WARHAMMER 40,000



Space Marines

Jump by dragonjek
Version 1.0

"They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines... and they shall know no fear."

-The Emperor of Mankind

In the grim darkness of the far future, there is only war.

But even in this hellish time, humanity is not without its defenders. There are, of course, the manifold forces of men; the Navis Imperialis, the Imperial Navy that wages war amidst the stars; the Astra Militarum, the Imperial Guard that wields the lives of trillions of men and billions of tanks to make the xenos and the Daemon bleed for every step of land they take; the Adepta Sororitas, of whom the Sisters of Battle protect the faithful and purge the unclean. And this only touches upon the great military forces available to the Imperium of Man.

But no matter how vast their numbers, no matter how mighty their firepower, there exist forces in this universe that mere mortal humans can scarcely hope to stand against. Necrons, possessed of technology so advanced it might as well be magic, with undying bodies of necrodermis; Tyranids, the least of their kind capable of killing a man and their greatest capable of matching Titans; and of course, the Daemons of the Immaterium, to whom the weapons of men are little more than feathers pelting their hides.

When the Emperor of Mankind sought to unite the broken remnants of humanity, He knew that His Great Crusade could not be waged by mere men. So, drawing upon His impossible brilliance and the knowledge that He had garnered in the Golden Age of Technology, the Emperor used His own genetic material to design great and mighty Primarchs, titans of power and intellect to serve as His generals. From them He harnessed their gene-seed, and by diluting their essence a hundredfold, was able to imbue mortal men with a portion of their might.

Those who survived this process became Angels of Death, the Adeptus Astartes; and now, you join their number. You shall be the Emperor's righteous sword. You shall be Humanity's unyielding shield. You shall be the avenging angel to bring low those who threaten mankind, and be the rock upon which the unending tides of the Daemon and xenos shall break.

You are a Space Marine.

And you shall know no fear.

Take **+1000 Chapter Points** to prepare yourself for the ten years you will spend in this war-torn galaxy.

Founding Legion

Although in the modern day the Space Marines are divided into Chapters, during the Great Crusade they were instead formed into twenty Legions, one for each Primarch. With the exception of the Grey Knights (which were formed from the Emperor's own gene-seed) and the Deathwatch (which draws upon members of many different Chapters), all of the modern Chapters are descended from one of these Primarchs and the Space Marines of their Legion.

Here, you will pick what Chapter you are a Space Marine of, or which Legion yours is a Successor Chapter to. For instance, if you choose to be a member of the Redemptors, you would select the Imperial Fists as your Founding Legion, as yours is a Successor Chapter to that Legion.

The alignment of the Legions is listed, but your specific Successor Chapter or Warband does not need to follow the same alignment as your predecessors. No small number of Successor Chapters to the original Loyalists have since turned to Chaos, for instance.

You are free to pick your age, so long as it is reasonable. By default, you are male, as the gene-seed and developing Space Marine organs are only compatible with male hormones and biology. If you'd like to be female, then take note of the **Non-Canon** toggle.

You are free to have a memory of a life in this world if you wish, or you can be a drop-in. If you are a drop-in, you may opt for your battle-brothers to believe you to have already been a part of the Chapter, but remember that you were quiet and kept to yourself, so they don't really have any particular stand-out memories of you. No one will remember it odd that they can't recall what engagements you fought in. After all, simply appearing out of nowhere in this world would be quite dangerous for your health…

I Legion – Dark Angels:
Alignment: Loyalist [or Traitor]
Primarch: Lion El'Jonson
The First Legion of the Astartes—originally known simply as "The First"—was formed of the Dark Angels. Although by Imperial edict the Space Marine Legions

were to be split up into many smaller Chapters to prevent them from having too much power, the Successor Chapters of the Dark Angels have maintained an unseemly closeness. In truth, this is because of shame; although records of it are almost entirely destroyed, the fact of the matter is that a significant portion of the Legion actually turned to Chaos, and even now the Dark Angels and all their Successor Chapters secretly dub themselves "The Unforgiven", and are obsessed with finding every last "Fallen Angel" that the Chaos Gods scattered across space and time.

Example Successor Chapters include the Angels of Redemption, the Consecrators, the Cowled Wardens, and the Unnamed.

II Legion – [Lost and Forgotten]:
Alignment: Unknown
Primarch: Unknown
What is there to say of the Second Legion? Its name is lost, its Primarch is lost—even the fact that it existed at all is a well-kept secret in the Imperium. The Emperor of Mankind did everything in his power to stamp out every record of there ever being a Second Legion. Unless you pick the era of the Great Crusade, you will not be of this Legion.

Instead, you may use this selection to pick from one of the many Chapters that are Successors to an uncertain Legion. Examples include the Blood Ravens, the Minotaurs, the Scions of Iron, and the Night Sentinels.

III Legion – Emperor's Children:
Alignment: Traitor
Primarch: Fulgrim
Once, the Third Legion stood out as the ideal Astartes. They were the only Legion gifted with the right to bear a part of the Emperor's name in their title, and they had the honor of being the only legion that bore the insignia of His own icon, the Palatine Aquila. And yet, Fulgrim was unsatisfied. He sought impossible perfection, and turned to creative pursuits to capture it. The Primarch sought ever greater heights, and slowly his passions turned darker and his drives more extreme as the influence of Slaanesh seeped into his mind. Eventually, he turned fully to the worship of Chaos, and the Prince of Pleasure in particular. Whatever members of the Emperor's Children that did not follow their Primarch into treason

were killed by their fellows, and the entire Legion sprinted headlong into depravity. Now, the once-Legion exists only as a multitude of isolated warbands, sharing only a desire to experience the extremes of sensation and to find new and heretical experiences.

Notable warbands include the Phoenix Conclave, the Ripping Nails, and the Sensorians. The Death Eagles Chapter of Loyalist Space Marines is believed to secretly be a Successor Chapter to the Emperor's Children, although others claim it to instead originate from the Raven Guard.

IV Legion – Iron Warriors:
Alignment: Traitor
Primarch: Perturabo
The Iron Warriors used to be the honorable 4th Legion of the Imperium. But, as the greatest siege-breakers the galaxy had ever known, it was their fate to be thrown into the harshest, most grueling, most unforgiving and extended conflicts the Imperium had to offer. And what's more, the most thankless—often, the Iron Warriors' contributions to the war were looked over by the populace in favor of other Legions. Siege warfare is well-known to have amongst the most terrible consequences for one's mental health, and the Iron Warriors were thrown into the fray again and again without cease—eventually, they came to hope that the defenders in their conflicts would fight even after the siege broke, to give the Iron Warriors a chance to vent their wrath upon them fully. They were renowned for their grievance against the Legion of the Imperial Fists, a grudge that helped convince them to side with Chaos.

Example warbands of the Iron Warriors include the Ferrocratic Creed, the Hammers Relentless, the Metal Claw, and the Shatter Corps.

V Legion – White Scars:
Alignment: Loyalist
Primarch: Jaghatai Khan
Once known as the Star Hunters, when their Primarch was discovered the Fifth Legion was rebranded as the White Scars. Raised on Mundus Planus, known to its people as Chogoris, Jaghatai Khan was a fierce warrior who prized honor and justice, a trait inherited by his Legion and the Chapters that followed it. Ferocious in battle yet noble in demeanor, marked by ritual scarification, they fought in the

manner of the steppe warriors of Chogoris, although the Space Marines fought aboard Assault Bikes rather than the horses used by the tribesmen of their homeworld. The Great Khan was lost to the Imperium chasing the Dark Eldar into the Webway, but the White Scars believe that even now he stalks the Webway, hunting the Drukhari and other enemies of the Imperium, to one day return and lead the Chapter to glory.

The White Scars Successor Chapters include amongst their number the Marauders, the Storm Lords, the Jade Scorpions, and the Astral Bears.

VI Legion – Space Wolves:
Alignment: Loyalist
Primarch: Leman Russ
The Space Wolves were like no other Legion of Space Marines; passionate, lively, and in some ways perhaps even barbarous, the Sixth Legion fought with absolute ferocity for the sake of the Imperium. When the Legions split up into Chapters, and many came to follow the *Codex Astartes*, at least in part, the Space Wolves refused to deviate from the way of life and way of warfare that they had followed during the Great Crusade. The Space Wolves, more than any other Chapter, seek glory in battle, and in the heart of every Astartes of the Chapter yearns the desire to be spoken of in the same breath as their Primarch.

The only historical attempt to create a Successor Chapter to the Space Wolves ended in mutation and tragedy, and it was not attempted again until the successful creation of Space Wolf Primaris Marines in the Ultima Founding. As such, apart from the Space Wolves themselves, the only Successor Chapters available to you are all composed of Primaris Marines, such as the Wolfspear, the Icefangs, the Mooneaters, and the Blood Wolves.

VII Legion – Imperial Fists:
Alignment: Loyalist
Primarch: Rogal Dorn
The Imperial Fists served as the personal guard of the Emperor; following the Horus Heresy, this role was taken over by the Adeptus Custodes, but the Imperial Fists remember well and take great pride in their ancient charge. The Imperial Fists have ever been the most loyal of the Legions; even in the midst of the Horus Heresy, when brother doubted brother, none could bring themselves to doubt the

devotion of Rogal Dorn and his Astartes towards the Emperor. Masters of fortifications and defensive sieges, the Imperial Fists stand in the Imperium as icons of what it means to be a Space Marine, and are held up as some of His most loyal sons. However, they are prone to spells of dark emotions and self-doubt, and have a mysterious drive to practice scrimshaw on the bones of their departed brethren.

The Imperial Fists have had many a Successor Chapter, including the Crimson Fists, the Black Templars, the Exorcists, and the Hospitallers.

