

# MASTERS OF THE FORGE

On Your Tabletop

## Imperial Faction Houserules

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# Contents

## [Abyssal Crusade Warbands and Chapters](#)

### [Adeptus Astartes \(Generic\)](#)

#### [Dreadnought Talon](#)

##### [Formation:](#)

##### [Restrictions:](#)

##### [Special Rules:](#)

### [Adeptus Mechanicus](#)

#### [Skittari Primus](#)

#### [Magos Omnid Torquora](#)

### [Astra Militarum](#)

#### [Imperial Commando](#)

### [Black Dragons](#)

#### [Chapter Tactics](#)

### [Crimson Sabres](#)

#### [Chapter Tactics](#)

##### [Bent, Battered, but Unbroken](#)

##### [Cursed by the Voices](#)

##### [A reputation of Slaughter](#)

#### [New Characters](#)

##### [Dzarton the Savior, Master of the Crimson Sabres](#)

##### [Murdok the Survivor](#)

### [Death Spectres](#)

#### [Chapter Tactics](#)

#### [New Units](#)

##### [Mesazar](#)

##### [Terrorblade](#)

#### [Chapter Relics](#)

### [Imperial Fists](#)

#### [Veteran Sergeant Lysander](#)

### [The Inquisition](#)

#### [Additional Acolyte Squad Upgrades](#)

### [Mantis Warriors](#)

#### [Assault Squads](#)

#### [Chapter Tactics](#)

##### [Patience of the Mantis](#)

##### [Mantis Religiosa](#)

##### [Mantis Strike](#)

### [Mentors](#)

#### [Chapter Tactics](#)

#### [Mentors Tutor](#)

#### [The Knife That Cuts Formation](#)

##### [Formation:](#)

##### [Special Rules:](#)

### [Grey Knights](#)

#### [Grand Master Mordrak](#)

### [Rogue Traders](#)

#### [Rogue Trader Allied Detachment](#)

##### [Detachment:](#)

##### [Restrictions:](#)

[Command Benefits](#)

[Salamanders](#)

[Promethian Strike Force Detachment](#)

[Army Selection:](#)

[Command Benefits:](#)

[Fire Drake Purgation Force Formation](#)

[Formation:](#)

[Special Rules:](#)

[Space Wolves](#)

[Wolf Brothers Detachment](#)

[Army Selection:](#)

[Command Benefits:](#)

[Sagas of the Howling](#)

[Saga of the Dire Howl](#)

[Saga of the Rabid Wolf](#)

[Saga of the Embraced](#)

[Saga of Remus](#)

[Saga of the Moon Dancers](#)

[Saga of Sirius](#)

[Saga of the Broken Pack](#)

# Abyssal Crusade Warbands and Chapters

For good or for ill, the Chapters which fought in the Abyssal Crusade are forever changed due to their experiences in the Eye of Terror.

Any unit of Chaos Space Marines which can take the Veterans of the Long War upgrade may, instead, take the **Veterans of the Abyssal Crusade** upgrade. Any Adeptus Astartes except for the Salamanders, Grey Knights, and Space Wolves may also take this upgrade. In either case, all units in a Formation or Detachment which can take the rule must do so. Also, in either case, this upgrade costs 1 point per model.

**Scars of the Past:** Both Space Marines units AND Chaos Space Marines units gain **Preferred Enemy** with both Chaos Space Marines and Space Marines. Both also gain **Hatred** with the Inquisition and the Adepta Sororitas.

**Enhanced Genetic Deformities:** Every Chapter which suffered through the Abyssal Crusade are still plagued by enhanced flaws in their Geneseed. How this manifests is based on their Parent Chapter.

- **Blood Angels** Veterans of the Abyssal Crusade often find themselves overcome with the Red Thirst, this unit, in a turn in which this unit charges into combat, models add 1 to their Initiative characteristics until the end of the Assault phase. A model that has made a disordered charge that turn receives no benefit.
- **Dark Angels** Successors who suffered the Abyssal Crusade find it hard to trust others in the Imperium (or anyone for that matter). They are Desperate Allies to all Forces of the Imperium except for other Dark Angels. They also may re-roll all failed Deny the Witch rolls against Telepathy.
- Veterans of the Abyssal Crusade of the **Iron Hands** Chapter are so disgusted by their own form that they can't bare to look upon it. They may not ally with any other Space Marine Chapter and they gain Hatred against all Chaos Space Marines and Space Marines they fight.
- **Imperial Fists** Successors who were forced to engage in the Abyssal Crusade can sometimes fall prey to visions of their own inadequacies or even the inadequacies of their ancestors traced all the way back to Dorn himself whose guilt at the death of the Emperor plagued him unto his own end. Imperfections are not tolerated. Whenever this unit re-rolls dice to hit and the re-rolls turn up 1s, the player may re-roll the 1s one additional time, keeping this result. If any further 1s are rolled, the unit immediately suffers that many wounds with no saves allowed. On the other hand, if any of the rerolls are a 6 then 3 hits are scored instead of 1.
- The **Raven Guard** Successors involved in the Abyssal Crusade have taken "quiet and brooding" to a whole new level. Teams of Raven Guard actually seem to work better alone. Any unit of Raven Guard who are not within 12" of another unit of Raven Guard add +1 to their cover save. Independent Characters who are not within 12" of any other Raven Guard model are considered to be Invisible as per the Psychic Power at all times.
- True to the stability of their Geneseed, the **Ultramarines** successors suffer no additional ailments from that time, though their memories are long and forgiveness is a joke. All melee attacks against Chaos Space Marines are resolved as if with the Instant Death Special Rule.
- The savagery of **White Scars** Veterans of the Abyssal Crusade is terrifying to behold. Once per game, during the assault phase, the controlling player can give all of these units the Rage special rule until the end of the turn.

