

Creating a Company

Select Chapter: your first step is selecting which chapter your marines will represent. You may select from any chapter in the SM codex or from any alternate codex or supplement. All models that normally would gain the chapter tactics of that chapter to represent their specific training. If using a homebrew chapter or an independent codex choose a tactic that works for your company. (Gray Knights, Blood Angels, and Dark Angels do not receive normal special rules, ex: brotherhood of Psykers, to balance point costs and as these are all unique purchases in game but do gain any chapter tactic they wish instead)

You begin play with your champion granted to you for free. Your champion begins with the following profile

WS	BS	S	T	W	I	A	Ld.	Sv
4	4	4	4	2	4	1	6	3+

Wargear: Bolt pistol/chainsword

Special Rules: Champion- all units within 6" automatically pass break checks if your champion passes

EXP: 55

You also begin play with: **50 REQ**uision to purchase troops and upgrades as you see fit.

You must begin play with **at least 3** infantry models of some sort and a vehicle to transport them with.

Recruitment:

The following units are recruit-able for **REQ**uisition into your army, some may state that they are chapter specific and can only be purchased by that chapter. All models begin with only a combat knife/chainsword and must purchase all wargear.

Scout 5 **REQ**

scouts are young and fresh faced recruits. They are eager to prove themselves and earn real power armor, but they'll have to survive long enough to do it.

Scouts may be equipped with any wargear from regular, heavy, and special ranged weapons

WS	BS	S	T	W	I	A	Ld.	Sv
4	4	4	4	1	3	1	5	4+

EXP: 0

Tactical Marine: 8 **REQ**

Tacticals are fully fledged marines without the **EXPER**ience in battle to call themselves veterans, easily adaptable and cunning fighters, tacticals make up the majority of a larger force.

Tactical Marines may be equipped with any wargear from regular, heavy, and special ranged weapons

WS	BS	S	T	W	I	A	Ld.	Sv.
4	4	4	4	1	4	1	5	3+

EXP: 21

Veteran: 12 **REQ**

Veterans have fought long enough to know the difference between boyz and nobz, their **EXPER**ience and knowhow carries great respect and access to better equipment.

Veterans may be equipped with wargear from regular, heavy, special, and defensive weapons. Veterans may also purchase terminator armor at their **EXP** cap.

WS	BS	S	T	W	I	A	Ld.	Sv.
4	4	4	4	1	4	1	6	3+

EXP: 55

Sergeant: 15 **REQ**

Sergeants come close to the skill of your champion, and may be purchased as a new champion should yours die Otherwise Sergeants may only be recruited for every 10 models you have, your

champion counts as a sergeant for these purposes

Sergeants have access to all wargear except terminator gear and may purchase terminator armor

WS	BS	S	T	W	I	A	Ld.	Sv.
4	4	4	4	2	4	1	6	3+

EXP: 101

Terminator: 16 **REQ**

Terminators are nigh un-killable elite warriors. Only the greatest of marines are given access to terminator armor.

Terminators can use any wargear but cannot be placed on bikes

WS	BS	S	T	W	I	A	Ld.	Sv.
4	4	4	4	1	4	2	6	2+

EXP: 101

Young Librarian: 20 **REQ**

A novice and **in**experienced librarian, he needs only time and **EX**perience to prove himself among the greatest of Psykers. Only a maximum of 1 librarian may be in a company

Librarians may purchase a force weapon and may take items from regular and defensive wargear

WS	BS	S	T	W	I	A	Ld.	Sv
4	4	4	4	2	4	2	7	3+

EXP: 21

Centurion: 22 **REQ** (SM only)

A centurion is an armored behemoth capable of taking down droves of enemies.

Centurions may take items from Heavy (Grav-Cannon, Lascannon, Heavy Bolter, Hurricane Bolter) and may equip 2 ranged weapons

WS	BS	S	T	W	I	A	Ld.	Sv.
4	4	5	5	2	4	1	7	2+

EXP: 101

Paladin: 18 **REQ** (Grey Knights Only)

Paladins are treated as librarians except that they use GK powers and there is no limit on their number

Fenrisian Wolves: 10 **REQ** (SW only)

Fierce but weak wolves' fenris wolves may join a marine as a retinue to protect and serve or as a unit of its own. Eventually a wolf may be traded in for a thunder wolf at **EXP** cap.

Death Company: 12 **REQ** (BA only)

A death company marine comes equipped with jetpack and chainsword/bolt pistol for free then may be upgraded with basic, and special melee and ranged weapons

Ravenwing Biker: 9 **REQ** (DA only)

Ravenwing bikers come equipped with a bike standard and have all rules of ravenwing detachments. (Ravenwing cannot benefit from chapter tactics)

Vehicles:

No flyers are allowed on the battlefield due to the scale of the battles. Though a hangar can be built to allow for air support during games.

