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This document presents unofficial Chapter Tactics for a selection of Games-Workshop created or approved Space Marine Chapters. These rules are not endorsed by Games-Workshop, require the permission of your opponent and/or tournament organizer to use, and require the use of Codex: Space Marines (2013).

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Blood Ravens (Progenitors: Unknown)

The Blood Ravens are an enigmatic chapter who continually search for the truth behind their origins, seeking to know which Primarch their gene-seed hails from. The chapter has many more Librarians than is normal for a chapter, but is remarkable at keeping this larger bulk of Librarians pure and uncorrupted. They have strained many alliances within the Imperium due to their habit of studying their enemy in detail before attacking.

Know Your Enemy: Units in this detachment which arrive into play from reserves have the Preferred Enemy special rule (mark these units accordingly with a token). If taken as Allies, all units in this detachment must be held in reserves, even in missions which do not normally use or allow reserves.

In addition, when using the Allies Matrix, all models in this detachment count units from Codex: Blood Angels, Dark Angels, Space Wolves, and Space Marines (including Black Templars) detachments as Allies of Convenience instead.

Knowledge is Power, Guard it Well: Any Tactical Squad Veteran Sergeant in this detachment may replace his boltgun for a force weapon and gain the Psyker (Mastery Level 1) special rule for 25 points. These upgraded Veteran Sergeants generate their Psychic powers from the same disciplines as a Librarian. Any Psykers in this detachment may generate Psychic powers from the Divination discipline instead of the disciplines listed in Codex: Space Marines.

In addition, when using the Allies Matrix, all models in this detachment count units from Codex: Grey Knights as Battle Brothers.



Black Dragons (Progenitors: Unconfirmed)

One of the cursed founding, the Black Dragons suffer from a mutation in their gene-seed which causes bone to grow outside of the skin in horns, talons and blades. They ritualistic sharpen and carve decorations into these bone growths and those with larger bone growths are put into a special company within the chapter known as the Dragon Claw Company, whose members are dispersed through the rest of the chapter when needed. This mutation has caused strained relations with other members of the Imperium, particularly those of the Inquisition, Ecclesiarchy and the Dark Angels, who view their mutation as pushing the limits and tolerances of the Imperium.

Bone Spikes: Each model in this detachment may re-roll a single To Hit roll of 1 each turn when engaged in close combat. In addition, models in this detachment (excluding Vanguard Veteran Squads) always count as being equipped with a combat blade in addition to their normal wargear (this combat blade may never be upgraded or replaced).

Strained Tolerance: Vanguard Veteran Squads in this detachment always count as being equipped with a pair of combat blades with the Rending and Shred special rules at no additional cost. In addition, when using the Allies Matrix, all models in this detachment count units from Codex: Adepta Sororitas, Dark Angels, Grey Knights, Inquisitors, and Space Marine detachments using Chapter Tactics (Red Scorpions) or Chapter Tactics (Black Templars) as Desperate Allies.



Silver Skulls (Progenitors: Ultramarines)

The Silver Skulls differ from most chapters founded from the venerable Ultramarines in that they have a unique position within their ranks called the Prognosticators, a combination of Librarians and Chaplains which are held in very high regard within the chapter and help dictate the chapter's actions. They are also trained to complete difficult tasks in extremely dimly light conditions and taught that retreat from combat gives the enemy ground, which is unacceptable within the ranks of the Silver Skulls.

Give Them No Ground: Units in this detachment have the Acute Senses and Night Vision special rules. In addition, units in this detachment are Fearless when engaged in close combat.

Prognosticators: Detachments using Chapter Tactics (Silver Skulls) may not include any Chaplains. Any Librarian in this detachment may be upgraded to a Prognosticator, gaining a rosarius and replacing And They Shall Know No Fear with the Zealot special rule for 40 points. Prognosticators generate their Psychic powers from the Divination discipline instead of the disciplines listed in Codex: Space Marines.

In addition, if Silver Skulls are your primary detachment, you may re-roll failed attempts to seize the initiative.



Hawk Lords (Progenitors: Unconfirmed)

The Hawk Lords bear some of the finest pilots in the Imperium, so much so that it is not uncommon for pilots from other astartes chapters to train with the Hawk Lords. They hardly ever use Drop Pods, instead preferring deadly low-orbital drops using Thunderhawk Gunships.