# Adeptus Astartes (Generic)

## Dreadnought Talon

Although Dreadnoughts are rare in the 41st Millennium, sometimes in massive battles, entire detachments of Dreadnoughts fight together to accomplish a specific task or destroy a specific foe. The Dreadnought Talon Formation represents this in your games of Warhammer 40k.

### Formation:

- 0-2 Techmarines or Iron Priests
- 1-2 units chosen from the following list:
  - Venerable Dreadnought
  - Furioso Dreadnought
  - Doomglaive Dreadnought
  - Chaplain Dreadnought
  - Bray'arth Ashmantle
  - Bjorn the Fell-Handed
- 2-6 Mars Pattern Dreadnoughts armed with a Dreadnought Close-Combat Weapon
- 1-3 units chosen in any combination from the following list:
  - Mortis Dreadnought
  - Mars Pattern Dreadnought replacing the Dreadnought Close-Combat Weapon
  - Ironclad Dreadnought
  - Siege Dreadnought
- 0-1 units chosen in any combination from the following list:
  - Contemptor Dreadnought
  - Deredeo Dreadnought
  - Leviathan Dreadnought
  - Hecaton Aiakos
  - Murderfang

### Restrictions:

All units in this formation must be of the same faction or no faction. Although many faction-specific Dreadnoughts are listed in this Formation, only factions which may normally select those Dreadnoughts may do so here.

### Special Rules:

**Lord of Iron:** You may select a single Dreadnought model from this Formation as your Warlord. If you do so, it must be one of the following: Venerable Dreadnought, Furioso Dreadnought, Doomglaive Dreadnought, Chaplain Dreadnought, Bray'arth Ashmantle, or Bjorn the Fell-Handed. This Dreadnought is referred to as the Lord of Iron and gains the Character special rule.

**Experience of the Ages:** At the start of the game, the Controlling Player of this Formation may select one of the following special rules: Skyfire, Interceptor, Tank Hunter, Monster Hunter, or Fleet. Your Lord of Iron and all models from this formation within 12" of your Lord of Iron enjoy this special rule. The Controlling Player is free to change this special rule at the start of each of their turns.

**Shield of Iron:** Any other Dreadnought from this formation within 6" of your Lord of Iron may attempt to Look Out Sir! in any phase of the game whether they belong to the same unit or not. This Look Out Sir! is successful on a 2+ and the roll must be made before the roll to penetrate armour is made. In addition, all Techmarines or Iron Priests from this Formation have a 4+ cover save within 3" of a Dreadnought from this Formation or a 2+ cover save when in base contact with a Dreadnought from this Formation.

**Implacable Will:** At the end of the controlling player's turn, each Dreadnought from this formation may remove all Stunned and Immobilised effects on a 5+. Your Lord of Iron has a 3+ on this roll.

# Adeptus Mechanicus

## Skittari Primus

**Battlefield Role:** HQ

**Points:** 120

**Unit Type:** Infantry

**Unit Composition:** 1 Skitarii Primus

**Weapon Skill:** 4

**Ballistic Skill:** 4

**Strength:** 3

**Toughness:** 3

**Wounds:** 3

**Initiative:** 3

**Attacks:** 3

**Leadership:** 9

### Wargear:

- Skitarii war plate
- Scryerskull
- Battle Arms
- Mindscrambler Grenades

**Battle Arms:** The Skittari Primus is equipped with pneumatically-deployable weaponry. He can fight with either a pair of Arc Pistols in ranged combat or a pair of Arc Mauls in melee combat. The Primus has two Battle Arms and each one contains one Arc Maul and one Arc Pistol.

### Special Rules:

- Doctrina Imperatives
- Feel No Pain 4+
- Independent Character
- Relentless
- Maniple Commander
- Path to Leadership

**Maniple Commander:** If your army has one or more Skitarii Maniples, one Skitarii Primus may be included in your army as part of one of those Maniples even though there is not HQ slot in that Detachment.

**Path to Leadership:** The Primus may have risen from many different ranks of Skitarii infantry. They may choose one of the following as a special rule: Rad-Saturation, Move Through Cover, or Dunestrider. If the Primus chooses the Rad-Saturation special rule, they they may only join units which already have that rule.

### Options:

- May take items from the **Special Issue Wargear** and **Relics of Mars** lists.
- May replace either Battle Arm with a Transonic Blade: 5pts
- May replace both Battle Arms with a Radium Pistol and Power Axe: 0pts

## Magos Omnid Torquora

**Battlefield Role:** HQ

**Faction:** Cult Mechanicus

**Points:** 220

**Unit Type:** Infantry

**Unit Composition:** 1 Tech Priest Dominus

**Weapon Skill:** 4

**Ballistic Skill:** 5

**Strength:** 6

**Toughness:** 5

**Wounds:** 4

**Initiative:** 4

**Attacks:** 2

**Leadership:** 10

### Wargear:

- Artificer Armor
- Volkite Blaster
- Cyclone Missile Launcher
- Heavy Mechadendrite Harness
- Scryerskull
- Refractor Field

**Heavy Mechadendrite Harness:** Omnid Torquora's Mechadendrite Harness is massive and boasts not only the smaller Mechadendrites for interface with machines, but he uses them for both locomotion and in battle. Torquora's Harness is huge and should be modeled on a 60mm base, though it may be used as a standard Mechadendrite Harness in addition to a few other special abilities. Magos Omnid Torquora has the Crusader Special Rule. Additionally, before making his normal attacks, roll 1d6. Add this to Torquora's number of attacks this round. This does not negate his extra attack with his Dataspike.

