Warhammer 40,000 - Adeptus Astartes

By TikiTau

Welcome to the Grim Darkness of the 41st Millennium, Jumper. It is a time of brutal, unending war, where lives are spent as freely as ammunition as the Imperium of Mankind, wounded as it is, fights ferociously to maintain Humanity's place among the stars.

You, Jumper, are not just a mere cog in the Imperium's war machine. Not this time around. No, this time, Jumper, you are the Emperor's Fury! You are the Wrath! You are an Angel of Death!

You are a member of the Adeptus Astartes, one of the Emperor's Finest. You are...A Space Marine. What sort of legend will you carve into these dark ages, young hero? I'm looking forwards to seeing it myself.

Good luck, Jumper. Take 1,000 CP to start off with.

You'll need it.

Origins

Age: Age is not something Space Marines really worry about, if we're being honest. They do not generally die of old age, they die in battle. Astartes start the jump at age 40+2d10. Chapter Serfs start the jump at age 16+1d10, as they are either fresh from their initiation rites or have been rejected as Space Marines and found another way to serve the Chapter instead.

Starting Era: By default, you start in the 'general' time period of the end of the 41st Millennium, probably around 900.M41 (Give or take a few decades). However, the Space Marines have been defenders of the Imperium for over ten thousand years at this point, Jumper, not just the 41st Millennium. In what era are you going to make your mark on history? You may either choose a time to start freely (Doesn't need to be on the list below), stick with the general 'Closing of the 41st Millennium' time period, or you can allow the Emperor's hand to guide you to a time by rolling 1d10.

1. **The Beast Arises (544.M31)**: After a period of unprecedented peace, the Imperium is shocked and threatened by the Beast, an immensely powerful Orkish Warlord who leads the largest WAAAGH! Ever recorded in Imperial history against the Imperium of Mankind.
2. **The Nova Terra Interregnum (Late M34)**: The Imperium of Mankind has fractured into warring factions, as the Ur-Council of Nova Terra refuses to accept the authority of the High Lords of Terra, claiming control of the Segmentum Pacificus. The High Lords, locked in a struggle for control of the Imperium with the growing power of the

Ecclesiarchy as well as threatened by a major xeno threat emerging from the Ghoul Stars, are unable to muster a proper response, resulting in nine hundred years of relatively low-key warfare and skirmishing before the Ur-Council is overthrown.

3. **The Moirae Schism (Early M35)**: An internal schism begins that rocks the Adeptus Mechanicus as the rebellious Forge World of Moirae claims that signals from the Astronomicon contain messages from the Omnissiah, and will result in the overthrow of Mars and the fusion of the Ecclesiarchy and the Adeptus Mechanicus. This schism will result in civil war as the Adeptus Mechanicus tears itself apart, and this chaos will spread outside the Adeptus Mechanicus to the Astartes and the Titan Legions among others.
4. **The Reign of Blood (200.M36)**: The Imperium is gripped by the Age of Apostasy, as zeal eclipses reasons, Warp Storms run rampant, and the Ecclesiarchy wields influence over all. Many believe this is the end of days. In this time, the head of the Administratum, Goge Vandire, declares himself both the head of the Administratum and the Ecclesiarchy through bribes, blackmail, and murdering those who oppose him, beginning a reign of terror and civil war that will last seventy years if history flows unhindered.
5. **The Gothic War (139.M41)**: Abbadon the Despoiler's 12th Black Crusade begins, aimed at Segmentum Obscurus' Gothic Sector. This war will draw in many Space Marine Chapters seeking to stem the tide and defend the Imperium from the heir of Horus..
6. **The Macharian Crusade (392.M41)**: The brilliant Lord Commander Solar Macharius, a genius tactician and strategist, begins his legendary crusade in the Segmentum Pacificus. This Crusade, should history continue unaltered, will last seven years and return over one thousand worlds to the Emperor's light, only to descend into the chaos of the Macharian Heresy after the Lord Commander's death.
7. **The Damocles Gulf Crusade (742.M41)**: A new species of Xeno arrives on the galactic stage, encroaching upon the Imperium of Man's rightful holdings and swaying the weaker minded with promises of indolence and non-sanctioned technology. An Imperial Crusade is called to punish the insolence of these Xenos.
8. **The First Tyrannic War (745.M41)**: The reason for the Damocles Gulf Crusade being called off, the Imperium has its first major encounter with the foul extragalactic xeno species known as the Tyranid. This massive Hive Fleet, known as Behemoth, will first hit the Imperial outpost of Tyran before advancing inwards, eventually assaulting Macragge, homeworld of the Ultramarines, itself.
9. **The Badab War (901.M41)**: Lugft Huron, Chapter Master of the Astral Claws, a Chapter that is one of many that defends the Maelstrom Zone from the lawless pirates, renegades, and xenos that dwells within it, decides to declare independence from the Imperium for what he perceives as a lack of support, declaring himself the Tyrant of Badab and seizing control of the Badab Sector. His actions will draw in numerous Astartes Chapters, both in his support and against, as Space Marine fights Space Marine.
10. **The Third War for Armageddon (757.998.M41)**: Armageddon has a long history of being fought over, as well as being a Hive World that is one of the Imperium's major industrial hubs, making it far too important to allow to fall. The Ork Warlord Ghazghkul Thraka, driven off in the Second War, has returned at the head of a new WAAAGH!,

ready to finish the job he was unable to finish in the Second War. The Astartes, naturally, will be there to meet the Greenskins in battle.

Chapter: The Space Marine Chapters are the descendants of the Loyalist Astartes Legions that remained true to the Emperor of Mankind during the Horus Heresy. What Chapter do you hail from? (Choose Freely or Roll 1d10 to entrust this choice to the Emperor.)

1. **Dark Angels:** The Ist Legion, the secretive Dark Angels are the sons of Lion El'Jonson. From their mobile Fortress-Monastery, The Rock, they and their closest successor Chapters are known collectively as the Unforgiven.
2. **White Scars**: :The Vth Legion, the White Scars, sons of Jaghatai Khan, Khan of Khans, hail from their homeworld of Chogoris. Like the nomadic horse lords they draw their recruits from, they are masters of mobile warfare.
3. **Space Wolves**: The VIth Legion, the sons of Leman Russ. The Wolves of Fenris are renowned across the Imperium for their wild disposition, their savagery in battle, and their fierce independence. They base themselves from the Fang, their mighty fortress-monastery, with their Great Companies taking the fight to the enemies of humanity.
4. **Imperial Fists**: The VIIth Legion, the sons of Rogal Dorn. The Imperial Fists are honored as the Praetorians of Terra, being entrusted with the defense of humanity's homeworld. Skilled at siege warfare and fortifications, they operate from the ancient mobile fortress known as the Phalanx, recruiting from Terra and across the Imperium.
5. **Blood Angels**: The IXth Legion, the sons of Sanguinus. Hailing from the radioactive world of Baal, the Blood Angels are plagued by the genetic memory of their Primarch's death at the hands of Horus, constantly forced to guard themselves from descending into a blood mad berserk frenzy as those memories overwhelm them. Their savagery in battle is matched only by their noble demeanour out of it.
6. **Iron Hands**: The Xth Legion, the sons of Ferrus Manus. The Iron Hands were one of the three Legions devastated at the Istvaan V massacre. Based on their homeworld of Medusa, they are known for their close ties to the Adeptus Mechanicus, their skill at using heavy ordinance, and their intolerance of weakness in themselves or others, favoring cybernetic replacement of weak flesh.
7. **Ultramarines**: The XIIIth Legion, the sons of Roboute Guilliman, the Primarch who penned the Codex Astartes. The Ultramarines were once one of the largest Astartes Legions, and even now they and their successors and descendants make up a large percentage of Space Marines active in the Imperium today. Their homeworld is Macragge, capital of their protectorate of Ultramar.
8. **Salamanders**: The XVIIIth Legion, the sons of Vulkan. The Salamanders were another of the legions devastated at Istvaan V. They rule the volcanic world of Nocturne, where they both protect and live among their people. Skilled craftsmen and artificer, they are are known for the care and protection they show to the common citizens of the Imperium.

9. **Raven Guard**: The XIXth Legion, the sons of Corvus Corax. The Raven Guard were the third Legion devastated at Istvaan V. Hailing from the world of Deliverance, the Raven Guard prefer a more subtle approach than some, preferring covert assaults and wars of maneuver to head-on fights. They are known to give their commanders considerable initiative in how they prosecute war against the enemies of mankind.
10. **Successor Chapter**: While the Founding Legions are justly famous in the history of the Imperium, they are not the only heroes among the Space Marines. The Successor Chapters are numerous, formed from either one of the Legions being subdivided after the Heresy or in great Foundings at the orders of the High Lords of Terra, and have made their mark on history as well.

Specialty

Chapter Serf (Drop-In) (+200 CP) - You aren't from around here, are you? Don't worry, Jumper. The Serfs that serve the mighty Space Marines are many, and it won't be any trouble for me to slip you in amongst their number. Your mind and memories will be your own, and you will not be in the spotlight, so to speak. Perfect for laying low. As an upside, you'll also learn a surprising amount about the various duties that are required to allow your 'masters' to go to war. As a mortal in a world of war, take an extra +200 CP to spend, to give you an edge.

Scout - The 10th Company is traditionally the first assignment for a new Space Marine, fresh from his initiation. There, he will serve the Chapter for some years, growing in experience and skill before being allowed to use Power Armor. In the meanwhile, he will serve the Chapter as a Scout, going forth ahead of the main forces to sow terror in the Enemies of Mankind. Some find their true calling in this role, and will choose to spend their career as an Astartes sowing death with stealth and knife and pistol, or dispensing death from afar with the deadly sniper rifle.

Devastator - The first posting that many Marines will serve in after they finally finish their initiation process, Devastators are the heavy weapons specialists of the Space Marine Chapters, supporting their battle-brothers with heavy weaponry and laying waste to their foes from afar.

Assault Marine - Traditionally held in the Codex Astartes as the second post that most Space Marines will hold after they are granted the honor of wearing their power armor, the duties of an Assault Marine are simple, yet complex. It is to them that the majority of close combat duties will fall upon, and you are now among their number. Trained to thrive in the brutal chaos of melee combat, you are an Angel of Death, reaping a bloody toll close up.

Tactical Marine - The archetypical battle-brother, Tactical Marines have proved their mettle upon numerous battlefields as Scout, Devastator, and Assault Marine. Tactical squads form the backbone of the Chapter, and it is often from these same squads of proven marines that a

Chapter's leaders are chosen. You are one of these Tactical Marines, a lord of battle, and while you can fight as well as any Space Marine, you demonstrate a notable talent for leadership.

Apothecary - The Apothecaries are one of the most important specialist positions that can be found within a Space Marine Chapter. Healer and warrior, they accompany their brothers to the battlefield, aiding the wounded and granting the Emperor's Peace to those too far gone, harvesting the gene-seed of the fallen, so that new warriors might come in time.

Chaplain - While an Apothecary might tend to the body, Chaplains tend to an Astartes' soul. Armored in faith and armed with fury, they take to the battlefield, exhorting their brethren onwards, smashing the foes of the Emperor with their Crozius Arcanum.

Techmarine - The Priests of Mars have long upheld the tradition of training the Techmarines of the Astartes Chapters into their mysteries. A link between Mars and their Chapter, the Techmarines are responsible, overall, for the upkeep and construction of their chapter's wargear, forging new weaponry once the old has been destroyed smiting the Emperor's foes.

Librarian - Some of the most mysterious members of a Space Marine Chapter, the Librarians are psykers. Dangerous, but their powers can turn the tide of battles, and thus cannot be ignored. You are now a member of the Librarius, responsible for chronicling the deeds and history of your Chapter as well as bringing your psionic might to bear against their foes.

Perks

Basic Training (Free to All) - Everyone fights, Jumper, or everyone dies. You are given tolerable proficiency with the weapons of the Space Marines, from combat knife and bolt pistol to heavy bolter and flamer. Not an expert, perhaps, not yet, but more skilled than the average Guardsman would be. Even Chapter Serfs must know how to fight, although they won't be expected to reach the same level of expertise as their masters. This perk also provides the basic knowledge required to operate the vehicles one may find in the vehicle pools of the Space Marines, but nothing beyond basic proficiency.

Service and Duty (Free Chapter Serf) (100 CP) - You know, it takes a surprising amount of work to keep a single Space Marine in fighting trim, and the Chapter's serfs are responsible for around a thousand of them! You are now familiar with the basic maintenance rituals required to service all Space Marine equipment, from the holy bolter to relic power weapons. You can't BUILD them, mind you, not on your own, but you can keep any equipment entrusted to you in fine repair provided you have sufficient materials for maintenance, thus allowing one to get peak performance out of such relics of war. In future jumps, this will apply to any other equipment you

come across, giving you a near-instinctive knowledge of the best ways to maintain and repair wargear.

One of Many (Discount Chapter Serf) (200 CP) - Robes, uniforms, haircuts, powered armor...When you're in an organization with a uniform of some sort, you are extremely difficult to pick out of a crowd unless you allow yourself to be distinguished. You blend in with the masses, as long as you make at least some effort. Yes, this means that should you be brave enough to dress as the enemy, you can probably find yourself quite the sneaky one, strolling into enemy territory and out again.

Lay Mechanic (Discount Chapter Serf) (400 CP) - The Chapter's Techmarines are genius specialists, combining the mental prowess of a Space Marine with the training of the Priests of Mars. However, they are limited in number. You are trained to help take up the slack, and have been enlightened with some of their mysteries. You are capable of helping to maintain and, under their leadership, build the mighty vehicles of war that support the Chapter, from Rhinos to Land Raiders. You can also safely work upon the Chapter's mighty voidships, helping to maintain the fleet, and have a good practical grounding in the various technologies therein. It might not be the esoteric knowledge of a Techpriest or Techmarine, but you know how to keep that plasma reactor from going critical mid-battle, and that's just as important, no?

Courage Under Fire (Discount Chapter Serf) (600 CP) - They say that Space Marines know no fear, but they are transhuman warriors designed to ignore it. You? You're just a mortal, and it's a scary, scary galaxy you live in. Still, you're honor-bound to serve the Chapter, and you will hardly let the Chapter down by failing to do your part, no matter what horrors you must face to carry out your duties! You are able to shrug off mental influences, ignoring fear or terror, stalwartly carrying out your duties, and you receive a healthy willpower boost as well. Look the horrors of the Galaxy in the face, and spit defiance.

Space Marine Physiology (Free to Astartes origins, Cannot be Taken by Chapter Serfs) - Space Marines start their lives as humans, but once they are fully initiated into the Chapter's ranks as full Battle-Brothers, they are something More. A Space Marine, even a scout, is stronger, faster, and far tougher than a normal mortal. They are also quite a bit taller, and have a built-in implant known as the Black Carapace that allows them to interface with their iconic powered armor. There's nineteen of these implants in all, and they offer a number of useful quirks that make Space Marines such dangerous foes. For example, there is spitting poison, functioning on minimal sleep for days or weeks at a time, being able to go into suspended animation when injured, being immune to most poisons, and being able to eat someone's brains to gain knowledge!

...Try not to bring that up in polite conversation, it makes people twitchy and is kinda disgusting.

Also, depending on your Chapter, Gene-Lineage, and tinkering by the Adeptus Mechanicus, not all of the implants will function at full capacity, so just be aware of that.

Move Without Notice (100 CP) (Free Scouts) - Do you know what it means to be a Space Marine Scout? If you answered ‘can somehow infiltrate into enemy territory without being noticed despite wearing bright colors’, then you do have an idea. You are no longer held down by such concerns as ‘camouflage’ when trying to sneak about, and can do your job just as well wearing bright red armor as you can wearing camo-patterns and ghillie suits. If you do have access to proper camouflage, it just makes your stealth skills even more effective.

Irregular Operations (200 CP) (Discount Scouts) - Your elder Battle Brothers can crush the foes of the Imperium in open combat. You? You are a Scout, and you will fight the enemies of Man in the dark, with knife and garrote and field-set trap. You are trained to fight in an indirect manner, unleashing hell upon your foes with the greatest cover of all; Not being there in the first place. Ambush tactics, improvised traps, misdirection… These are your tools. Use them well.

Demolition Expert (400 CP) (Discount Scouts) - There is more to using explosives than ‘Pull the pin and pray to the Emperor’, you know. You are an expert in the use of laid explosives, being able to level buildings and fortifications with precisely laid charges. This also gives you an experienced eye for structural weaknesses and weak points. As a bonus, your explosives never misfire, always going off as intended when you laid them, neither too early nor too late.

Precision Removal (600 CP) (Discount Scouts) - You have become a specialized marksman among the ranks of expert shots, as you have been trained as an assassin for your chapter. You are murderously accurate, skill, experience, and the Emperor’s blessing guiding your hand and your bullet. Cover, bodyguards, lighting, wind, distance, the stability of your firing platform… None of that matters. If your gun has the range, you have the skill. You’ll take the shot, and, most likely, make the shot. You are also far more skilled at infiltration than even your fellow Scouts, being able to reach the perfect perch to dispense ranged death upon without the notice of your foes.

Heavy Weapon Specialist (100 CP) (Free Devastator Marine) - You are blessed with unusual skill with the heavier weapons available to the Chapter’s Armory. Multi-Melta, Heavy Flamer, Heavy Bolter, Lascannon, Missile Launcher and Plasma Cannon...you are extremely knowledgeable with such weaponry, able to dispense death from afar with precision at need. Your skill with heavy weapons also makes you the natural enemy of the heavy armor of monstrous beasts and vehicles. You have an eye for picking out weak points in the armor of your foes, and you can bring the firepower you wield to bear against such vulnerabilities.

Strength of the Emperor (200 CP) (Discount Devastator Marine) - The heavy weapons a Devastator is trusted with are, quite frankly, a bit unwieldy, despite their unquestioned lethality. Even a mighty Astartes must brace himself properly before firing, as otherwise even his mighty frame could be overwhelmed by the sheer recoil of his weaponry. Well, normally. You, through experience and brute strength, are one of those rare Devastators strong enough to heft a

weapon and fire ‘from the hip’ as it is, trading accuracy for mobility. Besides, ‘Close Enough’ counts with Plasma Cannons.

Divide and Destroy (400 CP) (Discount Devastator Marine) - There’s so many targets worthy of your attention as a Devastator Marine, and you only have so many shots. Luckily, you are skilled in firing for effect, with fantastic target acquisition skills. You can split your fire on multiple targets without any problem. You can also coax a faster firing speed than most would expect out of heavy weaponry. Get two missiles off when most would fire one, or put one more burst downrange.

Reaper of Lives (600 CP) (Discount Devastator Marine) - You have turned a heavy weapon into an extension of your being. You are as precise as you wish to be when using heavy weaponry. You can support your battle-brothers anywhere your gun can reach, being perfectly capable of firing into a swirling melee and placing your shots so that they hurt only the foes of your Chapter. Your skill as an Angel of Death also seems to inspire the Machine Spirits of your weaponry, as any heavy weapon in your hand seems to wreak grievous wounds once it punches past the armor, reaping a bloody toll on organic foes and causing horrid destruction upon enemy vehicles.

Close Combat Specialist (100 CP) (Free Assault Marine) - While all Space Marines are expected to be lethal no matter the range, you have shown a commendable skill and enthusiasm for melee combat. You are quite proficient with close combat weapons such as swords, two-handed melee weapons, and pistol. You also have a knack for dual-wielding, able to use a weapon in each hand and fight with each weapon independently.

Death From Above (200 CP) (Discount Assault Marine) - The Jump Pack is one of the iconic items used by Assault Marines, and while most Astartes know the basics of their use, for air drops and the like, it takes a specialist to put them to their best effect. Not only are you able to eke more maneuverability and life out of such devices, using less fuel, you have a knack for getting the maximum impact out of them, and can guide yourself down to maximize the carnage of your landing, often knocking your foes off their feet with the shock of your landing. This applies to any sort of flight, if you’ve access to other methods.

Hit-and-Hit-Again (400 CP) (Discount Assault Marine) - Mobility is one of an Assault Marine’s greatest strengths, and taking advantage of it is now one of your strengths as well. Whether it be from jump pack, Land Speeder, combat bike, or your own Emperor-blessed legs, you are skilled at disengaging from enemies at will, evading retaliation and follow-up attacks, only to assault them again upon your own terms, keeping them off-guard and reeling as you assault them from multiple angles.

Emperor’s Fury (600 CP) (Discount Assault Marine) - There is one thing all can agree upon: When you are in the thick of melee combat, you are the Emperor’s Fury made incarnate. You hit harder, faster, and more viciously the longer you fight in melee, cutting a crimson path through

your foes, and you can shrug off lesser wounds that would slow down even a Space Marine until after the last of your foes hits the ground. You are sublimely skilled with a blade, and can make a claim to be one of the finest close combatants of your chapter, capable of going blade-to-blade with some of the most dangerous foes that oppose the Imperium of Man.

Walker of Battlefields (100 CP) (Free Tactical Marine) - By the time most Astartes are acknowledged as Tactical Marines, they have fought on many bloody battlefields across the Emperor's Imperium. This hard-earned experience has given a Tactical Marine the ability to fight at full capability no matter the battlefield, from the depths of the void to the harshest desert. The terrain may not favor the Marine, but he can fight unhindered. They have also honed their skill with the bolter, the iconic weapon of the Space Marines, exceeding the level of proficiency a normal Astartes might be expected to cultivate.

Special Weapons Specialist (200 CP) (Discount Tactical Marine) - The mighty bolter is not the only weapon that Space Marines put to good use. There are a wide variety of special weapons that are available to Astartes, from the simple flamer to the mystery of the plasma gun, each suited for a certain role on the battlefield. You have put your experience to good use, and have become a specialist wielding such weapons.

In addition, your wide ranging knowledge of weaponry has lead you to being able to apply those skills to new weapons. You can apply the skills of weapons you are familiar with to those you are not. The closer in form and function your new weapon is to an already learned weapon, the more easily you can apply those skills. For example, you can easily adapt your mastery of the holy Bolter to an autogun, but it would be far more difficult to apply your skill with a Bolter to a piece of xenotech made of holographic wires and floating crystals that no one has any idea on how it works beyond 'point that end at someone, poke this shiny bit'. You still could wreak havoc with the piece of xenotech, mind you.

Tactician (400 CP) (Discount Tactical Marine) - All Astartes know how to fight, but it takes a special one to know how to lead. You are a leader among your battle-brothers, possessing an excellent mind for tactics. You possess an excellent skill for short-range planning, capable of anticipating your foes' most likely reactions to your actions on the battlefield, and can then form plans designed to counter their own counters. You are also able to maintain awareness of battle as it shifts and changes, fighting at full capacity against foes in front of you while still directing your soldiers and maintaining awareness of the intelligence available to your forces. In essence, neither your combat ability nor your ability to direct your soldiers will suffer if you lead from the front, as you can easily handle such multi-tasking.

Strategos (600 CP) (Discount Tactical Marine) - There is a distinct difference between leading on a tactical level and leading on a strategic level, Astartes. You have reached the second of those options. You are able to turn your powerful mind, optimized for war, further than the relative simplicity of the current battlefield. The logistics of running a Company, a Chapter, a Campaign, a Fleet… Dealing with such logistical and strategic issues comes naturally to you,

and your allies will benefit from it as you optimize battle-plans, whether your own or others, cutting down on wastage of men and munitions.

You are skilled and practiced at the formulation of campaign strategies, tailored to take advantage of an opponent's weaknesses, and are easily able to adapt those plans on the fly should reality prove rude enough to not conform to your plans. You are not a perfect general, per se, but are quite an adaptable one.

Finally, you are skilled at smoothing out conflicting chains of command within your theater of operations, your presence and advice easily welding fractious allies and conflicting agendas into a single force that will fight and crush their enemies instead of each other.

Hands That Heal (100 CP, Free Apothecary) - One of an Apothecary's first duties is to tend to his battle-brothers in the field, patching up wounds that can incapacitate even a mighty Astartes, putting their fellow Marines back into the fight. You are a capable combat trauma medic, specializing in the altered physiology of the Adeptus Astartes, and are able to deal with all sorts of horrid wounds, patch them up, and get your patient back on his feet. Well, assuming he still has feet. Some things are beyond even you. In a pinch, you can apply these skills to mere mortals. Off the field of battle, you are a capable surgeon, working tirelessly to keep your charges alive, installing basic cybernetics when required to return your battle-brothers to fighting trim.

Reclaimer (200 CP, Discount Apothecary) - It is an unfortunate truth that, sometimes, the wounded are too badly injured to be saved. In such sad cases, it is the duty of an Apothecary to administer the Emperor's Peace, and then reclaim their fallen brother's Gene-Seed, so that another Astartes might join the ranks of the Chapter in the future. You can do that as well as any Apothecary, but you are able to take this a step further: Should you come across a corpse with something you wish to reclaim, from cybernetics to gene-seed to unusual implants or unknown organs, you can retrieve it without error after a few moments of study, preserving it for the future or to study. You can also harvest resources from corpses, such as venom, hide, and other organs, without damaging them. This applies to future jumps, as well. Put every part of that giant monster you killed to good use.

Hands That Poison (400 CP, DIscount Apothecary) - They say that the line between 'medicine' and 'poison' is a thin one. You are proof of that saying. Your familiarity with Space Marine physiology and medical treatment also makes you lethally effective at devising and brewing poisons that are capable of affecting even an Astartes. You possess the knowledge of creating mixtures such as that used in the dangerous, but murderously effective, Hellfire bolts, for example, and can create similar concoctions targeted at specific foes. You are also knowledgeable in the massive pharmacology available to the Imperium of Man, and can brew medicinal compounds and devise your own brews to cure almost any affliction short of death, given time and materials.

Lord Apothecary (600 CP, Discount Apothecary) - The ‘average’ Apothecary, if such a term applies to a Space Marine, is concerned with the present. They tend to their brethren on the field, monitor their bodies for signs of mutation, and keep an eye on the Chapter’s Gene-seed, ensuring it is not deviating from the Chapter’s standards. You, however, are a senior Apothecary, and are honored to be one of those skilled enough to be trusted with the most important, and dangerous, of medical operations: The creation of new Space Marines, implanting neophytes with the gene-seed that will transform them from young human boys into Angels of Death. Under your supervision, initiates will see a higher success rate than normal. This blessing does not apply just to the creation of Space-Marines. Medical operations of all kinds carried out under your hands or direct supervision will succeed except in the most dire of situations, such as the implantation of the wounded into a Dreadnought Sarcophagus. You also possess a grasp of the biological sciences that would make a Senior Magos Biologis of the Adeptus Mechanicus nod appreciatively, having an intimate knowledge of the organic body, and can apply your medical skills to heal or to harm as you wish.