VIII Legion – Night Lords:
Alignment: Traitor
Primarch: Konrad Curze
When the newborn Primarchs were spread across the galaxy, Konrad Curze landed in the Hive World of Nostramo, where he grew up amid filth, corruption, and gang warfare. But he held a desire for righteousness and justice, twisted though it was by the monstrosities he was exposed to, and he began a crusade of cruelty and slaughter which eventually brought peace-through-fear to his world, where he was known as "The Night Haunter". This is a principle he carried to his Legion, for whom he cared nothing. Under the Night Haunter's leadership, the Eighth Legion became filled with monsters who committed atrocities better suited to the Drukhari than human beings. Indeed, it could be said that of all the Traitor Legions, it was the fall of the Night Lords that was the most inevitable.

Example warbands descended from the Night Lords include the Shadowflayers, the Baleful Eye, the Skinblades, and the Warband of the Painted Court.

IX Legion – Blood Angels:
Alignment: Loyalist
Primarch: Sanguinius
The Ninth Legion was once known as the Revenant Legion. A flaw in their gene-seed gave them an unholy thirst for violence, and the Legion was well on its way to becoming a collection of true monsters. And then the Emperor discovered his wayward son, Sanguinius, and delivered to him control of the Revenant Legion. Sanguinius would spend the next decade reforming his Legion, teaching it through carefully chosen campaigns to bring forth their humanity, their discipline, and even their compassion, until the once-barbarous Legion became famed as the

Blood Angels, who would one day become icons of nobility to the Imperium. Truly, Sanguinius was the best of his brothers—unfortunately, his brutal death echoed in the blood of his gene-sons, and for the next ten millennia, the Blood Angels and those that followed them would hold secret the dark urges brought forth from their Primarch's dying agonies.

The Blood Angels and their Successor Chapters are known amongst themselves as the Sanguinary Brotherhood, and include among their number a great many Chapters, including the Atlantian Spears, the Blood Dragons, the Flesh Eaters, and the Lamenters.

X Legion – Iron Hands:
Alignment: Loyalist
Primarch: Ferrus Manus
Once known as the Storm Walkers, once Ferrus Manus took control of the Tenth Legion, they were rebranded as the Iron Hands, in honor of the metallic hands that had replaced Ferrus's own. Ferrus Manus was a harsh taskmaster, but an honest one, and when he learned that his Astartes were beginning to replace their own body parts with cybernetics in imitation of him, he decided that he would reteach them, so that they were more than simple instruments of violence. But that would never come to pass, for he was slain by his brother Primarch Fulgrim. Since that date, the Iron Hands have been a Legion defined by their hatred. Their hatred of Chaos for betraying the Emperor, their hatred of the Loyalists for allowing the Emperor to fall, their hatred of weakness, and their hatred of the flesh for being weak.

Example Successor Chapters to the Iron Hands include the Brazen Claws, the Sons of Medusa, the Knights of Byzantium, and the Red Talons.

XI Legion – [Lost and Forgotten]:
Alignment: Unknown
Primarch: Unknown
Who can say what the Eleventh Legion was like? Their very existence has been scrubbed from history, and no one but the Primarchs and the Emperor himself remember what they were. Unless you pick the era of the Great Crusade, you cannot be a member of the XI Legion.

That said, you can still pick this option, if you like. Instead of being from this lost Legion, you will instead be from one of the many Chapters that are Successors to an unknown Legion. Examples include the Brazen Skulls, the Marines Malevolent, Crimson Shades, and the Emperor's Wolves.

XII Legion – World Eaters:
Alignment: Traitor
Primarch: Angron
Once known as the War Hounds, the Twelfth Legion was rechristened as the World Eaters after leadership was taken by their Primarch, Angron. Angron ordered that every member of his Legion be implanted with the same Butcher's Nails as he (or at least, with similar replicas), knowing that it would increase their combat prowess. And it did… but it also increased their aggression, and the World Eaters would become known for their brutality and the senseless slaughters they committed. They were one of the first Legions to betray the Emperor, and naturally turned to the worship of the Blood God Khorne.

Warbands descended from the World Eaters include the Black Feast, the Butcherhorde, the Ravagers, and the Sons of Slaughter.

XIII Legion – Ultramarines:
Alignment: Loyalist
Primarch: Roboute Guilliman
Whether you are a citizen or soldier of the Imperium, there is one Chapter that comes first and foremost to mind when one thinks of an Astartes; the Ultramarines. Once called the War-Born, they were reborn under the guidance of Roboute Guilliman into the greatest military force that the Imperium has ever known. Many Space Marine Chapters maintain a presence on their Chapter's own homeworld; however, the Ultramarines directly ruled over and recruited from a sub-sector of 13 star systems, known as Ultramar—and even that great expanse has been voluntarily reduced from its original size, consisting of more than 500 planets, which the Ultramarines Legion distributed among its Successor Chapters in the Second Founding.

The Ultramarines have more Successor Chapters than any other of the Founding Legions; however, as an example of what Chapters you may choose from, you

might look towards the Novamarines, the Obsidian Jaguars, the Imperius Reavers, or the Void Tridents.

XIV Legion – Death Guard:
Alignment: Traitor
Primarch: Mortarion
Before they were the Death Guard, before they became traitors, before they turned to the horrific worship of the disgusting Chaos God known as Nurgle, the Fourteenth Legion was known as the Dusk Raiders, and were known for their honor. After Mortarion took control, his zeal for fighting injustice and freeing the populace of tyranny turned the Legion into the Death Guard, and they became a force of destruction and slaughter; they did not build, they did not create garrisons to protect their territories. They simply conquered and moved on. They became renowned for their durability and endurance—a trait that was only exacerbated upon their turn to the worship of Nurgle, who was infamous for his "gifts" to his followers that enabled them to survive devastating wounds.

Warbands descended from the Death Guard include the Glooming Lords, the Fecund Ones, the Poisoned Chalice, and the Putrid Choir.

XV Legion – Thousand Sons:
Alignment: Traitor
Primarch: Magnus the Red
The story of the Thousand Sons is a story of tragedy. Magnus never sought to betray the Imperium, but was perjured for his study of the psyker powers against the edicts of the Emperor. But when that selfsame study led him to a vision of the upcoming war, and he sought to use his sorcery to send an astral projection to the Emperor to warn Him. But his attempt was ignored, and the enraged Emperor sent Leman Russ and the Space Wolves to bring Magnus to Him in person… only for the poisoned words of Horus to twist Leman Russ into launching a full-scale assault on Prospero. Magnus and the Thousand Sons escaped to the only place they could—the Warp—but found that their non-psyker battle-brothers were beset by terrible mutations, worse even than those common to Magnus's gene-seed. The Chief Librarian Ahriman sought to cast a spell to cleanse these mutations… only for the spell to destroy the bodies of every single non-psyker in the Legion and bind their souls to their armor. The "Legion" today is composed of only a small number of living Astartes, and a great number of what have come to

be called the Rubric Marines. If you originate from a time after the casting of the Rubric of Ahriman—that is, some time after the Horus Heresy—you must purchase **Psyker** to be a member of the Thousand Sons.

Warbands that originate from the Thousand Sons include the Grand Order of Hermetic Blades, the Warp Gheists, the Prodigal Sons, and the Reflected Ones.

XVI Legion – Sons of Horus/Black Legion:
Alignment: Traitor
Primarch: Horus Lupercal
First, they were the Luna Wolves, and served the Emperor with absolute loyalty. Then, when Horus excelled in warfare, on the Emperor's suggestion they were renamed the Sons of Horus. Then, after Horus died in his treasonous attack on the Emperor, they painted their armor black, for mourning and for vengeance, and took up the name of the "Black Legion". They would periodically gather to perform the "Black Crusade", which the Imperium believed to be invasion attempts from the Eye of Terror, but which were in truth a series of strategically planned attacks to weaken the Imperium over the course of 10,000 years. They are currently led by Abaddon the Despoiler, the man who successfully split the Galaxy in half.

Warbands descended from the Sons of Horus/the Black Legion include the Forgeborn, the Corpsemakers, the Chosen of Heiros, and the True Sons.

XVII Legion – Word Bearers:
Alignment: Traitor
Primarch: Lorgar Aurelian
If blame for the Horus Heresy could be said to fall upon one Legion above all others, it would be the Word Bearers. Once known as the Imperial Heralds, they were rechristened under Lorgar's leadership, for he sought to spread the Word of the man he worshipped as a god, the Emperor. When the Emperor of Man discovered this, He rebuked Lorgar, disavowing any divinity. But Lorgar, in his crisis of faith, came across *true* gods, and turned to following the Ruinous Powers of Chaos. It was his manipulations that twisted Horus to the worship of Chaos, and even now the Word Bearers seek to spread the "truth" of Chaos to all who still worship the Corpse-Emperor.

More so than any other Traitor Legion, the Word Bearers still maintain the majority of their cohesion. But if you'd like to join one of the warbands descended from the Word Bears, you might consider the Iconoclastic Brotherhood, the Prophets of the Blighted Path, the Sanctified, and the Weeping Veil.

XVIII Legion – Salamanders:
Alignment: Loyalist
Primarch: Vulkan
Although the Ultramarines may be the most praised and famous of the Space Marine Legions, it could be said that none are so beloved by the common folk as the Salamanders. Once called the Dragon Warriors, the Eighteenth Legion was renamed once their Primarch was discovered, who sought to reforge his Legion into a tool not only to spread the glory of humanity, but to protect those who needed help. The Salamanders, above all of the other Legions, have held sacrosanct the importance of innocents and civilians, and for their sake have made great sacrifices. Now, the Chapter is known for its kindness, its use of flamers in combat, and for its master craftsmen. They are easily recognized, as exposure to radiation causes their skin to turn an onyx-black, and their eyes are red.

Successor Chapters of the Salamanders include the Black Dragons, the Covenant of Fire, the Dark Krakens, and the Iron Drakes.