### Special Rules:

- Canticles of the Omnissiah
- Feel No Pain
- Independent Character
- Relentless
- Master of Machines
- Inspirational Imperatives

**Inspirational Imperatives:** If Omnid Torquora is your Warlord, you receive the Layered Psalm-code warlord trait. Also, you may select a second trait as normal as long as you select it from Codex: Cult Mechanicus.



# Astra Militarum

## Imperial Commando

### Elites - 25 points

An Imperial Commando is an elite warrior who works alone in the field, serving a similar purpose to a member of the Officio Assassinorum, but without an Assassin's grueling training or wild fanaticism. Commandos are quite different in their mindset. An Imperial Commando is an independent loner with an ever-unfulfilled grudge or even a deathwish. Imperial Commandos are usually from Death Worlds or are one of a handful of survivors from a catastrophic mission. Commandos are haunted by the experiences of their troubled past.

|                   | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>LD</b> | <b>SV</b> |
|-------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Imperial Commando | 5         | 5         | 3        | 3        | 1        | 3        | 2 (3)    | 9         | 5+        |
| Sly Marbo         | 5         | 6         | 4        | 4        | 3        | 4        | 3 (4)    | 10        | 5+        |

### Wargear:

- Laspistol
- Lasgun
- Close combat weapon
- Frag Grenades
- Krak Grenades

### Special Rules:

- Character
- Stealth
- I Work Alone
- Deepstrike
- Ambush
- Fade Away
- Worst Nightmare (Marbo only)

### Options:

- May take one of the following
  - Demolition Charge - 15pts
- May replace their Lasgun with one of the following:
  - Sniper Rifle - 10pts
  - Stalker Pattern Bolter - 15pts
- May replace the close combat weapon with one of the following:
  - Power weapon - 15pts
  - Power fist - 25pts
  - Heirloom weapon - 30pts
- Upgrade to Sly Marbo for 60pts
  - Demolition Charge
  - Replace laspistol with Ripper Pistol
  - Replace close combat weapon with Envenomed Blade

**I Work Alone:** This character can neither join nor be joined by a unit, including an Independent Character

**Ambush:** This character does not scatter nor takes any dangerous terrain tests when it Deepstrikes. They also may only be hit on a natural roll of "6" in any phase of the first or second turn. Note that this does mean that templates, blasts, and other attacks which automatically hit still affect the unit as normal. In addition, this character enjoys a +2 initiative on their first turn of a close combat (including initiative tests for Sweeping Advance).

**Fade Away:** If, at the end of the controlling player's turn, this character is not engaged in Close Combat and is within 3" of a piece of terrain (including fortifications and wrecked vehicles), then they may be removed from the table and placed into ongoing reserves, deepstriking on the controlling player's next turn.

**Worst Nightmare:** Marbo has the Fear special rule. If an opponent is immune to the Fear effect, they are still affected, but instead of reducing their skills *to* 1, they are instead reduced *by* 2.

**Ripper Pistol:** Str X, AP 2, Sniper, Pistol.

**Envenomed Blade:** Str User, AP 2, Poisoned 2+ (4+ for gargantuan monstrous creatures).

**Heirloom Weapon:** This is a power weapon which has been with the Commando for as long as he can remember. It is a treasure from the Commando's past, likely a weapon which once belonged to a beloved family member or looted from the world of a dread enemy. This weapon grants the wielder Hatred.

# Black Dragons

The Black Dragons are a Loyalist Space Marine Chapter which rose from the cursed 21st Founding during M36. Many Marines who do not fall in combat are destined for a future as a scaled, spined monstrosity. The mutations caused by their highly altered Ossmodula organ are slightly different from warrior to warrior, but chief among these are bony sabres along the forearms and horns atop their heads. The Black Dragons see these mutations as blessings from the Emperor, intended to make them formidable killing machines in his service.

## Chapter Tactics

**Bony Growths:** Many Space Marines of the Black Dragons boast bony protrusions on various parts of their bodies which are often enhanced with Adamantium. The mutation is random and sometimes not very apparent or strong in some Black Dragons. It is painfully obvious in others, manifesting as spurs of bone protruding from their elbows, or as horns atop their heads. Whenever a unit with the Black Dragons Chapter Tactics fights in close combat, each warrior gains an additional attack at Initiative 3 and Weapon Skill 1 with the following profile: Strength User, AP 4, Melee.

**Fire and Bone!** Although they are happy to pour Bolter fire into their foes, the Black Dragons revel in close combat. Indeed, they responded to the Third War for Armageddon with nine full Companies in order to join in the slaughter of the Greenskins there. All units in a Black Dragons detachment which are able to assault have the Hatred special rule for all enemies.

**Pariahs:** The Black Dragons are Battle Brothers with no other faction, including other Space Marines. They are treated as Allies of Convenience at best. With the Inquisition they are considered Desperate Allies and with the Grey Knights they are considered Come the Apocalypse.

# Crimson Sabres

The Crimson Sabres are the remnant of the Traitorous Chapter's penitence crusade into the Eye of Terror who rebelled against their heretical rebirth as Renegades and lived to tell the tale. Unbroken and uncaptured, 59 battle-brothers led by Captain Dzarton of the 4<sup>th</sup> company managed to return to the Brakatoa System and re-establish a secret base on their desolate second home planet of Rhoghon, vowing to rebuild the once-proud chapter and slay their renegade brethren, their master Kranon above all. Spinning this tale further, it is rumored that Murdok, former master of 10<sup>th</sup> company and leader of the only survivors of the punishment of the Chapter after the massacres on Umedia and Demetra, survived and joined Dzarton's efforts.