Inspirational Oratory (100 CP, Free Chaplain) - The duty of a Space Marine Chaplain is to tend to the spiritual well-being of their battle-brothers, trusted with instilling in them the values of the Chapter. You are well-studied in the spiritual beliefs and legends of your Chapter, and have been well-trained in rhetoric. You are well-practiced in inspiring your fellow battle-brothers, as well as more normal humans. For example, you are able to whip a mob of demoralized civilians into a frenzy and focusing their righteous fury on the enemies of mankind. Your skill at rhetoric and oratory also makes you something of a student of human psychology, which gives you a knack for telling when someone’s lying to you. It’s not necessarily infallible, but it still makes you a formidable opponent in a debate or interrogation.

The Gaze of the Emperor (200 CP, Discount Chaplain) - Chaplains, more than any of their brethren, must be able to discern what lies beneath the surface of man or Astartes. They are responsible for the spiritual health of their Chapter, after all, and it is the Chaplains who decide which aspirants are worthy to bear the burdens and honors of being a Space Marine. Like them, you have gained the ability to judge the worth of others, gaining great insight into their characters after taking some time to study them. You can tell when someone is struggling with an inner burden, even if they take pains to hide it, as well as giving you some idea of the proper way to help them relieve it. You are also extremely hard to hide secrets from, having a keenly suspicious and inquisitive mind, making it difficult to hide plots of treachery or heresy from your eyes.

Dreadful Mien (400 CP, Discount Chaplain) - A Chaplain is expected to lead from the front, his grim presence an inspiration on the battlefield to his brothers. When you are in the thick of combat, the combination of a Space Marine’s martial prowess, the grim armor that you wear, and the constant war chants you recite as you strike down foes can give you an almost supernatural sense of dread clinging to you, intimidating your lesser foes and inspiring your allies. The greater the foe you have killed, the further this effect is spread. No one cares about

you crushing a grot under your armored boot, for example, but even foul Traitor Astartes can be shaken by your murdering their foul Champions in open combat.

Armory of Faith (600 CP, Discount Chaplain) - Faith, one could argue, is one of the strongest forces to be found in the grim darkness of the forty-first millennium. You have faith. Whether it is in your battle-brothers, in the Emperor of Mankind, in Humanity itself, or something else, you have found something that you can believe in wholeheartedly, and the effects are noticeable. Your presence unsettles and even harms the foul spawn of Chaos, Daemons recoiling from you or feeling the bite of your weaponry, while their foul magics struggle to find purchase on you and those you are defending. In future jumps, this generally translates into being able to at least affect a supernatural creature despite innate defenses (even if not very well) and a general resistance to magic.

Trained by Mars (Free Techmarine, Exclusive to Techmarine) - A Techmarine has spent around thirty years away from his Chapter, training with the Adeptus Mechanicus on Mars itself. There, he has learned to become equivalent to the Imperial Guard's Enginseers, responsible for maintaining and operating the holy machinery of the Chapter in the field. You have been given a more indepth technical background than most, and have a broad, practical knowledge base of machinery, as well as the proper rites that are required by the Adeptus Mechanicus. This also makes you capable of effecting repairs in the field, fixing damaged equipment and vehicles and getting them back into the fray. Off the field of battle, you can make such field-expedient repairs permanent.

Binary Cant (100 CP, Free Techmarine) - Binary is the secret, sacred language of the Adeptus Mechanicus. It is the preferred language used by the Techpriests of Mars to communicate among themselves, as well as to speak with the more advanced Machine Spirits. You have both the knowledge of this strange machine code, as well as the cybernetic implant required to speak/broadcast/receive it. In addition, you are able to attempt to subdue hostile machine spirits, attempting to 'hack' their networks and shut them down should they be capable of accepting input, or even wresting control of a system from its user. In future jumps, you can either retain your Binary implant or pick up a degree of technopathy, as the effect will be the same either way.

If you aren't a Techmarine, you probably shouldn't let the Adeptus Mechanicum know you can do this. They're a mite bit touchy about that sort of thing.

Cybernetic Friendly (200 CP, Discount Techmarine) - The Adeptus Mechanicus holds that flesh is inferior to machinery, for the most part. While that doesn't apply quite as much in the case of an Astartes, in this case, you are ready to take advantage of this doctrine. Your body is receptive to cybernetic enhancement even by Astartes standards, and does not reject new implants in future jumps, recovering from installation quickly. You are quite skilled at using your enhanced body efficiently, and have an enhanced ability to multi-task as well as being able to

use implants such as mechadendrites and servo-arms to greatly enhance the speed that you can work or wage war.

Honor the Machine Spirit (400 CP, Discount Techmarine) - Apothecaries tend to the bodies of the dead, Chaplains to their spirits. Techmarines tend to the spirits of the Machine. You are a skilled salvager. For example, while others might see a destroyed tank, you can see a way to salvage usable parts, perhaps restoring another vehicle to fighting trim or finding a way to save unique weapon systems to be re-used another day. This also gives you a strong grounding in the Rites of Reverse Engineering, able to examine unknown technology and figure out basic functionality by comparing it to devices you are already familiar with. You also have a much broader definition of the word 'damaged', able to restore machinery that others would swear was inoperable or destroyed given enough time and as long as you have enough of the original damaged parts to work with.

Master of Machinery (600 CP, Discount Techmarine) - The Master of the Forge is the most senior Techmarine within a Chapter, with centuries of experience and a knowledge of every piece of machinery the Chapter uses and how to build or repair it and a skilled technologist the equal of any Priest of Mars. You might not be the actual Master of the Forge, but you certainly have the skill. You have a full understanding (as much as anyone does in the 41st Millennium) of the technology that the Astartes use to fight, and are fully capable of building it given time and resources. You are also able to work with the spirit of the machines in your care, cajoling them into doing their duty and accepting field modifications, swapping out weapon loadouts easily outside of a fight. Add assault cannons to a Land Raider to make it more deadly in urban fighting, or add lascannons to a Rhino to make it into a potent tank hunter.

Psyker (Free, Restricted to Librarians) - Psykers are both one of humanity's greatest assets as well as one of their greatest threats. Found amongst most sentient species, psykers are blessed, or cursed, with the unique ability to channel the extremely dangerous power of the Warp, manifesting it in the material world with many varied effects. Among Space Marines, each chapter's senior Librarians test all of their new initiates at some point, whether during their initiation, during their time in the Scout company, or shortly after they join a battle company. Those who have psionic potential join the ranks of the Librarians, learning to control, harness, and possibly use this dangerous power for the betterment of the Chapter and Mankind. Like any psyker, individual power levels and disciplines vary, although due to their long lives and strong minds and bodies, Space Marine Librarians can reach some truly impressive levels of power. Space Marine Librarians can have individual talents and skills they excel at like any 'normal' Psyker, but they are also trained in some more 'universal' skills, like smiting an enemy with psychic force and the like.

Archivist (100 CP, Free Librarian) - While the Librarium is responsible for training those Battle-Brothers with psyker potential, they have another more mundane, but equally important job: Namely, the Librarium is the repository of the Chapter's history and lore. Keeping those records in order is a never-ending task. You have been blessed in two ways: The first is that you

have a perfect memory, capable of memorizing vast amounts of lore and recalling it as needed. In effect, you are a walking library of your own. The second is that you are an able researcher, capable of working your way through piles of ancient texts, translating old dialects, and being able to reorganize such tombs of knowledge for easier access by others.

An "Open" Mind (200 CP, Discount Librarian) - An Open Mind is a Fortress with the Gates Unbarred and Unguarded. That isn't a problem for you. You have a mind that has been honed defensively. While you are not immune to enemy psychic powers, of course, as none truly are outside of a Blank, your trained mind is nonetheless resistant to mental intrusion and attack. If you are a Librarian, you can extend this protection to those around you, defending them from psychic attack and powers, as well as having a mind sturdy enough to more easily endure the trial of channelling power from the Immaterium to the Materium. Unless you were suffering from truly dire straits you would never need to worry about the perils of the Warp that other, lesser, psykers would.

Knowledge is Power (400 CP, Discount Librarian) - Knowledge is Power, Guard It Well. The foul lore of the Warp is, quite naturally, a rather dangerous subject to know and rightly restricted by the Imperium's authorities. You, however, are trusted with the knowledge of Warpcraft. You are familiar with the foul rites practiced by the Xeno and the Heretic, the better to disrupt them and destroy what they create. Your mind and body have undergone extensive training to allow you to better withstand the foul wiles of the Warp. In this and future jumps, you cannot be corrupted or lead astray by mere possession of knowledge, no matter how foul or heretical, as long as you do not actually USE said knowledge in any way other than the theoretical on how to defeat your foes.

Sacrificing a thousand virgins to summon a daemon is going to corrupt you faster than you can say 'Flipping Horus', no matter if you think it's the only way to defeat an even bigger threat, but you could safely use your knowledge of that ritual to stop someone else from doing it. Your advanced knowledge of Warpcraft also gives you more versatility when it comes to your powers, as you know more ways to force reality to bend to your will in service to the Emperor of Mankind.

Epistolary (600 CP, Discount Librarian) - The highest ranking Space Marine Librarians, short of the Chief Librarian of a Chapter, are given the rank of Epistolary, and you are now among their ranks. While the younger members of the Librarius must learn to control their powers, or begin to learn to channel them with more raw power, an Epistolary could be considered the most dangerous of Astartes psykers because they possess something more dangerous than raw power or endurance: Finesse. As a Librarian, you are on par with these vaunted masters of the mind. You have exceptional control of your power. You can invoke it quickly and efficiently, with minimal wastage and increased speed, all without losing any of the raw power of a less-practiced Librarian. You have also honed your skill in one of the psyker disciplines, such as pyromancy or biokinesis.

Finally, your studies have allowed you to master the more utilitarian aspects of your power. Any reckless psyker can conjure a raw blast of power, but it takes skill to use such power constructively. You are now a capable telepath, trusted to help communicate over long distances and to act as a coordinator for your battle-brothers, and have some skill at divination, as well.

Non-Psykers don't gain the rank of Epistolary, but, instead, gain an 'sixth sense', of sorts. While not truly a warp power, exposure to, and knowledge of, the Librarius and its talents has resulted in an instinctive knowledge of when psychic events are occurring in the near vicinity, a vague idea of how powerful they are, and an idea of where the originator of said events are. This does make a non-psyker with this perk rather good at guarding against psykers and their ilk, as they are alerted when someone attempts to influence their mind, bypass them with such supernatural powers, or uses powers of the Warp and the like in their vicinity. Amusingly, the more supernatural an effect is, the easier it is for you to detect. It will take true skill or advanced technology to bypass your vigil, not stolen power.

Deathwatch Veteran (200 CP, Astartes Only) - The Deathwatch is the militant arm of the Inquisition's Ordo Xenos. With this perk, you have the experience of one of these vaunted veterans, and specialize in the death and destruction of the foul Xeno. In this and future jumps, you are more effective when fighting non-human enemies, having gained the combat experience to adjust your fighting style to deal with such foes. Your service also makes it so those associated with the Inquisition (or similar such groups in future worlds) will automatically think highly of you, and be generally less suspicious of you. You also receive an extra 100 CP worth of Auxilia Equipment or Weaponry in the Wargear section, a relic of your service to the Inquisition. Add 20+3d10 to your Space Marine's age, as you spent that long on active duty to the Deathwatch and the Ordo Xenos before returning to the Chapter.

1st Company Veteran (200 CP, Astartes Only) - Ah, a Veteran, I see. You honor us with your presence. You have proven yourself on the battlefield, being considered a member of your Chapter's 1st Company (although you can serve in another). You are one of the elite few allowed to wear Terminator Honors or even the venerated Tactical Dreadnought Armor itself. This perk also grants you at least a century's worth of experience of warfare in your chosen specialty, familiarity with the common enemies of Mankind such as the Greenskin, the Tau, the Tyranid, and the Foul Heretics of Chaos, as well as familiarity with the general tactics and doctrines of the forces of the Imperium of Man. You also are granted the respect of your Chapter and the acknowledgment of Astartes from other chapters for your accomplishments. Add 100+10d10 to your Space Marine's age.

Senior Servant (200 CP, Chapter Serf Only) - While the degree varies by Chapter, a Space Marine is expected to devote most of his time and energies to war or preparing for war. In these days, they must serve as warriors, for the most part, not as administrators, builders, or managers of mortals. For such tasks, they depend on their Chapter's loyal servants, many of whom were considered for becoming Astartes themselves but were left unchosen in the end.

You are elevated to the higher ranks of the Chapter's Serfs, and can expect to have an important position, such as a senior assistant to a Captain, a master armsman, a regent for a Chapter watch house or fortress, the personal servant of the Master of the Forge, or a high-ranking officer in the Chapter's Fleet, as a few examples. You gain skill related to the area you serve in, having about a century's worth of experience doing so. You are also provided with sufficient cybernetics and/or leonization treatments to ensure you can still perform your duties. Unlike Space Marines, mortals don't live forever, after all! Add 80+2d10 to your Serf's age.

Chapter Master (200 CP, Astartes Origins Only. Requires Either 1st Company Veteran OR Deathwatch Veteran AS WELL AS a 600 CP 'Capstone' Perk to be purchased) - Praise the Emperor, Space Marine. You have, through service, duty, skill, and, let us be honest, your ability to murder the enemies of the Imperium of Mankind, distinguished yourself, standing out among the ranks of your Battle-Brothers, and as such have been chosen to serve as the head of a new Chapter of Space Marines. Your new position also demands that you serve as an inspiration and leader to a full Chapter of Space Marines, and you will find that you have become more skilled in the leadership skills to lead and inspire these loyal servants of the Imperium to glory and, with the grace of the Emperor, victory. You may also find that your combat skills are honed just a bit higher, receiving a small but noticeable boost. Wouldn't do to be completely outshone by your new subordinates, would it?

Please consult the Chapter Master DLC for Chapter Creation, as well as the Notes for some additional information on this perk.

Companions And Allies

Command Squad (First Four Purchases Free. May purchase additional companions for 50 CP each. May purchase up to nine companions total.) - Yes, I know, I know, most of your previous jumps have only allowed you to purchase up to eight companions, but the Codex Astartes CLEARLY states that ten is the ideal number for a single squad, and I'm not heartless enough to send you into this warring future alone. Lone heroes may do legendary things, but do note most of those legends end with those heroes dying gloriously.

Your Command Squad may either be companions imported from a previous jump or you may choose to have new battle-brothers created to fill out the ranks and to support you. Regardless of how you decide, they are granted a free Specialty of your choice, that Specialty's freebies and discounts, 600 CP for Perks, and a 300 CP item budget. Serfs do get that extra 200 CP as well, if you choose to have mortal men accompany you onto the battlefield.

Combat Team (100 CP, may be purchased up to six times) - This team of five battle-brothers are willing to serve under your command, Space Marine. Choose from the Scout, Assault

Marine, Devastator, or Tactical Marine origins. All five of them will have that origin, its discounts and free perk, 400 CP to spend on Perks, and 200 CP to spend on Items. In future Jumps, you may import a Combat Team as a single companion choice. Like other 'group' companions, they can purchase perks, both here and in the future, but the effect of said perks is 'diluted' among the five battle-brothers. (Note: If you're kitting a Combat Team with Terminator Armor, you can have one Heavy Support loadout per team. The others are either Assault or Tactical loadouts)

Servants of the Chapter (50 CP) - This team of five Chapter Serfs is dedicated to helping assist you out of the field of combat. While they are not particularly skilled at combat, having little more than flak-weave robes, knives, and auto-pistols handy, they are quite good at acting as assistants to you, and will take care of maintaining any equipment you wish to entrust to their care. They have the perks 'Service and Duty' and 200 CP to spend on further perks, receiving the Chapter Serf discounts on origin purchases. Like other 'group' companions, they can purchase perks, both here and in the future, but the effect of said perks is 'diluted' among the five.

A Venerated Ancient (200 CP) - You have the honor, Astartes, of being accompanied into war by an ancient hero of your Chapter, who, while grievously injured to the point of death, refuses to let such things slow him down. You are accompanied by a mighty Dreadnaught, the walking tomb of a hero of the Imperium. Besides piloting a heavily armored, extremely strong war-walker into battle, striding through the worst of the fray and leaving only the dead in his wake, he is also an extremely good source of knowledge, tactics, and lore, having seen much over his centuries. The Dreadnought chassis has two weapon hard points on the arms. These can each be filled by either a twin-linked heavy weapon or a Dreadnought-scale power fist with a built-in Flamer or Storm-Bolter.

Even in Death, he still Serves.

If… if you want, I suppose I'd let you import a companion into this, although I'm not sure they'd appreciate being imported into a ruined body kept barely alive by a life support sarcophagus and put into the most dangerous of battles for however long you stay here.

Canon Marine (200 CP per purchase) - Is there an Astartes who has already become a legend that catches your eye, Jumper? I can arrange circumstances to ensure that you will find yourself on the same battlefield as they are from time to time, allowing you to make their acquaintance. After this jump is done, and assuming they agree to follow you across the multiverse, I'll allow them to take a small break from their duties, accompanying you for some time. When they tire of your journey, I will return them to this galaxy of conflict in the same condition they left it, unchanged in body, but quite possibly enriched in experience. Want to team up with Ragnar Blackmane? Maybe go on an adventure with Chapter Master Tu'Shan? RIP AND TEAR with Gabriel Seth? Steal Bjorn The Fell-Handed for your own travels? Go for it.

Astartes Arsenal

Ah, the other reason for a Space Marine's success and lethality. The superior equipment of a Space Marine gives them an edge over most foes in this galaxy, with powered armor enhancing their superhuman bodies and powerful weaponry striking down their foes. Your Chapter will generally do its best to keep you supplied with 'basic' ammunition for your Wargear choices during the course of this Jump. Should you have a weapon, armor, or a vehicle you already own before the Jump that you wish to import into an appropriate weapon, armor, or vehicle acquisition below, feel free.

You will also receive 400 additional CP to spend in this section, and only this section, Jumper.

Weaponry

Basic Loadout (Free**) -** Every character receives a basic loadout dependant on their origin.
-Chapter Serfs start with a suit of carapace armor, a combat knife and a bolt pistol, in addition to maintenance kits suitable for maintaining Astartes weaponry and power armor. Many of the weapons they purchase are assumed to be 'scaled down' for mortal hands.
-Scouts begin with an Astartes Combat Shotgun, a Combat Knife, a Bolt Pistol, and a suit of Space Marine Scout Armor, which is a non-powered suit of high-quality carapace armor.
-Other Astartes begin play with a suit of Power Armor, an Astartes Combat Knife and a Bolt Pistol, in addition to any freebies granted by their origin.
-Everyone receives robes suitable to their rank and station. They're also made of flak weave.

Bolt Pistol (50 CP, Discount Assault) - The Astartes Bolt Pistol is the standard sidearm of the Space Marine Chapters. While shorter ranged than a bolter or heavy bolter, it still packs a tremendous punch within its effective range, and is the favored weapon of Assault Marines.

Hand Flamer (50 CP, Discount Assault) - Hand Flamers are smaller versions of the simple, yet effective, Flamer. These weapons are designed for close assault, spraying an area with burning promethium.

Plasma Pistol (100 CP, Discount Assault) - Rare, arcane, & dangerous. Plasma Pistols fire a bolt of burning plasma into a foe, packing more of a punch than most bolt weapons. They can be fired on 'overcharge', giving them an area of effect at the risk of, well, exploding.

Bolter (Free Tactical Marine, Discount Devastator. 50 CP) - The iconic weapon of the Space Marine. The bolter fires a large rocked-propelled .75 caliber round with a mass-reactive fused warhead. When it penetrates a target, the warhead detonates inside the target for maximum

damage. There are a large amount of variant ammo types available for the Bolter, making this weapon a flexible choice for any Battle-Brother.

Stalker Bolter (Discount Scout, Tactical Marine. 100 CP) - A specialist weapon, the Stalker Bolter has been fitted with an advanced targeting system and elongated barrel, allowing it to serve as a dedicated marksman's weapon. When used in tandem with specialized Stalker Silenced Shells, it is a nearly silent weapon.

Storm Bolter (50 CP, Discount Tactical) - Storm Bolters are specialized assault weapons, and are an evolution of the ancient Combi-Bolters used during the Great Crusade. These weapons are double-barreled bolters with an enhanced rate of fire and large magazines, allowing the wielder to shred an opponent with a few bursts.

Special Weaponry (Discount Tactical Marine, Serf.) - Bolters are not the only weapons one can find in use by the Astartes. There are a large number of specialized weapons that are often used in the field.
-Flamer (50 CP) - Flamers are a common weapon across the Imperium. Generally used as an anti-personnel weapon, these weapons spray gouts of burning promethium fuel to set an area alight.
-Melta Gun (50 CP) - Melta Guns are high-tech weapons that work by inducing a fusion reaction using a number of unstable gases. This is then directed down the weapon's barrel, resulting in a short range but intense burst of heat that can easily slag tank armor.
-Grenade Launcher (50 CP) - Although not often used by the Astartes, as they often have access to more powerful weapons, Grenade Launchers are used from time to time by their forces, especially by Combat Bikers and in combi-weapons. A launcher propels a grenade farther than most humans can throw it, adding flexibility to the use of grenades and explosives.
-Plasma Gun (100 CP) - An arcane, valuable, and dangerous weapon, Plasma Guns consist of a bottle of hydrogen fuel and a fusion core. The weapon introduces the hydrogen to the core, then directs the resulting bolt of burning sun-stuff via magnetic fields. This bolt of energy is dangerous, able to sear through weapons a bolt gun would have trouble with. The plasma gun can also be overloaded, firing a more powerful bolt that bursts upon impact, but that does carry the risk of the weapon malfunctioning.

Heavy Weaponry (1st Free Devastator Marine, Discount Devastator) (100 CP)
-Heavy Bolter - A devastating weapon, the Heavy Bolter is large, durable, reliable, and features a greater rate of fire than either a bolt pistol or bolter. Heavy Bolters also fire a much larger bolt than bolters or bolt pistols, using .998 calibre bolts as opposed to the 'smaller' .75 calibre shells.
-Heavy Flamer - A larger, more powerful version of the smaller Flamer, a Heavy Flamer can spray massive gouts of burning promethium over wide areas of a battlefield, engulfing entire squads of enemies at a time. Often favored by Terminators, due to their tendency to fight in tight quarters, as well as those expecting to fight lightly armored troops.
-Missile Launcher - An Astartes Missile Launcher is a flexible weapon capable of launching ordinance at great distances. A Space Marine is strong enough to carry both the launcher and

its reloads on his own, eliminating the need for a separate loader. Missiles are usually either fire-and-forget or laser designated.
-Lascannon - The Lascannon is the elder sibling of the humble lasgun, and is a dedicated precision anti-tank weapon, blessed with a long range and great stopping power. This powerful beam will blow right through lesser armor as if it were not even there. Generally horrendous overkill to use on infantry, however. Generally.
-Multi-Melta - The Multi-Melta is a dedicated anti-tank weapon. A large, multi-barreled weapon that works off of the same principle as a Melta Gun, this short-ranged weapon can produce a blast of heat powerful enough to burn through just about any material known to the Imperium of Mankind.
-Assault Cannon - A specialist weapon that was developed towards the end of the Horus Heresy, the Assault Cannon is a medium-calibre six-barreled autocannon firing dense cased rounds with diamantine tips. This weapon has horrendous recoil, due to its extremely high rate of fire, and has high ammunition requirements. The weapon is also extremely maintenance-intensive, and most Astartes Chapters find they need to replace the barrels of the Assault Cannon after every engagement. However, if one can mount the Assault Cannon on a stable firing platform, such as a vehicle or a suit of Terminator Armor, one has an immensely effective, if short-ranged, weapon that will chew through infantry and modest armor protection.
-Plasma Cannon - One of the more powerful and dangerous weapons to be found in the arsenals of an Astartes Chapter. Plasma Cannons are up-scaled versions of the smaller Gun and Pistol, and work off of the same principle. However, their greater size allows for even more powerful blast, each shot having an area of effect, and should a Space Marine require it they can overload the Cannon's safety and fire an even more powerful blast.

Volkite Weaponry - Volkite weapons were once the mainstay of the Space Marine Legions, back in the opening days of the Great Crusade. These weapons were thermal ray weapons, derived from pre-Imperial technology, and possessed excellent killing power and armor penetration for their size, having an utterly devastating effect on organic material, turning it into ash and flame and having excellent armor penetration. The difficulty of manufacture, however, as well as the growing logistical demands of the Great Crusade and the Legions, however, led to the young Imperium of Mankind switching to the use of Bolt weaponry as the main weapons of the Space Marine. Now, these ancient weapons are all but extinct and lost, and mostly found in the hands of the Adeptus Mechanicus and in miniscule quantities within the ancient Solar Auxilia units.
-Serpenta (200 CP) - The pistol variant of Volkite weaponry. Vanishingly rare, and usually carried by high-ranking officers within the Solar Auxilia or by high-ranking Techpriests.
-Charger (300 CP) - Once the standard armament of a Space Marine Legionnaire, Volkite Chargers were designed for close range battle, lacking the range or power of some of the larger variants of the weapon while allowing their wielders to move unhindered.
-Caliver (300 CP) - A longer ranged variant of Volkite weaponry, the Caliver was al fairly lightweight support weapon, offering a longer range and a more powerful beam than the Charger at the cost of being a bit bulky, keeping their wielder from firing on the move. Favored by ancient Legion Tactical squads for taking and holding an objective.

-Culverin (400 CP) - The largest man-portable Volkite weapon that the Imperium ever manufactured and used, the Culverin was a large heavy support weapon that offered ferocious firepower, having an extremely high rate of fire, good range, excellent armor penetration, and killing power. Granted, it also has a high ammunition consumption rate, but that was usually seen as an acceptable tradeoff.