XIX Legion – Raven Guard:
Alignment: Loyalist
Primarch: Corvus Corax
Not all Space Marines fought in the open; some, like the Raven Guard of the Nineteenth Legion, preferred to make use of darkness and secrecy, quietly eliminating the foes of the Imperium before fading back into the darkness. Led by Corvus Corax, the legion was named after an ancient Terran avian famed for its associations with fate and death—and it was aptly named, for they were the silent harbingers of death, and were feared by all who opposed the Imperium. A flaw in their gene-seed results in their skin gradually turning paler until it becomes completely white, while their hair and eyes darken to black.

If you want to join one of the Raven Guard's Successor Chapters, you might look towards the Death Spectres, the Necropolis Hawks, the Raptors, or the Storm Wings.

XX Legion – Alpha Legion:
Alignment: Probably Traitor?
Primarchs: Alpharius & Omegon
What can be said of the Alpha Legion? Once famed as the "Ghost Legion", the Alpha Legion, even before finding Alpharius and Omegon (who are widely believed, by those few people who know of the Alpha Legion in the first place without knowing the full story, to be a single individual named "Alpharius Omegon"), were experts in alternative forms of warfare. Infiltration, covert operations, misdirection, diversion—all manner of guile and lies inundate this Legion. Indeed, although it is certain that the Alpha Legion acted against the Imperium during the Horus Heresy, it isn't entirely clear whether or not the Legion truly turned to Chaos, or whether only part of it did. It is believed by some that their greatest act of misdirection was making the Galaxy believe they ever served Chaos in the first place. Their information network is vast and labyrinthine, spanning much of the Imperium. Most of its number don't even realize they're serving the Alpha Legion, or know that the Alpha Legion even exists. Hell, it isn't even completely certain they're *actually* named the Alpha Legion.

If you want to join an Alpha Legion-descended warband, you do have some choices. Although goodness knows how independent any of them truly are. You might be one of the Third Harrow, the Eight Stolen Truths, the Unsung, or the Armoured Serpents, if you wanted to be.

Deathwatch: [Requires **Veteran**]
Alignment: Loyalist
Primarch: Varies
The Deathwatch is a unique Chapter of Astartes; they are not descended from any one Legion, but instead recruit Veterans from any of the thousand Chapters of Space Marines. The Deathwatch serves as the Chamber Militant of the Ordo Xenos, the branch of the Inquisition specifically dedicated to protecting humanity from the threat of the alien, and they are called forth to deal with xenos threats. By Inquisitorial order, and by sacred oath, the events of one's tour of duty in the

Deathwatch are to be kept secret from all, even one's battle-brothers in their original Chapter.

Befitting its unique nature, the Deathwatch has no Successor Chapters, as it was never a Legion nor a proper Chapter in the first place. However, you must still choose your original Chapter before joining the Deathwatch, which will be descended from one of the Founding Legions.

Grey Knights: [Requires **Psyker**]
Alignment: Loyalist
Gene-Seed Donor: The Emperor of Mankind
Although officially designated as having been formed in the Second Founding, the truth is that the Grey Knights were created by the hand of the Emperor during the Horus Heresy, and they are Space Marines that possess no Primarch—instead, the Emperor of Mankind used His own genome to create a uniquely potent gene-seed for the Chapter. Seeing the risk posed to humanity by the Daemons of Chaos, He created a special force of Astartes who were meant to serve as the ultimate weapons against Chaos. Now, the Grey Knights serve as the secretive Chamber Militant of the Ordo Malleus, called to service wherever the Daemon raises its ugly head.

The Grey Knights were founded from no Legion, and neither do they have Successor Chapters.

Thunder Warriors (-200 CP):
Alignment: None
Gene-Seed Donor: None
Before the Space Marines, there was the *Legiones Cataegis*, the Thunder Warriors. Genetically-modified super-soldiers in service to the Emperor, they were the ones who began the Unification of Terra. Although they aren't created by the same process as was later used to make the *Legiones Astartes*, they are nonetheless the predecessors of the Space Marines Legions. They themselves were formed into legions of their own, twenty in number. They wore Power Armor that is recognizably of the same style as that used by the Astartes. But where the Space Marines went on to become the icons of the Imperium and a symbol of Imperial might, the Thunder Warriors were coldly discarded and wiped out by their own creator once they had served their purpose.

As the Thunder Warriors never betrayed the Emperor, the distinction of “Loyalist” and “Traitor” is meaningless to them. Furthermore, they obtained their superhuman physiques directly through the genetic manipulations of the Emperor, and have no gene-seed of their own. They were the original, and they were exterminated before they could form anything that could be considered “Successor Chapters” to their legions.

Location

Your Location is dependent upon the Time you will select and the Chapter of which you are a part. If your Chapter's homeworld is still habitable, you may begin in the fortress-monastery located upon it, or aboard your Chapter's flagship; if you are part of a fleet-based Chapter, you can only begin aboard the flagship (typically a Battle Barge). If you are a member of a Chaos warband, you also start upon your warband's flagship, or upon the world your warband has claimed for its own.

Time

The history of the Imperium is long, and the Adeptus Astartes have been a part of it since before it first reached beyond Terra. You may freely choose what Time you arrive in, so long as it is a date after your Chapter's Founding.

Some times of interest have been noted below, should you require guidance.

The Unification Wars – Began in ???.M29:
You begin in the earliest days of the Imperium of Man, when the Emperor of Mankind had not yet finished conquering Terra. The Space Marines are nothing but an idea at this point, and the Primarch Project had not yet begun. You will only find Thunder Warriors and Adeptus Custodes at the start of this era, but your potential to change the course of the future is unmatched. For better or for worse.

The Great Crusade – Began in 798.M30:
The constant warp storms that have plagued the galaxy during the Age of Strife have fallen silent, and the time is nigh for the Emperor and His Space Marines to begin their conquest of the galaxy. At this point in time, all twenty of the *Legiones Astartes* are active, created from samples taken from the Primarchs before the forces of Chaos scattered them across the galaxy. Over the course of this Crusade, the Emperor and His forces would spread the Imperium of Man far and wide, bringing lost planets back into the fold and conquering new territories held by the xenos. Unless you intervene, two of these Legions will do something to cause the Emperor to not only destroy them, but wipe away any trace of their existence.

The Horus Heresy – Began in 005.M31:
By this point, all of the Primarchs have been found, but all is not well. The corruptive forces of Chaos have suborned half of the surviving Primarchs—and as their Primarchs are closer to them than the Emperor is, the majority of their Legions sided with their Primarchs in turning to Chaos. Led by the Emperor's once-favored son, Horus, the Traitor Legions turned against the Imperium in a most terrible civil war, killing billions in their attempt to supplant the Emperor as leader of humanity.

Eventually, Horus would be slain by the Emperor, at the cost of being grievously wounded; ultimately, the Emperor would be forced to inter Himself upon the Golden Throne, perpetually caught between life and death, and the grand Imperium that He created would continue to decay from there. The Horus Heresy would be followed by the Great Scouring, as Loyalist forces pushed the forces of Chaos back into the Eye of Terror and reestablish control over lost territory.

The War of the Beast – Began in 544.M32:
The Beast was an Ork of unprecedented size, intellect, and power, who succeeded at unifying nearly the entirety of the Ork race and created a Waaagh! that was the largest the Galaxy had ever seen. He was supported in his war by five Prime-Orks, which were nearly as large as he was, who led his "Legions" in imitation of the Primarchs of humanity. The war would be a victory for humanity, but not before its forces suffered devastating losses.

The Nova Terra Interregnum – Began in ???.M35:
Also known as the Time of Twin Empires, this era was marked by the Ur-Council of Nova Terra declaring that it secedes from the Imperium in the early years of the Millennium, resulting in roughly nine hundred years of intermittent warfare as the entire Segmentum Pacificus followed the Ur-Council out of the Imperium. Unfortunately, a host of dangers plagued the Imperium in this time, and it was unable to reconquer its rebellious territories until the early 36th Millennium.

The Reign of Blood – Began in 200.M36:
The Age of Apostasy was marked by ever-increasing incompetence and decadence on the part of the Ecclesiarchy. Eventually, the High Lord of the Administratum, Goge Vandire, took control of the Ecclesiarchy by manipulation and force. Unfortunately, he proved to be utterly insane, and by his orders were countless atrocities committed upon innocent citizens of the Imperium. Eventually, the Adeptus Mechanicus and Adeptus Astartes would join forces to put him down, although his actual death would come at the hands of his own bodyguards, who would later go on to form the Adepta Sororitas.

The Twelfth Black Crusade – Began in 142.M41:

Also known as the Gothic War, it was a vast campaign of hundreds of planetary invasions across the Gothic Sector by Abaddon the Despoiler, heir to Horus and the Warmaster of Chaos Undivided. Billions would die, and four of the Imperium's six Blackstone Fortresses would be destroyed, an incalculable loss to the safety of the Imperium even if the forces of the God-Emperor would eventually drive the forces of Chaos back into the Eye of Terror. Little would anyone know at the time that this was only a step in the Crimson Path, Abaddon's plan to gradually weaken the Imperium before delivering the coup de grace.

The Damocles Crusade – Began in 742.M41:
The T'au Empire's expansion finally brushed up against the territories held by the Empire, and the weaker and more pathetic of the Imperium's citizens began to form trade agreements with the aliens. A Crusade was called to put down the upstart xenos. However, only a few short years into the Crusade, it was called off due to a massive attack from the Tyranid's Hive Fleet Behemoth, which would be the Imperium's introduction to perhaps the greatest threat the Galaxy as a whole had ever known.

The Indomitus Crusade – Began in 999.M41:
The planet Cadia, long the Imperium's foremost stronghold against the encroachment of Chaos, is destroyed in Abaddon's Thirteenth Black Crusade. The Eye of Terror expands into the Great Rift, splitting the Galaxy—and the Imperium—in twain. Roboute Guilliman is revived and takes control of the Imperium, and from the genius of Belisarius Cawl come a wave of new Primaris Space Marines to reinvigorate the Chapters of the Astartes, as the Imperium sets about reclaiming its lost holdings. Enemies beset the Imperium from every side, and the Space Marines are needed now more than ever before.