## Chapter Tactics

### Bent, Battered, but Unbroken

Due to the extreme shortage of highly-skilled Astartes in the Crimson Sabres, the remnants of this Chapter feature far more Scouts than other Chapters, even the Raven Guard. Additionally, many recruits are fast-tracked through the training process. For every unit of **Tactical Marines** in a Crimson Sabres army (before splitting into Combat Squads), there must be at least one **Scout Squad**. In addition, both **Devastator Squads** and **Assault Squads** are reduced to **Weapon Skill 3**.

Their rise from the ashes of their tortured past have forged them into staunch enemies of Chaos. All units in a Crimson Sabres detachment have the **Stubborn, Preferred Enemy (Chaos Space Marines)**, and **Hatred (Crimson Slaughter)** special rules.

### Cursed by the Voices

From time to time, the cursed Astartes of the Crimson Sabres struggle with their inner demons and it takes great effort to restore their composure with fervent prayer to the Emperor of Mankind. At the beginning of the controlling player's shooting phase, each non-vehicle Crimson Sabres units must make a Leadership check. Each unit which fails the check is pinned until the end of the turn.

### A reputation of Slaughter

All Crimson Sabres detachments use the following allies chart:

- **Battle-Brothers:** none
- **Allies of Convenience:** Adepta Sororitas, Astra Militarum
- **Desperate Allies:** Space Marines, Space Wolves, Eldar, Tau
- **Come the Apocalypse:** Dark Angels, Blood Angels, Black Templars, Dark Eldar, Grey Knights, Inquisition, Necrons, Tyranids

## New Characters

### Dzarton the Savior, Master of the Crimson Sabres

HQ - 135 Points

|                    | WS | BS | S | T | W | I | A | Ld | Sv     |
|--------------------|----|----|---|---|---|---|---|----|--------|
| Dzarton the Savior | 6  | 5  | 4 | 4 | 3 | 5 | 4 | 10 | 2+/4++ |

**Unit Type:** Infantry (Character), unique

**Wargear:** Artificer Armor, Relic Blade, Bolt Pistol, Iron Halo, Frag Grenades, Krak Grenades

**Warlord Trait:** Angel of Death (see Codex: Space Marines)

**Special Rules:**

- And They Shall Know No Fear
- Chapter Tactics (Crimson Sabres)
- Independent Character
- Master and Commander

**Master of the Crimson Sabres:** For the purpose of including a Command Squad (see Codex: Space Marines), Dzarton the Saviour counts as a Captain.

**Choose Your Battles:** When Dzarton is part of your main detachment, you are allowed to either force a re-roll of mission type or deployment. Note that if your main detachment features both Dzarton and Murdok, you are entitled to two re-rolls you can distribute as you please.

## Murdok the Survivor

**HQ - 130 Points**

|                     | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------------|----|----|---|---|---|---|---|----|----|
| Murdok the Survivor | 5  | 5  | 4 | 4 | 3 | 5 | 3 | 9  | 3+ |

**Unit Type:** Infantry (Character), unique

**Wargear:** Power Armor, Stalker Pattern Bolter (see the rules for "Quietus" in Codex: Space Marines, p109), Bolt Pistol, Close Combat Weapon, Camo Cloak, Frag Grenades, Krak Grenades

**Special Rules:**

- And They Shall Know No Fear
- Chapter Tactics (Crimson Sabres)
- Independent Character
- Move through Cover
- Infiltrate
- Scout
- Wait Your Time to Strike

**Wait Your Time to Strike:** When Murdok is part of your main detachment, you are allowed to either force a re-roll of mission type or deployment. Note that if your main detachment features both Dzarton and Murdok, you are entitled to two re-rolls you can distribute as you please.

# Death Spectres

## Chapter Tactics

The Death Spectres are treated as being **Ravenguard** for all purposes including Chapter Tactics and availability of any special Ravenguard Detachments and Formations. The Death Spectres may not, however, select special Ravenguard Relics. In addition, the Death Spectres may take **all** of the following additional benefits and restrictions.

**Masters of Time:** The Death Spectres are especially adept at the Divination Discipline. After selecting Psychic Powers, a Death Spectres Librarian may select a single power of the Divination discipline as his “Specialization”. He may harness the warp 3+ instead of a 4+ when manifesting that power. In addition, you may Deny the Witch against Divination powers on a 5+ instead of a 6+ whether that power was targeted or not. If your opponent attempts to manifest your Specialization power, you Deny the Witch on a 4+ instead.

**Legacy of Vern IV:** Death Spectres may not deploy Predator Tanks in their battles as they were all destroyed by the Kabal of the Envenomed Thorn on Vern IV.

**The Eye That Pierces:** The Death Spectres may not deploy a Chapter Master in their battles.

**Incredulity:** If your opponent successfully Seizes the Initiative, then all friendly Death Spectres models are Ballistic Skill 2 and Weapon Skill 2 during the first game turn.

## New Units

### Mesazar

One Detachment using the Death Spectres Chapter tactics may upgrade one **Librarian** to a the position of Mesazar for **105 points**. The Mesazar gains an **Iron Halo**, **+1 Wound**, and increases their **Mastery Level to 3**. In addition to other Librarian upgrades, the Mesazar may select replace their Power Armor with **Artificer Armor for 20 points**.

### Terrorblade

Although no information exists on how the Terrorblade is represented in the Chapter’s background, it is usually found as part of a Command Squad acting in a similar role as the Chapter Champion. You may use the following rules if you are so inclined:

One Detachment using the Death Spectres Chapter tactics may upgrade one model in one of their Command Squads to a Terrorblade for **40 points**. This grants the Veteran the “**Character**” rule and replaces the model’s Bolt Pistol and Chainsword with a **pair of Force Lightning Claws**. The Terrorblade counts as a **Level 1 Psyker** who may only select powers from the **Divination** Discipline (and **Force**, of course). The Terrorblade may only select a Jet Pack and/or Meltabombs as upgrades. If the Terrorblade is in the same unit as another Psyker, it may re-roll failed Glorious Intervention rolls. In addition, while the Terrorblade’s unit is affected by the Force Psychic Power, the Terrorblade gains a 4+ invulnerable save against wounds caused while it is engaged in close combat.

