

FORGE WORLD SPACE MARINE CHAPTER TACTICS FOR SIXTH EDITION WARHAMMER 40,000

Presented here is a brief set of conversion guidelines intended to represent the Chapter Tactics of the various Space Marine Chapters featured in Forge World's Imperial Armour books for use in games of 6th edition Warhammer 40,000.

If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to forgeworld@gwplc.com. You can also call 0115 900 4995 within the UK, 011 44 115 900 4995 from the US and Canada or 00 44 115 900 4995 from much of Europe.

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IMPERIAL ARMOUR: CHAPTER TACTICS

The following presents Chapter Tactics for a selection of Space Marine Chapters covered in Imperial Armour books who either have no clear progenitor from amongst those listed in *Codex: Space Marines*, or operate in a manner that bears little similarity to their ancient forebears. These rules are presented in the same format as those in *Codex: Space Marines*, and any Chapter designated as having a given Chapter Tactic gains all the Chapter Tactics special rules listed for that Chapter.

Whilst these rules should be considered official, in the name of good sportsmanship you should inform your opponent when using these Chapter Tactics as they may not be familiar with them. You are encouraged to use any of the following Chapter Tactics when using a Chapter whose progenitor is unknown, or for a Chapter of your own invention, as well as those presented in *Codex: Space Marines* as long as your opponent is aware of which Chapter Tactic is being used for a given detachment.



The Red Scorpions (Progenitor: Unknown)

As reclusive and distrustful as they are zealous in the prosecution of the Imperium's foes, the Red Scorpions are obsessed with maintaining the purity of their gene-seed – to the extent that they refuse to fight alongside those they consider impure. In battle they are known to be utterly disciplined, forthright and intransigent foes, disdainning stealth and concealment as the tools of cowards.

Purity Above All: Any Tactical squad Sergeant or Veteran Sergeant with Chapter Tactics (Red Scorpions) may be made a member of the Chapter's Apothecarion and upgraded to carry a Narthecium for no additional points cost (see page 125 of *Codex: Space Marines*). This does not otherwise alter their wargear, additional options or profile, and should always be appropriately represented on the model.

Fortitude and Contempt: Models with Chapter Tactics (Red Scorpions) may re-roll all failed Pinning tests, but cannot voluntarily Go to Ground and cannot be equipped with camo cloaks.



The Carcharodons (Progenitors: Unknown)

Until their sudden arrival in the midst of the Badab Wars, the sinister Carcharodons Chapter was little more than a half forgotten legend, a terror of the outer dark who many doubted existed until their bloody return. Their actions during the battles to depose the Tyrant of Badab re-established their reputation as chilling agents of slaughter and destruction, fit only for the task of eradicating the enemies of the Emperor far from the witnessing of sane men and women.

Reavers of the Outer Darkness: All models with Chapter Tactics (Carcharodons) gain the Fear special rule. In addition, any model in a Tactical squad with the Reavers of the Outer Darkness Chapter Tactic special rule may exchange a boltgun they are already equipped with for a close combat weapon (eg, chainsword/combat blade) for free or be equipped with an additional close combat weapon for +1 point per model. Such changes must be represented on the model.

Blood Hunger: All units with Chapter Tactics (Carcharodons) gain the Rage special rule after they have either destroyed an enemy infantry unit (of any type) in an assault or forced one to Fall Back. Place a suitable marker on any unit that gains the Rage special rule due to Chapter Tactics (Carcharodons) to indicate this has occurred. When one of these marked units makes a Consolidation move, it must move towards the nearest enemy unit that it is capable of damaging in an assault.

A Space Marines force which uses this Chapter Tactic may only ally or be allied with other Imperial armies, and in all cases their relationship is that of Desperate Allies (see page 112 of the *Warhammer 40,000* rulebook).



The Howling Griffons (Progenitors: Ultramarines)

Staunch traditionalists, the Howling Griffons closely follow the strictures of the Codex Astartes as laid out by Roboute Guilliman, though they do not assign it any religious significance and see it as simply the finest treatise on warfare so far compiled by the hand of Mankind. As such, the Chapter is expert in a wide variety of strategies and is able to swiftly adapt to face any foe.

An army selected from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list that represents a Howling Griffons force uses Chapter Tactics (Ultramarines) from *Codex: Space Marines*.



The Lamenters (Progenitors: Blood Angels)

The Lamenters, scions of Sanguinius that are rumoured to have avoided or at least mitigated the detrimental effects of their ancient sire's gene-seed, are famed for the ill-fortune that follows in their wake. Despite being unfortunate participants in more last stands and desperate campaigns against overwhelming odds than any other Chapter in Imperial records, they have maintained a record of dedicated service to the Imperium, marred only by their involvement in the Badab Wars in support of Luftt Huron and the Astral Claws; a mistake in judgement for which they were sentenced to a penitent crusade which may well be the Chapter's final campaign.