Sub-Orbital Drop: All units in this detachment, including vehicles and units with a Dedicated Transport, have the Deep Strike special rule (even though vehicles do not have the Chapter Tactics special rule). Note that units with a Dedicated Transport must Deep Strike inside of their transport, models who cannot ride inside of their transport are destroyed when coming into play using Deep Strike. In addition, units in this detachment equipped with jump packs only scatter D6" when arriving into play using Deep Strike. However, no unit in this detachment may take Drop Pods as Dedicated Transport options.

Unrivaled Piloting: Flyers in this detachment have the Venerable special rule at no additional cost and ignore Crew Stunned and Crew Shaken results on the vehicle damage table on a D6 roll of 2+ (even though vehicles do not have the Chapter Tactics special rule).



Scythes of the Emperor (Progenitors: Ultramarines)

The Scythes of the Emperor are a tragic chapter, their devotion and duty against the Tyranid menace has reduced them to a shadow of their former selves, barely two companies in strength. They are considered extremely brave to most other chapters, some considering them insane for their raids to recovery equipment and look for survivors of the Tyranid Hive Fleets.

Bitter History: Models in this detachment, including vehicles, have the Hatred (Tyranids), Monster Hunter, and Preferred Enemy (Tyranids) special rules (even though vehicles do not have the Chapter Tactics special rule). In addition, detachments using Chapter Tactics (Scythes of the Emperor) fighting against Tyranids may always re-roll failed attempts to seize the initiative.

Desperate Bravery: Models in this detachment have the Adamantium Will and Stubborn special rules. In addition, when a Space Marine army using Chapter Tactics (Scythes of the Emperor) is your primary detachment, you receive one less elites, fast attack and heavy support choice per force organization chart. Space Marine detachments using Chapter Tactics (Scythes of the Emperor) may not be taken as allies, though they may still take allies as normal.



Iron Snakes (Progenitors: Ultramarines)

The Iron Snakes are a rather peculiar chapter in that they do not organize themselves into companies, instead organizing themselves into independently functioning squads which bid on missions. These squads almost always contain their own Apothecary so that they can continue to function independently. The chapter also contains an abnormally large number of combat shields, power swords, and power lances, enough that it is able to equip virtually every squad in its ranks with these pieces of wargear.

Purity Above All: Any Tactical Squad Sergeant or Veteran Sergeant in this detachment may be upgraded to carry a Narthecium at no additional cost. This does not otherwise alter their wargear, additional options or profile, and should always be appropriately represented on the model.

Tools of Martial Combat: Any model in this detachment may replace their Melee weapon, bolt pistol or boltgun for a power sword or power lance for 15 points. Any unit which does not already have access to a combat shield may take them for 2 points per model.

In addition, units in this detachment no longer benefit from the Independent Character special rule and, when taken, must be attached to a unit from the same detachment. You may not have more Independent Characters in this detachment than units they can join.



Dark Hunters (Progenitors: White Scars)

The Dark Hunters are a chapter whom have a distrust of machinery from countless years of battling against the Daemon Engines of traitor sects of the Adeptus Mechanicus, which has put them at odds with the still loyalist organization. They are one of a very few chapters which deploy fully trained units in Scout armour, not just the Neophytes of the chapter.

A Scouts Worth: Any Scout Squad in this detachment may be upgraded to a Veteran Scout Squad for 5 points per model. Veteran Scout Squads are always taken as fast attack choices and have Weapon Skill 4, Ballistic Skill 4, Attacks 2, Leadership 9, and the Acute Senses and Fleet special rules.

In addition, the following is added to the Chapter Relics option list for this detachment:

- Shadow Mantle 30 pts

Suffer Not the Work of Heretics: Units in this detachment have the Preferred Enemy (Chaos Space Marines) special rule and also gain the Tank Hunters special rule against enemy vehicles with the Daemon special rule. In addition, when using the Allies Matrix, all models in this detachment count Space Marine units using Chapter Tactics (Iron Hands) and Chapter Tactics (Emperor’s Shadows) as Desperate Allies.



Emperor’s Shadows (Progenitors: Iron Hands)

While being founded by the Iron Hands chapter, the Emperor’s Shadows are not as zealous about replacing body parts with machinery, instead choosing to trust in their own flesh for strength. They prefer the use of ranged combat with weapons that fire bolts or slugs and make extensive use of Dreadnoughts.

Hailstorm of Death: Bolt pistols, boltguns, combi-weapons fired as a boltgun, storm bolters, heavy bolters, autocannons, and assault cannons carried by models in this detachment may re-roll a single failed To Hit roll of 1 each Shooting phase.

Heed the Wisdom of the Ancients: Any Venerable Dreadnought taken in a primary detachment may be nominated as your Warlord, even if they are not an HQ choice. In addition, your Venerable Dreadnoughts, Dreadnoughts, and Ironclad Dreadnoughts are scoring units.