## Chapter Relics

**Arquemann:** is the Force Sword which was laid at the feet of the Emperor by the Chapter’s first Megir. Although the sword is usually carried into battle by the Mesazar, either he or one single Death Spectres Librarian may replace their Force Weapon with Arquemann for 10 points. Arquemann is a normal Force Sword except that its wounds are resolved at AP 2.

**Torch of the Vigil:** is a Master-Crafted Heavy Flamer which has seen a great deal of action with the Kill Teams of the Jericho Reach. It was awarded to the Deathwatch after they risked their lives to secure the geneseed of a fallen Death Spectres Sergeant. The Torch of the Vigil is a Master-Crafted Heavy Flamer which grants Preferred Enemy: Xenos to its bearer. For 20 points, this wargear is available to one Space Marine with the Death Spectres Chapter Tactics who would normally be able to take a Heavy Flamer. You may also take this Wargear for an Adeptus Astartes Deathwatch member if you are using the Deathwatch rules.

# Imperial Fists

## Veteran Sergeant Lysander

HQ - 40pts

A single Tactical Squad that is part of an Imperial Fists detachment can upgrade its Sergeant to Veteran-Sergeant Lysander for 40 points. Captain Darnath Lysander can not be part of an army featuring Veteran-Sergeant Lysander.

|          | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>LD</b> | <b>SV</b> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| Lysander | 4         | 4         | 4        | 4        | 1        | 4        | 2        | 10        | 3+        |

**Unit type:** Infantry

### Wargear:

- Power Armor
- Chainsword
- Bolter
- Bolt Pistol
- Frag Grenades
- Krak Grenades
- Teleport Homer

### Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Imperial Fists)
- Combat Squads
- Fortify (Codex: Space Marines p. 92)
- Special Issue Ammunition (Codex: Space Marines p. 125)
- Perfected Bolter Drill

### Perfected Bolter Drill:

When making use of the Imperial Fists Chapter Tactics rule “bolter drill”, Lysander and his squad re-roll all failed to-hit rolls, not just results of 1.



# The Inquisition

## Additional Acolyte Squad Upgrades

Inquisitors who employ Daemon World survivors keep them close at hand. These individuals are rare treasures for an Inquisitor, but they can be encountered in the field and even in battle.

**Daemon World Survivors** may be added to an Inquisitorial Henchmen Warband for 15 points each.

**Stats:** As Acolyte

**Wargear:**

- Flak Armour
- Las pistol
- Chainsword

**Special Rules:**

- Adamantium Will
- Preferred Enemy: Daemon (any unit which contains a model with the Daemon special rule).

# Mantis Warriors

## Assault Squads

The Mantis Warriors have always been slow to recruit new warriors. As time went on, the chapter still felt the need of Battle Brothers to fill the roles traditionally performed by Scouts. For this reason, some Assault Squads in the Mantis Warriors are equipped with Sniper Rifles in addition to their normal armament.

## Chapter Tactics

### Patience of the Mantis

Instead of taking jump packs, all models in a Mantis Warrior Assault squad may equip themselves with the following: Sniper Rifles for 3 Points per model and/or Camo Cloaks for 2 Points per model.

### Mantis Religiosa

The Mantis Religiosa are made up of Mantis Warriors who have fallen prey to the “Battle Haze”.

For each Mantis Warriors Detachment in an army, any one infantry unit with the Mantis Warriors Chapter Tactics may, at list creation, replace their Chapter Tactics with Rage and Furious Charge.

### Mantis Strike

The Mantis Warriors are the masters of the paralytic tactical strike and their leaders are trained in meticulously efficient prosecution of war.

Any force which is comprised completely of Detachments and Formations with the Adeptus Astartes: Mantis Warriors faction or along with no faction (such as fortifications) may select Master of Ambush as a Warlord Trait instead of rolling.

# Mentors

## Chapter Tactics

The Mentors are students of many different combat doctrines and, as such, may employ **any of the following Chapter Tactics** in their battles (chosen at army list creation): Ultramarines, Ravenguard, Imperial Fists, or White Scars.

In addition, any unit which may take a **Veteran Sergeant** Upgrade must do so. Also, you may take an additional Veteran Sergeant, but only if it qualifies to use the Combat Squad Special Rule when it deploys. When deploying, this unit **MUST** use the **Combat Squad** Special Rule.

## Mentors Tutor

**Elites - 35pts**

|                      |   | <b>WS</b> | <b>BS</b> | <b>S</b> | <b>T</b> | <b>W</b> | <b>I</b> | <b>A</b> | <b>Ld</b> | <b>Sv</b> |
|----------------------|---|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| <b>Mentors Tutor</b> | 4 | 4         | 4         | 4        | 1        | 4        | 2        | 9        | 3+        |           |

**Unit Type:** Infantry (Character)

**Rules and Upgrades:** The Special Rules, Wargear, and upgrades are exactly the same as for a Space Marine Tactical Squad Veteran Sergeant. The Mentors Tutor may also add a Space Marine Bike for 25pts or a Jump Pack for 15pts.

**I'm With You to the End:** Right after deploying your forces, you must add a Mentors Tutor to one unit. The Mentors Tutor counts as an original part of that unit for all rules purposes, including Victory Points.