A Lamenters army is selected using the rules presented in *Codex: Blood Angels*.



Fire Angels (Progenitors: Ultramarines)

A Chapter with long standing links to the Ecclesiarchy and the Adepta Sororitas, the Fire Angels consider themselves to be holy fighters in the God Emperor's service whose foremost duty is to defend the Imperium from those who would assail it. They are known to favour the sword as the epitome of a warrior's arsenal and the incarnate focus of his honour, as well as a tendency to field more Rhinos, Predators and Vindicators than many much older Chapters, despite their limited supplies of other wargear.

An army selected from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list that represents a Fire Angels force uses Chapter Tactics (Ultramarines).



Marines Errant (Progenitors: Ultramarines)

Decreed at their founding to 'forever quest and give battle, knowing no home but the grace of the Emperor's mercy', the Marines Errant are a fleet based Chapter whose skills in boarding actions and rapid deployment from orbiting void craft are justly celebrated. Their close links to the Rogue Trader family of Ecale have only bolstered their expertise in the field of void warfare, and have no doubt helped to keep the vast fleet maintained by the Chapter space-worthy and the terror of the Emperor's foes.

An army selected from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list that represents a Marines Errant force uses Chapter Tactics (Ultramarines).



The Raptors (Progenitors: Raven Guard)

One of the few known successors of the Raven Guard, the Raptors maintain a spirit of independence, with their individual companies often spending centuries apart developing unique tactics and strategies that are later reincorporated into the Chapter's flexible combat doctrine. Even amongst such expert marksman as the Adeptus Astartes, the Raptors are rightly famed and feared for their ability to place lethally accurate bolter fire onto enemy units, a skill often practised from ambush to devastating effect.

Strike from the Shadows (as per the Raven Guard Chapter

Tactic in *Codex: Space Marines*): Models in this detachment have the Scout special rule. In addition, on the first game turn, models in the detachment have the Stealth special rule. Note that units which contain models with any variant of the Bulky special rule do not benefit from either rule.

Legendary Marksmen: Any unit with this special rule that does not move in the Movement phase of their turn may choose to gain the Rending special rule when firing in the Shooting phase of that turn with boltguns, combi-weapons fired as boltguns or bolt pistols.

When using this rule, all boltguns, combi-weapons used as boltguns and bolt pistols fired are counted as being Heavy 1 weapons instead of Rapid Fire or Pistol type weapons for that turn.



The Exorcists (Progenitors: ++Records sealed by Inquisitorial Authority++)

The secretive brethren of the Exorcists have taken it as their mission to hunt down and destroy the most terrible of Mankind's foes, and a shroud of impenetrable mystery surrounds their operations and their ties to the more radical factions of the Inquisition. Undergoing arduous and unorthodox rituals and training regimes, the Exorcists are rendered resistant to the taint of Chaos and its debilitating effects. So dangerous are their training methods, however, that the Chapter must maintain two companies of neophytes in order to support their frontline battle-brothers and replace combat casualties.

Chapter Tactics (Undetermined): As suggested on page 77 of *Codex: Space Marines*, the Unknown Founding of the Exorcists and their secretive arts of war should be depicted by a Chapter Tactic of the player's choosing from *Codex: Space Marines*.



The Mantis Warriors (Progenitors: White Scars)

Once the silent warders of the Endymion Cluster, in the wake of the Badab Wars the Mantis Warriors have been bound to a century long penitent crusade which may well see the end of the Chapter before its conclusion. One of the rare descendants of the savage White Scars, the Mantis Warriors' millennia of isolation on the far edge of human space has left them much changed from their origins. Experts in the art of guerrilla warfare and the sudden application of violence from concealment, the Mantis Warriors are subtle and cunning killers, wreathed in mysticism, who strike with the fury of an unexpected storm.

Shadow Killers: Infantry models in this detachment gain the Move Through Cover and Hammer of Wrath special rules. In addition, on any turn in which they declare a charge from within a terrain feature that grants a cover save (not including any terrain piece purchased as a Fortification choice), they gain the Furious Charge special rule.

Note that units which contain models with any variant of the Bulky special rule do not benefit from this special rule.

Children of Prophecy: A force whose primary detachment has Chapter Tactics (Mantis Warriors) may re-roll failed attempts to Seize the Initiative where this is a factor in the mission being played.

In addition, any Mantis Warriors Librarians may generate Psychic powers from the Divination discipline instead of the disciplines listed in *Codex: Space Marines* if the controlling player chooses.