Perks

Perks are discounted by 50% towards their respective Founding Legion; 100 CP perks are instead free.

General Perks

You receive a **+200 CP** stipend to spend on General Perks.

Space Marine Physiology (Free, Mandatory to all, except for Thunder Warriors): [Incompatible with **Thunder Warrior Physiology**]
A Space Marine may be human by birth, but they are heavily modified through the use of the gene-seed and biological implants, allowing a Space Marine to operate at superhuman levels. The gene-seed organs shall be listed and explained below. By default, you possess all of these organs, even if your Chapter's gene-seed would ordinarily lack them or only express the organ vestigially; however, **each gene-seed organ is listed with a CP value. By voluntarily and permanently foregoing access to that organ, you can gain the listed points.** They are listed in the order they are implanted.

> **Secondary Heart (+300 CP)**:
> A.k.a. "The Maintainer". Resembling a smaller version of the human heart, it is also more efficient, and is connected to the circulatory and pulmonary systems near the original heart. It enhances performance by providing more oxygen and nutrients to the muscles by increasing blood-flow, while also providing a backup heart to maintain some degree of functioning should the Astartes suffer a chest wound.
>
> **Ossmodula (+300 CP)**:
> A.k.a. "The Ironheart". Connecting to the endocrine system, this organ releases a specially-designed form of growth hormone. When combined with a diet laced with microscopic ceramic-based minerals, the organ acts to synthesize the rapid growth of an Astarte's improved skeletal and muscular systems, growing the neophyte to up to 7.5 Terran feet tall with a proportional increase in mass over the course of a couple years (although individuals may grow to larger or smaller sizes). Furthermore, these hormones cause the ribcage to fuse into a solid mass of bullet-proof, interlaced bone plates.

Biscopea (+300 CP):
A.k.a. “The Forge of Strength”. This organ enhances combat prowess and survivability to superhuman levels, as it stimulates muscle growth to an incredible degree.

Haemastamen (+200 CP):
A.k.a. “The Blood Maker”. This organ alters the neophyte Astartes’s blood chemistry to more efficiently carry oxygen and nutrients, which also causes the blood to turn a brighter shade of red.

Larraman’s Organ (+300 CP):
A.k.a. “The Healer”. This organ generates synthetic biochemical cells that serve the same purpose as platelets, but are faster, more efficient, and more effective. They can form scar tissue in seconds, making it almost impossible for a Space Marine to die from blood loss and making infecting a wound a task in futility.

Catalepsean Node (+200 CP):
A.k.a. “The Unsleeping”. When deprived of sleep for a long time, this organ cuts in upon detecting a rise in stress and fatigue hormones. This allows an Astartes to consciously “switch off” parts of their mind in order to stay active, focused, and wakeful, although if overused this can lead to psychosis or hallucinations. The longest a Space Marine has gone without sleep in an active combat situation is 328 solar hours, or more than 13 days.

Preomnor (+200 CP):
A.k.a. “The Neutralizer”. A second stomach spliced into the digestive system above the original stomach, it allows you to eat poisonous or outright indigestible materials. It can biochemically analyze, and either extract or neutralize most toxins. If it can’t be neutralized, it is instead isolated from entering the rest of the digestive tract to be vomited up at a later date. Extracted toxins are typically rerouted and stored in the Betcher’s Gland for later use. Your Neutralizer is further improved beyond the base; it will be effective against all forms of ingested toxins in this and future worlds.

Omophagea (+300 CP):

A.k.a. “The Remembrancer”. Not to be confused with the actual Imperial position of a Remembrancer, it allows the Astartes to copy memories by eating a creature or person’s brain matter. This complex implant allows the Astartes to gain information from any protein sequences, DNA, or RNA related to experience or memory. New information obtained in this fashion is stored separately from your own memories, but you can easily isolate them as “foreign”, so you will never experience any sort of personality loss from eating too many minds.

Multi-Lung (+200 CP):
A.k.a. “The Imbiber”. This third lung is able to absorb oxygen from environments too low in oxygen for normal human functioning. It can also close off access to the normal lungs, and automatically does so if it detects airborne toxins; the Multi-Lung is uniquely proficient at filtering out poison from the air.

Occulobe (+100 CP):
A.k.a. “The Eye of Vengeance”. This dramatically-named organ is set at the base of the brain and allows for the Space Marine’s eyes to respond to the optic-therapy all neophytes undergo, which adjust growth patterns of the eyes and light-sensitive retinal cells. As a result, your visual acuity is far above a baseline human’s, and you can see in low-light and near-darkness almost as well as you can in the bright daylight.

Lyman’s Ear (+100 CP):
A.k.a. “The Sentinel”. The improved inner ear structure makes you completely immune to vertigo and motion sickness, but it also consciously filters sounds, enhances specific noises that you hear, and allows you to hear in a greater range than baseline humans can perceive.

Sus-an Membrane (+200 CP):
A.k.a. “The Hibernator”. This organ allows the Space Marine to enter a state of suspended animation (consciously or as a response to extreme trauma), which can keep even a mortally-injured Astartes alive for years. Only the appropriate chemical therapy or hypnotic auto-suggestion can awaken an Astartes from this suspended animation—however, as you will likely go to worlds where knowledge of this is unavailable, you will automatically wake

up when you are in a situation where you would want to wake up, if you hypothetically knew what was going on. The longest recorded hibernation is nearly 570 years.

Melanochrome (+100 CP):
A.k.a. “The Skinshield”. This regulates the amount of melatonin in the Space Marine’s skin; exposure to high levels of sunlight will result in a darkening of your skin. The organ also allows for melatonin to protect you from other forms of electromagnetic radiation. Different Chapters may have differences in skin and eye color due to mutations in this organ.

Oolitic Kidney (+100 CP):
A.k.a. “The Purifier”. Merging into the excretory system, it allows for the emergency detoxification of the body in the event of being afflicted with a toxin too potent for even your superhuman biology to handle. This detoxification process is consciously activated, which is necessary because it knocks you out until it finishes excreting the toxins. In normal functioning, it helps to maintain the efficiency of the circulatory system.

Neuroglottis (+200 CP):
A.k.a. The Devourer. This supercharges your sense of smell, giving you the sensory abilities of a bloodhound. Furthermore, it can also biochemically test scents and tastes for the presence of toxins or nutrients, letting you determine if something is beneficial to eat or not even in alien environments.

Mucranoid (+100 CP):
A.k.a. “The Weaver”. Typically utilized in conjunction with the Sus-an Membrane, it responds to specific chemical stimuli to make your body secrete a waxy protein substance similar to mucus through your pores. Once cocooned in this way, you are protected from extreme weather and even the void of space, letting you remain preserved for long periods of time safely.

Betcher’s Gland (+200 CP):
A.k.a. “The Poison Bite”. These glands can be consciously activated to turn your saliva into a corrosive and blinding acid. This can be used to spit a wad

of acid that, depending on the durability of your opponent, can range from being outright lethal to simply injuring them, but it's always useful for blinding your enemy. Outside of battle, it can be used to break down difficult-to-digest materials, such as cellulose.

Progenoid Glands (+100 CP):
A.k.a. "The Gene-Seed". This pair of organs respond to the presence of other Astartes organs by producing germ cells with DNA identical to the implanted organs, which are stored in the Progenoid organ similarly to how sperm or egg cells are stored in testes or ovaries. Properly cultivated, these germ cells can grow into a full set of gene-seed implant organs. This is the only form of reproduction a Space Marine will ever know, and the gene-seed is considered "mature" after five to ten years. Harvesting is typically done after death.

The Black Carapace (+300 CP):
A.k.a. "The Interface". This neuroreactive, organic, fibrous, black material is placed under the skin of the torso, and then holes are cut through the Carapace into the central nervous system. Over the course of several hours, synthetic fiber bundles will grow inwards and link up with the new Astartes' central nervous system, allowing for Power Armor to directly interface with them, which makes the armor much more protective and responsive. This is the final and most important of the gene-seed implants.

In addition to the aforementioned effects, many of the gene-seed organs serve to control the influences of other organs, such as the Haemastamen regulating the effects of the Biscopea and Ossmodula to prevent uncontrolled muscle growth from crippling the neophyte.

As a result of all the implants, a full-fledged Space Marine becomes outright superhuman. You can run at more than 20 kph all day, and no matter how hard you exert yourself, a single hour of rest is enough to see you fully reinvigorated. You can push yourself to sprint at more than 80 kph (although you can't maintain this for nearly as long as you can at a more "sedate" speed). You can leap up to ten meters, and reach distances in excess of 15 meters. You are strong enough to carry 1000 kg of weight, lift 2000 kg, and push around 4000 kg, with those

numbers increasing for Astartes who are more physically adept than their battle-brothers.

Many Chapters have shown Space Marines who are capable of reaching beyond these “limits” and achieving truly incredible feats, such as deflecting hypersonic projectiles, sprinting at over 200 kph indefinitely, and firing an unaimed and unassisted headshot at a target that was over the horizon, but such legendary acts are not available to you by default and will require you to take the relevant perks.

After the Jump is complete, you can decide if this perk applies to your basic body (although NOT your Body Mod), or if it becomes an alt-form.

Thunder Warrior Physiology (Free, Mandatory for and Exclusive to Thunder Warriors): [Incompatible with **Space Marine Physiology**]
A Thunder Warrior is created through somatic gene-sculpting, muscle grafting, and alchemical augmentation. As a result, you are a massive hulk of muscle, standing taller than even Primaris Space Marines, although not quite as big as a Custodian. But more than simple size, you have *strength*, incredible muscular power that in pure, raw output sets your upper body strength beyond any of the Emperor’s other superhumans (short of his own children, at least). Your bones are large and strong enough to support your strength, and an ordinary headbutt from you is enough to crush the skull of a Space Marine.