**Lesson Well Learned:** Once per game, the unit to which the Tutor is attached may re-roll one of the following this player turn: assault distance, leadership, failed to-hit rolls (shooting OR close combat), failed to-wound rolls (shooting OR close combat), or all failed saves. This ability may be declared after an initial roll has been made.

**New Relic:** Ran-Thawll's Gaze

This auspex is an incredible feat of engineering which was acquired from one of the Omega Vaults in the Watch Fortress of Erioch (the seat of the Deathwatch) by their Chapter Master. It provides precision firing solutions to the enemy, but it's directional, and the holo display is really only useful to the bearer and his unit.

Once per turn, before his unit shoots, the wielder of this relic may nominate one enemy unit to suffer a -2 to their cover-save when his unit shoots at them.

In addition, if you are playing with Random Objectives or any narrative rule such as Mysterious Terrain, Hidden Units, or Hidden Victory Points on objectives, the model with this relic may, at the beginning of their player turn, scan one objective or piece of terrain within 48". Random Objectives and Mysterious Terrain are resolved with a hidden roll and written down to be revealed when appropriate. Hidden units are simply deployed by their owner.

## The Knife That Cuts Formation

Sometimes, the time for teaching their allies is over and the time for teaching the enemy a lesson is at hand. At these times, the Mentors Elite Cadre form a crack team of deadly and experienced warriors in order to perform surgical strikes on key locations against tricky foes.

### Formation:

- 3 or more Mentors Elite Cadre (Terminators, Sternguard, or Vanguard Veterans. The Veterans should have the Drop Pod or Jump Pack upgrades (but not the bike upgrade))

### Special Rules:

**Battlefield Insertion:** All units must arrive via Deepstrike Reserves.

**You'd Only Get in the Way:** Units from this Formation are Come the Apocalypse Allies with any other Detachment or Formation which isn't also a Mentors Elite Cadre, even other Mentors forces.

**Advance Intel:** The Mentors player may add a +1 on the roll to go first and a +1 on the roll to seize the initiative. In addition, units from this Formation may arrive from reserves on any turn without rolling, though they must automatically arrive on turn 4 if they have not already.

# Grey Knights

## Grand Master Mordrak

HQ - 230pts

|                      | WS | BS | S | T | W | I | A | LD | SV |
|----------------------|----|----|---|---|---|---|---|----|----|
| Grand Master Mordrak | 6  | 5  | 4 | 4 | 3 | 5 | 4 | 10 | 2+ |

**Unit type:** Infantry

**Unit composition:** 1 Grand Master Mordrak

### Wargear:

- Terminator Armor
- Storm bolter
- Master-crafted Nemesis Daemon Hammer
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron halo

### Special Rules:

- The Aegis
- And They Shall Know No Fear
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)
- Purity of Spirit
- Ghost Knights of Mortain

### Warlord Trait:

- First Into the Fray

### Psyker

Grand Master Mordrak generates his powers from the Daemonology (Sanctic), Divination, Pyromancy, Telekinesis and Telepathy disciplines.

Grand Master Mordrak also knows the power "**Summon the Fallen of Mortain**" which is a Warp Charge 2 power that adds 1d3 Grey Knight Terminators with no upgrades to a unit of Ghost Knights. These new models must be placed within unit cohesion of a model in the unit which was not summoned this turn.

### Ghost Knights of Mortain:

When building your army list, if your army includes Grand Master Mordrak, you may select one unit of Grey Knight Terminators in the same detachment and designate them as the Ghost Knights of Mortain. This unit has no battlefield role and does not use up a force organization slot (and therefore will likely not enjoy the Objective Secured rule). This unit of Terminators may take upgrades as normal but may not purchase a dedicated transport.

The Ghost Knights of Mortain begin the game off the table. At the end of the controlling player's psychic phase, Mordrak may summon forth the Ghost Knights of Mortain as if they were deepstriking with no scatter. The Ghost Knights must be summoned within **12"** of Mordrak. If they are summoned within **2"** of Mordrak, he immediately leaves any unit he is in and joins the Ghost Knights' unit instead. This does not count as a psychic power and thus does not use Warp Charges and may not be denied.

# Rogue Traders

## Rogue Trader Allied Detachment

Sometimes Rogue Traders must make alliances with factions and species that the greater Imperium or Inquisition wouldn't quite approve of. In these cases, a certain understanding is met and a level of trust has been earned, sometimes by deeds and other times with bribes. Whatever the case, the units in a Rogue Trader Allied Detachment work professionally and seamlessly along-side the Rogue Trader's forces. This is usually because the forces attached to the Rogue Traders are often among the most open-minded, flexible, and skilled of their kind.

### Detachment:

#### Compulsory:

- 1 HQ
- 1 Elite

#### Optional:

- 1 Troop
- 1 Elite
- 1 Fast Attack
- 1 Heavy Support

### Restrictions:

- This Detachment may only be selected to accompany an army which uses Codex: Astra Militarum (or a derivative thereof) as its Primary Detachment.
- This Detachment cannot be your Primary Detachment.
- Your Warlord can never be chosen from this Detachment.
- All units chosen must have the same Faction (or no Faction).
- Units of the Chaos Space Marines and Chaos Daemons Factions (and derivatives of either) may not be selected for this Detachment. No one is *that* crazy.

### Command Benefits

**Bargained Truce:** While your Warlord is alive, units in this Detachment are treated as Allies of Convenience with the rest of the units in your army, even if they would have been Battle Brothers.

**Gratuitous Gratuity:** You may spend additional points on this Detachment and they are not allocated to unit purchases. Instead, this represents payments made in good faith to your Ally. For every 10 points spent in this manner, you receive a Gratitude Token.