A single vehicle is required to begin the game, and a driver and gunner must be purchased and trained to operate the vehicle and guns.

Arial Insertion: 5 **REQ**

counting as a vehicle for one battle, your troops are lifted to the battle and begin on foot.

Rhino: 20 **REQ**

Predator: 25 **REQ**

Bike: 12 **REQ** (10 DA)

Attack bike: 15 **REQ**

Dreadnought: 30 **REQ** (see death and injury restrictions)

Land speeder 19 **REQ**

Wargear:

Wargear is divided into categories and priced for purchase. If you buy wargear for a model it is assumed to always have that gear.

Regular Weapons

Bolt Pistol: 2 **REQ**

Combat knife: free

Bolter: 5 **REQ**

Chainsword: 5 **REQ**

Frag grenades: 3 **REQ**

Krak grenades: 3**REQ**

Combi- chainsword jump pack (BA only): 10**REQ**

Combi- chainsword bolter (SW only): 5 **REQ**

Jump Pack: 10**REQ**

Heavy:

Heavy Bolter: 15 **REQ**

Heavy Flamer: 15 **REQ**

Missile Launcher: 20 **REQ**

Plasma Cannon: 35 **REQ**

Multi-Melta: 40 **REQ**

Lascannon: 35 **REQ**

Grav-cannon (SM only): 45 **REQ**

Special Ranged:

Sniper: 5 **REQ**

Flamer: 10 **REQ**

Plasma pistol: 15 **REQ**

Plasma Gun: 25**REQ**

Melta-gun: 25 **REQ**

Grav-gun (SM only): 30 **REQ**

Melta bomb: 10**REQ**

Arm mounted storm bolter (GK/terminator only): 15**REQ**

Special Melee:

Power Sword: 20 **REQ**

Power fist: 35 **REQ**

Power lance: 25 **REQ** (bike only)

Vehicle:

Storm bolter: 20 **REQ**

Lascannon: 35 **REQ**

Heavy bolter: 25 **REQ**

Pintle mounted rockets: 35 **REQ**

Close combat arm: 30**REQ** (dreadnought only)
Sponson mount (25 for each side, allowed on rhinos and predators)

Psykers:

Force weapon: 35 **REQ** (25 GK)
Mastery level 2: 30 **REQ** (DA only)
Psychic Hood: 25 **REQ** (DA only)

Defensive:

Shield (6++): 25 **REQ**
Iron Halo (4++): 50 **REQ**
Storm shield (3++): 75 **REQ**
Cataphractii armor (2+): 30 **REQ**
Terminator Armor: 40 **REQ**

Terminator:

Thunder Hammer: 35 **REQ**
Multiple Rocket Pod: 25 **REQ**

Psykers

Psykers act normally in the game, but have some restrictions on powers. A Psyker may only draw powers from a single basic discipline of your choice at the start of the game. Each time the Psyker rolls and gains a new ability when leveling up he may unlock a new discipline of your choice. Once a Psyker has reached 100 **EXP**, he may immediately become Mastery Level 2, he may then gain access to Space Marine only psychic disciplines. At 200 **EXP**, your Psyker becomes Mastery Level 3 and no longer progresses

EXPerience

A soldier earns **EXPerience** as he battles. The more **EXPerience** earned the more abilities he gains access to until eventually he is promoted and increases in stats. For each tier of **EXP** roll on the troop advance table.

Champion: A champion may roll on the champion advance table each time he moves up in tier and will always gain an advance

A model always earns 1d6 **EXP** for surviving a battle (Even if they were removed as a casualty and are not killed)

Models also earn additional **EXP** for the following

1-Enemy is knocked down for the first time

1-Enemy is slain

Bonus **EXP** per mission special rules

EXP table

0-5 scout starting **EXP**

6-10 scout

11-20 scout

21-30 tac marine/ librarian start (scouts gain +1 armor save)

31-40 tac marine (+1 on advance table)

41-55 tac marine

55-70 veteran (+1 on advance table) (starting **EXP** for first champion)

71-85 veteran

85-100 veteran

101-120 champion/terminator/sergeant

121-135 champion

136-150 champion

151-170 champion

171-190 champion

191-215 champion

216-250 champion

251+ Hero

The +1 on the advance table only applies to units who level into those tiers to represent the challenge of working ones way up the ranks.

At 100 **EXP** a veteran has a choice, he may purchase terminator armor or become a sergeant. A terminator ceases to progress at this point.

A sergeant can only become a new champion if your prestige level is 20 or more, then a new champion can occur at each additional 20 prestige.

Troop advance table:

2-10 nothing of note

11-12 pick an advance table and roll on it

Champion Advance Table

2: pick an advance table and roll on it

3-4: +1 I/LD

5-6: +1 WS/BS

7-8: +1 S/T

9-10: +1 A/W

11-12: pick an advance table and roll on it

Injury/Death

If any model is removed as a casualty roll a d66 on the serious injury table at the end of battle.

