

Tactical

• They Shall Know No Fear •

15cm

Name	Range	Firepower	Notes
Missile Launcher	45cm	AP5+/AT6+	

Devastator

• They Shall Know No Fear •

15cm

Name	Range	Firepower	Notes
2x Missile Launcher	45cm	AP5+/AT6+	

Assault

• They Shall Know No Fear • Jump Packs •

30cm

Name	Range	Firepower	Notes
Bolt Pistol	15cm	Smallarms	

Scout

• They Shall Know No Fear • Infiltrator • Scout •

15cm

Name	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	

References

They Shall Know No Fear (TP 5.1.1)

A Tactical Squad is the most versatile and tactically flexible force in the Space Marine army, making up the majority of the four Battle Companies and the entirety of two of the four Reserve Companies in a typical Codex Chapter. This makes them the most common type of unit in the Space Marine forces.

Prior to service in a Tactical Squad, Space Marines must prove themselves capable in all aspects of warfare by completing several campaigns in Assault and Devastator Squads, a process that can last years or decades.

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References

They Shall Know No Fear (TP 5.1.1)

Devastator Squads are specialised Space Marine squads tasked with long-range fire support, entrusted with the Chapter's rarest heavy weaponry. In a typical Codex Chapter, two Devastator Squads are assigned to each of the four Battle Companies, while the entirety of the 9th Reserve Company is composed of Devastators. Most Devastator Squads are composed of Space Marines who have recently been promoted from Scout Squads. Though veterans of dozens, even hundreds, of campaigns, service in a Devastator Squad will be their first experience in power armour as part of the main Space Marine army.

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References

Jump Packs (TP 2.1.7)

They Shall Know No Fear (TP 5.1.1)

An Assault Squad is a Space Marine unit that excels at close combat. In a typical Codex Chapter, two Assault Squads make up part of each of the four Battle Companies, and the entire 8th Reserve Company is composed of Assault Squads. As an Assault Marine, they must not only prove themselves in close combat, but learn other vital skills, such as the operation and maintenance of Space Marine Bikes and Land Speeders. Assault Squads are used for a variety of roles; reconnaissance-in-force, decapitation strikes, and counter-assault missions are common assignments for Assault Squads.

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References


Infiltrator (TP 2.1.4)

Scout (TP 2.1.12)


They Shall Know No Fear (TP 5.1.1)








Scouts are the new recruits of a Space Marine chapter who have advanced far enough in the early stages of their training and biological transformation to take part in battle with the rest of the Chapter. More lightly armed and armoured than full Battle brothers, their role is to range ahead of the main Space Marine force, preparing the way for the main advance by infiltrating enemy lines, sabotaging and gathering intelligence - causing as much chaos and disruption as possible.

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Terminator 

• They Shall Know No Fear • Reinforced Armour • Teleport • TRA •



 
 
 
 15cm 


Name	Range	Firepower	Notes
2x Assault Cannon	30cm	AP5+/AT5+ Assault	
Power Weapon	bc	Weapons, MW, EA(+1)	

References


Reinforced Armour (TP 2.1.11)
 Teleport (TP 2.1.17)
 They Shall Know No Fear (TP 5.1.1)
 TRA – Thick Rear Armour (TP)








Within a typical Space Marine Chapter, only the members of the 1st Company have full access to the rare and extremely resilient Terminator armour. Each suit is treated as an important relic and seen as a physical representation of the Chapter's fighting spirit. The most revered part of each suit of armour is the Crux Terminatus, a cross-shaped badge placed on the left shoulder plate. According to legend, the Crux Terminatus worn by Terminator captains contains a shard of the armour the Emperor wore at the height of the Horus Heresy.

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Bikes 

• They Shall Know No Fear • Mounted •



 
 
 
 35cm 


Name	Range	Firepower	Notes
Twin Bolters	15cm	Smallarms	

References


Mounted (TP 2.1.10)
 They Shall Know No Fear (TP 5.1.1)








Space Marine Bike Squads are fast moving, light-attack units mounted on Space Marine Bikes. These squads are used by Space Marines for a variety of missions, including reconnaissance and breakthrough of enemy lines. Able to outflank enemy forces with ease, these Squads are often paired with Scout Squads or Land Speeder flights, but are more than capable of operating on their own. For Chapters which follow the dictates of the Codex Astartes, all Assault Marines and Scouts are trained in how to operate a bike, as well as the entire 6th Company.