**Gratitude:** Because of your generous nature, your ally will fight bravely for you. You may spend a Gratitude Token to re-roll any one Morale or Regroup check that a unit in this Detachment has failed. This re-roll is made as if the unit possessed the Stubborn special rule.

**Get Behind Me:** Spend a Gratitude Token to Increase cover saves granted by intervening models from this Detachment to 4+ until the end of the turn. This may be used at any time, though not to adjust a saving throw that has already been failed.

**Best of the Best:** At the end of the Movement Phase, you may spend a Gratitude Token to grant one of this Detachment's Elite choices the Objective Secured Special Rule until the beginning of the next game turn. If there is no next game turn, the unit is considered to have the rule for the purposes of scoring end-of-game Objectives.

# Salamanders

## Promethian Strike Force Detachment

The Promethian Strike force allows Salamanders players to deploy their models in a typical structure of their army in a major engagement.

### Army Selection:

The Promethian Strike may select units from Codex: Space Marines as if they were a regular Salamanders force.

### Compulsory Composition:

- 1 Core Formation
- 1 Auxiliary Formation

### Optional Composition:

- 1 Core Formation
- 3 Command Formations
- Any number of Auxiliary Formations

**Restrictions:** All units in the Detachment must have the Space Marines Faction and must all be drawn from the Salamanders Chapter. Models in this Detachment also may not include Speeders, Bikes, or equip Jump Packs.

**Note on Formations:** This Detachment uses the same Formations as the Gladius Strike Force in Codex: Space Marines. Rename “10th Company Task Force” to “7th Company Task Force”. Additionally, replace the 1st Company Task Force with the Fire Drake Purgation Force from this supplement.

### Command Benefits:

**Self-Reliance:** Infantry units in this Formation with one model remaining have the Fearless and Feel No Pain special rules. In addition, they become completely immune to Flamer weapons. Be sure to keep track of allocated wounds and only use Fast Dice for one less model than your units are comprised of. Units with a joined Independent Character would not gain this ability, but individual, unattached Independent Characters would.

**Self-Sacrifice:** A model from this Detachment may Look Out Sir for any other model from this Detachment in the same unit as if they were a Character. For example, a Salamanders Captain may Look Out Sir for a Tactical Marine on a 4+.

**Company Arsenal:** If a Promethian Strike Force includes two Battle Demi-Companies, then any melta or flamer upgrades for models in this Detachment are free and any Thunderhammer upgrades are 10 points less.



## Fire Drake Purgation Force Formation

The Fire Drake Purgation Force represents the very best the Salamanders have to offer. When these legendary warriors take the field, they are an immovable bulwark in whatever theatre of war they take part in. Their mere presence signals the dire importance of the mission at hand and their Battle Brothers leave little more than cinders in their wake.

### Formation:

3-5 units chosen in any combination from the following list:

- Terminator Squad
- Terminator Assault Squad
- Sternguard Veteran Squad
- Vanguard Veteran Squad

### Special Rules:

#### Fear, Fearless

**By Fire Be Purged:** All Flamer weapons in this Formation have the Rending special rule.

**Maximum Purgation:** This ability is a Combat Doctrine which may be declared once per game. During a turn in which this Doctrine is activated, all Flamer weapons for models with the Space Marines: Salamanders Faction have the Rending special rule.

# Space Wolves

## Wolf Brothers Detachment

The Wolf Brothers are a scattered group of 2nd Founding Space Wolves who still serve throughout the chapter in a myriad of roles regardless of their heavily damaged geneseed. Their entire lives are dominated by (aside from service to the Imperium) suppressing the Wolf Within.

### Army Selection:

Wolf Brothers may select units from Codex: Space Wolves as if they were a regular Space Wolf force with the exception being that Wolf Brothers may select Fenrisian Wolves as Troops.

### Compulsory Composition:

2 Troop

### Optional Composition:

1 HQ

4 Troop

3 Elite

**Restrictions:** Wolf Brothers may not select Named characters in their formation. Additionally, since the geneseed is so rare, only a single unit of Wolf Brothers Blood Claws may be selected per army and only a single Wolf Brothers HQ may be chosen per army.

### Command Benefits:

**Objective Secured:** all Troops in a Wolf Brothers Detachment enjoy the Objective Secured special rule.

**The Wolf Within:** Before deployment, roll a die for each Infantry, cavalry, and walker in this detachment and refer to the chart below for the effects of the Wolf Within. These effects persist for the entire game. A Dreadnought or Independent Character may adjust the roll by either a +1 or -1 as they see fit (to a maximum of 6 and a minimum of 1).

|   |                                  |   |
|---|----------------------------------|---|
| 6 | I'll be alright...               | The unit is grateful that they have been able to keep the Wolf at bay and are exceptionally level-headed in combat, so may re-roll all Leadership checks.   |
| 5 | Heh heh heh...                   | The unit feels the wolf within, simultaneously enhancing their senses and setting their nerves on edge. The unit enjoys a +1 Initiative, but also suffers a -1 to their Leadership score if they have one.          |
| 4 | You can't begin to understand... | The marines are afflicted with a nihilistic malaise regarding their malady. They almost don't care if they live or die. The unit loses the And They Shall Know No Fear special rule gain the Fearless special rule. |
| 3 | Grrr...                          | The Wolf Within is making the Marine's blood boil. They gain the Rage special rule.   |
| 2 | No! Not now...!                  | The Wolf Within is surfacing. The unit is treated as a Desperate Ally to all other friendly models except other Wolf Brothers. The  |

unit loses the And They Shall Know No Fear special rule, while also gaining Rage and Fearless.