Although you are slower than a Custodes (and lack their mental augmentations), that isn’t saying much considering that you still move faster than Astartes; a single Thunder Warrior suffering from decades of physical and metabolic decline was still able to fight off multiple Astartes at once, and you? You suffer from no such flaws. Furthermore, your reflexes stand alongside your other physical features in demonstrating your superiority; while engaged in melee combat with two Astartes, you could still recognize and dodge a blast from a Plasma Pistol with space to spare.

After the jump is complete, you can decide if this perk applies to your basic body (although NOT your Body Mod), or if it becomes an alt-form.

No Helmet Zone (Free):

Wearing a helmet in a war zone should be basic common sense, but a large number of Space Marines—especially ones given names by Games Workshop—tend to go without helms of any sort. Well, now you have a good reason to do so; so long as you are fully armored in a suit that would normally include a helmet, you can go without wearing a helmet. You will function as if you were wearing a helmet, and can still use all of the functions of the suit that would normally require the helmet, such as breathing in space and surviving head wounds. Going without a helm and actually wearing one are basically the same thing now. Although it is a good way to avoid helmet hair.

This perk can be disabled if you would like to do something like eat while wearing armor.

The Emperor's Blessing (Free):
Unfortunately, many of the powers a Jumper possesses would be considered a sign of Chaos corruption or heretical sorceries if they were to show them off in the Imperium; and that's not nearly as bad as what might happen if you displayed them as a part of Chaos, as you might attract the attention of Tzeentch if you were to demonstrate your stranger powers.

This provides no protection for what you bring in from other worlds, but the abilities you purchase in this document will always be accepted as "normal" abilities by the people of this setting. People might be impressed that you have them, but they won't be considered strange or heretical. Similarly, powerful beings of this galaxy such as the Chaos Gods, the C'tan, and the Emperor, will all overlook your entry into this setting.

Un-Indoctrinated (Free):
Space Marines are subject to extensive psycho-indoctrination during their training, and are sometimes even subject to mind- or memory-sculpting by the Chapter's Librarian. For many Jumpers, this is an unacceptable violation of their personal identity, and as such, steps have been taken to defend you from it.

When subject to these processes in Warhammer 40k, you gain control over how your mind is changed by psycho-indoctrination and similar personality- or memory-changing operations. You can allow the psycho-indoctrination to simply slide off you, or you can permit it to make specific changes that you find

acceptable. You can take the information provided by the psycho-indoctrination without changing who you are, or you can elect not to learn anything from it.

For your safety, the psycho-indoctrination will always provide feedback to its operators as though it had properly altered your mind, and will not read an error.

To reiterate, this is only effective on the procedures seen in Warhammer.

Space Marine Training (Free):
There are many roles that a Marine can play in service to their Chapter, of which a number of them are detailed here. These unit names of these trainings largely fall under the auspice of the *Codex Astartes*, but individual Chapters may deploy these or similar units under other names.

To begin with, even before picking what sort of training you've focused on, you receive a basic level of training with all weapons utilized by your Chapter—although this is "basic" by the standards of Space Marines, meaning that you're more skilled in combat than most trained soldiers will ever become.

Note that many descriptions make mention of specific equipment utilized by that specialty; you do not actually receive those items as part of taking this perk, it simply serves to explain the most common tools you can expect to use as such a specialist during this jump. Furthermore, many specializations also specify if the specific squad type is used by Firstborn or Primaris Astartes; this does not restrict what you can take, but only indicates what you're more likely to discover while in this Galaxy.

You may take this perk as many times as you like, selecting a new specialty each time. However, only the first purchase is free; successive purchases are **-100 CP** each.

> **Aggressor**:
> The Aggressors are Primaris fire support squads that provide close-range cover fire to other units. Of course, that isn't to suggest that they aren't adept warriors of their own accord. Equipped with Flamestorm Gauntlets—or alternatively, a back-mounted Grenade Launcher and a pair of Boltstorm Gauntlets—they are able to mow through massed enemy units, and the

Power Fists installed in the Gauntlets ensure that they can crush any enemy that dares to close to melee range.

You excel at the use of ranged weapons in close combat. The closer an enemy is to you compared to your weapon's maximum effective range, the more damage your shots will inflict upon them. What's more, you are able to seamlessly combine ranged and melee combat, striking a nearby enemy down with one hand while shooting down a different foe with your other.

Assault Intercessor/Despoiler Marine:
The Assault Intercessor Squad is a close support squad made up of Primaris Space Marines. Unlike the Assault Squads of the Firstborn, by default the Assault Intercessors do not have Jump Packs, allowing them to focus on more conventional melee combat. This unit structure is very similar to the Despoiler Marines once fielded by the *Legiones Astartes* during the Great Crusade.

Your melee combat abilities are greatly amplified, and you have the assurance that you will never unintentionally land a mere "glancing blow". As long as your weapon injures the enemy and doesn't just bounce off their armor, the injury is assured to cut deeply… should you so desire it to. It might not be the best idea to use this perk outside of life-or-death combat.

Assault Marine:
The Assault Marine is part of a close support squad, and members of the Assault Squads are the most skilled in close-range combat that the Chapter can field. Equipped with Jump Packs, they soar through the air to more rapidly engage an enemy in melee combat, where their Chainswords or Power Swords can tear the enemy apart. Melee combat is alive and well in the grim darkness of the far future, and no one exemplifies this more than the Assault Marine.

You become more skillful in the use of melee weapons and are well-trained in the use of flight-mimicking equipment such as a Jump Pack. Furthermore, while airborne you will find that you do not make so tempting a target as you ought to; people aiming upwards to hit you will miss far more frequently than they should. Furthermore, when you strike a melee blow

with the force of descending from on high behind it, you will find that the force of your blow lands as though you had fallen at twice the actual speed of your descent, with no further harm or consequences inflicted to you.

Breacher Siege Marine:
Certain spheres of warfare are more hazardous to others, even to the superhuman physiology of a Space Marine. The first wave of fighters breaching a siege, for instance, or the beginning waves of a boarding action on a void ship, were all cut down with relative ease. To increase survivability in such harsh scenarios, several of the Astartes Legions in the Great Crusade created Breacher Siege Squads, armed with Boarding Shields and given special adjustments to their armor to better withstand the rigors of siege warfare.

You possess preternatural skill at using a shield. You have an intuitive and precognitive knowledge of where to place the shield to best protect yourself, and when you strike an enemy with the shield, they are affected as if you had hit them with twice as much force. Furthermore, any shield that you use, or barrier that you take cover behind, becomes thrice as durable.

Desolation Marine:
Masters of explosives, the Desolation Squads are Primaris fire support squads that all wield some manner of missile launcher, and have a twinned focus of blasting apart infantry lines and lighting up armored vehicles.

Explosions that you cause can be improved in one of two ways, chosen each time you induce an explosion; their area of effect can be increased by 50%, or the destructiveness of the explosion itself can be increased by 50%. The choice is yours.

Destroyer:
A special weapons formation of the ancient *Legiones Astartes*, a Destroyer Squad utilized proscribed and forbidden weaponry developed during the Age of Strife, such as Phosphex Pistols, Rad Weapons, and the worst sort of chem-munitions. Those who utilized these weapons were looked down upon by most of their fellow Space Marines, but viewed as a necessary evil during the Great Crusade (although they were much more accepted by the

Death Guard). However, most Astartes who utilized such weapons suffered from the side effects of such toxic weaponry.

You will never suffer any side effects from any weapons you utilize, nor the ammunition used in such weapons. Furthermore, you will find that your weapons tend to leave a more lingering harm. For an hour after you fire a chemical or radiation weapon, any enemy who touches the area of space where your attack landed will experience an injury as if that attack had landed on them.

Devastator Marine:
Devastator Squads are Firstborn fire support squads intended to lay down overwhelming power. Devastator Squads are permitted to carry up to 4 heavy weapons; due to their role in combat, they tend to be less mobile than other Space Marines, setting up fixed positions and only abandoning them to advance, which their increased range over their fellows means that they don't need to do as often as you'd think.

You can wield heavy weapons with the same adroitness you'd have for a lighter weapon. Furthermore, the effective and maximum ranges of all ranged weapons you utilize is doubled.

Eliminator:
Eliminator Squads are an example of a Primaris Vanguard fire support squad, focused on haunting the shadows of the battlefield and seeking out high-value targets to eliminate. Equipped with Mark III Shrike-Pattern Bolt Sniper Rifles, there is no prey that can hide from their sights, and they are deadly even at the most distant of ranges.

But you? Your deadliness is not dependent on equipment, and you don't need sights or an auspex to hit a target (although if they're behind solid matter, you might need that auspex to find them in the first place). If you would be able to hit a target by aiming down the scope of your weapon, then you're capable of hitting them without using the scope at all.

Eliminator Squads are also known for keeping several types of specialist ammunition on hand to take care of different combat scenarios. To

accommodate this, the time it takes you to reload or switch out ammunition is halved.

Eradicator:
Another Primaris fire support squad, an Eradicator is close-range by necessity, as they wield mighty Melta Rifles and Heavy Melta Rifles, which produce thermal rays that rapidly melt through armor and fortified positions.

You would be even more effective an Eradicator than most, because with an act of will, you can cause any heat- or flame-based weaponry you use to produce temperatures 50% higher than normal, with no consequences for you or the weapon, but plenty for your enemy. Furthermore, you will find that heavily armored enemies are even more vulnerable to your weaponry than they already are; if an attack would take less than 5 seconds of sustained fire to break through their protections, it will instead break through instantly.

