by models in friendly **RAVEN GUARD** units whilst their unit is within 6" of this model.

Winged Deliverance: You can re-roll charge rolls made for friendly **RAVEN GUARD JUMP PACK** units whilst they are within 6" of this model.

Jump Pack Assault: During deployment, you can set up this model high in the skies instead of setting it up on the battlefield. If you do, at the end of one of your Movement phases you can set up this model anywhere on the battlefield that is more than 9" away from any enemy models.

Iron Halo: This model has a 4+ invulnerable save.

FACTION KEYWORDS | **IMPERIUM, ADEPTUS ASTARTES, RAVEN GUARD**

KEYWORDS | **CHARACTER, INFANTRY, CHAPTER MASTER, JUMP PACK, FLY, KAYVAAN SHRIKE**

Chapter Master Kayvaan Shrike is a legendary figure – a hero to the Imperium and a harbinger of swift death to its enemies.

KOR'SARRO KHAN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Kor'sarro Khan	6"	2+	2+	4	4	5	4	9	3+	

Kor'sarro Khan is a single model equipped with: bolt pistol; Moonfang; frag grenades; krak grenades. Only one **KOR'SARRO KHAN** model can be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Moonfang	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon against a **CHARACTER** unit, this weapon has a Strength characteristic of x2 for that attack.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES		
	Angels of Death (see *Codex: Space Marines*) **Rites of Battle:** Re-roll hit rolls of 1 for attacks made by models in friendly **WHITE SCARS** units whilst their unit is within 6" of this model.	**For the Khan!:** Add 1 to wound rolls for attacks made with melee weapons by models in friendly **WHITE SCARS** units that have made a charge move or performed a Heroic Intervention this turn whilst their unit is within 6" of this model. **Iron Halo:** This model has a 4+ invulnerable save.

FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS**
KEYWORDS	**CHARACTER, INFANTRY, CAPTAIN, KOR'SARRO KHAN**

KOR'SARRO KHAN
on MOONDRAKKAN

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Kor'sarro Khan on Moondrakkan	14"	2+	2+	4	5	6	4	9	3+	

Kor'sarro Khan on Moondrakkan is a single model equipped with: bolt pistol; twin boltgun; Moonfang; frag grenades; krak grenades. Only one **KOR'SARRO KHAN** model can be included in your army.

WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Twin boltgun	24"	Rapid Fire 2	4	0	1	-
Moonfang	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon against a **CHARACTER** unit, this weapon has a Strength characteristic of x2 for that attack.
Frag grenades	6"	Grenade D6	3	0	1	-
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES	
Angels of Death (see *Codex: Space Marines*) **Rites of Battle:** Re-roll hit rolls of 1 for attacks made by models in friendly **WHITE SCARS** units whilst their unit is within 6" of this model. **Turbo-boost:** When this model Advances, add 6" to its Move characteristic until the end of the Movement phase instead of making an Advance roll.	**For the Khan!:** Add 1 to wound rolls for attacks made with melee weapons by models in friendly **WHITE SCARS** units that have made a charge move or performed a Heroic Intervention this turn whilst their unit is within 6" of this model. **Iron Halo:** This model has a 4+ invulnerable save.

FACTION KEYWORDS	**IMPERIUM, ADEPTUS ASTARTES, WHITE SCARS**
KEYWORDS	**BIKER, CHARACTER, CAPTAIN, KOR'SARRO KHAN**

WARGEAR OPTIONS

The datasheets from *Codex: Space Marines* that are listed below are updated as follows:

DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

LIBRARIAN IN TERMINATOR ARMOUR

This datasheet gains the following wargear options:

- This model can have a storm shield instead of being equipped with 1 storm bolter.

TECHMARINE

This datasheet gains the following wargear options:

- If this model is not equipped with a plasma cutter, it can be equipped with 1 conversion beamer instead of 1 servo-arm. A model equipped with a conversion beamer cannot be equipped with a plasma cutter.

VENERABLE DREADNOUGHT

This datasheet gains the following wargear options:

- This model can be equipped with one of the following instead of 1 assault cannon: 1 twin autocannon; 1 twin heavy bolter; 1 twin heavy flamer.
- This model can be equipped with 1 twin autocannon instead of 1 Dreadnought combat weapon and 1 storm bolter.

ARMOURY OF THE SPACE MARINES

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Conversion beamer	42"	Heavy D3	6	0	1	When resolving an attack made with this weapon against a unit that is not within half range, this weapon has a Strength characteristic of 8, an Armour Penetration characteristic of -1, and a Damage characteristic of 2 for that attack.
Disintegration combi-gun		When you choose this weapon to shoot with, select one or both of the profiles below. If you select both, subtract 1 from hit rolls for attacks made with this weapon.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Disintegration gun	18"	Rapid Fire 1	5	-3	D6	-
Disintegration pistol	9"	Pistol 1	5	-3	D6	-
Excelsior combi-plasma		When you choose this weapon to shoot with, select one or two of the profiles below. If you select two, subtract 1 from hit rolls for attacks made this weapon. Only one plasma gun profile can be selected.				
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Plasma gun (standard)	24"	Rapid Fire 1	7	-3	1	-
- Plasma gun (supercharge)	24"	Rapid Fire 1	8	-3	2	For each hit roll of 1 made for attacks with this weapon, the bearer suffers 1 mortal wound after shooting with this weapon.
Gauntlets of Ultramar (shooting)	24"	Rapid Fire 2	4	-1	2	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin heavy flamer	8"	Heavy 2D6	5	-1	1	When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit.
Twin plasma gun		When you choose this weapon to shoot with, select one of the profiles below.				
- Standard	24"	Rapid Fire 2	7	-3	1	-
- Supercharge	24"	Rapid Fire 2	8	-3	2	If any hit rolls of 1 are made for attacks with this weapon, the bearer is destroyed after shooting with this weapon.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlets of Ultramar (melee)	Melee	Melee	x2	-3	D3	-
Moonfang	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon against a CHARACTER unit, this weapon has a Strength characteristic of x2 for that attack.
Power lance	Melee	Melee	+2	-1	1	-
Raven's Talons	Melee	Melee	User	-3	D3	When resolving an attack made with this weapon, you can re-roll the wound roll.
Rod of Tigurius	Melee	Melee	+3	-1	D3	-

POINTS VALUES

HQ

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Chaplain on Bike	1	95
Land Raider Excelsior	1	200
Librarian on Bike	1	119
Rhino Primaris	1	52
Techmarine on Bike	1	70

NAMED CHARACTERS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Chief Librarian Tigurius	1	115
Kayvaan Shrike	1	150
Kor'sarro Khan	1	90
Kor'sarro Khan on Moondrakkan	1	132
Marneus Calgar	1	250
Marneus Calgar in Artificer Armour	1	235

ELITES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Apothecary on Bike	1	80
Company Ancient on Bike	1	88
Company Champion on Bike	1	80
Company Veterans on Bikes	2-5	34
Honour Guard	2	21
Imperial Space Marine	1	60

LORDS OF WAR

UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Terminus Ultra	1	250

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Conversion beamer	20
Disintegration combi-gun	0
Disintegration pistol	0
Excelsior combi-plasma	11
Twin autocannon	20
Twin heavy flamer	28
Twin plasma gun	22

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Power lance	4