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Chaplain 

• They Shall Know No Fear • Leader • Inspiring • InvS •



 
 
 
 N/A 


Name	Range	Firepower	Notes
Power Weapon	bc	Assault Weapons, MW, EA(+1)	

References


Inspiring (TP 2.1.5)
 InvS – Invulnerable Save (TP 2.1.6)
 Leader (TP 2.1.8)
 They Shall Know No Fear (TP 5.1.1)








Space Marine Chaplains are the spiritual leaders of Space Marine Chapters. Warrior-priests, they fight alongside their battle-brothers, chanting the Chapter's sacred battle creeds, and inspiring their brethren to greater feats of bravery. To enemies they appear as terrifying and sinister figures in black power armour and skull-visaged helmets.

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Librarian 

• They Shall Know No Fear • Leader • InvS •



 
 
 
 N/A 


Name	Range	Firepower	Notes
Power Weapon	bc	Assault Weapons, MW, EA(+1)	
Smite	15cm	Smallarms, MW, EA(+1)	

References


InvS – Invulnerable Save (TP 2.1.6)
 Leader (TP 2.1.8)
 They Shall Know No Fear (TP 5.1.1)


Librarians are Space Marine psykers. They fulfill several important specialist roles in a Chapter: off the battlefield they are responsible for interstellar psychic communications. In battle they utilise their abilities as powerful psykers. They are among the most knowledgeable of the Chapter's history and traditions.


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Captain 


• They Shall Know No Fear • Commander • Leader • InvS •



N/A 

N/A 

N/A 

N/A 


Name	Range	Firepower	Notes
Power Weapon	bc	Assault Weapons, MW, EA(+1)	

References


Commander (TP 2.1.2)
 InvS – Invulnerable Save (TP 2.1.6)
 Leader (TP 2.1.8)
 They Shall Know No Fear (TP 5.1.1)


A Space Marine Captain (also known as Brother-Captain) typically commands an entire company of his battle brothers. In addition to leadership of his own Company and its resources, a Captain may have other Chapter responsibilities (and correspondingly, an additional title) - usually being responsible for an area of Chapter logistics. Typically, the senior-most Captain commands the First Company and often serves as second-in-command to the Chapter Master and as their immediate successor.


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Supreme Commander 


• They Shall Know No Fear • Supreme Commander • InvS •



N/A 

N/A 

N/A 

N/A 


Name	Range	Firepower	Notes
Power Weapon	bc	Assault Weapons, MW, EA(+1)	

References


Supreme Commander (TP 2.1.15)
 They Shall Know No Fear (TP 5.1.1)


A Space Marine Chapter is led by a Chapter Master, who is at once one of the Chapter's most experienced warriors and among the most gifted military leaders in the Imperium. A Chapter Master possesses centuries of battle experience and is invariably highly skilled in tactics, leadership and all kinds of combat. In battle he leads from the front, combining front-line combat with tactical and strategic assessment that allows him to see how victory can be accomplished.

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Attack Bike 

• They Shall Know No Fear •



35cm 


Name	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	

References


They Shall Know No Fear (TP 5.1.1)


A variant of the Bike is the Space Marine Attack Bike, which includes a Heavy Bolter or Multi-Melta mounted on an attached sidecar. This heavy weapon, combined with the manoeuvrability of the Assault Bike, makes it excellent at rapidly deploying large amounts of heavy fire-power to those areas which require it urgently.

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Land Speeder 

• They Shall Know No Fear • Scout • Skimmer •



35cm 


Name	Range	Firepower	Notes
Multi-Melta	15cm	AP5+	
	AND	Smallarms, MW	

References


Scout (TP 2.1.12)
 Skimmer (TP 2.1.13)
 They Shall Know No Fear (TP 5.1.1)

Land Speeders are light anti-gravity vehicles, serving as the primary reconnaissance, scouting, resupply and fast attack vehicles of the Imperial Space Marine Chapters. Land Speeders are based on STC data recovered in M31 by the famous Techno-archaeologist Arkhan Land, and afterwards became widely produced and used throughout the Imperium. Land Speeders were also originally used by the Imperial Guard, but since then the plasma and anti-gravity technologies required to produce them have become increasingly rare and hard to maintain.