Heavy Intercessor:
Less tactically diverse than the Intercessor, Heavy Intercessors are used to secure ground that has already won, and are meant to be immovable in its defense, being a more focused form of battleline squad unit. They wield Heavy Bolt Rifles over the lighter versions preferred by regular Intercessors. This gives them longer range and more firing power to better hold off the enemy.

You can declare an area to be your defensive ground, up to 30 meters in diameter. So long as you don't leave this area, you will gradually become tougher and more resistant to damage. Leaving this area complete resets this defense.

Hellblaster:
Part of a Primaris fire support squad, the Hellblasters are another example of the Primaris's focus on single-weapon squads, this time utilizing the Plasma Incinerator. Enemies of a Hellblaster squad are swiftly annihilated under a storm of plasma bolts, with even heavy armor proving useless to protect against it.

However, plasma weaponry is notoriously volatile, which may pose a problem for some jumpers. Not for you; your weapons will never misfire, explode, or experience catastrophic failure while you're wielding them. If something does go wrong, all that will happen is that the weapon won't fire. You will never suffer damage from your own weaponry. Furthermore, when you utilize plasma-based weaponry, the plasma emissions that land on your enemies are slower to fade away.

Inceptor:
The Primaris Inceptor is equipped with a Jump Pack, like the Assault Marines and the Jump Pack Intercessors, but instead of focusing on melee combat, they dual-wield weapons such as the Assault Bolter or the Plasma Exterminator. They typically drop in from the upper atmosphere, landing in a storm of bolts or plasma to break an enemy's defenses. This close support squad uses their Jump Packs to smash in and take out key objectives, then retreat before the enemy can get themselves together and retaliate.

All of your hands are your "main hand", and you have no difficulties with multitasking with different limbs, allowing you to perfectly coordinate firing a weapon from each hand. You are immune to damage from falling from heights, and when you ignore your defense and focus solely on attack, it will be more difficult for your enemies to counter your assault as they seem sluggish to respond to the openings you leave.

Incursor:
The Incursor Squad is a Primaris close support squad that emphasizes close-range gun combat, with a heavy reliance on the sensory input from their Divinator-class auspex and Occulus Bolt Carbine. The hard work of the machine spirit that gathers information and conveys the processed result to the Incursor means that the Incursor is aware of everything that happens around them, even able to detect enemies through walls.

When you fight an enemy, or simply observe them in combat, you collect data on them. You can use this data to start generating predictive algorithms on how they will behave in a fight. Watch your enemy for a

while—or better yet, engage them in combat—and you will start to be able to actively see what they'll do before they do it.

Infernus Marine:
A potent tool against the lightly armored masses that enemies such as the Orks and the Tyranids tend to field, the Infernus Squad is a fire support squad of Primaris Astartes that specialize in the use of the Pyreblaster Flamer. They utilize the wrath of flame to cleanse their enemies of impurities and life.

When you set someone on fire, they will burn for 50% longer than they normally would. Furthermore, any enemies that are near someone you set aflame are almost certain to catch on fire themselves, even if it doesn't seem like they should (although this new fire is not supernaturally likely to spread further as the first was)

Infiltrator:
The Infiltrator is another type of battleline squad utilized by Primaris Marines, with a specialization in disrupting enemy communications, attacking targets of opportunity, and generally sabotaging the enemy. They are a Vanguard squad, and utilize a variety of tools to scramble frequencies and bring disorder to the enemy, to better pick them off while weakened. In particular, they make heavy use of Smoke Grenades, and utilize their augur-scopes to light up enemy targets to take the kill.

Your sight is so keen that one might be forgiven for thinking you've had optical cybernetic augmentation; you can see clearly through smoke, dust, gasses, and even complete darkness. Only solid objects can interfere with your vision.

Intercessor:
Although Firstborn units deploy as Tactical Squads, the Primaris Marines instead deploy as Intercessor Squads, trained to act in a wide variety of combat roles from offense to defense. They are a battleline squad; however, unlike Tactical Marines, Intercessor Squads are more specialized and almost exclusively utilize the larger Bolt Rifle over the Tactical Marine's standard use of the Bolter.

The more you wield the same weapon in battle, the more powerful and effective that weapon becomes in your hands. If you used a simple laspistol for long enough, your firepower would eventually rise to the point that it could easily pierce through adamantium plating.

Jump Pack Intercessor:
Hewing closer to the traditional form of the Assault Marine, a Jump Pack Intercessor is basically an Assault Intercessor who uses Jump Packs to dive into the fray more quickly.

But you aren't only dangerous when you strike, but also when you move. When you move, your blows land with preternatural speed, and every enemy that is near your line of movement is a threat that you can easily erase. Basically, this allows you a single strike at every enemy along your path when you are in movement.

Reiver:
A close support squad type that focuses on shock and terror tactics, the Primaris Reivers engage in infiltration missions to identify key weaknesses in an enemy. But rather than act as most scouts do and relay this information to the larger military force, the Reivers make sudden and powerful shock attacks, terrorizing the enemy before disappearing once more into the shadows to strike again in another location.

Normally, Reivers are equipped with vox-modulators to transform their battle cries into fearsome roars, but you don't need that. You have strange control over the sounds you make. You can muffle your noises, or you can amplify them to become terrifyingly loud. Your war-cries disorient the enemy, the slice of your blades and Bolters incites terror from all who hear it, and once you fade away into the shadows, the fear you evoked will leave a mark that will last for a long time.

You excel at stealth, and are particularly capable in sneaking away after carrying out some form of assault.

Scout Marine/Reconnaissance Marine:

Scout Marines are the newest recruits into a Chapter, who have not yet earned a full suit of Power Armor or completed their growth into a full-fledged Astartes. Their duties are to infiltrate enemy positions, engage in skirmish tactics, set up ambushes, spy on enemy movements, and gather information on the enemy's plans. In this, they were very similar to the earlier Reconnaissance Squads deployed during the Great Crusade, but those squads were instead formed from more experienced Space Marines.

You are just about as good at stealth as it is humanly possible to be. But perhaps more importantly are your skills of observation. You take into account all information that crosses your gaze, and can correlate it to other knowledge you possess instantly. You are also able to make accurate predictions regarding the intended strategy and tactics behind enemy forces that you observe. Given a few moments to observe an enemy unit, you can predict what their goals are and where they came from. Given a couple hours, you could tell exactly what each individual in the group would do in response to an attack, know where they are going, where they've been, and any weaknesses in the group would stand out to you as clear as day.

Seeker:
A formation of the Space Marine Legions during the Great Crusade, Seeker Squads infiltrated behind enemy lines to identify the enemy's command structure and eliminate it. Naturally, this made them a favorite of the Alpha Legion.

As a Seeker, you have a special gift to help you do your job better; you can see the metaphorical chains of command that bind others together in a hierarchy. This lets you flawlessly identify leader figures even in the strangest xenos military configuration. Furthermore, when you strike down someone who is in charge of others, their subordinates will be more shaken and have difficulty fighting at their best.

Suppressor:
Specializing in rapid responses to heavily armored threats, the Suppressor Squad is a Primaris Vanguard fire support squad, utilizing Jump Packs to aggressively relocate and using their Accelerator Autocannons to put a stop to the enemy advance.

When you fire at a group of enemies, then regardless of if you hit them or not, they will suffer for it. Even if your attacks only pound against their protective barriers, the simple act of firing on them serves to suppress them, hindering their mobility and shaking their aim.

Tactical Marine:
Since the advent of the *Codex*, the Tactical Marine has been the backbone of the Space Marines, and they are currently categorized as a battleline squad. They are trained in a wide variety of weapons and tactics, and are meant to be universally applicable to any form of combat. The exact armaments a Tactical Marine brings to combat will vary depending on the details of the engagement, so they possess a diverse array of skills regarding weapon usage.

It takes you only a matter of minutes to become completely used to an unfamiliar weapon; what's more, the training you have in any given type of weapon will extend to every martial implement that is generally similar in form or function to that weapon. It doesn't matter if two different sniper rifles have completely different specs, or if one uses lasers and the other delivers bolts; you'll be just as accurate with both of them.

Vanguard Marine:
The Vanguard Space Marine is a designation used by Primaris Astartes to describe a Space Marine who serves as a covert operator; a saboteur, assassin, and infiltrator who sneaks in behind enemy lines to disrupt their operations to weaken the enemy for the time when the primary fighting force arrives.

You are adept at stealth and infiltration, and will find that your size will never work against you no matter how large you are. Furthermore, you have a preternatural understanding of how to utilize your destructive tools and powers in such a way that they spread a maximal level of chaos and confusion… and have a hefty degree of luck in finding circumstances to create such chaos in the first place.

Vehicle Training:

Rhinos, Predators, Land Raiders, Assault Bikes, Razorbacks, Land Speeders, Thunderhawks… the vehicles used by the Adeptus Astartes are many and varied, with purposes ranging from direct assault to skirmishes to simple troop deployment. With their superlative reflexes, superior tactical ability, inhuman endurance, and ability to survive the orbital drop tactics the Space Marines so frequently employ, the Astartes are able to safely use vehicle tactics that no sane or living soldier of the Astra Militarum would ever even imagine actually exercising in warfare.

To begin with, for some reason the vehicles you ride in don't seem to consume fuel or power, and are capable of operating indefinitely. Vehicles with electronic components that you use are immune to be hacked or taken over by the powers or abilities of others. When firing a weapon mounted on a vehicle, your accuracy is improved and the power of the weapon itself is increased by 20%; furthermore, the weapons of any vehicle you use are incapable of misfiring or malfunctioning.

> **Centurion Training**: [Requires **Vehicle Training**]
> The Centurion warsuit is a large powered exoskeleton that is worn over a Space Marine's "normal" Power Armor. It allows for an Astartes to field either ranged or close combat support only just shy of that of Terminator Armor, as the sheer size of it not only increases the strength of the user considerably, but also permits the use to field weapons that even the massive Space Marines could not hope to wield on their own.
>
> You are skilled in the use of all manner of heavy armor and exoskeleton-style equipment, armor, and vehicles, regardless of the setting they originate from. What's more is that, so long as you are within such a machine, any and all attacks directed at you will instead target your exoskeletal frame first. So long as the armor is intact enough to function, you are impervious to harm, although once it has been destroyed you are as vulnerable as ever.