Astartes Assault Shotgun (Free Scout) (50 CP) - Assault Shotguns are commonly used by the Scouts of the Astartes Chapters when they need a close assault weapon that is easier to handle than the bolter. These weapons are clipped, have single-shot, semi-automatic, and fully automatic firing modes, and can handle a wide variety of specialty ammunition types available.

Astartes Sniper Rifle (200 CP, Discount Scout) - Generally used by the Scout Companies, Astartes Sniper Rifles are powerful, highly accurate, and well-made weapons of war, allowing a skilled marksman to target an enemy's weak points from across the battlefield with the powerful scope and heavy armor-piercing shell, making them a bane of enemy officers.

Astartes Combat Knife/Chain Sword (Free to all Astartes) - Whether it be a long-bladed Astartes Combat Knife or a roaring chain sword, all Astartes carry some sort of melee weapon on them when in the field, and often when off of it as well. I'll leave it up to you to decide whether you have the easily carried and wielded Combat Knife or the larger, bulkier, noisier, and more intimidating chain sword.

Power Weapon (1 Free Chaplain & Techmarine. Discount Assault. 100 CP) - Power weapons are finely wrought melee weapons sheathed in a crackling power field. This field makes them puissant weapons, able to cleave through flesh, armor, and bone as easily as paper. A power weapon is considered a status symbol and a sign of authority in the Imperium of Man, such as a Chaplain's Crozius Arcanum, a Techmarine's Cog-marked Power Axe, or an Astartes Veteran's Power Sword.

Lightning Claws (100 CP, Discount Assault) - A specialized variant of power weaponry, Lightning Claws consist of armored gauntlets with three to five adamantium blades on them that are protected by a power field, and are used for fast, lethal attacks. They tend to be favored by Assault Terminators or other assault troopers. A purchase here gives you a pair of these gauntlets, but you can choose if you want to use them as a single lightning claw or as a pair.

Power Fist (100 CP, Discount Assault) - Power Fists work on a similar principle to Power Weapons. However, instead of enhancing a weapon like a normal Power Weapon, which 'merely' sheathes a blade in a field that lets it carve through armor, the oversized gauntlet of a Power Fist concentrates on one thing and one thing alone: Sheer, brute power. The power field generated by these unwieldy weapons is designed for punching through heavy armor, such as that possessed by enemy tanks or monstrous creatures, allowing an Astartes on foot to be a threat to anything that gets too close.

Thunderhammer (200 CP, Discount Assault) - The mighty thunderhammer is a most potent two-handed power weapon. In addition to the power field, the weapon also releases a mighty concussive blast when swung, often knocking enemies who survive the initial impact off their feet.

Force Weapon (1 Free Librarian, 100 CP) - Force Weapons are arcane weapons that are designed to be wielded by psykers, who can energize the weapon with their powers. A force weapon in competent hands is one of the most dangerous weapons that can be found in the Imperium, as the weapon not only cleaves through flesh and armor but allows a psyker to channel the raw destructive power of the Warp into their victim, often slaying them instantly.

Combi-Weapon (50 CP) - For an additional 50 CP, you can upgrade one weapon you own with another sub-weapon, usually as an underbarrel mount. For example, if you have a Bolter, for 50 CP you can add an underbarrel grenade launcher, plasma gun, flamer, or melta gun, or you can attach a flamer cartridge to your power sword. The range and power of the sub-weapon is not affected, but sub-weapons do have lower ammunition capacity. You don't need to purchase the second weapon, that is included as part of the cost of the Combi-Weapon upgrade.

Twin-Linked (50 CP) - Quantity has a quality all its own. For 50 CP, you can upgrade a weapon to a twin-linked version, which essentially consists of carefully combing two identical weapons to allow a user to double their rate of fire without impacting accuracy too much.

Do note that while you can do this with a Heavy Weapon such as a Heavy Bolter or Multi-Melta, the result will be a bit too large for an Astartes in Power Armor to carry on their own and usually requires a vehicle mount.

Master Crafted Weapon (50 CP) - While all Astartes equipment is forged to some of the highest standards that can be found within the Imperium of Mankind's armory, there are stand out weapons even among those finely forged artifacts of war. Master-crafted weaponry is often custom-fit for its wielder by the Chapter's Techmarines or forged as a commendation of sorts. As such, it is often a step above even normal Astartes gear, often possessing rare upgrades or components to make the weapon more dangerous in a skilled user's hands.

Artificer Weapon (50 CP, Requires Master Crafted Weapon) - If a master-crafted weapon is a piece of art, an Artificer weapon is a masterpiece. Entrusted only to the veterans and heroes of the Chapter, these artifacts are rare, valuable, relics of the chapter. They often have a lineage going back through centuries of warfare, having been used to slay the enemies of Man by generations of heroes. If their wielder falls, the Chapter will go to great lengths to recover the weapon. To be trusted with Artificer equipment is a great honor, and a sign that the Chapter both expects great things of you and that you will be put in a situation to use it.

Armor

Power Armor (50 CP per Suit) - A suit of Mark VII 'Aquila' powered armor. The iconic suit of a Space Marine, this armor is durable, environmentally sealed, and enhances a Marine's already impressive strength, allowing them to fight foes that could swat a mortal aside without noticing. If you wish, you can swap this for a different Mark of Powered Armor. While the Mark VII is the baseline suit that others are compared to, you may choose to wear a different variant if you wish.

-Mark I 'Thunder' Power Armor: This ancient variant of armor is the predecessor of all the later models, and was originally used by the Emperor's Thunder Warriors, the precursors to his Astartes Legions. Very, very few suits of this ancient armor remain, and while they are primitive compared to later models (being noisy, less protective, lacking in full strength enhancements, and not sealed against the void, being designed for warfare on Holy Terra, among other problems), Space Marines would honor the wearer of such a suit, should a full one be found, for being trusted with a relic of the Emperor's rise to power.

-Mark II 'Crusade' Power Armor: The first 'true' suit of Power Armor, this suit, unlike the Mark I, is equipped with full life support, allowing warfare in any environment. These suits are still quite rare and ancient, and are a bit more primitive than more modern variants of armor. On the other hand, they also are relics of the Great Crusade and the Golden Age of the Imperium, before it was ruined by the Horus Heresy, and that makes them worthy of veneration.

-Mark III 'Iron' Power Armor: This variant of Power Armor is a specialized suit, originally designed in response to the fighting on the Squat Homeworlds, which involved heavy combat in high-G underground environments. Iron Armor has had its frontal armor increased at the cost of lighter rear armor. Like the other older, Crusade-era armors, it acts as a morale booster to other Astartes, reminding them of their glorious past.

-Mark IV 'Maximus' Power Armor: The first of the 'modern' Power Armor variants, Mark IV armor was originally envisioned as the replacement for the Mark II armor before the Horus Heresy, and was designed with advanced technology recovered during the Great Crusade. It is the most widespread of the pre-Heresy armors remaining, and some suits are still produced even in the modern era, and is the most common suit to be found among the Traitor Legions. Being issued a suit of Mark IV armor is a mark of honor among the Space Marine Chapters.

-Mark V 'Heresy' Power Armor: The Horus Heresy put a great strain on the logistics of the Loyalists, especially given that many of their Legions had only been partially re-equipped with the Mark IV pattern when the Heresy broke out. The Mark V is not, technically, a full-on development of Power Armor. It is a general designation for stop-gap designs and improvised armor used during the Heresy in response to such supply problems. Mark V armor is quite easy to repair, being designed to easily integrate older or newer parts as well as sub-standard materials, and is marked by the distinctive studs that were used to rivet together sheets of plasteel and ceramite. Mark V armor is relatively rare, as the stop-gap nature of this model meant that many of the suits have been dismantled over the years for spare parts for newer models of armor. It is also a reminder of the darker days of the Imperium, and many Astartes would prefer to forget that dark past.

-Mark VI 'Corvus' Power Armor: Mark VI armor was designed as the proper replacement for the Mark IV armor at the end of the Heresy. This suit is easy to repair, much like the Mark V, and

can easily integrate older parts or be upgraded with new parts as well. However, unlike the Mark V, Mark VI armor is built to a standard plan. It is also fully interchangeable with the newer Mark VII armor, and has a reputation for being the lightest suit of Power Armor with the smoothest movement, making it possible to actually move stealthily with such suits, as well as being popular among Assault Marines. The left shoulder pad, which is traditionally the one that takes the brunt of incoming fire, is usually built with the older molecular stud bonding technique used in the Mark V, making replacement simpler.
-Mark VII 'Aquila' Power Armor: The most common variant of Power Armor used by the contemporary Space Marine Chapters, it was developed at the very end of the Horus Heresy from the Mark VI armor, and parts are fully interchangeable with the Mark VI.
-Mark VIII 'Errant' Power Armor: The newest variant of Power Armor, only recently beginning production in the 41st Millennium, Mark VIII armor is a further refinement of the Mark VII. It fixes a few of the vulnerabilities to be found in that suit (such as adding a heavy gorget around the neck to prevent incoming fire from being 'shell-trapped' and deflected up into the underside of the Space Marine's neck or chin) as well as additional armor plating, making it a bit more durable than the Mark VII. It also tends to be issued to Veterans or other outstanding Astartes, giving it a bit of an air of authority, and full suits are still quite rare. Of note, it is not as easily backwards-compatible with earlier suits.

Carapace Armor (50 CP, Free Scout & Serf) - A more humble form of armor than Power Armor, carapace armor is issued to elite troops across the galaxy. It consists of large, rigid plates of armorplas over an undersuit of some sort, and can stand up to small arms fire much more readily than humble Flak armor. Space Marine Scouts use their own variant, known as Scout Armour, which is made of layered ceramite plates, offering superior protection to more common sets of carapace.

Artificer Armor (Requires Veteran**) (**100 CP**) -** While Power Armor is a fantastic suit of equipment that is made to high standards, Artificer Armor goes above and beyond even that. This suit of armor is built to an even higher quality than 'basic' Power Armor, providing more protection from superior materials used in its construction, better systems, and the like. Some suits approach the protection offered by Terminator armor. Such suits of armor are highly personalized, usually reserved for only the most skilled members of the Chapter such as officers and exceptional Veterans, and are rightly considered to be relics of the Chapter.

Centurion Armor (Discount Assault, Devastator**) (**200 CP**) -** Centurion Armor is a powered exoskeleton that is worn over a Space Marine's power armor. While offering superior armoring and strength, Centurion Armor is not as advanced as Tactical Dreadnought Armor. It is much heavier, greatly slowing its wearer down, and is quite large and bulky, making Centurions far too large to fit in any transport tank smaller than a Land Raider. The trade off, of course, is that it essentially encases a Space Marine in a walking tank, capable of ignoring most small arms fire and requiring multiple hits from heavy artillery to be threatened. The Warsuit works by directly linking to the pilot's mind via the cybernetic links of his Power Armor. Some among the Adeptus Mechanicus are wary of Centurion Warsuits, however, as they consider their Machine Spirits to

be unusually bloodthirsty, and it takes some time for a Centurion pilot to gain the respect and obedience of his Warsuit's Machine Spirit. There are two main variants of Centurion Armor: Assault and Devastator.
-Assault Loadout - Designed for breaking through sieges and fortified structures and clearing paths for lighter armored follow-on troops, Assault Centurion Warsuits are designed for use in close-in fighting against hardened targets where sight lines and terrain make the use of tanks problematic. Each Assault Warsuit has a pair of Siege Drills, which have a trio of powerful drill heads. These drills will make short work of the barricades, walls, and other obstructions. Once a fortification has been breached, the attached Flamers on each drill can be unleashed on the unfortunate occupants.The Flamers can be replaced with Melta Guns, giving a Centurion a deadly punch against armored targets.The chest of the exosuit is equipped with an Ironclad Assault Launcher, essentially point-blank shrapnel launchers.The Assault Launcher can alternately be replaced with a Hurricane Bolter, which is a set of six linked bolters firing in tandem.
-Devastator Loadout - Devastator Centurions are designed to break enemies from a distance, slowly but steadily advancing while laying down a withering barrage of fire and breaking charges upon fortifications they defend, aim and recoil assisted by the armor's Machine Spirit. Their standard weapon loadout consists of a pair of Heavy Bolters, one on each arm. They may choose to swap these weapons out for a pair of lascannons, turning them into precision anti-tank specialists. Like the Assault warsuit, the Devastator Centurion's chest mounts weaponry as well. The default weapon is a Hurricane Bolter, consisting of six bolters firing in tandem. The Hurricane Bolter may be swapped out for a missile launcher system, giving the Centurion a long-range punch with Frag and Krak missiles, as well as any specially purchased warheads.
-Omniscope (50 CP) - An Omniscope is an advanced targeting system that integrates with a Centurion Warsuit. It's advanced augurs and sensors help detect targets in less than ideal situations (smoke, darkness, murk), as well as assisting with target acquisition and prioritisation.

Tactical Dreadnought Armor (Requires 1st Company Veteran) (200 CP) - Reserved for only the skilled veterans of the Chapter's 1st Company, Tactical Dreadnought Armor, more commonly referred to as Terminator Armor, is one of the most durable suits of armor to be found within a Chapter's armory. Consisting of ceramite plasteel plates mounted on a powered adamantium exoskeleton, Terminator armor is large, bulky, and extremely heavily armored, excelling at situations where strength and durability are more important than maneuverability, such as clearing Space Hulks. Choose one of the Terminator Loadouts below:
-Standard Terminator Loadout - The 'standard' loadout consists of a Power Fist and a Storm Bolter, and is the most common. If you prefer, you can take a melee weapon you own instead of the Power Fist. The Power Fist may be upgraded to a Chainfist for an additional 50 points, which in addition to a Power Fist's stopping power and ability to punch through vehicle armor is ideal for carving through obstructions such as bulkheads, walls, and enemy troops.
-Assault Terminator Loadout - Assault Terminators are usually deployed armed with either Twin Lightning Claws or, for an additional 50 points, a one-handed Thunder Hammer and a Storm Shield, instead.

-Heavy Support Loadout - Taking advantage of Terminator Armor's enhanced strength, this loadout consists of either swapping out the Storm Bolter for a Heavy Flamer or an Assault Cannon (a multi barreled fast-firing weapon that is usually mounted to vehicles and puts a barrage of shells downrange), as well as a Power Fist. Alternately, a Heavy Support Terminator may be equipped with a Storm Bolter, Power Fist, and a Cyclone Missile Launcher, a back-mounted auto-reloading support weapon that fires up to a dozen Krak or Frag Missiles per volley. The Power Fist may be upgraded to a Chainfist for an additional 50 points.
-Cataphractii-Pattern Terminator Armor (100 CP) - For an **additional** 100 CP, you may, instead of using the now standard Indomitus pattern Tactical Dreadnought Armor, choose to use the ancient Cataphractii-pattern armor. This armor was the prototype of Terminator Armor and the standard equipment of Terminator Squads throughout the Great Crusade and Horus Heresy, sharing some design elements with Mark III Power Armor. These ancient suits offer superior protection compared to later models of armor due to heavier plating. However, Cataphractii armor is far less mobile than its successor models, tending to slow its wielder down.
-Tartaros-Pattern Terminator Armor (100 CP) **-** For an **additional** 100 CP, you may, instead of using the now standard Indomitus-pattern Tactical Dreadnought Armor, choose to don a suit of ancient Tartaros-pattern armor. Designed at the closing days of the Great Crusade, Tartaros-pattern armor is one of the most advanced variants of Terminator armor ever designed, sharing many design elements with Mark IV Power Armor as well. These advanced suits of armor offer superior mobility to the Indomitus without sacrificing protection, making a Terminator far more dangerous as they are less hindered by the bulk of their armor.

Vehicles

The Astartes are superior infantry, but that is not the only way they fight. They also fight using a number of highly effective vehicles, the most common of which are available below. Should you purchase a vehicle, I'll also include the hypno-indoctrination training required for its operation at no additional cost. Your chapter will take care of the maintenance and resupply of your vehicles in jump, as well as replacement if required, and after the jump is complete an automated vehicle bay will be added to your Warehouse in order to house, repair, and resupply any vehicles purchased here.

Assault Bike (50 CP, Discount Assault, Tactical**) -** Often used by a Chapter's Assault Marines, Assault Bikes are lightly armored, fast-moving and quite hardy vehicles. They come with a pair of bolters mounted, giving them some punch, but in general their true power comes from their rider, as an Assault Bike allows for a Space Marine to move fast, hit hard, and move on before the enemy recovers. The STC-standard Bike is quite reliable, as well, and the thick tires can handle driving at high speed over many different terrain types.
-Attack Bike (+50 CP, Discount Assault) - For an additional 50 CP, a sidecar can be added onto an Assault Bike, mounting either a Heavy Bolter or Multi-Melta plus a gunner.

Land Speeder (100 CP, Discount Assault**) -** A fast moving anti-gravity skimmer, Land Speeders are ancient, fairly arcane devices recovered back in the 31st Millennium by the Adeptus

Mechanicus. Generally used for reconnaissance or for hit-and-run tactics, Land Speeders have a pilot and a gunner. The standard Land Speeder mounts a pintle-mounted Heavy Bolter or Multi-Melta for the gunner.
-**Land Speeder Tempest** (+50 CP) - For an additional 50 CP, the Land Speeder can be upgraded to a Land Speeder Tempest variant. In addition to the pintle-mount, it adds a nose-mounted Assault Cannon or Heavy Flamer to the craft.
-**Land Speeder Typhoon** (+50 CP) - For an additional 50 CP, the Land Speeder can be upgraded to a Land Speeder Typhoon variant. In addition to the pintle-mount, it has a pair of rapid firing Typhoon Missile Launchers mounted on the rear of the craft, turning the speeder into a light, fast moving artillery unit.

Rhino APC (100 CP, Discount Tactical, Serf) - Robust and common across the Imperium, the Mars-Pattern Rhino Armored Personnel Carrier is one of the most common vehicles to be found on the battlefield. It is capable of carrying up to ten fully armored Space Marines plus their equipment, and is armed with a pintle-mounted Storm Bolter. The Rhino is extremely easy to repair, being an STC technology, and can be built from just about any locally obtained material as well as having an engine that can be fueled by anything from pure Promethium to wood. While not actually amphibious, Rhinos can handle surprisingly deep water, given a skilled driver. Rhinos are also extremely easy to modify; instead of a normal Rhino, you may select one of the Rhino variants below.
-Predator Destructor Battle Tank - The main battle tank used by the Astartes, the Predator is based off of the Rhino chassis. However, it has been upgraded with heavier armor and weaponry, turning a simple transport into a reliable, dangerous battle tank. Standard armament consists of a turret-mounted Autocannon or set of twin-linked Lascannons, a Searchlight, and Smoke Launchers. In addition, a Predator Destructor mounts two weapon sponsons on the sides of the tank, usually consisting of either a set of lascannons or heavy bolters.
-Razorback Transport - Razorbacks are an interesting vehicle, which fill an odd niche in the Astartes armory. Suspected to have originally been an intermediate development between the Rhino and the Predator, Razorbacks are heavily armed while still retaining transport capacity for up to six marines. Razorbacks are also known for having the largest number of weapon choices available to them, and many Chapters will modify a Razorback to fit their own needs and still have such changes approved by the Adeptus Mechanicus. The standard armament of a Razorback is a twin-linked set of Heavy Bolters in the turret, a searchlight, and smoke launchers. The turret armament can be replaced with a pair of Heavy Flamers, Lascannons, Assault Cannons, or a single Lascannon with a pair of Plasma Guns.
-Whirlwind Artillery Tank - Whirlwinds are, compared to the heavier artillery pieces of the Imperial Guard, much shorter range. However, they can fire much faster and are just as mobile as any Rhino variant, suiting a Chapter's needs for a fast moving tank that can provide tactical fire as opposed to the Guard's need for constant, heavy barrages. Whirlwinds commonly come in two main variants, the Helios and the Hunter. The Helios is the artillery model, capable of launching ordinance across the field to lay down devastating barrages. The Hyperios is an anti-air model, swapping out the Whirlwind Launcher for a dedicated anti-air Skyspear launcher, firing surface-to-air missiles at enemy aircraft intruding into the battlefield. You may also choose

to take a Stalker-variant Whirlwind instead, which swaps the missile system out entirely for a pair of dedicated anti-air autocannon. If you purchase missiles later on in the Auxilia section, most of them have a larger, heavier Whirlwind Variant that will be made available as well.
-Vindicator Siege Tank - The Vindicator Siege Tank is used by the Space Marines when they require the destruction of obstacles in their way, such as debris, barricades, cover, small buildings, and fortifications. Generally only deployed in heavy, short-ranged fighting, the Vindicator is armed with the powerful, but short-ranged Demolisher Cannon, which is large enough that it requires a hull-mount, not a turret. It also carries a Storm Bolter for defense.

-Land Raider Heavy Transport (200 CP, Discount Serf) - The Land Raider is one of the largest, heaviest, and most iconic vehicles of the Space Marine Chapters. This massive vehicle is heavily armed with heavy weaponry, armored with bonded Adamantium and Ceramite armor, and large enough to transport a squad of five Astartes in Tactical Dreadnought Armor or ten in Power Armor. The standard Phobos variant Land Raider is armed with two sets of twin-linked Lascannons in sponsons as well as a centrally mounted set of twin-linked Heavy Bolters. Of note, Land Raiders, compared to most tanks, are VERY heavily armored, and their rear armor is just as impressively thick as their front or sides. Unlike lesser tanks, Land Raiders also have a Machine Spirit capable of piloting the vehicle should the crew be incapacitated or deceased, making it hard to stop a Land Raider short of total immobilization or destruction. The Phobos-pattern has been modified by many Chapters over the years, and while some of those designs are used by only one Chapter, there are some that have wider dispersal.
-**Land Raider Crusader** - The Crusader, originally developed by the aggressive Black Templars, is a close-assault variant of the Phobos, and forgoes its long-ranged firepower in favor of short-ranged barrages. Instead of Lascannons, the Crusader mounts Hurricane Bolters in its sponsons, while the Heavy Bolters have been replaced by a pair of Assault Cannons. Finally, a Multi-Melta turret has been added near the Commander's position, giving the tank an impressive short ranged punch. Despite the additional turret, the removal of the heavy generators needed to power the Lascannons actually improves the Crusader's transport capacity, as it can hold up to seventeen Astartes in Power Armor or nine Terminators.

Thunderhawk Gunship (300 CP, Discount Serf) - The Thunderhawk Gunship is one of the linchpins of an Astartes Chapter, capable of service in air or the void of space. This multi-role craft can serve as an orbital drop ship, a heavy ground attack gunship, or as a bomber. It has a small crew, consisting of a pilot, co-pilot, gunner, and navigator. These complex craft can carry up to thirty Marines in Power Armor or fifteen Terminators, or even fit smaller vehicles such as a Dreadnought (takes up about as much space as five Marines), Assault Bikes (each Assault Bike takes up as much space as 3 Marines), and Attack Bikes (each Attack Bike takes up as much space as 4 Marines), deployable via the forward ramp. The armament varies depending on the mission that the Chapter's artificers have configured the Gunship for as well as the Chapter's personal strategies, but the basic, 'standard' Armament is four sets of twin-linked Heavy Bolters, two wing-mounted Lascannons, six anti-air Hellstrike missiles, six sets of triple bombs, and a dorsal mounted heavy weapon (Either a heavy Thunderhawk Cannon or a Turbo-Laser).

-**Thunderhawk Transporter** - This variant of a Thunderhawk may be chosen instead of the Gunship model, should you wish to add it to your personal armory. Instead of troop capacity and heavy armaments, the Transporter is almost unarmed, armed only with two twin-linked Heavy Bolters, and is designed to shuttle a Chapter's heavy equipment to the surface of a contested world as quickly as possible. It is capable of carrying heavy cargo, such as either two Rhino-sized tanks or one Land Raider per trip. It also has a heavy-duty winch, capable of recovering Drop Pods and the like.

Strike Cruiser (600 CP, Discount Serf) - This one is a little different from the other purchases. In jump, you will be given the honor of being assigned to one of the Chapter's Strike Cruisers, fast, tough escorts that the Space Marines use in both battle and to ferry smaller battleforces around the Imperium of Man. You can choose whether you are an actual member of the crew, like the ship's Astartes Master or a Serf Officer, if you like, or merely part of the deadly, deadly cargo with your fellow Space Marines. Post-Jump, you will have the Strike Cruiser added to your pool of available vehicles and the like. It will have a crew capable of carrying out operations, although they're a bit… generic, unless you take steps to fix that on your own. You'll also gain skill in voidship combat, ship-handling, and astrogation.