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Land Speeder Tornado 

• They Shall Know No Fear • Scout • Skimmer •



IMAGE

35cm 


Name	Range	Firepower	Notes
Assault Cannon	30cm	AP5+/AT5+	
Heavy Bolter	30cm	AP5+	

References


Scout (TP 2.1.12)
 Skimmer (TP 2.1.13)
 They Shall Know No Fear (TP 5.1.1)

The advantages of the Land Speeder is that it can be tasked to fulfill a variety of missions. These can range from light reconaissance to tank-hunting and search-and-destroy operations. Land Speeder Tornadoes are more heavily armed variants of the standard Land Speeder, mounting a heavy flamer as its primary armament with a heavy bolter for additional firepower. The heavy flamer is sometimes replaced with an assault cannon, with the heavy bolter replaced with a multi-melta.



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Land Speeder Typhoon 

• They Shall Know No Fear • Scout • Skimmer •



IMAGE

35cm 


Name	Range	Firepower	Notes
Twin Typhoon Missile	45cm	AP3+/AT5+	
Heavy Bolter	30cm	AP5+	

References


Scout (TP 2.1.12)
 Skimmer (TP 2.1.13)
 They Shall Know No Fear (TP 5.1.1)

The majority of Land Speeders are held by the Chapter's Reserve Companies, with the 7th Company trained and equipped to deploy en mass on Land Speeders, acting as a fast-response strike group which can be used to respond to enemy penetrations or exploit a hole in their battle lines. Land Speeder Typhoons are a more heavily-armed version of the standard Land Speeder. In addition to the Heavy Bolter, it mounts twin-linked missile launchers. The heavy bolter can also be replaced with a multi-melta.



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Tactical Dreadnought 

• They Shall Know No Fear • Walker •



IMAGE

15cm 


Name	Range	Firepower	Notes
Assault Cannon	30cm	AP5+/AT5+	
Power Fist	bc	Assault Weapons, MW, EA(+1)	

References


Walker (TP 2.1.18)
 They Shall Know No Fear (TP 5.1.1)

The Space Marine Dreadnought is a massive war-machine piloted by an honoured Space Marine hero whose body has been ravaged in battle. The most commonly used pattern as of M41 is the Castraferrum Pattern, but many variants exist. A Space Marine Dreadnought is a large, walking tank which carries both powerful guns and lethal close combat weaponry, armoured to withstand all but the most powerful of enemy firepower and often relied on by Space Marine forces to tear an opening in enemy defenses.



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Hellfire Dreadnought 

• They Shall Know No Fear • Walker •



IMAGE

15cm 

Name	Range	Firepower	Notes
Missile Launcher	45cm	AP5+/AT6+	
Twin Lascannon	45cm	AT4+	

References


Walker (TP 2.1.18)
 They Shall Know No Fear (TP 5.1.1)


Each Dreadnought contains a living being, permanently interfaced with the machine through a form of Mind Impulse Unit. Dreadnoughts are surprisingly agile, able to walk and balance with the ease of a living creature. Hellfire Dreadnoughts are a variant of the Space Marine Dreadnought designed for long-range fire support. These dreadnoughts have foregone the use of their Dreadnought Close Combat Weapons and their arms are replaced with heavy weapons like an Assault cannon, a Twin-linked Lascannon, Multi-Meltas or a missile rack.

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Hunter

• They Shall Know No Fear •





30cm

Name	Range	Firepower	Notes
Hunter-Killer	60cm	AT4+/AA4+	

References


They Shall Know No Fear (TP 5.1.1)


The Hunter Multi-Launcher is an anti-aircraft missile vehicle built on the Rhino chassis. A variant of the Whirlwind, it is based on STC data which is much older than the more recent Whirlwind Hyperios. Whereas Stalkers are deployed for air defense against light fast moving targets, Hunters are deployed when Chapters expect to face heavy enemy air assaults. Prior to the discovery of the STC for the Hunter, Space Marine forces had attempted to retrofit various designs to the Whirlwind artillery vehicle, with largely negative results.

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Land Raider

• They Shall Know No Fear • Reinforced Armour • TRA • Transport •





25cm

Name	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
Twin Heavy Bolter	30cm	AT4+	

References

Reinforced Armour (TP 2.1.11)
 They Shall Know No Fear (TP 5.1.1)
 TRA - Thick Rear Armour (TP 2.1.16)

Transport


May transport one Terminator unit or two infantry units without Jump Packs or Mounted.