Armored, Yet Unencumbered (-100 CP):
Considering their size and how large and heavy their armor is—to say nothing of their massive pauldrons—one would imagine a Space Marine to be clumsy. One

has only to observe them in battle to see that this is not the case; the greatest among their numbers can duel with the masterful Aeldari Exarchs with finesse beyond what ordinary mortals can only dream of.

You will find that, no matter how cumbersome your armor or clothing, it will never impede you. No helmet will ever limit your vision, no pauldrons will restrict your range of motion or line of sight, and no gauntlets will lessen the dexterity of your digits. If you can do it naked, then you can do it just as easily wearing a full suit of Power Armor.

Sergeant (-100 CP):
The sergeant is the man who leads the basic 10-man squad of the Adeptus Astartes (5-man in the case of Primaris Marines), although the specific title and size of the squad can vary by Chapter and compliance with the *Codex Astartes*—for instance, the notoriously independent Space Wolves have pack leaders, instead.

As a sergeant, you have an excellent understanding of small unit tactics, as well as the leadership skills to direct even the most prideful and recalcitrant of men (or women, should you lead a non-Astartes combat unit in the future) both in and out of battle. You know how to drive your soldiers to excel without pushing them too far and have a keen understanding of the physical and mental health of your subordinates.

Picking this perk allows you to begin the Jump holding this rank if you so desire, although it does not have a similar effect in future Jumps.

> **Lieutenant (-100 CP)**: [Requires **Sergeant**]
> Once, the rank of lieutenant was widely used, back in the Great Crusade. Then it fell out of use once the *Codex Astartes* became the standard guide to Space Marine Chapter organization. But after Roboute Guilliman returned from stasis and rewrote the *Codex*, they have reentered standard use, although not always in the same name—they are known as battle leaders to the Space Wolves and Castellans to the Black Templar, for instance, although both Chapters had retained the use of lieutenants long after the other Chapters had abandoned them.

You are talented in the application of larger groups of soldiers in warfare, and you can rest assured that when you give a command it will be followed as soon as it is heard. You have an easy time earning the trust of your men, even if you are newly promoted and no one has ever heard of you before. Finally, when you give a command in battle, all of your subordinates in that battle who would be affected by the order will be able to hear you even without the use of tools such as vox-casters, no matter how loud or chaotic the fight.

Taking this perk gives you the position of lieutenant in your Chapter (note that you are not required to do so, should you wish to avoid responsibility), although it has no similar effect in future Jumps.

> **Captain (-100 CP)**: [Requires **Lieutenant**, requires **Veteran**]
> The captain is the leader of one of the ten companies within an Astartes Chapter, each formed of 100 Space Marines (although a *Codex*-noncompliant Chapter may use a different organization). The captain (although sometimes known by other titles, such as "Wolf Lord", "Khan", or "Warlord") is in charge of the training, deployment, and equipment of their company, which is the largest single formation of Space Marines fielded by a Chapter, and is more than capable of turning the tide of a planet-wide battle on its lonesome.
>
> This perk, in short, serves as a perk boost for every perk you purchased from the General Perks section of this document. Every skill that you have acquired as a Space Marine, you are now simply better at. Combat, leadership, strategy, tactics, stealth—it doesn't matter what the skill is, your centuries of experience have allowed you to excel at it.
>
> Taking this perk allows you to begin the Jump as a captain of one of the companies in your Chapter, although you are not required to do so. Should you have a perk such as Apothecary, Librarian, or Techmarine, you may instead take a position such as Master of the Apothecarion, Chief Librarian, or Master of the Forge. You do not get an equivalent rank in future Jumps.

Apothecary (-200 CP):
A specialized *medicae* officer of both Firstborn and Primaris Space Marines, the Apothecary serves many duties to their Chapter. They are combat medics, providing first aid so that an injured ally can get back into the fray, or survive wounds that would normally kill them. They monitor the health of their entire company within the Chapter. They implant the gene-seed into aspirants, and keep track of their progress as neophytes to ensure there is no mutation or rejection of the gene-seed. They implant cybernetics into injured battle-brothers, perform surgeries, and can even carry out the role of a research physician and perform bio-engineering. Their final duty is to extract the Progenoid Glands from deceased Space Marines, so that new Astartes can be trained.

You are an expert in the finest medical techniques and biological sciences the Imperium has to offer, and this information will expand to encompass the most up-to-date and accurate medical and biological knowledge of every Jump you go to. When you insert or graft organs, there is never a risk of rejection or mutation; when you input cybernetics, the patient will always smoothly adapt to their new features. You can perform surgeries in the half the time it would normally take without any increased risk of failure.

Finally, when you deliver the Emperor's Peace—that is, when you put an injured ally out of his misery by killing him—you bypass all protections and resistances the subject may have that would stop you from mercy-killing them.

You may decide if this makes you an Apothecary, or if you simply possess the knowledge and skills of one.

> **Apothecary Biologis (-100 CP)**: [Requires **Apothecary**]
> The Apothecary Biologis is a Primaris Marine that has been specially trained to take biological samples of the xenos on the battlefield, and to examine this material to potentially determine what weaknesses and strengths the enemy possesses. This has been crucial in the Era Indomitus, and allow the Imperium to adapt to the ever-changing Tyranid bioforms of Hive Fleet Leviathan.
>
> You can now do this with any biological sample you obtain. Regardless of what part of a creature it is, you will be able to, after only a few hours of

study, understand the nature of the entity, and what biological weaknesses and strengths they may possess. Even if you don't know the full appearance of the creature, you would be able to reproduce its form from the sample. Furthermore, your understanding of xenos biology means that so long as you know a medical or bioengineering technique that works on one species, you will be able to adjust that procedure to work for any other species you encounter.

You may decide if this makes you an Apothecary Biologis, or if you simply possess the knowledge and skills of one.

Chaplain (-200 CP):
The Chaplain serves as the spiritual leader of a Space Marine Chapter, a warrior-priest who ministers the psychological and spiritual health of the Chapter as much as an Apothecary does for their physical well-being. Theirs is also the role of teaching new battle-brothers the traditions and beliefs of the Chapter, and promoting the veneration of the Emperor of Mankind—or, in some Chapters, the worship of Him. Clad in skull-adorned armor, they stride at the forefront of the Chapter's battlelines and rouse their fellow Astartes to ever-greater heights through word and deed.

As a Chaplain, you have a full understanding of the rites, rituals, and traditions of your Chapter, and could easily take the place of any other of the Chapter's Chaplains in participating in them (if you are ranked high enough, at least). But what's more, is that you have *faith*. Faith in what? Only you can answer that, but your faith serves as your shield. So long as you keep your faith in your heart, you will not fall prey to mental ailments or spiritual corruption. By sharing your faith with others, you can inspire all who give prayer with you to new heights, boosting their physical abilities and the precision of their skills. Furthermore, when you perform great deeds in combat, your actions will inspire all of your allies who can perceive you, driving them to perform at a higher skill level than they could normally maintain.

Finally, you have the ability to make Purity Seals, which consist of litanies or prayers that are ceremoniously affixed to a battle-brother's armor with a waxen seal, and which carry special blessings. See the item description of the Purity Seal for more information.

You may decide if this makes you a Chaplain, or if you simply possess the knowledge and skills of one.

Reclusiarch (-100 CP): [Requires **Chaplain**]
The Reclusiam is a sacred place to a Chapter of Space Marines, where they store valued relics of their history. Fragments of armor from a fallen champion of their Chapter, weapons that drank particularly deeply of the blood of xenos or daemon in wars past, and even the captured banners and shattered icons of defeated foes, which serve as reminders of hard-won victories. Among these relics of past splendors, the Reclusiarch preaches of the sacred duties of the Chapter and the glories of service to the immortal Emperor of Mankind.

The power of belief is a potent thing in a universe where the Warp is shaped by human minds, and it is no mistake to realize that relics perform their tasks more ably than ordinary equipment. You have the ability to declare an item as a "relic", even in a world where the Warp doesn't exist. These relics will increase in power and potency the more people hear about them, the more their names are praised, and the more that people hold faith in them. All three of these features will serve to improve the functioning of these relics, and in some cases can even create new powers based on feats accomplished with the relic, such as allowing a banner to improve the accuracy of everyone who fights under its auspice, or a Bolter that killed a famous Dark Eldar to become more potent against similar foes.

However, because it relies on renown, it will be of minimal use if you spread this ability across a great many objects. However, the amount of power born of fame "built up" from each jump will carry over to the next, even if the object's actual reputation will need to be forged anew.

You may decide if this makes you an Reclusiarch, or if you simply possess the knowledge and skills of one.

Librarian (-200 CP): [Requires **Psyker**]
The fate of a psyker is a terrible one. Either their souls are fed to the Emperor of Man in a horrible death, they turn into a portal into the Warp and die horribly, or

they become a Sanctioned Psyker and horribly die in service to the Emperor. There are very few other paths available to a psyker… but for those fit enough of body and mind to become a Space Marine, there is one other path. A Librarian is a psyker Astartes, trained to exert their powers over the Warp to the benefit of mankind… and also to maintain the Chapter library, where they record the great deeds of the Chapter and preserve the history of their battle-brothers.

The life of a psyker is one of danger. Psykers are a tasty treat to the demons of the Warp, and their souls are ever at risk. Normal Sanctioned Psykers receive a portion of the Emperor's spirit and are Soul-Bound, but this process often blinds the participant, which would be a great risk to any Librarian thus bound. Instead, they rely on harsh training and discipline, often leading to the death of many recruits.