The Executioners (Progenitors: Imperial Fists)

Since the terrible lost age of the Scouring, the Executioners have reaved a bloody chronicle across the history of the Imperium, seeking out and slaying nightmarish threats and foes uncounted. A macabre, proud and barbarous Chapter, there is little now to connect them to their noble forebears in the Imperial Fists Legion of old, save an unflinching will to triumph and an unbreakable devotion to honour. It was debts of honour that drove them to side with the Tyrant of Badab during his rebellion, and honour once more which broke that fealty and unleashed bloody ruin on the renegade in turn.

Bitter Mettle: All models with Chapter Tactics (Executioners) ignore all negative modifiers to their Leadership values, regardless of their cause.

Headhunters: All character models with this special rule inflict Instant Death on a To Wound roll of 6 in a Challenge – roll saves against these attacks separately. The character with the highest WS (if two or more characters are tied, then the controlling player must select one) in any assault with this special rule must always issue a challenge in an assault if possible.



The Angels Revenant (Progenitors: Ultramarines)

Stalwart protectors of the Orpheus Sector and noble scions of the Ultramarines, the Angels Revenant were known as an aloof and pious Chapter who placed great emphasis on reclaiming the wargear of their fallen so that their memory might fight on in the hands of new warriors. With the destruction of their Fortress-monastery and the majority of the Chapter on Libethra, only inconclusive reports of company sized forces operating on Crusade in distant reaches of the Imperium maintain any hope of the Chapter's continued existence.

(Special) The Fall of Orpheus: Prior to 991.M41 and the cataclysmic destruction of the Orpheus Sector (see *Imperial Armour Volume 12: The Fall of Orpheus*), an army selected from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list that represents an Angels Revenant force uses Chapter Tactics (Ultramarines), as will fragments of the Chapter deployed on Crusade and ignorant of the calamities that befell their Chapter during the Fall of Orpheus.

A force representing the Orphean survivors of the Angels Revenant after the events of 991.M41 (particularly in conjunction with the Orphean Salvation Campaign) uses the following Chapter Tactic instead depending on who they are fighting:

- Unlike most Chapter Tactics, an Angels Revenant detachment using Chapter Tactics (Angels Revenant) only has the A Legacy of Hatred special rule. However, if the enemy army contains no models chosen from *Codex: Necrons*, then the Angels Revenant detachment gains To the Last Breath instead of A Legacy of Hatred.

A Legacy of Hatred: All models with this special rule gain the Preferred Enemy (Necrons) and Hatred (Necrons) special rules.

To the Last Breath: If the detachment loses half (round down) of its units during the course of the game, then all remaining units in the detachment gain the Fearless special rule.



The Red Hunters (Progenitors: Unknown)

The Red Hunters Chapter is tied to the Inquisition by ancient bonds of honour and duty. Fighting in Inquisitorial strike forces and providing honour guards for the most senior of Inquisitor-lords, the Red Hunters have confronted numerous horrors no mortals can face and be allowed to live should they survive, lest they taint others. As such, the Chapter's line brethren are routinely mind-scoured to preserve their souls, a fact that makes them even more valuable weapons in the hands of the secretive and often necessarily brutal Inquisition. Through repeated mind scouring and deep-core psycho-indoctrination, Red Hunters brethren are instilled with countless subconscious battle doctrines which are only activated by the act of making war.

Mnemonic Redaction Protocols: All models with Chapter Tactics (Red Hunters) have the Adamantium Will special rule. In addition, once per game at the beginning of any one player turn, the controlling player may declare that a number of their units with Chapter Tactics (Red Hunters), including Dreadnoughts, equal to the number of the turn being played will have one of the following special rules, chosen by the controlling player, until the beginning of their next turn. For example, if the protocols are activated in Turn 3, then three units may choose a single special rule from the following to apply:

- Counter-attack
- Monster Hunter
- Tank Hunters
- Hatred
- Skyfire
- Interceptor

By this Seal: When using the Allies Matrix, all models in the Red Hunters detachment count units from *Codex: Grey Knights* and *Codex: Adepta Sororitas* as Battle Brothers so long as an Inquisitor is also present in the army.



The Star Phantoms (Progenitors: Unknown)

A formerly fleet-based Chapter which has long operated on the fringes of the Imperium, the Star Phantoms Chapter's many glories in the service of the Emperor have been marred by rumours of indiscriminate use of force and dark tragedies that have dogged them across the stars. Uncaring of anything but their service to the Golden Throne, to the Star Phantoms it is a simple truth that those martyred in the prosecution of the Emperor's wars are vital stepping stones to the efficient destruction of His foes. In the final death throes of the Badab Wars, it was a Star Phantom who laid the Tyrant low, and the Chapter received his shattered kingdom as their reward.

Orbital Wave Attack: Any unit in the detachment arriving via Deep Strike may re-roll any Reserve roll of 1 if its controlling player wishes.