Shadow Mantle: The Shadow Mantle confers a 4+ Armour Save and gives the bearer the Feel No Pain (6+), Infiltrate, Move Through Cover, Scouts, and Shrouded special rules. In addition, the bearer of the Shadow Mantle always counts as being equipped with an auspex. Units from Codex: Chaos Space Marines targeted by this auspex must re-roll successful armour saves until the end of the phase in addition to the regular effects of an auspex.



Sons of Dorn (Progenitors: Imperial Fists)

The Sons of Dorn are a rather interesting chapter. While they share some tactical similarities with their progenitors the Imperial Fists, their doctrines differ rather greatly. The chapter boasts a much larger number of Apothecaries than is normal for a chapter and has a controversial recruitment process of purposely infecting their Neophytes with powerful diseases in order to test and strengthen them.

Disease Resilience: Enemy attacks against models in this detachment have their Poisoned special rule reduced by 1, to a minimum of Poisoned (6+). For example, an attack with Poisoned (4+) made against a model in this detachment would instead be Poisoned (5+).

Purity Above All: Any Tactical Squad Sergeant or Veteran Sergeant in this detachment may be upgraded to carry a Narthecium at no additional cost. This does not otherwise alter their wargear, additional options or profile, and should always be appropriately represented on the model.



Excoriators (Progenitors: Imperial Fists)

The Excoriators believe that the recklessness tactics of other chapters, including their forefathers legendary last stands, are completely unnecessary. Instead, the chapter prefers a more methodical and careful approach to combat as honour and pride are worth nothing if many battle brothers are lost.

Grim Armour: Units in this detachment have the Fear special rule. In addition, units in this detachment always count as having scored one additional unsaved Wound in close combat for the purposes of combat results.

Pragmatic Warriors: Units in this detachment have +1 cover save. If a unit does not already have a cover save, it gains a 6+ cover save. This does not stack with the effects of camo cloaks. In addition, units in this detachment roll an extra D6 when rolling for fall back distance, discarding the lowest result.



Iron Fists (Progenitors: Imperial Fists)

The Iron Fists have a love of their machinery that surpasses even their progenitor chapter, the Imperial Fists. They prefer siege warfare like their predecessors, however they have such a reverence for their own war machines that they equip them with the best technology their forges can manufacture and allow Techmarines to be elevated to lead entire Companies.

Siege Masters: See page 78 of Codex: Space Marines.

Strength of Arms: Any Chapter Master or Captain in power armour in this detachment may be upgraded to have artificer armour, a servo-harness, and the Blessing of the Omnissiah and Bolster Defences special rules for 55 points. Chapter Masters and Captains upgraded in this fashion replace the Mounted Assault special rule with the Lord of the Armoury special rule and are treated as Masters of the Forge for the purpose of option list restrictions.

In addition, vehicles in this detachment have the It Will Not Die special rule (even though vehicles do not have the Chapter Tactics special rule).



Fire Lords (Progenitors: Imperial Fists)

Even though the Fire Lords are a chapter descended from the Imperial Fists, they share much more in common with the Salamanders chapter. They prize the use of flamer weaponry and bathe themselves in flames to increase their durability against such weapons. The Fire Lords prefer orbital bombardments with incendiary rounds before assaulting an enemy position. Most strangely about the chapter is their ritual of replacing their teeth with special razor-sharp stones which, when grinded together, allow them to breathe a gout of flame from their mouth.

Flamecraft: See page 78 of Codex: Space Marines.

Gift of Prometheus: Orbital Bombardment attacks used by Chapter Masters in this detachment gain the Soul Blaze special rule and may be used at the beginning of the game, after deployment is complete but before the first turn is taken (even if the Chapter Master is in reserves). In addition, one per game until the end of the turn, enemy units which charge or are charged by any unit in this detachment are treated as being hit by an attack with the Blind special rule.

Furthermore, the following is added to the Chapter Relics option list for this detachment:

- Descent into the Flames 30 pts

Descent into the Flames: The Descent into the Flames confers a 2+ Armour Save. The bearer of the Descent into Flames is unaffected by all Pyromancy psychic powers and all flamer weapons (as defined in the Warhammer 40,000 rulebook), and may always take his armour saves against weapons with the Melta special rule, even if the attack would ignore such an armour save. In addition, if the bearer and his unit are equipped with jump packs and arrive into play using Deep Strike, they will only scatter D6" instead of the normal 2D6".