Auxilia Equipment

Grenades and Missiles (Varies) - Bolters and blades aren't the only way that the Adeptus Astartes combat their foes: They put explosives to good use as well, and over the centuries, the Imperium has developed a large number of useful explosive devices. Purchasing an ammo type here will provide you with access to both grenades, and, should you possess a Missile Launcher, missiles as well. As a rule of thumb, a missile will generally have a larger payload than a grenade. During the jump your chapter will ensure you have a reasonably steady supply in the field. After the jump, an auto-manufactorum will be installed in your warehouse to churn out replacement munitions on a regular basis.
-Frag (Free!) - The humble fragmentation grenade is produced in huge quantities across the Imperium, used by every fighting force from the PDF to the Astartes. While not generally suitable for dealing with armored foes, it does an excellent job at flushing foes from cover and inflicting wounds and casualties upon lightly armored enemies.
-Krak (Free!) - Another common explosive found throughout the Imperium of Mankind, the Krak grenade can be found in almost any armory. Krak weaponry consists of a shaped charge with a minimal area of effect, making the weapons good versus enemy armor, bunkers, and heavily armored infantry.
-Flakk (25 CP, Missile Only) - Flakk Missiles are anti-aircraft munitions, allowing even a humble infantryman, or a Space Marine Devastator, to threaten enemy aircraft. Flakk missiles may be dumbfire, heat-seeking, or radar-guided. Upon detonation, a large cloud of shrapnel is dispensed, hopefully wreaking havoc on relatively lightly armored airframes.
-Blind (25 CP) - Blind grenades and missiles are simple in concept, but actually fairly sophisticated in practice. In addition to simple dense smokescreens, said smoke is also full of

infrared scrambles and ECM jammers, providing highly effective, if short-lived, concealment for advancing forces.
-Minefield (50 CP, Missile Only) - The problem with a missile or grenade is that it fires once, and that's it. That's why some bright cog invented this missile variant. The payload is filled with simple submunitions that have two pressure sensors. The first, set off when the bomblets hit the ground, arms the explosives. The second, set off when someone steps on them, detonating the mine.
-Tanglefoot (50 CP) - Despite the simple sounding name, Tanglefoot grenades and missiles are surprisingly sophisticated. Upon detonating at the target area, the warhead's arcane mechanisms produce an area of conflicting gravity arcs, knocking infantry prone and creating a zone of impeded movement until the warhead's generator burns out.
-Haywire Missile (50 CP) - Haywire payloads are the natural enemy of mechanical devices. Upon detonating, they produce an intense electromagnetic pulse, disrupting nearby electrical devices such as energy weapons, vehicles, bionics, force fields, and power armor.
-Plasma (100 CP) - Plasma grenades are devastating weapons, working on the principle of the grenade inducing the deliberate failure of a plasma containment system, creating a sphere of white-hot plasma that will inflict heavy damage to everything in the vicinity. That dangerous area of effect, of course, does make it a bit dangerous to use them in close quarters. Plasma Missile Warheads have a tendency to linger upon detonation, as they have more robust plasma containment systems. Very good against heavily armored targets.
-Virus (400 CP) - These are horrendously dangerous payloads. Upon detonating, they release a highly powerful and highly dangerous mutagenic virus that, upon infection, will quickly induce death via tearing the body apart with toxins. On the upside, the virus will also quickly limit how far it can spread, either by mutating into a non-lethal strain or simply killing everything in the area. Very rare, very dangerous. Use with caution.
-Vortex (600 CP) - These are some of the most dangerous weapons produced by the Adeptus Mechanicus for use in the constant wars of the 41st Millennium. Vortex weapons are extremely rare, the design dating back to the Dark Age of Technology, and work by inducing a tear in reality, creating a tiny rift that creates a vortex that leads directly into the Warp itself. Matter drawn into the Warp is quickly ripped apart and destroyed by the nature of the Warp itself. These weapons are ***EXTREMELY*** dangerous to use, as the vortex they create is quite unpredictable: It may grow or shrink without warning, move about the battlefield, subdivide, or simply vanish. Still, the ability to annihilate anything caught within the area of effect is seen as worth the risk to some.

Speciality Bolter Ammunition (Varies) - Ah, the Holy Bolter. One of the most iconic weapons of the Space Marine. The Lasgun may serve as the mainstay of the Imperial Guard, but the Bolter is the weapon most associated with the Space Marine Chapters. There are a large number of specialty rounds one can use with a bolter. If you purchase any your chapter will ensure you have a reasonably steady supply for use in the field, then after this jump, an Auto-Manufactorum will be installed in your Warehouse to produce replacement ammunition.

-Standard Bolts (Free!) - The standard bolt round, featuring a solid-fuel rocket propellant base, an outer casing with a conventional charge, a gyro-stabiliser, a mass-reactive fuse, a diamantine penetrator tip, an explosive charge, and a depleted uranium core.
-Kraken Penetrator Rounds (25 CP) - Kraken Rounds are designed for punching through heavy armor, with a heavier explosive charge and an adamantium core to increase weight and penetrating power.
-Inferno Bolts (25 CP) - Inferno bolts replace the heavy depleted uranium core of a bolt round with promethium, which will ignite upon exposure to air. This does lower their armor-penetration, but ensures that what they hit will be set on fire.
-Metal Storm Frag Bolt (25 CP) - Metal Storm Bolts have had their mass-reactive fuse replaced with a proximity detector, while the diamantine tip and uranium core have been replaced with high explosives and a fragmentation casing. When the bolt detects it is nearing a target, it explodes into a cloud of shrapnel.
-Stalker Silenced Shells (25 CP) - Designed for use with Stalker-pattern bolters, Stalker bolts use a gas cartridge instead of the propellant charge and main payload of a standard bolt, with the warhead replaced with a solid mercury slug. These shells are much quieter than the standard bolt.
-Hellfire Bolts (50 CP) - Originally designed as a weapon against the foul Tyranid, Hellfire bolts replace their uranium core with a vial of extremely dangerous mutagenic acid, which can eat its way through carapace, chitin, and flesh with ease. This also makes them horrendously lethal against many other foul xeno species throughout the galaxy.
-Dragonfire Bolts (50 CP) - Generally used by veteran marines, Dragonfire bolts have a hollow gas-filled outer shell that ensure that when the bolt detonates, a rush of superheated gas erupts around it, harming foes that are in cover.
-Tempest Bolts (50 CP) - A rare bolt shell type, Tempest Bolts replace the mass-reactive core charge and tip with a powerful proximity charge and fragmentation shell, resulting in a spray of heavy shrapnel shards. They are quite effective at damaging or destroying electronic devices and combat machinery, although they are a bit shorter ranged than most bolt shell variants.
-Antiphasic Shells (100 CP) - A rare bolt shell type generally used by Deathwatch Kill-teams, these bolts have been designed to deal with the threat of the Necron. These shells utilize arcane and secret technologies to prevent a Necron from ‘phasing out’ and returning to their tomb complexes when damaged, ensuring they actually stay dead. Post-Jump, they will do a number on any other foes that try to hide from your wrath by being immaterial.
-Vengeance Rounds (100 CP) - A rare bolt shell designed with Traitor Astartes in mind, Vengeance rounds are, essentially, tipped with plasma held in a flux containment unit. This makes them an excellent choice for dealing with Chaos Space Marines.

Personal Auspex (25 CP) - The Auspex is a relatively short-ranged scanner used by Imperial Forces. While the helmets of the Space Marines have a variant built in as part of their auto-senses, this auspex (hand-held or mounted on the side of your helmet) is a more powerful version of the built-in model. The auspex has a range of about fifty meters, picking up enemies using a number of sensor types: Heat, motion, radiation, emissions, radar, and the like. It can even see through walls!

Tool Kit (25 CP, 1 Free Serf & Techmarine) - A rather nice set of tools from the grim darkness of the 41st Millennium. Durable, this comprehensive (if a bit basic) set of tools is just about anything you need to poke, prod, and tinker with the the technology of this universe. Of course, if you lack the actual skills to do so, it's just a nice set of paperweights. Can be a separate tool kit, mounted to a cybernetic limb or mechadendrite, or, for Techmarines, integrated into their Omnissian Power Axe.

Misplaced Munitorum Munitions (50 CP, Discount Serf) - Well, the Munitorum is the Munitorum… This large shipping crate was probably originally intended for an Imperial Guard regiment. Instead, somehow, it has ended up in your armory. Inside is a selection of basic weaponry suitable for equipping several squads of Imperial Guardsmen. 30 Lasguns, 30 Laspistols, 3 Long-Las Marksman Weapons, power-packs, 30 suits of flak armor, and 30 comm-beads plus a long-range vox backpack. It's not a patch on what the average Space Marine wields in battle, but it could be useful, yes? The crate is refilled once a month when nobody's looking. Curious.

A Small Adamantium Box (50 CP) - This box, masterfully carved of pure Adamantium, resembles a standard ammunition crate. However, upon opening it, you will find that, instead of being full of something useful for war, such as bolter shells or energy packs, it is, instead, full of foam. Inside of this foam are small figurines of Space Marines. Many of the models are unpainted, including ones that resemble, well, yourself, but others are painted up to look like Ultramarines. The box refills with more tiny models when left alone and closed, which is a bit odd and worrying.

Bionic Implant (50 CP, Discount Techmarine) - The problem with flesh is that, well, it's not very durable sometimes, even for a Space Marine. Whether due to a past injury or due to a belief that you should transcend such weak flesh you have had a limb, major bodily system, or sensory organ replaced with a cybernetic replacement. This replacement offers increased function, such as arms being stronger and more durable, an eye having a built-in auspex, and lungs having even stronger poison filters. Other examples of Imperial bionic implants lants are devices to enhance mental functions, to directly interface with machinery, and weapons implanted directly into a limb or eye socket.

Mechadendrites (50 CP, Discount Techmarine) - Most commonly used by the disciples of Mars, one can find specialized Mechadendrites among others from time to time. Mechadendrites are flexible secondary limbs, usually implanted into the back, that offer an additional hand when dealing with delicate work, or offer a way to mount an additional weapon when their user's hands are occupied. The Adeptus Mechanicus, and Techmarines, often have at least two or so to help them carry out their duties. You can choose what sort of Mechadendrites you have: Utility (A small searchlight and basic sensors on a probe for diagnostic work), Repair (provided you have a Tool Kit to integrate), or Weaponized (Fit one pistol-sized weapon to the Mechadendrite, must own the pistol).

Servo Arm (50 CP, 1 Free Techmarine) - This heavy duty Mechadendrite is designed for sheer brute lifting strength, able to help pick up fairly large loads, making it invaluable for battlefield repair work. The massive claw, which can extend out about 1.5 meters, can also inflict some rather terrible damage upon a Techmarine's foes.

Narthecium (50 CP, 1 Free Apothecary) - The Narthecium is the signature tool of an Astartes Apothecary. It is usually wrist-mounted and often heavily customized, with many of the tools forged by the Apothecary themselves. In purpose, it allows an Apothecary to administer first-aid to his Battle-Brothers without removing their armor. Common tools include a laser-scalpel or Adamantium drill, a medical light, massive syringes, a precision chain-blade, counter-septics, transfusions, stimulants, and more. Most importantly are the Reductor, a specialized tool for recovering Astartes gene-seed quickly, efficiently, and safely, and stasis tubes to store the precious gene-seed. Most Apothecaries also have additional storage space and similar tools mounted on their armor's power pack.

Psychic Hood (50 CP, 1 Free Librarian) - The Psychic Hood is an ancient device, dating back to the Great Crusade. Consisting of a set of crystals set into a metallic hood, it both amplifies a user's own powers as well as helping to nullify the effect of other Psykers upon the Warp, although the defense it provides is not perfect.

Jump Pack (50 CP, Free Assault) - Generally used by Assault Marines or for a high-altitude combat drop; Jump Packs are bulky vectored-thrust rocket engines that attach to the back of a Space Marine's armor. They allow for extremely vast movement, making an Astartes with a Jump Pack an extremely mobile threat on the battlefield.

Rosarius (50 CP, 1 Free Chaplain) - The Rosarius is both a symbol of faith in the Emperor as well as a powerful protective device. Granted to Space Marine Chaplains by the Ecclesiarchy as a symbol of shared faith in the Emperor, a Rosarius takes the form of a gothic cross or aquilia with a jewel in the center, and houses a powerful Conversion Force Field, which converts incoming projectiles into a flash of light, blinding nearby opponents.

Combat Shield (25 CP) - A moderately sized piece of defensive equipment, Combat Shields are designed to clamp onto a Marine's Power Armor. They are equipped with a modest gravitic energy field generator, offering both a parrying tool and a small protective field without taking up a Marine's off hand.

Storm Shield (50 CP) - A heavy piece of defensive equipment, Storm Shields require one hand for even an Astartes to lift. The shield has a heavy field generator built into it, allowing a Storm Shield to weather truly impressive amounts of damage. A favorite of Assault Terminators. Should you have purchased a two-handed Thunderhammer earlier, you can choose to have it be a one-handed model instead.

Iron Halo (100 CP, Requires Veteran (Deathwatch or 1st Company)) - As much of a badge of office and a sign of valor as anything, an Iron Halo is issued to only proven veterans of the Chapter. In addition to signifying a Marine's valor, it also contains a very powerful Conversion Field generator, making the already durable Astartes even harder to damage, the field capable of taking direct hits from Lascannons before burning out and requiring repairs.

Drop-Pod Designator (100 CP) - Once per battle, this targeting designator will summon a full squad of ten Astartes in your Chapter's colors, who will approach the battlefield via Drop Pod, slamming into the fray. They will be either Tactical, Devastator, or Assault Marines with a loadout suitable for the situation, and will fight by your side without question in this Jump or the next. After the battle has ceased, they will exit the area. It will require some time before the Drop Pod is ready to use again, roughly seven times as long as the marines fought by your side.

Should they all die in the ensuing fight it will be a month before you can summon their aid again, otherwise they'll just kind of disappear once the fight you needed them for is over until you call them up again.

As a minor benefit, this beacon, even during the 'cool-down' period, will also enhance the accuracy of any objects being air-dropped or dropped from orbit, making it much easier to receive supplies and reinforcements.

Dreadnought Sarcophagus (200 CP) - This artifact has a grim purpose: To preserve the life of a fallen Astartes who has been too badly injured to ever fully recover, but who is too valuable to their Chapter to be granted the Emperor's Peace. Those fallen heroes are interred in the sarcophagus, which is an ancient, highly advanced life support pod, and then installed into a heavy combat walker, allowing a mortally wounded Space Marine to continue to serve even in death. This particular walker is empty. Each of the Dreadnought's arms is a weapon hardpoint, and can be equipped with either a twin-linked heavy weapon or a Dreadnought-scale power fist with a built-in Flamer or Storm-Bolter. With luck, it will remain empty. Once per jump, should you or a companion be injured to the point of death, a team of Astartes will recover your near-corpse before you can pass on.

With the aid of their Apothecary, you will be installed in the Sarcophagus and slotted into a basic Castaferrum-pattern Dreadnought. While you will be heavily armored and equipped with heavy weaponry in your walking tomb, you will also lose any real chance of finesse and exist in a hazy, twilight state of being not quite dead, but not quite alive, either. It makes subtlety quite difficult, as well. Thankfully, your body will be restored after the Jump is complete, leaving you free of the Dreadnought once more, or you could be removed earlier if you somehow have access to advanced enough medical facilities to restore your broken and ruined body.

Astartes Supply Cache (200 CP) - This large armored vault is gene-locked to your genetic code and other biometrics, and is durable enough to survive being dropped from orbit on its own without damaging the contents. Inside, you can find a large amount of spare supplies suitable

for Astartes use. There are numerous spare parts for Power Armor in good condition, usually consisting of newer suits such as Mark VI or VII, allowing you to cobble together a full suit or two per month. There will also be times when you will find numerous damaged components of older models of Power Armor that might be repairable. Even more rarely, the occasional component or part of a suit of Terminator Armor may be found in the Cache, allowing you to have enough spare parts to build a single suit of Tactical Dreadnaught Armor once per year. Finally, there will also be large supplies of basic ammunition and replacement parts for weapons you own, both from this Jump and others, as well as five spare bolt pistols and bolters whenever the Cache is refilled.

The Cache is resupplied once a month when nobody is paying attention to it.

Codex Astartes (300 CP) - This is a rare treasure; An unabridged copy of the Codex Astartes. This massive tome, weighty enough to strain even a Space Marine's muscles and break lesser tables, is a copy of the manual originally authored by the Primarch Roboute Guilliman. It is a (some would argue 'The') comprehensive military manual for an Astartes. Within its ancient pages, you can find information on almost any subject that a Space Marine would be expected to need to carry out their duties: From tactics and counter-tactics to the proper behavior of an Astartes to the logistics of warfare and Guilliman's ideal organization of a Space Marine Chapter.

While very detailed, the Codex is not infallible, as it can only provide references for tactics and foes its author has envisioned or encountered. It is also quite focused on the military side of life, touching on the civilian only as it affects one's ability to wage war. Regardless, it is still a fantastic reference book, and a spectacular set of guidelines for someone whose profession is war. This particular tome is also self-updating, and will gradually add new pages to the interior in later jumps as you encounter new battlefields, enemies, tactics, and technologies. As an aside, it's also quite quotable, which can help those who lack an enhanced memory to memorize relevant sections for their use. It has unlimited pages and will always open to the exact entry you are looking for, or the page containing the information most relevant to a question you may have regarding warfare if you have nothing specific in mind.

Flawless Teleport Homer (300 CP) - This piece of arcane technology is a rare one in these darker days of the Imperium. The Teleport Homer greatly enhances the accuracy, and thus safety, of a teleportarium that has been 'tuned' to it. It will allow you, once per battle, to call in two squads of five Astartes Veterans in Tactical Dreadnought Armor to assist you in battle. They are armed in the same manner as Combat Teams in Terminator Armor (4 Tactical Loadouts & 1 Heavy Support Loadout per 5 Terminators, or 5 Assault Terminators with either Lightning Claws or Thunder Hammers & Storm Shields), and once the battle is won, they will teleport back to wherever, and possibly whenever, they came from. Much like the Drop-Pod Designator, you cannot call down more Terminator support until seven times the amount of time they fought by your side has passed. Should they all fall in battle, it will be a month before the Teleport Homer will work again.

In addition, adding this relic Teleport Homer to your armor in this and subsequent jumps allows you to periodically engage in a short-ranged Warp jump, safely teleporting yourself and a group of allies near you for a relatively short distance to engage your enemies, as well as being able to teleport into a battle. As a bonus, the Teleport Homer will ensure you and your companions do not mis-teleport into a solid object or mis-jump.

Drawbacks

Oh, hello. Looks like that Foreign Meddler's gone for now. Lovely! It's so wonderful to meet you, Friend, even if we don't have much time together. Names? Oh, no, no need for those. Still, I'll tell you what, I'll make you a deal before you head off! If you make a few little sacrifices to me in the form of agreeing to take on trials and travails, then I can use that to slip you a bit more power in addition to affecting the world a bit. Why? Why, to make things amusing for me, of course.

I can only do so much on the sly, though. Let's say… 800 of those lovely CP? Any more than that and the Meddler will notice. Probably. Maybe.~

Well, let's say 1200 CP, total, if you're including Orientation Day!

My friends and I are looking forwards to the upcoming events with amusement! Do try to be entertaining for us, Jumper.

A History of War (+0 CP) - Have you visited this war torn galaxy before, Astartes? If so, you may use this toggle to "import" your previous history here. Depending on your previous actions, this could result in a very different experience indeed.

The Long Haul (+100 CP per Purchase, Maximum of Seven Purchases) - Ten years is barely a campaign sometimes, you know! Why don't you stick around for a while and see what this galaxy has to offer? Every purchase will double the length of time you're here, up a full additional 1,280 years if you buy this seven times. It's a lucky number!~

...Also, if you're a Serf, you, um, might want to be careful? I mean, humans are squishy and not as long lived as Astartes. Yeah, even if it'd be a funny way for you to lose this little game, even I'd feel a little embarrassed for you.~

Helmets are Hardly Heroic (+100 CP) - Honestly, how are you supposed to prove your faith in the Emperor if you can't trust him to protect your ol' noggin from harm? It works for the Soritas! I suppose you can get away with it if you *have* to, like if you're fighting somewhere where even YOU can't breathe, I SUPPOSE I'll be forgiving and allow you to wear a helmet. But you won't like it! It'll irritate you the entire time!

Lead From The Front (+100 CP) - What are you, a Guardsman? Hanging back is for cowards. You aren't a coward, are you? No? Didn't think so!~ Your leadership style is one where you put yourself on the frontline. Where else will you find a Space Marine? Sure, sometimes it might be TECHNICALLY smarter for you to hang back to give yourself a wider strategic picture, but surely you can make do with radios, right?

In The Grimderpness of the 41st Millennium (+200 CP) - ...Really? Well, okay then! Welcome to the 41st Millennium! Where, well… things are kinda silly. I mean, even I'm a little ashamed. It's like someone, who totally wasn't me on a bet, went and kind of... 'tweaked' things when your meddling benefactor wasn't looking. This is a galaxy where things have just gotten a bit too over the top, even for my tastes. Endless hordes of Chaos Marines attack from the Eye of Terror, doing lots of terrible, bloody, murderous, disturbing things to everyone they can find, and despite this, never seem to run out of victims. The Imperial Guard is always doomed and fighting a desperate holding action, like normal, except the Commissars execute entire squads for not saluting, they prefer to use bayonets to lasguns, artillery always arrives late… You get the idea.

The Dark Eldar are pretty much the same. The Eldar won't shut up about how they're doomed, but also how you're a filthy monkey. The Sisters of Battle and Crimson Fists seem to be massacred on a regular schedule but always have enough for the next battle. The Orks aren't funny anymore. Tyranid swarms are regularly "defeated" by ramming their swarms with ancient and near irreplaceable relic battleships and detonating the warp drives. As for the Tau? Don't even get me started.

...Honestly, are you sure you want this? It's turned things into a joke. How is anyone supposed to have any delicious hope when everything's so gloomy that it can make even me depressed?!

Honorbound (+200 CP) - Ah, subtlety, stealth, and the pragmatic destruction of your foes… Good thing you don't need any of those! Despite it being a grim galaxy of darkness and war, you are one of those sorts who seems to enjoy trying to treat things as if the galaxy was a nobler and brighter place. Granted, there are places where things aren't so bad (*Yet!~)* out there, but as a Space Marine, you're probably not going to be seeing those.

You try to fight 'fair', which is just precious, and will generally attempt to challenge your foes to honorable single combat if given the chance. I mean, it's not like you don't understand strategy and the like… It's just that you are confident enough that you can leave such underhanded tricks to others. If you have the skill and prowess to survive that sort of thing, then more power to you, but it's not going to make your life easier while you're here.

Irritating the Inquisition (+200 CP) - The Astartes and the Inquisition have a very interesting and amusing relationship. After all, while on the one hand those fuddy-duddies often need Space Marines to fight their greatest foes, on the other they distrust you and your kind intensely,

for your innate power and highly independent nature makes Space Marine Chapters difficult to reign in. Whether it's because of the Chapter you are a member of or simply a very suspicious reading of the Corpse God's Tarot, the Inquisition has become highly suspicious of you, and you will often be under covert surveillance.

As long as you act the proper dog of the Corpse Throne, they will refrain from taking any action, but should you act out or start displaying odd, unusual powers that can't be explained by your status as an Astartes… Well, let's just say you might end up on the run from the Imperium you're supposed to defend! Or just having to worry about lots of **snicker** "Ork Snipers" **snicker**.

Thick of Battle (+200 CP (Astartes Only)) - A Space Marine's life is one of danger, fighting foes that can outmatch a normal human in locales that would kill them outright.

It's a cakewalk (Which sounds DELICIOUS) compared to what you're going to go through. Whether it be through demonstrated competency or bad luck (Or maybe someone arranging things for their own amusement!~), you're going to spend even more time in combat than you would as a normal Astartes. You will have less chances to recover from combat and injuries, and the campaigns you take part in will be brutal, even by the standards of this day.

Malevolent Marine (+300 CP) - ...Oh, wow. Are you sure you're a Loyalist of that Corpse-God of yours? Because, um, the only difference I can tell between you and some of the other nasty lads out there is you don't have as many spikes on your armor. Much like the Marines Malevolent, something about you and your Chapter, whether it be doctrine, gene-seed flaws, culture, whatever, causes you to have a tendency towards, and a well-known reputation for, being rather, ah, *rough* when it comes to things like diplomacy, collateral damage, saving civilian lives…

You're NOT going to be popular with the Imperium, whether it be the common folk, the Imperial Guard, the Adeptus Mechanicus, or your fellow Astartes. Hope you're an independent and resourceful sort, because the only ones you can depend on for more than grudging assistance will be your closest Battle Brothers.

Lamentable (+300 CP) - Ooh. Oooooh. Hah, well, you wanted more power, hm? Well, good news! I found an easy way to free up some treats for you. You just had to sacrifice your good fortune to me! How nice! Much like a certain other Chapter out there, you have just absolutely abhorrent luck. Your weapons often fail at the worst time, your allies are late or superstitiously avoid you, your drop-pod cogitator often malfunctions and drops you off-target, vehicles you're riding in are more susceptible to breakdowns… The ways this galaxy can conspire to screw you over are many! Still, they say that struggling in the face of adversity makes for a stronger character, right? Then you're going to be a VERY strong character by the time you're done here!

Flawed Geneseed (+300 CP. Astartes Only) - There's just something wrong with your geneseed. What a shame.~ As a result, while you're still technically a Space Marine, you and your chapter have a degraded geneseed, even beyond what some of your gene-sires may have been lacking in. Maybe you're not quite as fast as a normal Astartes, or not quite as tough, or have a strange susceptibility to various ailments, or have a freakish appearance, or your Chapter is from the Cursed 21st Founding… Frankly, there's all sorts of ways this can go wrong, and your fellow Astartes will probably regard you with anything from hostility to suspicion to pity. Still, you're a loyal servant of the Corpse-God despite all that, right? Emperor. Meant Emperor.

Post-Jump, you'll be out of my influence and you'll no longer be affected by these little problems.

Only The Emperor (+400 CP) - There's no need to depend on the powers you can find outside of this chain, is there? No, instead, you must depend only on those powers and skills you can acquire inside this jump. An Astartes is a superb warrior. Go forth and prove it, and carve your name into the legends of the Imperium. Your out-of-jump powers are locked for the duration of the jump, as well as denying you Warehouse access. Applies to your Companions as well. (Cannot be taken with Orientation Day)

A Mind That Knows No Doubt (+400 CP) - All those memories and things you think you know about this universe… No, I'm afraid they are a bit too much. All those troublesome memories will just take the fun out of it. I'm such a nice guy, you can have them back once you leave. In the meanwhile, though, out they go! Isn't hypno-indoctrination wonderful? You no longer have out-of-jump knowledge of this setting cluttering up the ol' noggin of yours! You'll just have to make do with whatever knowledge your background provides, how sad!

Orientation Day (+600 CP, Astartes Only, Requires at least one purchase of The Long Haul) - All those lovely perks and toys you've purchased up there from that Meddler? No, I'm afraid you don't get them. Well, not immediately, anyways. Instead of being dropped into this jump at the start as a fully matured Space Marine, you're starting as a Neophyte, freshly having passed the orientation trials and about to embark upon your career as a Scout. You will receive all of your purchases and equipment by the end of things, but it will be over time, as you have to spend the time here as first a Scout. I'll ensure you end up as your chosen origin, though. After that, well, you'll have to earn each accolade and perk the hard way, through training and experience over time!

Your out of jump powers, Warehouse access, and items are all locked. This applies to any Companions, as wel, who will be cut off from the same.