The Land Raider is designed to move at a good speed while still carrying heavy armaments as well as a number of warriors within its armoured hull. It is a Standard Template Construct vehicle, like many others in the armouries of Imperial forces and has been modified several times since its rediscovery. The standard modern pattern of Land Raider however is known as the Land Raider Phobos.

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Predator Annihilator

• They Shall Know No Fear •





30cm

Name	Range	Firepower	Notes
Twin Lascannon	45cm	AT4+	
2x Lascannon	45cm	AT5+	

References


They Shall Know No Fear (TP 5.1.1)


The Predator is a battle tank employed by the Space Marines. It is a more heavily armed and armoured version of the Rhino personnel carrier. In place of the Syrtis pattern Autocannon, the Predator Annihilator mounts twin-linked 'Stormbringer' Lascannons equipped with flash dampeners and focusing rings. Powered by diaquartzoid crystal batteries, each lascannon has a barrel life of 1000 shots before it warps and must be replaced.

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Predator Destructor

• They Shall Know No Fear •





30cm


Name	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	
2x Heavy Bolter	30cm	AP5+	

References


They Shall Know No Fear (TP 5.1.1)

The main turret armament on the common Mars-pattern MarkVI-b Predator Destructor is the Syrtis pattern Autocannon, which is constructed with an automatic ammunition feed, muzzle flash suppressor and discharge extractor. The weapon is aimed by the vehicle commander/gunner through a multi-spectral remote targeting surveyor and accuracy talisman. It fires explosive ammunition, each round larger than a Space Marine's fist, which easily chew through heavily-armoured infantry and light vehicles.





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Razorback (Anti-Tank Variant) 

• They Shall Know No Fear • Transport •




IMAGE

30cm



Name	Range	Firepower	Notes
Twin Lascannon	45cm	AT4+	

References


They Shall Know No Fear (TP 5.1.1)

Transport


May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted.

The Razorback is a tracked, armoured vehicle used by Space Marine Chapters. Its design is based on the Rhino chassis and as such is quite easy to manufacture, sharing many of its design features. It is sometimes favoured over the Rhino because of its superior firepower, although this comes at the cost of transport space. Because the rediscovery of the design occurred after the Horus Heresy, the Traitor Legions do not field Razorbacks.





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Razorback (Anti-Infantry Variant) 

• They Shall Know No Fear • Transport •




IMAGE

30cm



Name	Range	Firepower	Notes
Twin Heavy Bolter	30cm	AP4+	

References


They Shall Know No Fear (TP 5.1.1)

Transport


May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted.

A variant of the Predator Battle Tank designed to carry troops is believed to be the first precursor to the modern Razorback. However, the STC template for the Razorback was first rediscovered in M36 by Chief Artisan Tilvius while he was exploring the Southern Rim of the galaxy. When he returned to Mars, the Adeptus Mechanicus recognized it from earlier records and commenced work on its production. Within two hundred years the first Razorbacks were field-tested and began seeing service to the Adeptus Astartes soon after.





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Rhino 

• They Shall Know No Fear • Transport •




IMAGE

30cm



Name	Range	Firepower	Notes
Storm Bolter	15cm	Smallarms	

References


They Shall Know No Fear (TP 5.1.1)

Transport


May transport two infantry units (except Terminator units) without Jump Packs or Mounted.

The Rhino has been in service throughout the history of the Imperium. As a Standard Template Construct vehicle, the Rhino dates back to the distant time of Mankind's initial colonisation of the galaxy. Originally named "RH-1-N-0 Tracked Exploration and Multi-Purpose Defense Vehicle," it was used to explore newly colonised worlds. First field-tested on Mars, the "Rhino," as it came to be known, was a success, thanks to its extreme dependability, ability to run on any semi-combustible fuel source, and the fact that it can be produced from any locally available material.





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Vindicator 

• They Shall Know No Fear • Walker •




IMAGE

25cm




Name	Range	Firepower	Notes
Demolisher	30cm	AP3+/AT4+	IC

References


IC – Ignore Cover (TP 2.2.5)
 They Shall Know No Fear (TP 5.1.1)
 Walker (TP 2.1.18)


The Vindicator is a short range siege tank used by Space Marine Chapters. Based upon the Rhino chassis, it shares many of the same design features, though with equipment and armament optimized to deliver heavy ordnance at short range. As laid down by the Codex Astartes, the Vindicator's chief role is in urban combat, to provide assault and tactical squads with destructive firepower against enemy strongpoints and snipers.