11-15: **Death-** remove your model from the roster

16-17: **Grievous Wound: loss of arm-** Lose 1 T and access to dual weapons, a second Grievous Wound causes death

18-19: **Grievous Wound: loss of leg-** -1 I and -3" on move

20-21: **Grievous Wound: loss of eye-** -1 BS

22-30: **Minor Injury-** cannot participate in the next battle, otherwise full recovery

31-35: **Internal Damage-** something is wrong with a set of organs that may not be noticeable, counts as grievous wounds for next battle until regeneration fixes the damage

36-55 **Full Recovery**

56-63: **Incredible Survival-** gain D6 **EXP**

64-66: **Glory in Death-** you may choose to count as internal damage or, save the marine and place him into any purchased dreadnought before he can expire. This can be done at any time.

If a model suffers two Grievous wounds in a row the model is counted as dead and is removed from the roster.

REQuisition

REQuisition is earned at the end of a battle. Each criteria met after battle adds 6+1d6 to your overall roll. You always roll 1d6 **REQuisition** regardless of win conditions.

- Champion wasn't removed as a casualty
- You fought against another players company
- You won the battle
- You slew twice as many units as you lost
- You preserved 50% of your army

You gain additional **REQuisition** based on the mission and how difficult it was.
For every 5 prestige higher the enemies force was from yours add another d6 if you win the battle

Upkeep: It costs a lot to keep units fed, sheltered, and equipped with ammo, to represent this you lose **REQ** based on the # of models you have

1-5	6-7	8-10	11-13	14-15	16-17	18-20	21+
0%	5%	7%	10%	12%	15%	18%	20%

Prestige

Prestige is the rating of skill your company possesses. By comparing your prestige to that of your opponent you can determine how difficult an encounter will be what bonuses you will receive.

To calculate your prestige add up the following:

Total # of wounds in company

Total Hull Points

Total non-basic wargear

Total special rules

Additional base structures

Total mastery levels

Every 10 **EXP** above 90

If your profile is better/worse than your opponents average add/subtract 10

Playing the Game

The game turn is played in the same order as warhammer 40k

Movement
Psychic
Shooting
Assault

There are some minor differences to each phase and we will go over them here.

Movement

Infantry: though infantry are usually deployed in a squad, all models act independently of each other and count as their own unit. Models may be deployed in a transport together but disembark and act as separate units.

If a model goes to ground it counts as knocked down for combat purposes

Vehicle maneuvers. Vehicle driving is a talent and skills go along with it. Using the I value of the driver, take an initiative check to perform a maneuver.

Gun it!
Driver moves flat out and still fires

They're behind us!
Vehicle shoots then may rotate 180°

Heads down!
Vehicle shoots then pops smoke

Ill out run em!
May make a 6+ jink in vehicles

Psychic:

Psychers only generate d3 winds of the warp to symbolize the smaller scale of battles

Shooting:

Ammunition: if a model rolls a 1 to hit (except on plasma weapons) take an ammo check. Roll a d6 and on a 1 or 2 the gun has run dry and has no more ammo for that battle.

You gain a +1 to BS when shooting grounded targets

Shooting at vehicles/bikes

When shooting roll to hit and armor pen rolls. On a glance or a pen roll on the hit location chart to determine the effect. Glances suffer a -1 to the table and you gain a +1 for each AP below 3

Vehicle Table

1: **Glances off:** The shot barely nicks the side, if a model is standing directly behind the vehicle resolve the wound against them instead.

2: **Extras:** You've caught the dozer blade, smoke launchers or extra plating, roll again and on a 4+ that area is destroyed. If there are no extras add 2 to rolling to destroy a weapon

On a 6+ destroy a weapon

If no extras resolve on engine

3: **Treads:** The shot slams the tracks, roll another d6 to determine results

2-4: track damage- vehicles movement is reduced by 1 inch, if reduced to 0 vehicle is considered wrecked

5: Blown axels- the vehicle scatters 2d6" and if it makes contact with terrain suffers a hit equal to half the Armor of the terrain

6: Tread shredded- the track has blown off the vehicle takes 1 HP and is immobilized

4: **Crew-** Roll random allocation against a member inside the tank, resolve a hit against them. If a penetrating hit the tank takes 1HP

If there are no passengers resolve against the driver

5: **Driver-** As crew, but if the driver is slain scatter the vehicle 2d6"

If no driver resolve against engine

6: **Engines-** Vehicle takes one HP and can suffer engine damage

1-3: Engine stalls out for a turn, counts as crew stunned

4-5: Engine has suffered permanent damage, further rolls add +1 to table

6: Engine splutters and dies, counts as immobilized but can be repaired on a 6 by driver.