Be wary, Jumper. If you take this drawback, you are giving up the protection offered by the history your patron would have woven for you in return for more power, and must spend more time here to earn said powers. Fair warning.~

Also, you know how 1st Company Veteran and Deathwatch Veteran both increase your Space Marine's age, to represent time served? Yes, you're required to be here for those years, in addition to any purchases of The Long Haul. That means if you take 1st Company Veteran, for example, you're going to be here in this jump, with Me and my Friends/Rivals, for 131 years (Scout to Marine age: +20 years. Long Haul: 10 years. Veteran: Additional 100+1d10 years.) at the VERY least. (Cannot be taken with 'Only the Emperor' or "A History of War". Can exceed the Drawback Points limit with this Drawback.)

Well, that's that. Off you go then. I'll see you later, Friend. Maybe.

Adeptus Astartes DLC: Chapter Master

By TikiTau

Hear ye well, Astartes!

Such is the woe cast upon the Domains of the God-Emperor of Mankind in these dark times that in their wisdom and beneficence, the High Lords of Terra have this day issued this decree: Let there be a Founding of the Adeptus Astartes, and let the foes of the Emperor know that this galaxy belongs to Him, now and forever.

You have been chosen, after consultation with your current Chapter's master and a favorable reading of the Emperor's Tarot, to be one of the new masters of a Chapter of the Emperor's Adeptus Astartes, and to bring His Wrath down upon the eternal foes of Mankind.

Kill the Xeno, Smite the Mutant, and Purge the Heretic, Chapter Master.

Having chosen to take up the mantle of leadership of a Space Marine Chapter (And having purchased the Chapter Master Perk), You have been granted **TWENTY** (20) Chapter Asset Points, to spend upon your Chapter, representing the assets and advantages that have been made available to it or that it has claimed upon its founding.

Homeworld

A Space Marine Chapter's homeworld is, unsurprisingly, extremely important to its survival. It is a source of resources, a source of recruits, and a place for the Chapter to recuperate and repair after their campaigns, for even the mighty transhuman Astartes have their limits. (Choose various options below as modifiers for your world. Can also easily be applied to a home system or subsector, if you choose; IE, if you choose Deathworld and Teeming Masses, then you might have a Deathworld and a standard Imperial World within the same system, or you might have a Deathworld where the population lives in painstakingly carved and highly crowded safe zones, or a Deathworld and a Standard Imperial World might be within your regular sphere of influence.)

Nomads (Cost: 0 CAP. Default choice if no other options are chosen.) - Whether because the Chapter has not found a world they find acceptable to use as a homeworld or because they have chosen to remain Fleet-based, your Chapter has not claimed a planet as their own domicile. Your Chapter recruits from worlds it visits in its journeys across the void, which means your intake of aspirants is irregular, and the clashing of cultures within the Chapter can result in some loss of cohesion until your Aspirants have matured a bit.

Barren Rock (Cost: 0 CAP) - This particular world is a fine example of the majority of worlds that one can find in the vast expanses of the Emperor's Domains! ...Namely, it's a barren, fairly

boring planetoid. No biosphere, no atmosphere, no particularly valuable resources worth making the effort to set up mining expeditions... It's a big, floating rock in space, caught up in the gravitational pull of the system's star. Still, it's somewhere to build your Chapter Fortress, I suppose, and at least you don't have to deal with annoying mortal neighbors. It's also delightfully inhospitable to invaders, which is always a plus.

Baseline Imperial Planet (Cost: 1 CAP) - For every world within the Imperium that has a reputation across the sector, segmentum, or even the galaxy for its unique situation, there are dozens, if not more, that are quietly without notice. Settled, but not to the point of being a Hive World. Industrious, without being noticeable as a Forge World or major industrial center. Decently defended by a native PDF, and tapped for tithes by the Guard and Administratum, but not a fortress world that can stand on its own. In other words, this is just the average Imperial world, more or less self-sufficient, and notable only for how it is one of thousand across the Imperium of Mankind. At least, until it fell under the aegis of a Chapter of Space Marines. Other examples of similar worlds can also vary greatly in population and technological levels, such as planet-scale agricultural worlds, worlds left in a state of technobarbaric feudalism, or worlds freshly settled by the Imperium only a handful of generations ago.

Deathworld (Cost: 2 CAP) - There are a number of worlds that are easily colonized by Humanity across the Imperium. This world is not one of them. The planet is hostile to human life, ranging from an incredibly damaged biosphere, such as the infamously radioactive planet of Baal, to a world where the flora and fauna consider Humanity as part of the foodchain, such as the world of Catachan or the icy world of Fenris. However, recruits from these planets will already be honed by their upbringing, as just surviving to the age where they can be chosen as an aspirant will already have culled those without the strength of body and will to survive.

Teeming Masses (Cost: 2 CAP) - The strength of Humanity is not concentrated in any one individual (Other than the Emperor, of course!), but in Humanity as a whole. This world has a large, thriving population base, verging on requiring reclassification as a Hive World in a few generations, and is quite well-established. While this has obvious benefits for the world itself (strong tax base, a larger PDF garrison, that sort of thing), for the Astartes, this large population gives them a greatly improved pool of potential Aspirants to draw upon, ensuring the Chapter can maintain its strength and grow despite setbacks.

Caves of Steel (Cost: 2 CAP. Requires Teeming Masses) - While the Imperium has quite a lot of experience at large populations of humans living on one world, nowhere is this more exemplified than in the case of a Hive Worlds. Once a normal world, Hive Worlds are now home to nothing more than massively polluted environments and billions of humans living in massive arcologies that can stretch from the surface of a planet and into space itself. Most Hive Worlds have at least five of these mega-complexes, if not more, with each individual hive containing roughly ten billion souls at the low end. While Hive Worlds are often massive industrial centers in their own right, mass-producing goods through industrial manpower rather than the arcane devices of the Adeptus Mechanicus, the population of a Hive World is what is truly valued, as

Hive Worlds can expect to double their population every century or so, ensuring a steady stream of fresh bodies for the military forces of the Imperium as well as colonial forces for settling new worlds. As for the Astartes, well, beyond having a naturally inhospitable environment to train in, Hive Worlders, especially from the lower levels, tend to being tough, vicious, surprisingly hardy, and resourceful to survive. All useful traits for a Space Marine Initiate, Chapter Master.

Martial Tradition (Cost: 2 CAP) - Your homeworld's inhabitants come from a strongly martial tradition, Chapter Master. Whether this is because the inhabitants of your world are warring techno-barbarians scrapping over rare resources, a world of feudal overlords defending their honor with blood and blades, or because your world has a long and vigorous history of military service, your new Aspirants come to the Chapter trained for war, and your civilian populace provides a higher standard of mortal warrior for the defense of your homeworld.

Planetary Bastion (Cost: 2 CAP, Requires Martial Tradition) - Your homeworld is not just blessed with a strong martial tradition, Chapter Master, but is in fact an integral part of the Imperium's defensive plans. Perhaps that was why your Chapter was sent here. As for the world itself, the planet is a massive fortress, with every aspect of life on the world based around war, preparing for war, and sustaining war. The local PDF could easily serve on the line with the Imperial Guard, while Imperial Guard regiments recruited from the world have a well-earned reputation for martial excellence. The world itself is extremely well-fortified, with extensive planetary defenses and numerous fortified cities and bastions. Recruiting from these worlds will ensure your aspirants are some of the best soldiers in the Imperium of Mankind, giving your Chapter a distinct edge in quality, as well as being as secure as anything can be in these turbulent times.

Industrial Might (Cost: 2 CAP) - Your Chapter is blessed, Chapter Master. Whether your Chapter has binding agreements with the local Adeptus Mechanicus guaranteeing production of war materiel or your Chapter has built-up their own infrastructure and production facilities under the guidance of your Chapter's Master of the Forge, your Chapter has found itself with a surplus of additional supplies, equipment, and vehicles. Naturally, this greatly eases your Chapter's logistical concerns. Defeat may find your Chapter in time, but it won't be because they ran out of bolter shells.

Voidyards (Cost: 2 CAP, Requires Industrial Might)- Your homeworld's industrial output is impressive, Chapter Master, enough that the Adeptus Mechanicus, having consulted the logicians and wisdom of the Omnissiah, have agreed to establish shipyards in your home system. These mighty shrines of industrial might, sworn to the service of your Chapter's Master of the Forge, allows for far easier maintenance of your Chapter Fleet, as well as the manufacture of fresh voidships for your Chapter's use. Do keep in mind, however, that manufacture of voidships is not a fast process, even for long established shipyards, but it is a great advantage in the long run for your Chapter.

Valuable Exports (Cost: 2 CAP) - This world, Chapter Master, is a blessing to its inhabitants. Whether the massive fertility of a perfectly tailored Dark Age of Technology-era agri-world, rare and exotic compounds found in the remotest reaches of your world, valuable luxury goods, vast quantities of weaponry for the Imperial war machine, or simply due to rare or valuable mineral deposits, your homeworld has something that is greatly valued by those dwelling outside of your system. This ensures a fairly constant flow of wealth into your homeworld's coffers, and helps maintain trade links with neighbors, which can be helpful in dark times…

Emperor Blessed (Cost: 2 CAP) - Every world of the Imperium of Mankind can be said to be holy, Chapter Master, as they are under the protection of the God-Emperor of Mankind's servants. Some worlds, however, are more holy than others, such as this world. Maybe it was the site of a great Imperial victory. Maybe an Imperial Saint walked upon the world and did great deeds that are even now immortalized, or perhaps this was their own homeworld, or perhaps the world they fell upon. Regardless of the exact circumstances, this world is considered more holy than most. Cathedrals, temples, and shrines dot the world, and the native populace is noticeably pious, even by Imperial Standards. The Ecclesiarchy is strongly invested in this world, and you can expect a constant stream of pilgrims journeying to this world, or setting forth on further pilgrimages. Should the world come under attack, you can expect bands of fanatical milita to spring up, dying in place whether than let the world be defiled by the enemy. As for recruiting purposes, their upbringing results in strong-willed and determined recruits.
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Beset By Strife ('Benefit': +2 CAP) - Your homeworld is, alas, not completely safe, even with your mighty forces living there, Chapter Master. Your world is constantly under threat, and while the foes are no match for a force as might as your own, obviously, as to think otherwise would be admitted defeat in a manner unbecoming of the Emperor's Angels of Death, it is a drain upon your available Astartes. The potential causes of this are many: Raids by foul xenos, uprisings by a fractious population, the occasional incursion by Traitors...You must defend your Homeworld, Chapter Master. The future of your Chapter depends upon it.

A Subtle Threat ('Benefit': +2 CAP) - Your homeworld is a great asset to your Chapter, of course. Unfortunately, it seems someone, or something, out there agrees with that assessment. While your Astartes could crush overt threats with little trouble (Probably. Hopefully.), some foes have decided that crashing head-on into the bastion that is a Space Marine Chapter Homeworld is not a great plan. Instead, they have gone for something more...insidious. Your homeworld seems to have a problem with infiltrators. Chaos cultists up to no good, ancient echo of some past dark event drawing the innocent into Heresy, secessionists trying to hide from the rightful justice of the Imperial Law by diverting into your jurisdiction, xeno corruptors, or even stranger threats. While you can root such threats out given enough time and effort, your Chapter must still divert resources and valuable manpower to rooting these threats out, ensuring they cannot infect your aspirants and your Chapter. In addition to the needed attention, your Chaplaincy must be extra-vigilant in ensuring that no unsuitable aspirants make it through training, which further slows down the speed of your Aspirant training as well as, unfortunately, removing some aspirants from the pool. (Benefit: +2 CAP)

Homeworld Governing Style (Choose ONE option)

Your Chapter has been granted guardianship of a sector of space, Chapter Master. Whether it is a single world, a system, or even a subsector that falls under your direct control, the question is: How does your Chapter rule their holdings?

Distant Overlords - Your Chapter recruits from their Homeworld, Chapter Master, but they make no attempt to rule them. While you will be responsible for the defense of your recruiting world, you have little influence over the actual governing of the world. Your Chapter will have little influence with the humans of your homeworld, and will be figures of rumor, myth, or even legend to those who you claim dominion over. While this does free you of the burdens of leadership, it does mean that you also have no influence over what your nominal subjects actually do, and makes coordination in an emergency a bit more difficult than it could be. Still, does it matter, as long as the flow of Aspirants continues?

Stewards - Your Chapter recruits from this world, Chapter Master, and have some interaction with those under their aegis. While it is true you have greater concerns than just your homeworld, it would be foolishness to completely ignore it. You have trusted mortal administrators and subordinates to carry out the broad strokes you have outlined, in accordance with the needs and traditions of the Chapter. Your Astartes are a rare, but known sight across the world, and your populace's sons dream of being chosen to serve the Chapter. While you would normally leave defensive military matters to the normal authorities, in times of great strife the Chapter will dictate strategy to the world's defenders. It is, after all, your homeworld as well as the population's.

Direct Governors - Your Chapter is a fairly rare one, Chapter Master. Many Astartes Chapters believe that they should concentrate on war above all else, given the dark times of the current era, and one can see their point of view. You and your Chapter, however, have decided otherwise. Your Chapter directly rules your homeworld. The Chapter has integrated itself into the direct rulership of their homeworld. Quite often, either the Chapter Master or one of the Captains is officially the Planetary Governor of the world. Your Astartes are relatively common on their Homeworld, often moving among the people or attending meetings of great import. While the bulk of the work will be left to trusted subordinates, your Chapter has considerable control of the world under their control, allowing the to easily set policy and guide the culture of the world, while being ready and able to easily assume direct command of the planetary defense forces should their Homeworld be invaded.

Stronghold (Choose ONE Option)

Even the mighty Astartes need somewhere to rest, recover, and re-arm, Chapter Master. Your own Space Marines are no different. Where do they return after they have finished prosecuting the latest war against the Imperium's foes?

Fortress-Monastery - One of the most common strongholds for those Astartes Chapters that have settled on a homeworld to rule. The Fortress-Monastery is a massive hardened base, often built in an extremely difficult to reach or dangerous area that offers additional defenses, that is under the direct control of the Chapter. Here, behind layers of meter thick armor and protected by heavy void shields and fixed defenses, an Astartes Chapter may recuperate from their last campaign and prepare for the next. The biggest advantage of a Fortress Monastery is the relative ease of expansion, as well as being extremely hard to actually destroy, barring extreme force disparity or disturbingly bad luck. However, being a fortification built on a planet makes it rather hard to move, should the circumstances call for the Chapter to relocate.

Chapter Barque - Often used by nomadic fleet-based Chapters, a Chapter Barque is a massive voidship designed to act as a mobile Fortress Monastery for a Chapter. These support vessels are designed to contain everything a Chapter might need to operate, from massive barracks for the Chapter's Serfs to extensive manufacturing facilities to manufacture wargear to acting as a mobile smelter for mining vessels, or even as a voidyard for smaller ships. However, while offering fantastic support capabilities, Chapter Barques are not designed for direct warfare, depending on built-in defenses and an escorting fleet to protect them from enemy action. Some Chapter Masters see this as an advantage, as it means their Chapter's home and base will not be risked in direct combat while on campaign.

Flagship Battle Barge - Some fleet-based Chapters use the massive Chapter Barque as their home, returning to the vessel as it travels the void, offering support to multiple theaters of war. Others, however, have found their Chapter calling an upgraded and massive Battle Barge their home. While similar to the more normal Battle Barge, these fleet flagships are built larger, space tucked inside their armored hulls to offer the support a Chapter needs. These upgraded Battle Barges may pack additional and arcane systems within their armored hulls, as their importance to the very survival of their Chapter means that no expense is spared to ensure the Chapter's mobile Battle Barge stronghold remains safe. It will need those upgraded defenses, however, as, being such a powerful war vessel, it is far too potent a tool in the Chapter's armory to leave out of conflict for long, and the Chapter's flagship Battle Barge will often find itself in the thick of fighting.

Legendary Fortress (8 CAP) - There are Fortress-Monasteries, and then there are Fortress-Monasteries. Your Chapter has had the great fortune to make their homes within the second type. While the average Fortress Monastery will be an incredibly dangerous target to attack, your Chapter's home is a nightmare to even consider attacking, the very idea of assaulting it giving military planners nightmares. The legendary fortress that your Chapter calls

home is a true marvel in the Imperium, and may have dated back to the time of the Great Crusade, designed by the mind of a Primarch or possibly the Emperor himself...or it may be even older. Such ancient fortresses are massive, self-sufficient defensive complexes, often built into entire mountains, and are defended by void shield arrays of extreme strength; weapon batteries that make the Fortress a threat to any foe within range, whether they be on land, in the air, or in space; Forge complexes where the weapons and equipment of war are forged; vast stores of supplies and ammunition to make starving the Fortress out a laughable plan; and possibly even voidship docks, depending on how tall the Fortress is.

Archeotech Mega-Vessel (8 CAP) - Chapter Barques and upgraded Battle Barges are all very well, but some rare Chapters are lucky enough to have something even better. Those fortunate Astartes have found themselves the owner of an ancient and massive Warp-capable mega-vessel of some sort. This relic is a massive boon to the Chapter, as it allows both mobility and massive amounts of firepower. While most Chapter Masters would still probably hesitate to bring their Chapter's home into direct fire if the situation doesn't require it, a mega-vessel such as this is a full-on Warp-capable base of operations, fully capable of supporting the Chapter in its entirety should a situation become dire enough to require the full muster of the Chapter's strength. Hostile voidships would do well to avoid this vessel, however, as unlike a Chapter Barque, this mobile mechanical wonder mounts the sort of weaponry that is usually found on ground-based defensive arrays intended to deter and destroy fleets.

Chapter Organization

So, Chapter Master. You may know where your Chapter is, now, but I suppose we should ask something just as important...Just how is your new Chapter of Space Marines intended to be organized? After all, as your senior peers among the Astartes can show you by their deeds, the organization of a Chapter will greatly affect their character and capabilities.

Codex Compliance

The Codex Astartes, written by Roboute Guilliman, Primarch of the Ultramarines, is held up by many to be the proper method to run an Astartes Chapter, as the grand tome penned by his hand details almost every aspect needed to run a Space Marine Chapter. Within its pages, it contains advice and guidelines on everything from strategic deployments to moral guides to logistical tips. Of course, given that there were other First Founding Space Marine Legions, there are differing schools of thought as to how strictly one should adhere to Guilliman's writings. What school of thought do you follow, Chapter Master, and how will you let it affect your Chapter? (Choose 1 Option)

Codex Compliant - Guilliman was a Primarch and logistical genius unseen since his unfortunate injury fighting the traitorous Alpha Legion. Still, the wisdom of his Codex is to be trusted in, as it has guided his sons, the Ultramarines and their Successors, to becoming one of

the largest and most honored Chapters in the modern era. Why would you diverge from what has been proven to work, and work well?

Codex Divergent - The Codex Astartes is, undoubtedly, a truly exemplary military treatise, written by a Primarch, and written with such skill that its contents are still viable to use in the current day despite almost ten thousand years having passed since it was set down. However, while it is a truly fantastic set of guidelines, it is still just that: A guideline. A fantastic one, granted, but one that you and your Chapter will diverge from given your own particular tactical and strategic situations, as well as your logistical needs.

Non-Codex Organization - Bah. A mindless devotion to a single source like the Codex just shows a lack of initiative. While you can accept that the Codex Astartes works for some Chapters, it just isn't relevant to your own case. Whether this is due to ancient inherited tradition, a tragic loss to your Chapter's numbers (or their founder's numbers), or just because you have found a different method of successfully prosecuting war against the enemies of Mankind that works quite well for your Chapter, you don't worry too much about what the ideal organisation of your Chapter should be, and instead deal with what it actually IS.

Chapter Fleet

Space Marines are not much good to anyone if they cannot project power through, well, Space. It is for this reason, and because Astartes serve as elite independent reaction forces that must be able to respond to threats faster than the ponderous, if mighty, Imperial War Machine. Space Marine fleets also do not actually tend to use a single ship design, instead classifying their vessels by their function. By ancient tradition stemming from the aftermath of the Horus Heresy, only the smaller escort vessels of the Astartes fleets are designed as dedicated ship-to-ship combatants, with larger vessels tending to be optimized for planetary assault. Of course, not all Chapters adhere to that ancient tradition, bringing them into conflict with the Imperial Navy…

Battle Barge (6 CAP each, 1 Free) - The mighty Battle Barge is, as noted, not technically a single ship design. Instead, it is a Battleship-class vessel, converted or purpose-built, that is optimized for planetary assault and ship-to-ship boarding actions. Battle Barges generally lack long-ranged options, but make up for it with extremely heavy armor and extensive void shields, as well as powerful Bombardment Cannons to supplement their more conventional armament and boarding actions. In total, a Battle Barge can deploy up to three full Companies of Space Marines simultaneously, via drop pods or Thunderhawk Gunship, and then support the Chapter's forces via orbital bombardment from their Bombardment Cannons. These vessels tend to be the flagships of a Space Marine fleet, with most Chapters having two or three of these massive vessels at most.

Strike Cruiser (2 CAP each. 4 Free) - Like the Battle Barge, Astartes Strike Cruisers are not a singular class of vessel, but are instead a broad class of ships that have been converted or built for the Space Marines. Roughly the same mass as an Imperial Dauntless-class Light Cruiser, but mounting a heavy Bombardment Cannon as opposed to the Dauntless' lance armaments, Astartes Strike Cruisers are intended to serve as a rapid-deployment vessel for a single Space Marine Company, being able to carry their full numbers, plus armored support, and deploy their deadly cargo within twenty minutes of reaching orbit via drop pods or Thunderhawk Gunship.

Vanguard Cruiser (Cost: 1 Strike Cruiser Each) - The Vanguard Cruiser is a variant Strike Cruiser used by those Astartes Chapters that concentrate on fleet actions. While massing about the same as a Strike Cruiser, Vanguard Cruisers are much better suited for ship-to-ship combat, as well as being quite well suited to independent patrols without further support for Escorts. The cost for this is that they are much worse at planetary assaults and boarding actions. You may purchase Vanguard Cruisers by exchanging them for Strike Cruisers at a 1:1 rate.

Escort Squadron (Cost: 1 CAP each, 5 Free) - As is the tendency among Space Marine Fleets, Escort-class vessels are classified by their rough tonnage and purpose, not their exact hull design. These small vessels tend to be the workhorses of Chapter Fleets, handling system defense duty, convoy escorts, defending the larger and more valuable assault vessels, and reconnaissance duties among others. A Chapter will often use Escorts to scout out a system before committing more valuable vessels to a battlezone. As for their relative size to Imperial

Navy vessels, Astartes Escorts tend to be around the same size as the Navy's Frigates or Destroyers. Each purchase here nets you a squadron of Escorts, consisting of either two Frigate-class Escorts or three Destroyer-class Escorts. The three most common designations of Escorts only by the Space Marines are noted below, although other choices, may undoubtedly be used depending on the Chapter's exact situation. Most Escorts carry a single squad of Space Marines at the very most, making them poor choices for boarding actions.

- **Gladius-Class Frigate** - One of the more common Escorts to be found within the Astartes Fleets, the Gladius-class is roughly equivalent to the Imperial Navy's Sword-Class Frigate, carrying a similar armament of middle-to-short ranged weaponry and a standard Void Shield array. By comparison, however, Gladius-class frigates have engines that are about 20% more powerful than a Sword-class frigate, allowing the Gladius to quickly exploit holes in the enemy battle line, as well as possessing an extensive defensive turret array more commonly found on Cruisers.
- **Nova-Class Frigate** - Nova-class Frigates are notable for both their nimbleness and the fact that they are usually the only ships in a Chapter's fleet that carries Lances. These frigates are quite possibly one of the vessels that most draw the ire of the Imperial Navy and Inquisition, as the combination of high speed and long-ranged heavy anti-ship weaponry makes the Nova a dedicated and dangerous gunboat and a menace to enemy vessels. They are fairly rare, however, which is something that the Navy, Inquisition, and other factions dedicated to maintaining the balance of power in the Imperium are quite happy with.
- **Hunter-Class Destroyer** - A rough equivalent to the Navy's Cobra-class Destroyer, Hunters are commonly available to most Space Marine Fleets, but are most commonly found within the fleets of the Dark Angels and their successors. Like the Cobra, the main armament of the Hunter is heavy anti-ship torpedoes, backed up with a weapons battery. The Hunter-class is also a bit faster and tougher than a Cobra, but is still no match for a slugging match with heavier ships. Hunters generally rely on their torpedo tubes to make hit-and-run attacks against larger vessels, while relying on their speed and maneuverability to overtake and destroy the smaller, faster vessels that pirates often employ.

Chapter Armory

Welcome to the Armory, Chapter Master. By and large, Space Marines have a fairly 'standard' loadout for their forces. Power Armor, Rhinos, bolters, swords-that-are-also-chainsaws, that sort of thing. Barring some trouble with your supplies or the enmity of the Imperium, you can expect to have access to a fairly standard supply of equipment for your Astartes.

Now...does your Chapter have anything that makes them stand out from that standard mold tucked away in their Armory?

Codex Standard (Cost: Free!) - In general, a Space Marine Chapter, being an elite fighting force, can expect to enjoy a fairly generous amount of support and equipment from the Imperium of Mankind and the Adeptus Mechanicus. While the weapons and equipment in their particulars are many and varied, one can expect a Space Marine Chapter, freshly founded, to have: enough Power Armor for every member of their non-Scout Companies plus some spare suits; some Tactical Dreadnought Armor, generally enough for several squads, Adeptus Mechanicus willing; a good starting supply of common STC pattern vehicles such as Rhinos, their more common variants, Bikes and Attack Bikes; some Land Speeders; and, in ideal situations, enough Land Raiders for the entire Veteran Company to be mounted in said vehicles should they take the field at once, plus a command vehicle for the chapter masterthe Chapter Master; and finally, support vessels such as Thunderhawk Dropships, Standard Drop Pods, and whatever local utility vehicles are needed by the Chapter Serfs as well as a vast array of other minutiae and support equipment, supplies, medicae chemicals, replacement parts, and the like. Of course, the vagaries of war can rather quickly make a dent in that ideal situation...

Chapter Approved (Cost: 1 CAP) - By and large, the vehicle designs used by the Space Marines have been more or less unchanged since the Horus Heresy, with time and the slow decay of infrastructure stripping the Astartes Chapters of some of the rarer and more advanced vehicles, leaving them to rely on more durable and easily built and maintained machines such as the humble Rhino APC, it's more well-armed Razorback variant, the Whirlwind artillery tank, the Predator main battle tank, the Vindicator Siege Tank, or even the vaunted Land Raider. Still, the lack of specialized war machines, combined with the necessities of the battlefield, have led to some Techmarines modifying well-known designs to fit the needs of their chapter.