Hail of Destruction: Once per game, the player may declare the use of this ability and its effects last from the start of the controlling player's Shooting phase until the start of their next Shooting phase. During this period, all units in the detachment with Chapter Tactics (Star Phantoms) count their Rapid Fire, Assault, Salvo and Heavy Weapons as being twin-linked.



The Sons of Medusa (Progenitors: Iron Hands)

Created in the aftermath of the turbulent years of the Nova Terra Interregnum as part of the Moirae Schism, the Sons of Medusa remain stalwart followers of the teachings of Ferrus Manus despite the discord with their parent Chapter that marked their creation. They are known for their unity of purpose and drive to confront and cast down renegades and traitors wherever they are found, as well as their extraordinary skill in restoring and maintaining damaged and arcane wargear.

An army selected from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list that represents a Sons of Medusa force uses Chapter Tactics (Iron Hands).



The Minotaurs (Progenitors: ++Records redacted by the Order of the High Lords of Terra++)

Brutal and unrelenting, the Minotaurs Chapter has a history enshrouded by contradiction, myth and deliberate suppression of the truth at the highest levels of the Imperium. The Chapter has developed a well-deserved reputation for matchless ferocity in deadly wars – from the Macharian Heresy to the Fall of Orpheus; a reputation writ not only in the blood of the Imperium's traditional foes, but also in the blood of wayward brothers of the Adeptus Astartes, and there are those who whisper darkly about the Chapter's origins and deeds because of this.

Unrelenting Assault: Models with Chapter Tactics (Minotaurs) do not suffer Panic tests from shooting attacks and may re-roll failed Pinning tests.

Trample and Crush: Models with Chapter Tactics (Minotaurs) gain the Crusader special rule. In addition, they add +1 to any roll to determine charge distances while in an enemy deployment zone.



The Novamarines (Progenitors: Ultramarines)

A Second Founding Chapter descended from the Ultramarines, the Novamarines are noted for their strict adherence to the precepts of the Codex Astartes, Roboute Guilliman's great tome detailing the organisation of a Space Marine Chapter. Such is their respect for this work that they have been known to take up arms against those who disdain its strictures. Their respect for the Codex Astartes is equal only to their hatred of the xenos breeds that threaten the Imperium from both without and within.

An army selected from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list that represents a Novamarines force uses Chapter Tactics (Ultramarines) from *Codex: Space Marines*.



The Fire Hawks (Progenitors: Unconfirmed)

Though some records list the Fire Hawks as descendants of the line of Roboute Guilliman, there are few similarities between the wild Fire Hawks brethren and the more disciplined warriors of the Ultramarines, who have refuted any kinship with them. Renowned for the ferocity of their assaults and the devastation left in their wake, the Fire Hawks are one of the few Chapters to have survived the destruction of two former home worlds and have played a key role in several of the darkest episodes of Imperial history. The entire Chapter was, however, listed as lost in the Warp several decades after their controversial role in the Badab Wars in 963.M41.

On Wings of Fire: All Flamer, Hand Flamer and Heavy Flamer attacks made by models with Chapter Tactics (Fire Hawks) gain +1 Strength on the turn in which the unit enters play using the Deep Strike special rule (including models exiting from Drop Pods). Hammer of Wrath attacks made by jump pack-equipped models with Chapter Tactics (Fire Hawks) also gain +1 Strength.

In addition, the following is added to the Ranged Weapons option list for Space Marines using Chapter Tactics (Fire Hawks):

Ranged Weapons

- Hand Flamer.....+5 points

Speed and Fury: All Assault squads and Vanguard Veteran squads chosen as part of this detachment count as scoring units.



The Astral Claws (Progenitors: Unknown)

Once a Chapter honoured for its many victories in the Emperor's name, the Astral Claws' memory is now tainted by the treachery that led to the Badab Wars. In the days before their fall, they were known as masters of rapid assault and encirclement, and their unyielding courage was legendary, fighting on even when hope of victory seemed all but lost and snatching triumph from the jaws of defeat. Pride was to be their undoing, however, and a canker of treachery took root in the Chapter's heart.

(Special) The Badab Wars: The following Chapter Tactics special rules are intended to represent an Astral Claws army before and during the fratricidal war fought across the Badab Sector. An army representing the Chapter after its defeat and subsequent transformation into the Red Corsairs should select an army from *Codex: Chaos Space Marines* instead.

(Special) The Tyrant's Legion: All models with the And They Shall Know No Fear special rule included in a Tyrant's Legion army (see *Imperial Armour Volume 9: The Badab War – Part One*) will also use Chapter Tactics (Astral Claws).

Reckless Courage: Any model with Chapter Tactics (Astral Claws) has the Stubborn special rule and may never choose to automatically fail a Morale check.

Rapid Attack and Encirclement: Models with this special rule with the unit type Bike gain the Skilled Rider special rule. Vehicles in the same detachment that are Fast Skimmers gain the Scout special rule.