

# EXPERIMENTAL RULES



## SPECIAL CHARACTER

### COMMANDER CARAB CULLN

### CAPTAIN OF THE RED SCORPIONS FIRST COMPANY

Inducted into the Red Scorpions from the isolated primitive world of Zaebus Minoris, Culln's record of service to his Chapter is exemplary. From a raw recruit he has risen through countless campaigns to command the first company. He has served in every rank, as a Scout, Tactical Marine, Assault Marine, Sergeant, Veteran and Terminator. He was honoured with a promotion to 1<sup>st</sup> company after his heroic efforts leading his assault squad during the Chapter's attack on the breach of the Citadel of Vraks. Culln's bravery during the operation saw him place a teleport beacon at the breach, allowing assault Terminator squads to land on target and seize the objective. During the battle he also saved the life of Commander Ainea whilst leading the defence of the breach against counter-attacking Chaos forces.

Since that day Culln has served in first company, first in a Vanguard assault squad, eventually rising to lead them, and then as a Terminator, eventually becoming the Sergeant of the company's elite first squad. He was appointed as Commander of first company following the death of Commander Usaml on the Space Hulk *Vulgator*. It was Veteran Sergeant Culln who assumed command of the mission and organised the company's successful extraction. Since then he has led the company with honour and distinction, including commanding the Red Scorpion's mission alongside Inquisitor Lok to the fourth moon of Beta-Anphelion to investigate a growing Tyranid threat. His actions during the ill-fated mission have earned him and his Chapter the ire of some factions within the Ordo Xenos.

Taciturn, proud, courageous and above all fiercely loyal to the Chapter and its beliefs, Culln has grown into the very image of a Space Marine hero. He has won every honour the Chapter can bestow on him, and when it comes time for the Commanders and Masters of Red Scorpions to select a new Lord High Commander then there can only be one outcome – Culln is unanimously regarded as the heir in waiting.

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COMMANDER CARAB CULLN . . . . . 190 pts

	WS	BS	S	T	W	I	A	LD	SV
Commander Culln	6	5	4	4	3	5	3	10	2+/4+

**Unit Composition:**

1 (Unique)

**Unit Type:**

Infantry

**Wargear:**

Terminator Armour  
Teleport Homer  
Iron Halo  
Master-crafted Stormbolter  
Blade of Vord  
Frag and Krak grenades

**SPECIAL RULES**

**And They Shall Know No Fear**

**Combat Tactics**

**Independent Character**

**'Proud to live. Proud to die. Hard to kill':** Commander Culln has the Eternal Warrior special rule (see page 74 of the Warhammer 40,000 rulebook), so if hit by a weapon that would cause Instant Death he suffers a single wound instead.

**Terminator Armour:** Culln's ornate Terminator armour includes a teleport homer and his Iron Halo, increasing his armour's invulnerable save from 5+ to 4+.

**Blade of Vord:** Culln's main weapon is an artefact of 1<sup>st</sup> company – the sword carried by Commander Vord, the leader of 1<sup>st</sup> company during the Long Ordon Crusade. It is a relic blade, attacking as a power weapon with Str 6.

**Master-crafted Stormbolter:** Another relic of the Chapter, superbly manufactured and fastidiously maintained, Culln's storm-bolter may re-roll one failed roll to hit per turn.

*Commander Carab Culln is a HQ choice for a Red Scorpions Army.*