Your Chapter is no exception to this, and have developed a variant configuration for a Space Marine vehicle. Each purchase allows your Chapter to add a single variant of one of the 'common' vehicles to your Chapter's motor pool.

Please note this does **not** give you **additional** vehicles on its own, it merely means your Chapter's Techmarines have converted some of your existing stock of vehicles to meet the needs of the battlefield. Please also note that there is usually a trade-off for swapping out weapons, such as changing a tank's engagement range, how fast it can engage targets (anti-tank weapons usually lack the rate of fire for shooting down large numbers of enemies and

anti-personnel weapons aren't great at tank killing, for example) or lowering the transport capacity of the vehicle to make space for extra ammunition/generators or the like. Of course, the opposite does apply, as well; A Land Raider Crusader, for example, has more transport capacity due to swapping out large, bulky generators needed by the Lascannons for the sponson-mounted Hurricane Bolters' ammo bins.

METAL BOXES (Cost: 1 CAP) - The humble Rhino APC is the true backbone of the Space Marines' vehicle pool. It may not be as fancy or flashy as a Land Raider, but it's hard to beat the winning combination of reliability, ease of use, ease of construction, and ease of repair, plus the ability to transport a squad of armored Space Marines across a battlefield in speed and safety. Your Chapter has been blessed, as either they have invested in greatly customizing their 'standard' Rhino APCs or their variants with all sorts of goodies such as dozer blade, extra armor, smoke launchers and the like as a standard upgrade package for that vehicle type **OR** they have acquired and/or built a decent quantity of one of the Rhino variants, such as the Razorback, Predator, Vindicator, or Whirlwind, ensuring more of that specific variant are available to each company.

Extra vehicles can be either the 'stock' common models or Chapter variants made with Chapter Approved, or a mix of the two..

You may also 'double up' on a purchase, to, for example, purchase extra Predators (1 CAP), then heavily upgrade them with additional armor, dozer blades, a hunter killer missile, searchlight, an extra pintle-mounted storm bolter, and the like (An additional CAP).

Tank Goodness (Cost: 1 CAP) - Ah, yes. The Land Raider. A fine vehicle, capable of transporting Terminator squads across a battlefield, shrugging off fire due to their heavy armor from any direction, bearing heavy anti-tank and anti-infantry weapon, and possessed of a fine, properly pugnacious Machine Spirit eager to crush the Enemies of Man under its massive treads even should its crew be incapacitated. Rediscovered during the Great Crusade, the Land Raider has served with distinction for the last ten thousand years. According to the Codex Astartes, a Space Marine Chapter should, in theory, possess roughly ten to eleven of these vehicles, enough of these to transport most, if not all, of the First Company Veterans in powered armor. In practice, while the entirety of the First Company rarely takes the field as a whole, or often deploy via teleporter, and as such many of a Chapter's Land Raiders may find themselves assigned to the Battle and Reserve companies as heavy transport and support. While once a common vehicle produced in great numbers, the ravages of time and war have greatly reduced the number of Forge Worlds that still possess the capability to produce the Land Raider, making the remaining vehicles revered weapons of war for the modern Astartes.

Your Chapter, in a stroke of luck, has found a source (salvage, debt of honor owed, favors owed by the Adeptus Mechanicus, that sort of thing) to acquire more of these lovely machines. This purchase adds additional Land Raiders to your Chapter's Armory, allowing them to be assigned to a specific Company or kept in reserve for general use.

Each extra Land Raider may be either a ‘common’ variant (Phobos, Crusader, Ares, or Redeemer) or one of your Chapter’s variants (per the Chapter Approved option). You could also use the Chapter Approved option to make Helios or Prometheus-pattern Land Raiders available for conversion as well.

Biker Company (Cost: 1 CAP) - A Space Marine Bike is a fantastic tool, able to carry their power-armored riders at great speed across terrain, doubling their rate of fire with the addition of two front-mounted bolters, with skilled riders able to fight from the saddle of their bike with one hand while controlling and firing their bike’s bolters with the other, supported by Space Marine Attack Bikes bearing a gunner and a heavy weaponry into the fray. Most Chapters have this fantastic example of the Omnissiah’s benevolence within their ranks, but your Chapter? They have gone just a bit further in their need for fast movement, as the Armory has enough Space Marine Bikes and attack Bikes to field an entire battle company mounted upon these steeds, should the tactical or strategic situation call for it.

Land’s Speeders (Cost: 1 CAP) - Land Speeders have a long history among the Astartes, being rediscovered during the first century of the Great Crusade. These light anti-grav skimmers provide fast moving reconnaissance-in-force for the Space Marines, carrying two Space Marines in armor over terrain at high speeds while packing a respectable weapon load in the form of a Heavy Bolter, Heavy Flamer, or Multi-Melta. Granted, the cost of this speed, mobility, and firepower is that Land Speeders tend to be much harder to build and maintain than other, simpler vehicle alternatives. Still, your Chapter seems to find it worth the expense, and have taken pains to add additional Land Speeders to their armory for the use of the Chapter while it is at war. This purchase adds extra Land Speeders to your Chapter’s Armory. These extra vehicles can be the ‘standard’ Land Speeder Variant, the common Tornado or Typhoon Variants, or a Chapter-specific variant created with Chapter Approved.

Relic Machine (Cost: 3 CAP) - ...Whoa. Where, by the Emperor, did your Chapter dig this up? Somehow, you’ve managed to acquire something that is nearly extinct in this benighted age, a superior weapon to wield against the forces of Old Night. Namely, your Chapter has acquired some relic-grade vehicles. The exact specifics may vary. Maybe you’ve managed to keep an ancient Crusade-era superheavy Astartes tank such as a Fellblade in repair. Maybe they found one of the nearly extinct Sicaran heavy tanks still in repairable condition and the Forge managed to repair this loyal vehicle. Perhaps they are one of Chapters that still possess an ancient Stormbird Transport, capable of dropping an entire company of Astartes in one go. Perhaps your Chapter has acquired a variant of one of your more common vehicles built with extremely advanced lost technology. Regardless of the specifics, you’ve acquired one of these rare vehicles for your Chapter’s use, and while one might advise you to be wary in their deployment, there is no denying these ancient, high-tech machines are extremely effective compared to their more common mechanical kin.

Box O’ Blades (Cost: 1 CAP) - Your Chapter is blessed by the Emperor, Chapter Master. Due to the beneficence of the Adeptus Mechanicus, or possibly due to a cache granted to them by their gene-sires, your Chapter has found itself with an abundance of power weapons, suitable for use by your veteran troops and officers. All of your officers, veteran sergeants, and the like have access to a power weapon of some sort should they request it as part of their personal wargear. The most common option will probably be a power sword, given how swords are quite

useful for helping inspire and direct allied non-Astartes troops, but other power weapons are available if you or your Chapter prefer.

Signature Weapons (Cost: 1 CAP) - Your Chapter has a reputation, Chapter Master, for an unusual fondness for a specific weapon type, such as the Dark Angels' tendency to use plasma weaponry, or the well-known fondness of the Salamanders for flamer or melta-weapons. Accordingly, and with properly filed paperwork to the Administratum and Adeptus Mechanicus, your Chapter's armory has been granted an extra allotment of whatever this weapon is, making it far easier to outfit your Space Marines with this weapon type. One purchase per 'family' of weapons, adding additional pistol, basic, and heavy weaponry as appropriate. The 'common' weapon families are Flame, Las, Missiles & Grenades, or Melta weapons. Should you be willing to pay an extra surcharge of 1 CAP, your Chapter may be blessed with adding the arcane secrets of Grav or Plasma weaponry to their armory, although even then it will not be in as great a number as the more commonly produced weapons, as such arcane weapons are known only to few Forgeworlds in these days.

Volkite Weapons Cache (Cost: 3 CAP) - Your Chapter has come across, somewhere or somehow, a small cache left over from the Horus Heresy and, within, find a respectable, but limited, amount of a weapon design once common to the Space Marine Legions and lost to time, war, and the slow backslide of technology. As such, you may add some of the ancient archeotech Volkite weaponry to your Chapter's armory. Volkite weapons are thermal ray weapons, possessing excellent killing potential for their size, able to pierce ceramite armor with one shot, and were once the main weapon of the nascent Space Marine Legions. They were only phased out in favor of the Bolter due to logistical concerns, as while fine weapons, they are fairly difficult to manufacture, especially compared to the much simpler and only slightly less effective Bolter, which makes up for the minor difference of killing power with the vast array of potential specialty shells.

Centurion Squad (Cost: 1 CAP) - Centurion Warsuits are, oddly enough compared to a lot of things to be found in the armories of the Astartes, actually a fairly recent addition, developed during the Age of Apostasy but not deployed in that Imperium-wide conflict. In addition, Centurions are designed for very specific tasks, which may make some Chapter Masters refrain from their use. As such, while many Chapters have them, they aren't quite as universally deployed as other pieces of wargear. Within their specialised roles however, Centurions can be murderously effective. Each purchase adds one full squad of Centurions to your Chapter's armory for assignment, in either the Assault or Devastator configuration, allowing you to deploy walking tanks equipped with either Siege Drills for bunker-busting and siege-breaking or twin heavy weapons for punishing amounts of fire.

Terminator Company (Cost: 3 CAP) - In theory, a Chapter should be provided with enough suits of the venerable and mighty Tactical Dreadnought Armor to equip the elite 1st Company Veterans with these suits of doughty armor. In practice, due the difficulty of manufacture, the gradual backslide of knowledge and industry, and the trials and travails of war over the centuries passing since the Horus Heresy, most Chapters outside of the First and Second Foundings are unable to do so. Most Astartes Chapters make do with having enough armor to equip a few squads with these suits, with the rest of their veterans fighting in more normal Power Armor. Your Chapter, however, is one of those lucky exceptions. Your Chapter's Armory contains a full complement of these relic armored suits, enough that, should a threat demand

the opposition of your elite Veterans, you can send them forth entirely equipped with Terminator Armor.

Ancient Armor (Cost: 2 CAP) - Your Chapter may be truly blessed by the Emperor with good fortune, as, somehow, your Chapter has not stocked the Armory with the now standard Indomitus-pattern Tactical Dreadnought Armor. Instead, your First Company Veterans go forth armed in ancient Cataphractii or Tartaros-pattern Tactical Dreadnought Armor. Cataphractii-pattern armor was one of the first wide-spread designs of Tactical Dreadnought Armor and is even more durable than the standard Indomitus-pattern, featuring built-in shield generators in the suit's large shoulder pauldrons, but is bulkier and heavier than the later models, slowing the user's speed down in return for making them truly durable. Tartaros-pattern armor, by comparison, designed alongside the Mark IV Maximus power armor, offers similar protection to Indomitus-pattern armor while actually being easier to move in, offering greater mobility than other patterns of Terminator armor.

Thunderhawks are Go! (Cost: 2 CAP) - The Thunderhawk Gunship is a long-standing and integral part of a Chapter's deployment strategy, as these heavily armed and armored orbit-capable vessels have served the Space Marines since the days of the Great Crusade and the Horus Heresy, carrying troops from orbit to their target and viciously suppressing said targets in a hail of firepower. In general, a Chapter's Thunderhawks are quite sensibly attached to their Fleet, as one of a Thunderhawk's primary duties is the aforementioned transport or air support missions. However, that is not the only option that Chapters have begun to put into practice for aerial assets. While technically a new design dredged from an old Martian STC archive, some Astartes Chapters, ignoring the AdMech's reluctance to accept new designs in favor of expediency, have also added the smaller Stormtalon and Stormraven Gunships to their Chapter's armories in addition to the venerable Thunderhawk. Stormtalon Gunships are dedicated air-to-air and air-to-ground attack aircraft, often acting as escorts for other units. Stomraven Gunships are smaller, more agile transports than Thunderhawks, carrying up to a dozen Space Marines in full power armor, able to deliver their deadly cargo to areas where a Thunderhawk could never fit while still carrying a heavy armament load to suppress and destroy enemy forces.

Chapter Quirks & Doctrines

Ah, here we go, Chapter Master. What sort of things make your Chapter stand apart, or with, their brother Astartes?

Bolter Marksmanship (Cost: 1 CAP, Free Tactical Origin) - The Holy Bolter is the iconic weapon of a Space Marine. You have firmly encouraged this in your Chapter's doctrines, and it has become something of a point of pride among them to hone their skill with the standard Bolter beyond what is merely 'expected' of an Astartes. Your Space Marines are truly excellent shots with their bolters.

Swift As A Coursing River (Cost: 2 CAP - Discount Tactical Origin) - Your Chapter has a simple belief that they apply to their battle doctrines: Positioning is key. Whether it be on foot, by Attack Bike or Land Speeder, or by armored transport and void ship, your Chapter's combat doctrine emphasizes seizing ground and wars of maneuver in addition to strength of arms. On the battlefield, your Battle Brothers are quick to seize ground, allowing them to fight the doubtlessly numerically superior foe from an advantageous position, as well as keeping up a constant barrage of fire while maneuvering.

Five Rounds Rapid (Cost: 1 CAP - Free Devastator Origin) - Accuracy is nice, but rate of fire is one way your Chapter believes in dominating the battlefield. Your Chapter's battle-drill puts a heavy emphasis on keeping the rate of fire up, trading accuracy at range for a truly blistering hail of ranged death as an enemy closes the distance.

Force Of A Great Typhoon (Cost: 2 CAP - Discount Devastator Origin) - Your Chapter has a well-honed doctrine of applying extensive long-range support fire to problems. There are few problems your Chapter's heavy-weapon equipped Devastators and fire support vehicles cannot solve, in your opinion. Your Astartes are highly skilled in the use of heavy weaponry, tending towards more accurate deployment of such munitions and wreaking havoc with them. The Emperor Abhors Waste, after all, and is generous in what his favored servants gift to the Enemies of Mankind!

Death From Above! (Cost: 1 CAP - Free Assault Origin) - Many Astartes prefer to fight with their feet firmly on the ground. Your Chapter's combat doctrines, however, have emphasized the use of all three dimensions in combat. Your Space Marines are expert jump troopers, getting better performance out of their jump packs, and have no problem with taking fairly accurate snap shots while mid-jump, or landing with devastating force in the middle of a foe.

Strength Of A Raging Fire (2 CAP - Discount Assault Origin) - Your Chapter is made up of seven foot plus tall transhuman warrior monks encased in advanced powered armor. You would be a fool to not leverage this into the logical conclusion of 'have your Astartes murder the Enemies of Mankind with melee weaponry'. Your Space Marines have a well-earned reputation for their skill at arms, producing some of the finer melee combatants among the Adeptus Astartes, and are well-trained in the best ways to maximize the devastation that can be caused by a charge into melee.

Headhunters (Cost: 1 CAP - Free Scout Origin) - Your Chapter's strategists have found, through hard experience, that taking off a serpent's head is the easiest way to kill it, and for some foes, it isn't proper to trust their death to an inexperienced Space Marine. Your Space Marines regularly deploy headhunter killteams to the battlefield, specialized squads whose entire job is to pierce or infiltrate enemy lines, kill their commanders, and fall back so the rest of Chapter can exploit that chaos.

Mysterious As The Dark Side Of The Moon (2 CAP - Discount Scout Origin) - Your Chapter finds that the best way to avoid being killed in their service to the Emperor is simply to not be present or seen. They are well-trained in the use of independent guerrilla tactics, as well as being decently stealthy even when wearing powered armor. Your Chapter's Veteran Scouts are terrors in the night, and your neophyte Scouts quickly pick up the tricks of the infiltrator's trade.

A Good, Clean Hatred (Cost: 1 CAP - Free Chaplain Origin) - Hate is a healthy emotion in this universe. Hate the Mutant, Hate the Heretic, Hate the Perfidious Xeno. Your Chapter has embraced this fact of life in these dark ages, and turned it into a weapon, living up to their calling as the Emperor's Fury. They can hone their righteous hatred into a tempered weapon, balancing their furious contempt for their foes with cold logic, drawing strength and vigor from it without allowing themselves to fall into the trap of allowing their righteous rage to lead them into folly and misfortune.

Faith Is My Shield (2 CAP - Discount Chaplain Origin) - In this dark universe, sometimes Faith is the only weapon that can be truly depended upon. In your Chapter's case, they are fiercely devoted, whether it is to the ideal of Mankind Triumphant, the teachings of the Chapter and Primarch, or even to Ecclesiarchy Doctrine. Regardless of the exact details, they are fervent in their belief, drawing strength from it. As a whole, the Chapter's faith acts as a bastion, of sorts, allowing them to endure trials both mental and physical that would tax a normal Astartes.

Honor the Machine Spirit (Cost: 1 CAP - Free Techmarine Origin) - One could argue that part of what makes an Astartes so effective is his equipment. The Adeptus Mechanicus would certainly think so. In the case of your Chapter, your Battle Brothers as a whole have been acquainted with the proper rites required to tend to the Machine Spirits that reside within their wargear. As a result, not only do your Techmarines and their subordinates have more time to work on fancier gear, your Chapter enjoys more reliable equipment in the field, even compared to regular Astartes gear. Well-maintained Machine Spirits are happy Machine Spirits.

Honor the Forge (Cost: 2 CAP - Discount Techmarine Origin) - Your Chapter has developed something a bit usual as a tradition: Namely, your Astartes devote considerable time and expertise to learning more than mere maintenance rites, but the secrets of creation as well. Among the ranks of your Battle Brothers, many, if not a majority, are skilled craftsmen and smiths, forging wargear for their own use or that of their squad and friends among their brethren. This surplus of well-made 'basic' wargear allows your Techmarines to concentrate on truly interesting projects, resulting in your Chapter fielding master-crafted weapons regularly among the line squads, as well as most officers possessing personalized and high-quality weaponry to further enhance their lethality.

The Power of Knowledge (Cost: 1 CAP - Free Librarian Origin) - The approach a Chapter takes towards topics not directly related to warfare varies greatly. Some Chapters are mono-focused on the prosecution of warfare, seeking only to fight for the God-Emperor of Mankind as long and hard as they can, moving from Crusade to Crusade. Others, however, believe that such a narrow viewpoint is not quite as desirable, and take pains to gather proficiency in other fields of knowledge. Whether through direct hypno-training during their Initiate training or extensive study afterwards, your Chapter has taken pains to become more well-rounded and knowledgeable about the galaxy of war that they exist in. You can expect your Astartes to be generally knowledgeable about a wide-range of topics in the greater Imperium, which can be surprisingly useful in the oddest of situations.

A Sixth Sense (Cost: 2 CAP - Discount Librarian Origin) - Your Chapter, due to an unusual set of circumstances or possibly merely due to an unusually favorable gene-seed implantation, appears to have a bit of a throwback to their original Founding Primarch in a simple way. Namely, they are unusually sensitive to psionic phenomenon. While this isn't a full-blown

psychic sense, your Chapter's Astartes tend to have an instinctive knowledge of the presence of warpcraft in their immediate vicinity, which can be just the warning needed to avoid being ambushed by a psyker. In addition, your Chapter has a higher-than-average rate of psyker-capable recruits, increasing the number of available Librarians, although they will still never be particularly numerous compared to the Chapter as a whole.

Field Expedient (Cost: 1 CAP - Free Apothecary Origin) - An Apothecary is a vaunted and honored specialist among the ranks of a Space Marine Chapter. They are battlefield medics, biomedical researchers, and expected to be excellent warriors as well, selflessly putting the health of their battle-brothers ahead of their own. Most Chapters wouldn't dream of sending a Company to war without ensuring that at least one Apothecary isn't available. Still, the tides of war are ever-changing, and your Chapter has put a noticeable influence on spreading the burden of your Apothecaries a bit. Your non-Apothecary battle-brothers have been given more advanced medical training than most, and while none of them would be the match for a full-trained Apothecary's skills, they are most able assistants and can fill in on the battlefield if in a pinch. They may not be able to replace an Apothecary, but they have a better chance of keeping their injured battle-brothers alive than the average Space Marine.

Know the Foe (Cost: 2 CAP - Discount Apothecary Origin) - Your Chapter's Apothecaries put extensive work, alongside their other myriad duties, into chronicling the exact biology of the foes your Chapter vanquishes. While most Chapters keep general records regarding your foes combat doctrines and weaknesses, the Apothecarium goes further in your Chapter's case, moving beyond mere known weaknesses and experimenting on samples of the fallen to find additional, less obvious vulnerabilities. For example, while a bolt shell's effects may be obvious, finding a common chemical or local substance that can incapacitate or hinder an enemy can be far more effective on a larger scale for the campaign. As an added and welcome side-effect, this in-depth study of known foes' biology does make it a little bit easier to inflict grievous damage for less effort, and anything that increases the combat strength of the Emperor's Angels of Death is welcome indeed.

Able Voidsmen (Cost: 1 CAP) - Standard Imperial Doctrine is to rely upon a crew mostly made up of impressed voidfarers for a starship, kept in line with a variety of methods, replacements casually scooped up from worlds visited by said void vessel whenever it needs fresh crew. Your Chapter, however, has found this method insufficient. Whether it be from a concern for the common human or a cold concern for military efficiency, your Chapter takes the time to ensure at least a modicum of competence and training for the crew of the Chapter's Fleet. Your crew is a cut above the average in this universe, resulting in better performance for your Chapter's Fleet.

Void Tactics (Cost: 2 CAP) - The first step of controlling a world is to control the space around it. Your Chapter has developed a specialty in void combat. While all Astartes are capable combatants in both the void and on a planet, of course, your Space Marines have trained to put an emphasis on the 'space' part of their more common name. They are exceptional in ship-to-ship boarding actions and other zero or low gravity operations, being used to the chaotic conditions that reign in the corridors of a voidship when it is being assaulted or defended. Your Chapter's emphasis on fleet action also has ensured that the captains of your Fleet's vessels are very well-trained in the tactics and strategies of space combat.

I'll Make a Marine Out Of You (Cost: 1 CAP) - Some Chapters believe that the best Marines are to be found by mercilessly weeding out the unworthy, winnowing them down until only the best, or luckiest, survive their Aspirant trials. By contrast, your Chapter has found that to be a waste of lives that could be better spent in service to the Emperor of Mankind. Your Chapter's recruitment traditions are more effective and scientific than some others out there, with pre-selection and screening ensuring that those Aspirants that are chosen for Gene-Seed implantation have a better chance of surviving, as well as ensuring that more of the washouts are viable candidates for service to the Chapter in other positions.

Tolerant Geneseed (Cost: 2 CAP) - Your Chapter is Emperor-blessed, Chapter Master. Whether due to a fortunate synergy with your recruiting population's gene pool or due to an exceptionally good starting set of gene-stock, your Chapter's Apothecaries have found that the Chapter has, compared to most of their peers, an unusually high rate of success when it comes time to implant a chosen Aspirant with the set of organs that will make them a full Astartes. With more of your Aspirants surviving to become Scouts, you have a larger intake of new Space Marines joining your ranks, allowing your Chapter to sustain a higher rate of combat.

Armored Astartes (Cost: 2 CAP) - Space Marine Chapters, and the Legions that they were formed from, were not all built from the same mold. Most Chapters find that they find a specific combat style that truly works for them, and is quite effective for their circumstances. In this case, your Chapter has found a calling in the form of armored warfare, specializing and excelling when applying their talents to the use of heavy combat vehicles. Your Chapter has developed, or will develop, a reputation for their skill as tankers, using armored spearheads in conjunction with mechanized infantry to dominate the battlefield.

Orbitally Dropped Space Marines (Cost: 2 CAP) - Your Chapter has found that it has little taste for long, drawn out battles and campaigns, preferring to take the fight directly to the enemy as quickly as possible. When possible, the Chapter prefers to deploy directly via orbital and high altitude drop, with large formations plummeting from on high like the Emperor's Fury and landing directly in the thick of combat. Your Chapter, besides having a larger supply of the standard Orbital Drop Pods used by the Space Marine Chapters, has also taken the time and effort to modify and lay-in a regular supply of variant Drop Pods, such as Deathstorm and Dreadnought Drop Pods.

Siegebreakers (Cost: 2 CAP) - Your Chapter is one that excels in the fury of siege warfare. Your Astartes have extensive training to serve in such situations, where battlements alone are not enough, demanding the power, fury, and toughness of the Space Marines. As a result of your Chapter's expertise and skill at defending a fixed position, they have developed a knack for the opposite, as well, being skilled at destroying enemy fortifications. Your enemy can hide behind their walls, but it won't stop your battle-brothers, will it, Chapter Master?

Speed Is Life (Cost: 2 CAP) - Your Chapter operates on the maxim that he who acts first, wins. For them, speed is everything. Whether by Thunderhawk, Jump Pack, Land Speeder, Bike, or even on foot, your Chapter has put a strong emphasis on striking first and striking hard. They are skilled combatants in the art of maneuver, tending to decline the use of heavier equipment in favor of keeping themselves mobile. Your Chapter's skill at this particular doctrine make them experts at getting the most speed and maneuverability out of its vehicles, their drivers able to take them through terrain others would decry as impassable at speeds they would call unwise.

Fear Is The Moralekiller (Cost: 2 CAP) - There are some Astartes Chapters that are seen as noble, bright heroes of the Imperium, the descendants of the Emperor's Chosen Sons themselves, beacons of hope and light. That...is not how your Chapter is seen. Your Chapter acknowledges that the reputation of the Space Marines as the Emperor's Angels of Death is a weapon in its own right, and have taken care to hone that reputation. While some of your Chapter's brethren may decry your tactics, none can deny that your Chapter's skill at inflicting sheer terror and fear on their targets serves them well, as their rather brutally efficient tactics are designed to inflict the maximum disruption and demoralization upon an enemy with the least amount of effort.

City Slayers (Cost: 2 CAP) - Urban Warfare is a dangerous mode of combat, even for a mighty Space Marine. Your Chapter, however, has found that there is a simple way to remove the threat of said conflict inflicting casualties upon the Chapter: Namely, remove the defender's ability to respond through sheer shock and terror, or, failing that, remove the battlefield entirely. Your Chapter makes extensive use of their fleet assets in ground combat, preferring to precede their assaults on an enemy with an extensive orbital bombardment, greatly damaging the foe before closing in for the kill.In some cases, that bombardment can be intense enough that the only thing left in the wake of your Chapter's fleet weighing in on a ground battle is a crater.