1 AROOOO...!!!

As “2” above with additional effects. First, the unit may not score nor contest objectives and they lose the Objective Secured rule if they had it. Cavalry essentially become one with their mounts and gain +1 to their Wounds characteristic. Dreadnoughts gain the Rampage special rule. Infantry change their unit type to Beasts instead of in all respects, though they may still use shooting attacks and other abilities as normal. For example, Sky Claws which roll a “1” become Jump Beasts instead of Jump Infantry.

We suggest using small, numbered tokens or special models to represent how strongly the unit is feeling the Wolf Within.

## Sagas of the Howling

The Howling represent either Wolf Brothers who have fallen to Chaos, Chaos Space Marines who have been created using the Gene Seed of fallen Wolf Brothers, or are simply Wolf Brothers who are lost to the Galaxy - not quite renegade and not quite loyal either.

The following rules are meant to be used as upgrades for the basic Chaos Space Marines unit. Chaos Lords or Chaos Sorcerers may also select a Saga of the Howling, but they usually have a slightly increased points cost. A Daemon Prince may also select some of the Sagas, but theirs cost double that of a Lord or Sorcerer. Note that Wolf Brothers who have ascended to be Daemon Princes should be few and far between.

A unit which selects a Saga may not select a Mark or Icon. A unit may not select more than one Saga.

### Saga of the Dire Howl

#### 2pts/model or 10pts for an HQ

Some Wolf Brothers have learned to focus on their martial skills as a way of quieting the Wolf Within. These Astartes are often found either in the vanguard of a Khorne assault or at the center of campaign planning.

**Oath:** Hear the clarion call of the Wolf. There is no emotion; there is only the battle at hand and then the next and the next after that. Win the day no matter the cost lest you be deemed unworthy of the Geneseed from which you benefit.

**Boon:** Units who follow the Saga of the Dire Howl gain the Scout special rule. HQs who chose this Saga may also roll an additional Strategic Warlord Trait if they are your Warlord.

### Saga of the Rabid Wolf

#### 4pts/model for a squad or 10pts for an HQ

The saddest of all the Sagas which the fallen Wolf Brothers can choose to follow is the Saga of the Rabid Wolf. They take it upon themselves to embrace a disease which has been specially created for them. It pacifies the Wolf Within to some degree, but it also dulls their senses and makes them unpredictable and irritable.

**Oath:** Feel nothing. Find the Brothers still loyal to the Imperium and bring them the gift of infection. Capture Space Wolves alive to fulfill your oath.

**Boon:** Wolf Brothers who follow the Saga of the Rabid Wolf gain the Feel No Pain special rule, but suffer a -1 to their Initiative. They also may not be joined by any HQ which is not also following the Saga of the Rabid Wolf.

## Saga of the Embraced

**7pts/model or 14pts for an HQ**

Many Wolf Brothers who have fallen to Chaos have simply embraced their fate and they follow the path of the running wolf. These Battle Brothers are completely lost to the wolf and suffer horrific deformities.

**Oath:** Run in the night. Hunt. Kill. Devour the flesh of your enemies with tooth and fang.

**Boon:** The unit changes their type to Beast rather than Infantry.

## Saga of Remus

**4pts for a squad or 5pts for an HQ**

Those who have taken up the Saga of Remus believe in the dominance of the Astartes as a species over all other mortals. They may not even see humans as true sentients. Their goal is conquest pure and simple. Most of the Wolf Brothers who follow this Saga can be found deeply entrenched with Abaddon.

**Oath:** Prove your superiority to pathetic lower life forms by defeating their strongest champion in a challenge.

**Boon:** Units with this saga may reroll any and all Chaos Boons when they are generated, rerolling either one or both dice.

## Saga of the Moon Dancers

**7pts/model for a squad or 10pts for an HQ**

The Moon Dancers run with the night as with those who follow the Saga of the Embraced, but they have not fallen to Chaos, nor do they suffer from deformities. This sect of Wolf Brothers have defied the Wolf Within somehow. Astartes from this splinter group are often aloof and puzzling to Chaos warbands and Space Wolf detachments alike.

**Oath:** Dance, for tomorrow we may die. Embrace the night and the power of the moon. It will cleanse you. Destroy the enemies who try to deny you this simple pleasure before they can react. Avoid contact and unleash hellfire with your ranged weapons.

**Boon:** Models gain the Infiltrate special rule, though they do not confer this ability on attached units. They also enjoy a +1 Initiative. Daemon Princes may not select this Saga.

## Saga of Sirius

**1pt/model or 5pts for an HQ**

Those who follow the Saga of Sirius, like the Moon Dancers, are always on the move, but these renegade Space Marines travel the stars as aimless wanderers. Their wanderlust places them alongside many different armies throughout the galaxy. Their philosophy is also one which fully embraces the pack mentality in combat.

**Oath:** The Wolf Within chases you from star to star, but it will never truly catch you! Fill your senses with the wonders the Galaxy has to offer. Fight alongside many allies and fall upon your enemies as one pack. Destroy an enemy in close combat along with an ally to fulfill this Oath.

**Boon:** Units following this Saga may be taken as an Ally of Convenience to any army except Tyranids, Chaos Daemons, nor (in groups which normally allow self-allying) Chaos Space Marines. Additionally when engaged in close combat against an enemy unit along with one or more additional units in your army, followers of Sirius gain the Preferred Enemy special rule. Daemon Princes may not select this Saga.

## **Saga of the Broken Pack**

**1 pt/model**

These Wolf Brothers are true renegades. They plunder resources throughout the Imperium, living from day to day and conflict to conflict in the firm belief that the Imperium owes them something for the centuries of torment. Daemon Princes may not select this Saga.

**Oath:** Take what should rightfully be yours. Score 8 or more Tactical Objectives to fulfill this Oath.

**Boon:** May re-roll to hit against enemy units with the Objective Secured special rule.