Bike Table

1-3 hits bike

4-6 rider

Bike

1-3 tread damage -Bikes movement is reduced by 1"

4-5: Gun mount- destroy one weapon mounted on the bike

6 Engines- The bikes gas tank erupts, the rider takes a S4 hit and the bike is inoperable for the battle.

Rider

1-3: Wounded as normal

4: Arm wound- lose partial control, cannot turbo boost and must choose to either shoot or assault

5: Concussive blow- rider is knocked from the bike 1d6", test T or suffer S4 wound and be knocked down, rider must move back to bike in order to remount but may finish move and act normally otherwise

6: Slain

Combat:

Each model locks in close combat with another and overwatch happens one model at a time. Multiple units may engage with a single model but are always treated as separate units. Units are only knocked down or slain outright individual morale checks never occur.

You may retreat from an assault at any time during your assault phase. To do so make opposing Initiative rolls, the winner moves d6 inches away. If you do so you may not re-assault until your next turn.

Getting knocked down:

If you lose your last wound the attacker rolls a d6+1 for each AP below your armor save

1: nothing happens

2-5: knocked down

6: seriously injured (remove as casualty)

Being knocked down counts as having Gone to Ground. Injury rolls against downed targets get +2 to their roll. You regain standing automatically at the end of your next turn. You may attack normally in CC and may fire snap shots while down.

Retreat!

If you lose 50% of your army your champion must take a leadership check. If he passes you may stay in combat and take leadership for all models outside command range. All models that fail run 2d6" towards any board edge. Any unit that exits the board is removed from battle but not counted as a casualty.

At any point past turn 3 you may choose to fail all morale checks and retreat automatically.

The Base

Your base of operations is where your units are held, equipped, and sent on their missions. Several improvements can be made to the base, and spending **REQ** to upgrade it unlocks permanent improvements to your company. Be warned though, your base can be attacked, and any building destroyed will have to be built again at HALF the original **REQ** cost. All buildings are Armor 12 with 4HP.

Apothecary (30 REQ)

Apothecaries provide much needed medical attention and also allow for the attachment of cybernetic implants if a marine should lose a limb. Once an apothecary is built, you may add or subtract 1 to all injury table rolls.

Implants:

When undergoing surgery roll a d6, despite the exceptional skill of Mechanicus surgeons some things can go wrong and good soldiers die on the table, but the risk is worth the reward for those improved with new limbs. Champions get +1 to the table, as extra care is provided.

1: We lost him-remove model from roster.

2-4: Regular Implant- unit makes full recovery and re-gains limb

5-6: Miracle of Technomancy- Roll for a new special implant

ARM:

1-3: Fast fingers- +1 to I tests when driving or boarding

4-6: Power arm- +1 S

LEG:

1-3: Unnatural Swifttness- Gain Fleet

4-6: Spring Leap- Additional d6 (pick the highest) when moving through difficult terrain

EYE:

1-3: Cyber Targeting- +1BS

4-5: Bale Eye- +1 S4 Attack and S4 AP 5 Range 6" pistol

6: Hunters Eye- Ignores Cover

Manufactorum (33 REQ)

The manufactorum can act as both a manufacturer of new vehicles and a repair bay for old ones. Once a manufactorum has been constructed you may roll after each battle to attempt to fix a vehicle.

1-2 unable to make repairs fight as normal

3-4 minor repairs are made, restore the second hull point and 1 permanent damage

5-6: restored- restore all hull points and all permanent damage

In addition all vehicles cost 2 less REQ

Imperial Launch Pad (40 REQ)

Imperial launch pads serve as landing platforms for strike fighters and other aerial support. From this you may purchase air support to use in future battles. Though air support is one time use, it remains in your company until it is used and isn't lost after battle.

Bombing run (5 REQ)

Place a small blast template on the battlefield

Use this to determine d3 multiple barrages resolved at s4 AP 6 the initial blast scatters at BS4

Missile strike (5 REQ)

Make a single shot against a target unit resolved at S8 AP1 and BS 4

Strafing Fire (8 REQ)

Pick d3 units. Resolve 2d6 S5 AP - shots against each at BS 3

Quick Extraction (6 REQ)

Immediately bail out all models on the board suffering no further casualties

Fortifications

If your base should come under attack these will help keep the invaders out

6" barricade (7 **REQ**)

Heavy bolter turret (5 **REQ**)

Missile launcher turret (9 **REQ**)

Lascannon turret (11 **REQ**)

Shield generator (4++ 3" radius) (12**REQ**)

Orbital Relay (30 REQ)

With new contact with orbital ships it's now possible to send in orbital re-enforcements

Deep strike on terminators is allowed and you can purchase a drop pod

Drop pod (30**REQ**) max 1

Capacity 5 models