Aerial Aces (Cost: 2 CAP) - Most Chapters have some Space Marine pilots, taking advantage of their superhuman reflexes and reaction time. Your Chapter, however, has embraced the idea beyond that. Maybe it's the particular geography of your Chapter's home system, maybe your Chapter has merely embraced the idea of air mobility and aerial superiority, or maybe your Chapter is merely unusually demanding when it comes to their cross-training. Regardless of the circumstances, your Chapter's emphasis on air power beyond the usual standard demanded of an Astartes has made the Chapter's pilots notably skilled among the Space Marine Chapters, avoiding enemy fire and pulling off maneuvers that other Astartes would balk at. This doctrine also makes your Chapter's gunners notably skilled, as well, making it easier for them to put ordinance on target against unlucky enemies on the ground or in the air with them.

Metalheads (Cost: 2 CAP) - Mechanical prosthetics and cybernetics are old, well-established technologies, long known to the Adeptus Mechanicus and equally available to the Space Marine Chapters. While a Space Marine's altered physiology is mighty, indeed, allowing them to survive and even recover from grevious wounds, some Chapters choose to use cybernetics to speed an injured Astartes' recovery process up. Sometimes it is from a philosophical standpoint, as some Chapters, often those with closer ties to the Adeptus Mechanicus, view flesh as ultimately fallible, with superior mechanical replacements further enhancing an Astartes' combat skills. Some undoubtedly see themselves as weapons of the Imperium, and will pursue options that make them more effective at destroying the enemies of Mankind. Others may simply choose to install cybernetic replacements for pragmatic reasons, as a cybernetic implant is a fairly quick and easy procedure for the altered bodies of the Space Marines. Regardless of the exact reason, your Chapter has a distinct tendency to turn to cybernetic replacements and upgrades when their Astartes are injured or as a matter of course. As a result of this, your Chapter's general Astartes tend to be tougher than most, as a Space Marine's enhanced physiology is further backed up and reinforced by the purity of metal and the Machine.

Recovery Specialists (Cost: 1 CAP) - Your Chapter has a reputation, Chapter Master, and one that is probably well-earned. In this case, for their ability to glean resources from a battlefield after the bolter fire stops and the smoke clears. Often a result of a Chapter having chronic supply shortages or fighting well-away from their logistical bases, some Chapters develop a knack for surviving off of the enemy and off of their fallen. Power armor is salvaged and repaired, the Machine Spirits of vehicles are coaxed back to war once more after grievous damage, and supplies are taken from the enemy (or occasionally the friend, admittedly) to allow a Chapter's Astartes to fight on just a little bit more. This does tend to your Chapter possessing a rather battered look, but it also allows them to remain functional for far longer. For example, the Carchadons roam the void, persecuting the Emperor's enemies with great gusto, and drop back into Imperial Space every so often to trade with the Adeptus Mechanicus for more advanced weapons and armor in the Grey Tithe, or simply invoke the Red Tithe to strip Imperial Worlds of everything they can use, from potential recruits to ship crews to supplies, allowing them to disappear back into the Void to continue their war.

Familiar Faces (Cost: 3 CAP) - Hm. That Astartes looks familiar. And that one, and that one, and that one...Well, it seems that you're not the only one who's been slipped into this dark universe of War, Chapter Master. Not every Astartes in your new Chapter is a stranger to you. A good number of them have accompanied you in your trials and travails before, and it appears once more they have answered the call to arms that you have issued. Should you have additional Followers, Companions, and forces that have sworn themselves to your service before, you may choose to import them to make up the rank and file of your Chapter. Rank-and-file Imports like this will receive the bare bones needed to fit in to their new role, which usually would consist of basic Astartes Physiology and Weapons Training plus the free perk associated with their specialty for Space Marines, or the gear and freebie granted to Chapter Serfs if you choose for old friends to be your support staff, instead.

Good Reputation (Cost: 1 CAP per Faction) - Your Chapter has a reputation among a segment of the Imperium, Chapter Master, and that general reputation is good. While few among the group in question have personally met your battle-brothers in person, they have heard, from whatever sources of information and rumor-gathering they have, that your Space Marines are reliable allies in this universe. Being favorably inclined, they will generally be happy to assist you. For example, having assisted in the recovery of an STC fragment in the past may make the local Adeptus Mechanicus favorably inclined to your new Chapter and more inclined to assist you than they might otherwise be.

Friends in High Places (Cost: 2 CAP per Friend of the Chapter) - Sometime in your career, Chapter Master, you or your Chapter did something to earn the regard of a high-ranking servant of the Imperium. Maybe your Chapter broke the back of a Chaos incursion into your subsector, making the Sector Governor a firm ally. Maybe elements of your chapter campaigned for a decade or so with a single Imperial Guard General, assisting and supporting their campaigns, and now that he has been promoted to a greater position of authority he's willing and able to help support you to the best of his abilities. Maybe you're a favorite ally of an Inquisitor, when he requires assistance from outside of the Ordos themselves. Maybe you've simply saved the Administratum literal decades of paperwork in preventing the local worlds from being rendered useless and thus in desperate need of full reclassification. Regardless of the specifics, Chapter Master, your Chapter has a strong friend highly placed in an Imperial institution.

Chapter Drawbacks

A Distinct Tactical Deficiency (‘Benefit’: +1 CAP. Cannot be taken with Plans Within Plans Within Plans) - According to some tacticians, some problems require a hammer, and some require a scalpel. Your Chapter’s tacticians think that is ridiculous. If the first hammer doesn’t work, get a bigger hammer. Granted, while this is something your Chapter can deal with for the most part, given that transhuman super soldiers in powered armor make for a truly excellent hammer, you can pretty much guarantee that your Astartes will run into situations that could be solved far easier with a bit of finesse rather than brute force. Unfortunately, your Chapter is also stubborn enough to resist changing their tactical doctrine, quickly reverting back to brute force tactics when they can get away with it.

Plans Within Plans Within Plans (‘Benefit’: +1 CAP. Cannot be taken with A Distinct Tactical Deficiency) - Your Chapter has developed a distinct obsession with being prepared for all situations. While some degree of this is a good thing...you fear your Chapter has taken it a bit too far, and it’s set in far too deeply for you to root out. Your Astartes are obsessed with planning out operations in every detail, wanting a contingency for every possible scenario. When their plans work, they work with marvelous benefit. When something throws a wrench into them, however...your Space Marines can be caught badly off guard. Granted, they’re still well-trained and powerful superhuman warriors and soldiers, but the over-abundance of caution and preparation can be just as harmful to your Chapter’s campaigns as an overabundance of recklessness can be, in some ways.

Your Approval Should Fill Me With Shame (‘Benefit’: +1 CAP) - The Good News: Your interactions with the general populace of the Imperium is done so in a style that would be approved of by some of your fellow Space Marines. The Bad News: It’s the Marines Malevolent. Your Chapter has, through some means such as excessive hubris, a quirk of the geneseed, a belief in their own superiority, or something similar, developed an incredibly abrasive and dismissive approach to those who they see as beneath them. Unfortunately, that’s...pretty much everyone who isn’t a Space Marine. And some Space Marines. Hope you don’t enjoy being popular, because that won’t be a problem this time around.

Dogmatic (‘Benefit’: +1 CAP) - For the most part, most Space Marines can agree that, as a whole, the important part of an Astartes Chapter is prosecuting war against the Emperor’s foes, acting as His Angels of Death. Some Chapters, however, take the matter of the Codex Astartes much more seriously than others, and this dogma has become a part of the Chapter’s tradition and character as a whole. In this case, your subordinates have developed an open disdain for other schools of thought regarding the Codex. This does NOTHING good for cooperating with other Space Marines, and can result in un-needed friction and lack of coordination between supposed allied forces, which means your Chapter may take additional casualties that it could have otherwise avoided, as well as the possible enmity of some of your fellow Astartes.

A Debilitating Demeanour (‘Benefit’: +1 CAP) - In theory, one could argue a Space Marine is supposed to be a dedicated servant of the Imperium, smiting the Imperium’s foes, and nothing more beyond that. In practice, many Astartes develop...quirks...as they serve the Imperium, as well as bringing certain cultural views with them from the culture they belonged to before they were recruited.These personality quirks can work their way into the very fabric of a Chapter until

they become an inherent part of the Chapter's culture and demeanour. While not every Astartes from a certain Chapter or gene-lineage will develop these personality variances in exactly the same way, they are common enough for many Astartes to have an idea of how their fellows will act based on their Chapter alone. For example, the Iron Hands are known to have a firm belief in the superiority of machinery over mortal flesh, the Imperial Fists can become obsessed with removing weakness or failure through pain, Dark Angels are often noted to become aloof or paranoid, the Mortifactors are noted to be highly superstitious, Storm Wardens can often become set on glorious personal combat and duels regardless of the circumstances, and the Blood Ravens have a reputation for secrecy and 'acquiring' a vast amount of relics and artifacts in rather suspicious circumstances. While it is possible for some of these personality quirks to be good things, in this case they have some sort of negative benefit that will affect your Chapter as a whole, albeit usually in a fairly manageable way.

Supply Woes ('Benefit': +1 CAP) - Maybe you pissed off the Mechanicus, maybe your Chapter spends most of its time outside of Imperial Space, maybe the galaxy is a worse place than usual and the Mechanicus couldn't provide your Chapter with sufficient resources, or maybe your Homeworld and supply base was eaten by Xenos. Regardless of the reason, your Chapter suffers from chronic supply issues. You find yourself chronically low on parts for powered armor, you never have quite as much ammo as you'd like, and repairs to vehicles and voidships are often jury-rigged, lacking proper replacement parts. Even if you find a temporary solution, Fate seems to gleefully take away any windfalls, even if it is through as simple a method as forcing you into a higher rate of combat operations than your Chapter's logistics can comfortably sustain, eventually returning you to the previous status quo.

Unfriendly Relations ('Benefit': +1 CAP per Faction or Group) - Someone, and their friends, dislike you, Chapter Master. Whether by intent or not, your Chapter has an unsavory reputation among a certain segment of the Imperium. Perhaps your regular disregard for the orders and battle plans of the Imperial Guard have led to them bearing the brunt of your combat plans' casualties. Maybe you have come into conflict with a local Soritas convent over doctrinal beliefs. Maybe your Chapter's Fleet is more powerful than the local Navy would like. Maybe you just hate the guts of another Chapter Master for reasons minor or major. Regardless of the specifics, while they are unlikely to take open and direct action against you, expect that whatever faction you are on poor terms with to not cooperate with you well, degrading your performance as well as their own. Don't expect them to leap to your aid if they're your nearest reinforcements.

Please note that this does have to be a faction or group your regularly interact with. Being the sworn enemy of the five man Administratum team of Frontier World IX-J-C who you visited once when you were a scout and who are completely ignored by everyone else on and off planet isn't on the same level as something like 'our Chapter are full rivals with the neighboring Space Marine Chapter over an incredibly vicious set of disagreements on Everything a decade ago and now they dislike us in general'.

Limited Options ('Benefit': +1 CAP. Cannot be taken with I'll Make A Marine Out Of You.) - Your Chapter's gene-seed has, for some reason such as genetic drift or requiring genetic mutations in the host, changed just a bit. Oh, it still works just fine when you actually implant it...but your Apothecaries have found that it just does not work on anybody. Your Chapter is limited to specific populations, or segments within a larger population, for their recruitment for new Aspirants. While the worlds of the Imperium of Man may teem with citizens, even then there

are only so many who reach the standards that Space Marines demand for their recruits. This means that your Chapter's intake of Aspirants is lowered, as there are just simply less potential Astartes to be found among your recruiting population, and even among those that are acceptable the path to becoming a full Space Marine is quite dangerous…

Frequent Voidtraveler Miles ('Benefit': +2 CAP) - The Warp is a dangerous place, Chapter Master, and travelling through it is a task fraught with peril. Still, it could be worse...Oh. Wait. It is. Your Chapter's Fleet seems cursed, Chapter Master. Vessels carrying your Astartes tend to suffer more travails when jumping through the Immaterium. While this can be fairly harmless, such as overshooting your target and having to spend more time reaching destinations once back in real space, it can, and often does, turn more potentially lethal, as well. Freak warp storms, daemonic whispers, complete misjumps that put you in the wrong system or even the wrong time, the occasional Gellar Field failure, or even a vessel just flat out vanishing in transit, to show up years later or never at all...The Warp's a dangerous place, Chapter Master, especially for your Chapter. Pray to the Emperor for guidance and prepare for Warp Jump.

The Codex Astartes Does Not Support This Action! ('Benefit': +2 CAP) - Maybe it's a preference among your rank and file, or maybe it's due to horrendous losses, but your Chapter has greatly deviated, or been forced to deviate, from the Codex Astartes in a massive way. Your Chapter completely refrains from the use of one of the 'major' specializations to be found in the Codex Astartes. Maybe they disdain stealth entirely, teaching the fresh Initiates to the Chapter on the front lines. Maybe they find that their normal foes engage them in such close quarters that Devastator Squads are more a liability than a benefit. Maybe your Chapter has recently been struck a massive blow, and is recovering in large numbers, resulting in a surplus of Devastator Squad while no dedicated Assault Squads remain. Maybe their emphasis on fast attack or orbital attacks means that your Chapter lacks heavier fighting vehicles in their vehicle pools. Maybe their homeworld is completely hostile to tracked vehicles. Maybe they're just so eager for close combat they don't bother with heavy weaponry, as it could slow them down. Whatever the cause, your Chapter simply doesn't use a standard piece of Astartes equipment, and while they can compensate, its lack can be noticeable. Given the galaxy your Chapter lives in, that lack is usually felt at the worst times.

Intolerant Gene-seed ('Benefit': +2 CAP. Cannot be taken with Tolerant Gene-seed) - ...Oh, this is distinctly Not Great. Maybe it's a quirk in your recruiting world's genetic pool, maybe it's a mutation that slipped into your Chapter's gene-seed after it was Founded, maybe it's a curse of the laughing Dark Gods. Regardless of the reason, your Chapter's gene-seed is...touchy. This is not a good thing. Your Chapter finds that their Aspirants have a much lower chance of successful implantation, with fewer Aspirants surviving the full implantation process to become full initiates. Given that each failed Aspirant is a loss of a set of gene-seed implants, this can quickly become a devastating threat to your Chapter's very existence, should they be forced to try and rebuild their numbers after a poor campaign.

Freshmen Marines ('Benefit': +2 CAP) - In the normal order of things, the Imperium of Mankind, having gone to the great expense and commitment of Founding a Space Marine Chapter, generally takes pains to ensure that the new recruits are trained to at least basic standards. Unfortunately, these are not normal times. Whether it's due to a lack of resources or a lack of time (a far more precious resource), that important step has been skipped in the case of your Chapter, which is painfully fresh. While your Astartes have successfully survived the

gene-seed organ implantation process (to whatever degree your gene-lineage's gene-seed has the functioning gene-organs, anyways), the sad fact is that corners were cut in the creation of your Chapter. To wit...well...while your Astartes have the bodies of a Space Marine, they certainly do not have the training, being terribly unskilled and untested in the ways of war. Still, experience on the battlefield is an effective, if merciless and harsh, teacher. One would hope you and your companions can keep most of your Astartes alive until they reach the skill level expected of a Space Marine.

Professional Enmity ('Benefit': +2 CAP) - …Wow. Chapter Master, you really don't do things half-way, do you? I'm not sure what course of actions led to this situation, but there's someone out there who really, really hates you and your Chapter. To make it worse, they both have the power and influence to do something about it, and would love to see your Chapter destroyed. You can expect regular trouble from this entity, and they can come in a wide range of potential vectors of trouble, such as an Eldar Farseer who wants you destroyed for ruining their plans, a Chaos Warlord who wants you dead for that drubbing your Chapter gave his warband, an Ork Warlord who thinks your helmet is just right for his boss pole, or an Inquisitor who has arranged for large numbers of 'Ork Snipers' to bedevil your Chapter while they're on campaign for his own reasons, there are several things you can expect of this implacable foe.

First, they have some means of protection from a Chapter of Astartes. Whether that means they're a big enough threat and have their own army around them, such as a Chaos Lord or the like, or they're influential enough and have enough connections that attempting violence against them would result in your Chapter being the subject of harsh censure, such as a Sector Governor, Lord Admiral, or something similar within the Imperium.

Second, they are a threat. They might not be a constant one hounding you every hour of the day, but when they move against your Chapter, it has the potential to be painful. This could be a determined incursion aimed at destroying your recruiting worlds, ambushing your Astartes on campaign and trying to kill them, or simply sabotaging your supply chain.

Third, they really, really, REALLY hate your guts (what did you even DO to them?), and at best you might achieve an uneasy peace with them for some time as they, and your Chapter, recover and recuperate before they attempt to move against you again.

The Aftermath

Astartes. You've survived your time here. That gives you a few options, doesn't it? Any hypno-indoctrination (for yourself or your companions) will be put to the wayside in order to allow you to make your final choice here unbiased and unclouded. Additionally no matter what terrible sights you may have seen, or what awful choices you may have been forced to make, you have my guarantee that any potential PTSD or other mental issues you may have will be removed.

Remain a True Servant of the Imperium - You've carved a life and a legend here. Sure, this realm may be one under constant war, but you've thrived here. End your travels across the Multiverse, and remain here as a defender of mankind.

To Holy Terra Once More - You've had enough and seen enough. You deserve a rest, don't you? End your jumpchain, and return to the paradisiacal Holy Terra of the far distant 21st Century.

Campaign Onwards - This is but one step on your journeys, isn't it? Move onwards, Jumper, but no matter where you go, remember your service to the Emperor of Mankind.

Author's Notes For Main Jump

-Many thanks to Games Workshop, the owner of this setting and franchise, for making such an amusingly fun setting to play around in and set stories within. Which is what this is, just an attempt at making a Jumpchain-compliant story generator, really, when you get down to it. This is not intended to infringe on their copyright, nor is this work intended for monetization of any type.

-Current Jump Version as of 7/7/2018
--Jump: V5 (technically 5.something, as there were a few tweaks, but close enough)
--Chapter Master DLC: V2 (noticeable changes, changelog at bottom.

-Many other thanks to Brellin, ir_fane, and Kindly Anons for assisting with brainstorming, formatting, editing, feedback, and generally helping balance things.

-I left the exact Psyker Rating of a Librarian a bit vague on purpose. It's kind of a weird, vague rating in-setting, and beyond 'Alpha Plus is when you start considering Orbital Bombardment a reasonable response to dealing with them', it isn't really something I found easy to nail down (IE, 'oh, if you don't have any perks, you're Gamma, if you have the 200 CP perk, you're Delta-grade', etc), given Psykers also often have their own individual specialities, Chapters have tendencies towards Psyker Ability one way or another (IE, Black Templars have None, Blood Ravens have way more than usual, Raven Guard are skilled at doing Sneaky Stealth Mind Tricks, whatever), etc etc etc. Just seemed too complicated to do in this particular jump. In general, if you're a Librarian, the more of the perks in the Librarian Tree you have, the higher your ranking would be. If you've got the full tree + 1st Company Veteran, you're probably up there at the top tiers of being a Space Marine Psyker with a century plus of experience smiting things with your mind.

-If you or destroy lose a 'normal' piece of Astartes Equipment post-jump, it will be replaced in your warehouse in a day. If you lose or destroy a master-crafted piece of equipment or your Power Armor post-jump, it will be replaced in a week. If you lose or destroy an artificer-grade piece of equipment or your terminator armor, it will be replaced in a month and your Chapter's Master of the Forge will disapprove of your thoughtless handling of a relic of the chapter so hard it will be noticeable through time and space.

-Yes, 'In The Grimderpness etc, etc…' is pretty much (almost) a joke drawback. It basically makes the setting the Memetic Warhammer 40k, where things are even more depressingly over

the top than they actually are in the game. And then you have to put up with that sort of hopeless deathfest for however long you're stuck here! ^_^

-Post-Jump, Archeotech Weapons, Armor, and Vehicles can use the form they gained here as an 'alt-form' of sorts. It's purely cosmetic, for the most part. For example, your Archeotech Pistol can either look like a bolt pistol, or it can look like a fancy revolver. You can have the delightful lines and pauldrons of power armor, or switch back to using silly looking plate mail. It's a cosmetic thing, post jump, but also means that, for example, your Astartes-sized Bolt Pistol will fit in your puny Jumper-sized hands after you are no longer a mighty SPESS MAREEN.

-Post-Jump, you can choose to use your SPESS MAREEN sized body as an Alt-Form.

-If you are purchasing weaponry for your Serf character, (bolt pistols, plasma guns, whatever) they get a 'scaled down' version suitable for non-transhuman super soldier hands. And muscles. Apparently, an Astartes Bolt Pistol requires handling like a rifle for a normal human, and an Astartes Bolter is treated similar to a heavy weapon. Maybe a bit less damage, comparatively, but it's not major. Still can't use Astartes Power Armor, tho', they'll have to make do with Carapace Armor and keeping their heads down.

-Most Vehicles are noted to have Space Marine Drivers and crew on the wikis and the like. I figure that can go either way (especially for some of the Chapters that are hammered by combat losses. I can totally see 'crap, we don't have any battle-brothers to spare, fine, let the serf drive the Rhino' happening), but if it really bothers you, you can think of that Serf discount you're using as being your drop-in Jumper supporting the chapter by purchasing the vehicle for the Astartes to use while he merely maintains it (and rubs his hands knowing he'll have it Post-Jump to play with). In Jump, Vehicles have sufficient crew to fully pilot them if you need/prefer, chosen from the ranks of your Chapter and the like. Post-Jump, you can still have general crews or pilot them yourself, but at least you do have a bunch of nifty STC-pattern tanks to play with!

-If you have Psychic Powers from another jump (Psionics from X-Men or being an Eldar or whatever)...Well, decide which version of the Librarian Capstone you want for the duration of the jump when purchasing it. Suppose you can keep both when the Jump's done.

-Feel free to import your fancy out-of-jump weapons, armor, and vehicles into the weapons, armor, and vehicles you pick up here. It adds functionality and makes them look less out-of-place in setting, and then you can tinker with them and add all those nice bolter shells to their available ammo types and as an alt-mode or what have you.

-Stacking force fields isn't usually great. I'd say that, in the case of Conversion Fields (IE, having a Rosarius and an Iron Halo) the stronger field is the one that takes effect. But, hey. You're a Jumper, maybe you can make them boost each other or something. Have fun with that.

-Falling to Chaos counts as losing, obviously. This is LOYAL PAULDRON MARINE Jump, not FILTHY CHAOS WORSHIPPER Jump.

-If you Combi-Weapon a Heavy Weapon with another Heavy Weapon, I'd say the 'sub' heavy weapon probably only has one or MAYBE two shots, personally, but the idea of having a Heavy

Flamer undermount for when someone charges you is pretty hilarious. Also, I'd say a Twin-Link Heavy Weapon is still too heavy for a Terminator to carry, but you're good for Dreads, Centurions, and Vehicles.

-Obviously, if you choose a Chapter that was founded after your starting era, should you roll with that sort of thing, the explanation is 'Warp Travel Malfunction'.

-Just to restate: Jumper gets +400 CP for Wargear, each member of the Command Squad gets +300 CP, and the Combat Teams get +200 CP. Think that was clear, but I just wanted to make sure no one got confused.

-While the most obvious change to a Space Marine is being huge, strong, fast, and having giant pauldrons, Gene Seed Organs are also flat out weird in spots. Also, not every Chapter has a fully functional set of gene-seed organs. Salamanders tend towards coal-black skin, for example, or the way a number of Imperial Fist Chapters no longer have functional Betcher's Glands. Tucking them down here, for reference to folks who aren't quite as familiar with the lore.

1. Secondary Heart - Just what it sounds like. Space Marines have two hearts, and the secondary heart can take over if their primary is damaged. Also provides an energy boost in a fight.t
2. Ossmoduula - Causes bones to grow stronger and faster, as well as infusing metal into 'em. Causes a Space Marine to reach their height of about 7 to 7.5 feet, and fuses their ribcage into a solid mass.
3. Biscopea - Greatly increases muscle mass
4. Haemastamen - Makes Space Marine Blood more efficient than normal human blood.
5. Larraman's Organ - Basically gives Space Marines super-platelets. If they are injured, the wound will clot and start scarring in seconds.
6. Catalepsean Node - Space Marines can rest half their mind at a time and remain in a trance instead of sleeping.
7. Preomnor - Allows Space Marines to eat normally inorganic substances and neutralizes most poisons. Is why they don't get drunk easily.
8. Omophagea - The bit that allows a Space Marine to gain knowledge by eating the flesh of something by absorbing memory DNA sequences or the like. The cause of the 'Marines can eat brains for knowledge' jokes.
9. Multi-Lung - Space Marines have three lungs and can breathe in low oxygen or even toxic environments.
10. Occulobe - Enhanced eyesight and low-light vision
11. Lyman's Ear - Space Marines don't get dizzy, ignore white noise, and resist sonic attacks
12. Sus-an Membrane - When mortally injured, Space Marines can put themselves into suspended animation.
13. Melanochrome - Gives Astartes some radiation resistance via messing with skin pigment. Also why Blood Angels are Pale and Salamanders are coal-black.
14. Oolitic Kidney - Super Kidney removes toxins from the bloodstream and helps regulate the rest of the body.
15. Neuroglottis - Enhances a Space Marine's sense of taste and smell, and helps greatly with tracking and the like.
16. Mucranoid - Covers the skin in a wax that seals skin pores. Used in conjunction with the Sus-an Membrane to safely survive vacuum or low temperatures.

17. Betcher's Gland - Space Marines spit poison.
18. Progenoid Glands - SUPER important to a Chapter. These are designed to grow, then be harvested. Each Space Marine develops two of them, one in the neck and one in the chest, and each set can be implanted in a recruit to grow another Space Marine.
19. Black Carapace - Final implant. Cybernetic interface for Power Armor.

-Some elaboration on the Chapter Master Perk below, that were a bit too wordy for earlier up in the jumpdoc. This perk has several effects.

First, Companions purchased in the next section may be from your original Chapter, from the new Chapter you found, or a mix thereof.