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Whirlwind 

• They Shall Know No Fear •





30cm 


Name	Range	Firepower	Notes
Whirlwind	45cm	1BP	Ind

References


Ind – Indirect (TP 2.2.10)
They Shall Know No Fear (TP 5.1.1)


The most common type of Whirlwind is the 'Helios' pattern, though differences between most Whirlwinds is simply a matter of how many missiles can be fired. When fully loaded, the Helios' missile launcher carries six missiles. However, because these missiles can only be manually reloaded, the Whirlwind must withdraw after firing in order to rearm. In spite of this, the transport capacity inherited from the Rhino allows for a large ammunition stockpile, and some Chapters equip each vehicle with a Servitor dedicated to speeding up the reload time.


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Landing Craft 

• They Shall Know No Fear • DC 4 • Fearless • PF • RA • Transport •





N/A 

Name	Range	Firepower	Notes
2x Twin Lascannon	45cm	AT4+	
3x Twin Heavy Bolter	15cm	AP4+/AA5+	

Critical Hit Effect

The unit and all units being carried are destroyed. All units within 5cm suffer a hit.

References


Fearless (TP 2.13)
PF – Planetfall (TP 4.4)
RA - Reinforced Armour (TP 2.1.11)
They Shall Know No Fear (TP 2.2.8)

Transport


May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up


Space Marine Landing Craft are large orbital-assault vehicles designed to quickly deliver vehicles and troops to a planets surface.


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Thunderhawk Gunship 

• They Shall Know No Fear • DC 2 • PF • RA • Transport •





N/A 

Name	Range	Firepower	Notes
Battle Cannon	75cm	AP4+/AT4+	
2x Twin Heavy Bolter	15cm	AP4+/AA5+	
Twin Heavy Bolter	15cm	AP4+/AA5+	
Twin Heavy Bolter	15cm	AP4+/AA5+	

Critical Hit Effect

The unit and all units being carried are destroyed.

References


PF – Planetfall (TP 4.4)
RA - Reinforced Armour (TP 2.1.11)
They Shall Know No Fear (TP 2.2.8)

Transport


May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each


The Thunderhawk gunship is a multi-use aircraft in wide use by Space Marine Chapters. Each Chapter of the Space Marines maintains its own fleet of Thunderhawks. Normally reserved for large-scale battles, time and time again its use in the various fields of war has been proven. With such might like this, only a great threat to the Imperium can demand use of these mighty craft.


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Battlebarge 

• They Shall Know No Fear • Slow and Steady • Transport •





N/A 

Name	Range	Firepower	Notes
Orbital Bombardement	N/A	14BP, MW	

References

Slow and Steady (TP 2.1.19)
They Shall Know No Fear (TP 2.2.8)

Transport


May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried


The Battle Barge is the largest Space Marine warship and is configured for close support of planetary landings. Battle Barges were originally a simple designation during the Great Crusade to refer to Battleships under Legiones Astartes control. Today, most chapters control two or three Battle Barges designed to deploy a fighting force to planets in a rapid fashion.


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Drop Pod ★


• They Shall Know No Fear • Planetfall • Transport •



N/A 

N/A 

N/A 

N/A 

Name	Range	Firepower	Notes
Deathwind	15cm	AP5+ / AT5+	

References

Planetfall (TP 4.4)
They Shall Know No Fear (TP 2.2.8)

Transport


May transport one formation of only the following units:
Devastator, Dreadnought, Tactical.


Transport


After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.


Strike Cruiser 📍


• They Shall Know No Fear • Transport •



N/A 

N/A 

N/A 

N/A 

Name	Range	Firepower	Notes
Orbital Bombardement	N/A	5BP, MW	

References

They Shall Know No Fear (TP 2.2.8)

Transport

May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried

Strike Cruisers can carry up to one full company of Space Marines and their equipment. They are primarily used for rapid deployment and are often the first arrive in orbit of a threatened planet and capable of deploying their cargo within twenty minutes of said arrival.

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