Second, you may consult the Chapter Master DLC, located lower in this document, for a set of rules for building your own Chapter. However, you must also lead this Chapter for at least an additional fifty years of warfare before your time in this galaxy ends, establishing your Chapter's reputation and survival. One can assume that it will be an eventful time, as Chapters of Space Marines are not sent to garrison safe, out of the way places, after all.

Third, should you wish to take command of an existing Chapter instead of making your own, then you may do so with a few caveats. First, and obviously, you must be from the existing Chapter you wish to take command of. Second, should you displace a known and existing Chapter Master, your jump's initial start point is set to just before they would have been chosen as Chapter Master, with you being chosen instead. In essence, a flip of the coin and a changed decision resulted in the Chapter electing you to take control instead. Third, instead of the full allotment of Chapter Asset Points that a new Chapter receives, you get only 5, representing changes you have made to point of doctrine or the like.

Fourth, your Chapter may follow you on your adventures across the Multiverse, should you make a good impression on them during your time as their leader. I'd advise following the usual rules for when they can be imported or show up in a jump, and if you have a Chapter Homeworld, it's probably a viable option for importing in jumps that give you entire worlds (such as Stellaris, I believe).

Fifth, you cannot buy this perk for your Companions. I know, I'm sad too, but no 'Companions buying Companions', alas. You're welcome to make Companions your Company Captains, tho'!

Chapter Master DLC Notes and Clarifications

- Many thanks to Red, CensorshipChan, Plyen, and other Kindly Anons for feedback.
- I've pulled a lot of the 'fluff' here from Lexicanum and Warhammer40k.wikia. They're great sources of general Stuff, I've found.
- As has pointed out to me, some of you might want to replace a 'canon' Chapter Master and take over their Chapter in jump via this DLC. Writer's intent for this DLC is that it is representing a shiny new Chapter, founded to put you in charge should you chose to be a Chapter Master. If you would like an Alternate Set of Rules for taking over an established Chapter (especially the 1st Founding Chapters), I shall provide a Tiki House Rule Suggestion Set, kept here because it's not quite part of the main DLC.

    - First: Reduced CAP. Should you take over a ‘canon’ Chapter, you receive only 5 CAP to spend. Established Chapters already have a fair amount of assets (Unless you’re taking over the Lamenters, and then you’re paying that surcharge to being in charge of the greatest sons of Sanguinus who are too good for this sinful dark age of War), and you’ll be taking those, so, yeah.They also tend to have their own preferred traditions and battle doctrines, and changing precedent and tradition is HARD. So... You only get 5 CAP to represent changes in focus when you take over.
    - Second: If you’re replacing the ‘canon’ Chapter Master, then your jump’s starting time shifts a bit. Instead of starting whenever you chose, you’ll start at the beginning of the canon Chapter Master’s reign, and replace him. Yes, this might mean you end up with First Company Captain Marneus Calgar and other such hilarity.
- Just to clarify: Chapter Asset Points are not a single resource. They’re meant to be an abstraction/conglomeration of the massive number of factors that can affect a Space Marine Chapter’s founding without having to try to make a rule for every single bitty detail. Stuff like Parent Chapter’s relations with the AdMech, how numerous they are, can the parent chapter provide cadre other than the Chapter Master and his boon companions, do they have extra wargear to hand out, how stable their gene-seed stock was, how long the Imperium has had to build up for this Founding, how badly the war effort is going, is the zone of operations they are assigned to super-hot and dangerous or is it more of a ‘this place is fairly quiet unless something goes horribly wrong, put space marines to stomp space horrors before they can become a massive problem’, what was the reading of the Emperor’s Tarot, did someone salvage a few extra ships from a Space Hulk, are the Chaos Gods distracted pissing each other off and not pushing an invasion, is this secretly an Alpha Legion Plot, has your Chapter Master called in favors from influential sorts in Imperial Factions that he has met during his career to get <X> resources, etc etc etc.
- If you would like a Tiki Narrativium Suggestion, I would say either start the jump as a fresh Chapter Master or be elevated to one during the jump. I mean, up to writer, but I think we’re allowed to accuse a Jumper of Cheesemongering if they go ‘Oh, last day of the Jump, taking my shiny new Chapter and leaving 40k forever mWHAHAHAHHAHAHA!’. There’s a lot of evil faces in 40k, Chapter Master! Go give ‘em a good kickin’ with you and your new Chapter’s Power Boots!
- There’s a vast enough chunk of Potential Homeworlds out there I tried to leave it open for folks to have fun with. Basically, you can mix-and-match, and in general not choose an option more than once, but I’m personally totally chill with people modifying it to fit their Fancy Chapter Idea. IE, you can fluff it as your Chapter are Fleet-Based and the worlds you spend CAP on are worlds you regularly recruit from (Example: Imperial Fists & Black Templars in general, the Blood Ravens and their stewardship of their Home system in Dawn of War II). It’s also why I didn’t go into quite as much detail as I could for various biomes, and tried to leave it as more tangible things. So, that’s why you can have a Deathworld (since that’s a big thing and Spess Mareens love recruiting from Deathworlds) as one option, but I skooshed Feral World and Feudal Worlds into Martial Traditions, etc. Hell, you could even easily call it a subsector Your Dudes are in charge of. It’s all good, the CAP purchases just get spread out among the subsector or whatnot. So, for example, oh, look, there’s a Forge World in your subsector, along with the nearby planets that are just kinda average planets (not barren rocks, not huge developed

worlds, just basic mining worlds you're responsible for) that keep it fed. Bam, Industrial Might explained..

- As another example, if you want an Icy Deathworld like Fenris or a Jungle Deathworld like Catachan, feel free to fluff your Homeworld as either/or, I'm not going to charge points for Biomes. Hell, take a Barren Rock and Teeming Masses and fluff it as everyone living in underground artificial habitats. Be creative and awesome. Or even stupid. Warhams 40k is full of Stupid Awesome stuff. It's why I love it, warts and pauldrons and all.
- If you want a TikiAuthor Headcanon Number (Because I know you people *love* numbers), each of the Homeworld Drawbacks (Beset by Strife & A Subtle Threat) would tie up about one Battle Company each on a regular basis as garrison/counter-insurgent forces for your Homeworld and the area of influence around it. IE, one of your Battle Companies has to remain on standby to defend the Homeworld against Dark Eldar Raiders, has to stay on constant alert for Regular Ork Assaults on the subsector, or hunting down Genestealer Cults and the like in the neighboring systems that your Chapter's Homeworld trades with or is responsible for defending. I'll let you guys headcanon how many of Your Dudes get killed per year fighting Orks/Chaos Nutters/Gene Stealers or the like. But, really, exact numbers may vary. Just my vague headcanon, if you want an Opinion of Writer, not hard and fast rule.
- Changed the Dogmatic perk to work for all three types of Codex Compliance. If you're Codex Compliant, you dislike anyone who dares to deviate from the Codex, because it is the Best Choice For Space Marines. If you're non-Compliant, you openly disdain anyone who adheres to the codex for whatever reason, such as lacking initiative or whatever you fluff your Chapter with. If you're minorly divergent from the Codex, your Chapter thinks that the complete adherents aren't flexible enough and the non-compliant chapters are too reckless and THEIR method is the best. In any case, the result is lowered cohesion and pointless, unneeded friction with other Space Marines. It'll even annoy the ones who nominally agree with you who aren't also hardliners for whatever position you support.
- Basically, the three free Stronghold options all have a Pro/Con thing going on. Fortress-Monasteries aren't, y'know, mobile and can be besieged (not easily, but it's possible) and you can't move them away if someone decides they want to eat all your delicious support staff, Chapter Barques have heavy defenses and are great at mobile support, but lack serious offensive weaponry, while an upgraded Battle Barge is incredibly dangerous, but will probably also be sent into dangerous situations quite often, which can be problematic when it is literally where your Chapter's recruits go to become Space Marines. The Legendary Fortress is basically a Fang equivalent, while the Legendary Mega-Vessel is something like the Phalanx or the Rock.
- For those of you less familiar with 40k, a quick recap on Codex Compliant Company Composition that might be helpful.
    - Chapter Command: Unassigned Specialists (Apothecaries, Chaplains, Librarians, Techmarines), Chapter Master (You!), odds and ends that don't fit anywhere else.
    - Each company is made up of ten squads of ten Astartes + Command elements (officers, Apothecaries, Chaplains) + attached specialists.
    - 1st Company: Traditionally the Veterans. Fight in power armor or terminator armor.
    - 2nd through 5th companies: Main battle companies. Standard Composition: 6 Tactical Squads, 2 Assault Squads, 2 Devastator Squads, plus vehicle assets.

    - 6th through 9th companies. Reserve Companies. Ten squads of a specific type. 2 Tactical Reserve Companies, 1 Assault, 1 Devastator
    - 10th Company: Scout Company. All the rookie marines fresh from gene-seed implantation, sent off to be sneaky and learn the trade of 'shank the Emperor's enemies'. No set squad size or number of squads, due to acceptable recruit numbers and 'number of initiates who don't die during geneseed implantation' constantly being in flux.
    - This article on 40k wiki has more of the nitty-gritty details. http://warhammer40k.wikia.com/wiki/Codex_Astartes
- Yes, if you would prefer, you can totally just have bog-standard Sword-class Frigates or the like instead of Space Marine ships. Space Marines aren't picky, and their fleets are often made of things they've either salvaged or captured, and they tend to slap their 'class' labels on them depending on what they do rather than what their exact hull originally was, but I included the Space Marine variants as the main examples because I think they're pretty neat.
- Figuring out the exact mechanics of how many of Your Dudes become Spess Mareens is hard. If you want a Tiki Ballpark Guess, each Bonus to aspirant survival raises it by about ten percent, while each Malus lowers it by the same (Or more, if you like DRAMAS). Same problem I had with Librarians in the original jump; fluff is a bit inconsistent and can vary wildly even in the same source or the like, depending on All The Fiddly Bits, so I'm inclined to leave it a bit vague instead of try to go 'you get <x> number of aspirants per perk, or lose the number thereof'.
- The main difference between Chapter Approved! And METAL BOXES is that Chapter Approved lets you design a 'custom' variant for your Chapter and modify your current motor pool, while METAL BOXES adds more of an already established design to your motor pool. No, you don't have to make them identical, as long as they're the same chassis (Example: Add a mix of the anit-air and artillery Whirlwinds to the Motor Pool, add standard Predators and Tank Hunting Predators, that sort of thing). Yes, you can combo METAL BOXES and Chapter Approved to get more of your custom Razorback/Predator/Whirlwind added to your motor pool. Same thing for Chapter Approved and Tank Goodness, which is for Land Raiders.
- As a ballpark number derived from 40kWikia, each purchase of METAL BOXES for MORE METAL BOXES probably adds somewhere between ten to thirty METAL BOXES to your Chapter's motor pool, as it is noted in the Predator article that most Chapters try to keep about 20 to 30 of each Predator Variant they use on hand in their armory. Adjusted depending on Your Guys' fluff, of course, such as probably being more if you're a tank-crazy chapter and maybe less if you just want to add a couple of extra artillery tanks to your battle companies, for example. Good rule of thumb is that the more 'niche' the tank's speciality, the less that will be added. So, lots of Predators, because they're flexible, but less Whirlwinds, because they have a dedicated role. Just trying to elaborate on the numbers I put in the option itself.
- Depending on fluff/headcanon/preference, it seems that you have Options for Vehicle Crew. The original path I went for the main jump was 'could be Serf, could be Marines, depends on circumstances'. Apparently, and I missed this since it's been ages since I read the older fluff and it got buried/changed, another option was that vehicle crews tended to be drawn from the Reserve Tactical Companies, which would neatly explain how a 'standard' Codex Company of 100 marines had tend squads + Space Marine

Vehicle Drivers. I'm still standing by my 'choose whichever makes the best story for Your Dudes' option, I think..

- Chapter Drawbacks go away post-Jump on a case-by-case basis, depending on writer, Narrativium, and common sense. Having picky gene-seed isn't going to magically fix itself just because you're now in *random jump* Swords and Sorcery Jump, but the Supply Woes might go away now that your Chapter is now in another universe. Or get worse. Or it might just be a problem like the Lamenters and their horrid luck, and be a multiversal constant. Or your Chapter may just be Super Enthusiastic about their jobs, and so, like the mighty Space Koifish or a mouse with a cookie, you never can have enough supplies, because if you have enough supplies, your Chapter wants to go off and use them. Again, case-by-case, up to Jumperwriter, so just use some common sense. If you want to retain a drawback because it makes a better story, by all means, please do. If you want to just stick with 'everything bad goes away', hey, that's your call. I'm not going to rule on it, but I will note I'm inclined more towards 'stick around until you solve them somehow' rather than 'magically vanish'.
- You can pretty much get the 'common' Land Raider and Land Crusader variants on purchase of Tank Goodness, and a 1 point surcharge to dip into Chapter Approved makes it possible to convert your stock of Land Raiders to the Helios or Prometheus model. Do note that's 1 CAP to convert as many of your existing Land Raiders as you'd like. Tank Goodness just adds more Land Raiders to the motor pool to play with or assign to a Company. The Achilles and Terminus Ultra are much rarer & archeotech, so are more fittingly purchased as Relic Machines, not Tank Goodness.
    - Example In Action: +1 Land Raider Helios would be 2 CAP, with 1 CAP spent on Tank Goodness and 1 CAP spent on Chapter Approved to acquire the Helios-Pattern as an option for your Chapter. To buy 2 new Helios-pattern Land Raiders would cost 3, CAP, with 2 CAP spent in Tank Goodness and 1 CAP spent on Chapter Approved to get the Helios-pattern design. If you wanted to convert three of your 'starting' Land Raiders to a Helios-pattern, it would only cost 1 CAP spent on Chapter Approved to acquire the Helios-pattern.
- Chapter Approved is the easiest way to get 'Chapter' variant tanks in your motor pool. Like the Baal Predator, or at least a knock-off version, since the Blood Angels are surprisingly assholish about not sharing the schematics for 'close range assault support tank' with anyone they aren't related to.
- Volkite weapons are stupidly expensive for the small number because they are stupidly rare. If you're not AdMech or a few leftover weapons floating around the Solar Auxilia, they pretty much are out of service these days. If you want a TikiGuess for about how much the cache has, call it roughly three squads worth of Volkite weaponry, but you can pick the squad type (Assault, Tactical, Devastator, or mixed) or whatever the Legion equivalent to those squads were, I'm not as up to date on Horus Heresy era stuff and name changes. By comparison, the other purchases let you outfit any type of squad with the appropriate weapon type if you want. IE, four plasma cannons or four grav cannons for your Devastators, Grenade Launchers and Missile Launchers with a few of the more common but rarer missiles (like, I dunno, the anti-air man-launched SAM missile, something like that) or a melta gun and multi-melta for every tac squad in a company. The Volkite cache is only gonna net you a couple of squads of wargear by comparison. ...In fact, splitting that off..
- Just to clarify, if you don't buy the Terminator Company, that does NOT mean your Chapter has no Terminator Armor. You do. The Terminator Company purchase is to

represent being one of the chapters that has enough of the rare and hard to make terminator suits to put 100 Terminators in the field at once. That's pretty much unheard of these days outside of the original Legions and their immediate Second Founding successor chapters, from the fluff I'm familiar with. Exact numbers vary. I recall reading Carchadons are mentioned to have relatively few Terminator suits and the ones they do have are made of a mix-up of salvaged suits, for instance, while the Dark Angels and a number of Unforgiven chapters regularly field all-terminator Companies.

- Someone brought up the question of loyalty from your Astartes for a Jumper. During the Space Marine Jump, your Space Marines will be reasonably loyal. As long as you aren't acting against the Imperium (And keep in mind, the occasional minor skirmish or war isn't enough to get some Chapters blacklisted, depending on how famous and well-established they are) and aren't displaying Excessive Amounts of Overt OCP Powers, they'll probably follow your lead. For example, if you're just really fast, strong, and an excellent swordsman, they can totally grok that within their own experience as 'you are an awesome Chapter Master who is fast, strong, and an excellent swordsman, praise the Emperor and the Primarch.' If you start flying without a jetpack while manifesting bio-tentacles and your teeth suddenly elongate into six inch daggers you use to bite an Eldar's heart out after your neck grows to fifteen feet long, they are going to be a wee bit less accepting and may start looking for the Promethium or the nearest Inquisitor because that's a bit dangerously weird even for a Psyker. Post-Jump, they'll remain loyal as long as you don't try and force them to do things completely against the traditions you instilled in them during this jump. In other words, use some common sense. Don't act like a weird-ass daemonhost with all sorts of funky and unheard of powers and your Loyalist Chapter won't try to purge you.
- Getting numbers for 'how many Librarians' is hard, but as a rough Tiki-Guess (that is purely derived from 'that sounds alright'), but going with some of the other 'boost numbers' perks, I'd say that the 'more Librarians in your Recruits' probably gives you about a ten percent boost in the number of Librarians you have. Exact numbers are going to depend on your Chapter, but for comparison's sake from another discussion I was reading on the subject the modern Ultramarines have about 28 Librarians while the Blood Angels (Who, it must be noted, have some really high psionic potential. It's why the Black Rage is such a problem for them, if I recall) have around 38 or so plus several Librarian Dreads. So, something in that range seems reasonable for your Chapter.
    - General consensus I saw is that in ideal situations, you usually end up with about two Librarians per Company, but that can vary greatly by Chapter. Blood Ravens field frellin' VETERAN SQUADS of Librarians, while Black Templars hate Witches so much they have NO Librarians. So, there's your extremes.
    - Still, as a bit of discussion I read pointed out, given how valuable an asset they are and the edge their powers give them on top of being a fully-trained super soldier, Space Marine Librarians probably have a decent survival rate if they don't get eaten or something, so they probably accumulate over the centuries. Kind of like how Psi-Soldiers in X-Com: Enemy Unknown and X-Com 2 become horrible murder machines that can butcher entire squads in seconds, that sort of thing.
    - And of course other factors will affect this, so that's why I'm leaving it vague. Like, if you're recruiting from a high population world, you'll have more psykers just by the law of averages, if your gene-seed is picky you'll have less because they have fewer chances to become Space Marines, that sort of thing.

- Tiki-guesstimates: I'll Make A Marine Out of You is probably roughly a ten percent increase in your overall amount of new Astartes. Same for Tolerant Geneseed. Maybe more, they do stack after all, but Space Marine Creation is such a bloody wibbly-wobbly 'so many factors can affect it' sort of thing I'm just going to ballpark it as 'each gives you about ten percent more Successful Scout Marines'.
- Killed the point costs/benefits on Chapter Homeworld Governing Style after thinking about it for a bit. It's just a 'choose one' option now.
- Just to clarify, Industrial Might is pretty much 'your Chapter has its own industrial base'. Not so much 'you have an entire Proper Forge World'
- No upgrade (Cardinal World) to Shrine World because that'd be directly under Ecclesiarchy control. Same thing as AdMech and Forge Worlds, really. Shrine worlds are note to not -always- be under Ecclesiarcial control, so that's the wiggle room here, while Forge Worlds /are/ always AdMech.

Changelog

V2 Changelog
-Round 2 of spelling tweaks
--Added a brief list of what the Space Marine organs you get from being an Astartes actually DO.
-Cut back the CP for Command Squad to 600 CP. It's maybe a little high, but I do like the idea of having the option to make the entire Command Squad Vets/Terminators and play Space Hulk in-jump. It just amuses me.
-Clarification on Librarian Capstone added to Notes. In short, if you have Non-Psyker psychic powers from outside the Jump, decide which variant you want for the duration of this jump and then keep 'em both afterwards.
-Clarified that purchased vehicles come with Generic Crews that remain post-jump. Up to you if they're well-trained professional Serfs or Spess Mareens, tho', I can see it going either way, depending on Chapter.
-Tweaked descriptions of Drop-Pod Designator and Flawless Teleport Homer a bit. Now is 'summon allies, allies last for fight, require 7x the time spent fighting before being usable again'. So if you have a month of pitched combat, they're not coming back for seven months.
-Added Astartes Supply Cache. Basically a big armored vault that can survive being dropped from orbit, provides a constant supply of spare parts for Power Armor and the like, pops out enough parts to fully build 1 or 2 suits of Power armor per month and 1 suit of termie armor per year, give or take. Not counting actual assembly time, of course. Also includes ammo for owned weapons.
-Tweaked how Master-Crafted and Artificer weapons work. Artificer is now an upgrade of Master-Crafted. Pulled the 'Veteran Required' bit from them. Kept it on the Iron Halo and Artifice Armor because those just don't feel right issued to every Jim, Bob, and Tim Marine.
-Tweaked wording of Lord Apothecary. It's now a 'medical boost applies to things you are personally doing or at least overseeing.'. Example: The hospital you administer won't get the boost. The surgery ward you're head surgeon of will.
-Punted 'Strategos' discount off of the Space Marine Strike Cruiser. Felt weird to only have one item in there that was discounted by Perk, not origin.

-Tweaked costs of Chainfists upwards to +50 Points, since 25 points was a little weird feeling. Huzzah, even numbers.

V3 Changelog
-Archeotech Import Options removed from wargear list. Note on Import Whatever added to Author's Notes.
-Venerable Ancient & Dreadnought Sarcophagus Item each have weapon loadout (Twin-Linked Heavy Weapon or Dreadnought-scale Power Fist with Storm Bolter or Flamer per arm) noted.
-Minor wording and grammar fixes.

V4 Changelog
-Tweaked the Astartes Supply Cache to include spare parts for weaponry and a couple of bolters and bolt pistols as well.
-Put in an author's note about my thoughts on multiple conversion fields. Stronger one works, Iron Halo's probably a little bit stronger.
-Added a Small Adamantium Box of models. Because that's apparently what you do in Warhammer Jumps? *headshake*
-Added note on Imports to start of the Wargear section.
-Tweaked the wording of the Bolt Pistol entry. Also took out the '1 free Astartes' bit in Power Armor, since it's covered by the Basic Loadout entry. Clarified that the bonus 400 CP is for this section, since you can spend it on vehicles.
-Elaborated that post-jump, Antiphasic Bolt Shells will smack ghosts. Suck it, Ghostbusters!
-Added an Origin Section on Starting Era. It's either 'choose some time you like' or 'Hey, here's some suggestions when shit goes down, go have fun and be Awesome FOR THE EMPRAH.'
-Minor clarification to Wargear section wording.
-Changed the name of 'Wargear' to 'Astartes Arsenal', because some of the things in there aren't technically Wargear (Vehicles and the like)
-Added the Assault Cannon to Heavy Weapons. As note, it has a ridiculous recoil, so it usually needs to be mounted on something, but what the heck, you Jumpers are crazy, so why not?
-'Cybernetic Limb' changed to 'Bionic Implant', Techmarine Discount added. Because that's what those crazy guys do.

V5 Changelog
-A few grammar tweaks. Again. I'm sure I'm missing some that escaped last time, of course. Also did some formatting tweaks for readability.
--v5.1 - Even more fixed formatting errors. Stupid spacing random deleting my line breaks *incoherent grumbling*
-Added an 'era' RNG chart. It's still 'choose one if you want, or here's a RNG number if you want a suggestion/to roll for it'.
-New Perk: Chapter Master + Chapter Master DLC (Take Chapter Master Perk, then you can play with the Chapter Master DLC).
--Promptly had to go and make some tweaks to the Chapter Master DLC. Oh well...
-Added Volkite weaponry to the Armory list. No, you can't get discounts on it, that stuff is stupid rare post-Heresy.
-Added Cataphractii and Tartaros Terminator options.
-There never was a reference to Scenarios that may or may not have existed before being tossed out for Not Being Very Good, per order of the Inquisition.

-Tossed out the 50 CP cost for the Predator's weapon sponsons. Fluff says they've had those as standard since the Great Crusade, and I'm certainly not arguing with 10,000 years of tradition.
-Tossed the Rhino Upgrade Package. As someone pointed out, most of those upgrades are cheap enough to be easily installed by the Chapter's Techmarines if needed, and in hindsight a Rhino that costs the same as a Land Raider is just kinda silly.

Chapter Master DLC v2 Changelog
-Reworked some of the wording for the vehicle options to make them less 'definitive' for how many vehicles they net you.
-Added the Codex Standard Freebie option, to reassure people that you do get at least Basic Space Marine Stuff.
-Thunderhawk option changed to Thunderhawks Are Go!, which adds dedicated Gunship support to your Companies instead of 'borrowing from the Fleet's Thunderhawks for a bit'.
-Reworded Metal Boxes
-Basic Imperial Planet added to Homeworld Options. This is your Not Very Exciting But Still More Than A Barren Rock world, and would probably cover things from 'freshly settled Frontier world' to 'basically self-sufficient Feudal World' to 'normal Imperial World where things are actually kinda nice' sorts.
-Teeming Masses - Slightly reworded to emphasize it's 'dense population but not hive world dense'
-Caves of Steel - Hive World option added.
-Reworded Industrial Might to make it a little more clear that it's more of a 'either you have a deal with the Ad Mech for dedicated output, or your chapter's built its own infrastructure up' rather than 'We're Direct Governors In Charge Of A Forge World'.
-Reworded Direct Governors to try and emphasize that your Space Marines are integrated in the government without necessarily micromanaging. Attempt to avoid the whole 'do we have direct control of an AdMech Forge World' issue, again.
-Just flat out punted the point costs for governing styles.
-Added Shrine World option.
-Minor Rewording of Voidyards.
-Thunderhawks Are Go! Option for Armory upped to 2CAP, but also adds Stormtalons and Stormravens, which are Shiny new Gunship Designs and thus not as common as others, to your Chapter's Armory. Presumably, your Chapter found the STC data somewhere before the Blood Angels did or the like.
-Relic Machine slightly reworded, added mention of Stormbirds there, for your 'ancient no longer made phased out during the Horus Humbug full company transport' needs.
-Aerial Aces doctrine added.
-Metalheads/Cybernetics Doctrine added.
-Reworked the drawback section to put all the +1 CAP drawbacks together.
-Added Chapter Wide Personality Flaw Tendency to the drawbacks, such as Dark Angels getting paranoid and Blood Ravens being Magpies.
-Bloody Magpie Perk added at a 1 CAPper called 'Recovery Specialists'.