But you? You are actually safe from the perils of using your psyker powers—or at least, your mind and soul are. No entity—Daemon or otherwise—is capable of possessing you, nor influencing your mind from the Warp (although more mundane influences are not halted). You are also capable of using your psyker powers to see into the future. These visions are typically vague and full of symbolism, but you will occasionally see a clear image. Visions are always malleable for you, and do not present an immutable future.

Finally, you gain a stable and elegant writing hand, to better record the virtues of your Chapter.

You may decide if this makes you a Librarian, or if you simply possess the knowledge and skills of one.

> **Sorcerer (-100 CP)**: [Requires **Librarian**]
> A Sorcerer is a different beast entirely from a mere psyker. Their psychic abilities come from (or are impeoved by) summoning and cutting deals with the Daemons of the Empyrean—that terrible place called also the Immaterium, or more commonly, the Warp. This perk comes with multiple benefits.
>
> For one, you will always be able to summon the denizens of the Warp, even should the Warp not exist. You can easily summon the more minor

Daemons, but calling forth more powerful entities will require you to perform great rituals, and cannot be done casually. However, no ritual you use will ever sacrifice your own life as a component to summon the Daemon. The Daemons you summon will always obey your will.

As a second benefit, in future settings with Daemon-like abilities—eldritch entities, demons, devils, spirits, that sort of thing—you will be able to perform a ritual to summon them, and you may form a pact with them. In exchange for some act, sacrifice, or service on your part, you will be permitted to draw upon their power, gaining abilities relevant to whatever you're forming a pact with. Any powers gained in this way will be maintained by fiat backing even after you leave the setting.

You may decide if this makes you a Sorcerer, or if you simply possess the knowledge and skills of one.

Possessed (-200 CP):
The Daemonkin, the Secondborn, the Possessed… there are many names for those Chaos Space Marines who offer themselves up to Chaos, and all of them evoke horror in any wise man. The Possessed have given themselves up to a Daemon, allowing even the soul and mind to be absorbed by the Daemon in the process of possession. However, in exchange for losing themselves, their bodies are given incredible power that puts them above even other Space Marines, although the specifics of these powers are dependent upon the type of Daemon possessing them.

Of course, no Jumper would be willing to fail their Chain in such a fashion. It's fortunate, then, that when it comes to you, possession is… special. Beings that "possess" you aren't able to take over your body or soul, but rather become permanent guests within you. You can seal them away entirely, or you can let them out by bits and pieces, allowing you to speak with them, or allow them to transform your body. You can even let them out fully, allowing them to take control of your actions and voice, although you can rescind this at any time to take back dominance of your own body. You can even expel beings that have possessed you entirely, casting them out of yourself and leaving you untouched by their influence. You can be possessed by multiple beings at the same time. But so long

as they are within you, they will never be a threat, being unable to affect you with whatever powers or corrupting influence they possess.

> **Master of Possession (-100 CP)**: [Requires **Possessed** and **Sorcerer**]
> Of course, someone has to do the hard work of actually summoning demons and preparing the host for possession. That would be the Masters of Possession, who can create great numbers of Possessed at once. Normally, this would erase the minds and souls of those who are consumed in the process of making the Possessed, but you have more control over the process.
>
> You gain the ability to cause any spiritual entity to be able to possess a mortal host. You can control the specifics of this possession; perhaps the mortal gains the powers of the entity and hears their voice, or maybe they have to struggle for control of the body, or perhaps the mortal is entirely subsumed into the entity who now has rulership over their body—or anything in between. You are similarly able to end such possessions, even if the daemon within has already consumed the soul of the host, recreating the consumed soul in the process of splitting them if you so desire.

Primaris Physiology (-200 CP):
Created by Belisarius Cawl in response to an ancient order from Roboute Guilliman, the Primaris are meant to be an upgrade to the work of the God Emperor, a work that took 10,000 years to complete. Primaris Space Marines are physically superior to the default Astartes—known as the "Firstborn"—in almost every way. They are larger, stronger, faster, and have even more implanted organs. Unlike the **Space Marine Physiology** perk, none of the Primaris Astartes organs are optional. Although most Primaris are new members of their parent Chapters (or are part of the Primaris Chapters), a growing number of Firstborn Space Marines have passed the Rubicon Primaris and survived the conversion from a Firstborn into a Primaris. You may freely decide whether you crossed the Rubicon, or whether you were created as a Primaris Astartes from the start.

> **Sinew Coils**:
> A.k.a. "The Steel Within". The Primaris Space Marine's sinews are reinforced with durametallic coil-cables that contract with incredible force, increasing the Primaris's strength and providing an additional layer of protection.

Magnicat:
A.k.a. “The Amplifier”. This organ is inserted into the brain, and secretes hormones that increase the body’s growth functions, while at the same time improving the functionality of other gene-seed organs, especially the Biscopea and Ossmodula. The overall effect is to make the Primaris around a foot taller than their Firstborn brethren, and significantly stronger.

Belisarian Furnace: [Requires **Secondary Heart**]
A.k.a. “The Revitalizer”. A dormant organ connecting both hearts, in times of extreme stress or violent trauma, it releases a hyper-cocktail of self-synthesizing chemicals that replicate the biological effects of certain combat stimms, while also inducing rapid regrowth of tissue, bone, and muscle. However, activation causes the organ to go dormant, and it takes time to metabolically build itself up to be used again.

If you take this perk as a Thunder Warrior, you do not gain any implanted organs—you are simply better made than your fellows, and receive a proportional increase to your size and physical abilities without actually gaining the specific benefits of any of the Primaris gene-seed organs.

Techmarine (-200 CP):
Also known as the *Frater Astrotechnicus*, the Techmarine is more than just a full-fledged battle-brother of his Chapter, but also the engineer and technician who ensures that everyone’s equipment operates, creates new weaponry, and makes sure that the vehicles work—often crewing said vehicles in battle. So greatly do Space Marines rely on technology that without the knowledge and ministrations of the Techmarine, the Astartes war machine would grind to a halt. Of course, knowledge of the machine is restricted to the Adeptus Mechanicus; as such, every Techmarine is brought to Mars and inducted into the ways of the Machine Cult, and they are all as well-trained as the Tech-Priests themselves.

Your own mechanical abilities do not fall behind those of your brothers under the Omnissiah, and you can build, maintain, and repair all of the technologies in use by your Chapter (save for archaeotech, that is; although you can still maintain and repair such machines, you cannot build them). You can detect the “pain” experienced by machines, allowing you to instantly diagnose what is wrong with

them. Furthermore, you can, through prayers, worship, and praise, entreat a Machine Spirit to surge to great heights, allowing any machine to perform its function to a superior extent than it would normally be able to. This functions even in a universe without Machine Spirits.

You may decide if this makes you a Techmarine, or if you simply possess the knowledge and skills of one.

> **Warpsmith (-100 CP)**: [Requires **Techmarine**]
> A servant of the Ruinous Powers, these fallen Chaos Techmarines don't hold the Machine Spirit as something sacred, but something to be subjugated and controlled, and they subject the Machine Spirits of captured Imperial technologies to vast cruelties and deformities. They excel at merging together the Daemon and the Machine to create entities such as the Daemon Engines, monstrous fusions of hellish Daemon and a monstrous perversion of engineering.
>
> You can merge together the material with the immaterial. Through your work, you can take spiritual, mystical, elemental, angelic, hellish, eldritch, or otherwise non-physical, more-than-physical, or other-than-physical entities, and merge them together with technology. At the lightest levels, this gives your entity control over the machine, like a possessing spirit. At higher levels of fusion, the form of entity and machine are combined into an amalgamated being.
>
> This does not actually have to force the Machine Spirit to suffer; you can make this a painless process if you so desire, but if you do so the Machine Spirit will be able to take control of the machine away from the entity. This won't be a problem in universes where the Machine Spirit doesn't exist. Normally this fusion would be permanent, but you can reverse the process if you so desire.
>
> In addition to making Daemon Engines (or the equivalent thereof), you can also use this to fuse an entity into a weapon to create a Daemon Weapon… or at least something that resembles one.

You may decide if this actually makes you a Warpsmith, or if you simply possess the knowledge and skills of one.

Veteran (-200 CP):
Space Marines of long service achieve the coveted title of Veteran, allowing them to join a Command Squad or even the 1st Company, which is made up exclusively of Veterans. Veterans also have the right to wear the potent Tactical Dreadnought Armor, more commonly known as Terminator Armor, which is an improvement on the standard Power Armor worn by Astartes in almost every way apart from maneuverability and speed.

To be a Veteran is to be one of the most skilled members of the Chapter, experienced in many campaigns of war. Accordingly, you are now more skilled as if you had 100 years of experience using all of your perks, powers, and items. Furthermore, every time you gain a new perk, power, or item, you will gain more skill as if you had a century of experience in using it. This won't make you directly more powerful—if you had 100 years of experience with a perk that makes you automatically grow stronger with age, it won't actually do anything—but it will make you grow in skill.

Ancient (-100 CP): [Requires **Veteran**]
Also known as a Standard Bearer, this is a much-honored position among the Veterans of an Astartes Chapter, as they have the right to bear the standard of the Chapter, or one of the individual companies within the Chapter. Often the most revered of a Chapter's artifacts, they have flown over countless battles, and every battle-brother who serves under that standard is well-aware of every nuance of its design. A Chapter or company may have several banners, but only one will ever be flown at any given time.

You would be well-suited to hoisting high the banner of your Chapter. When you present a banner or standard it will be completely invulnerable to damage, although any attempt to use it as a shield or weapon will invalidate this benefit. Furthermore, while holding aloft a banner or equivalent to be seen by all, then everyone who fights under its symbol will benefit from a boost to morale and to puissance, allowing people to push themselves to levels that they could never normally reach.

Furthermore, the benefits of training from **Veteran** are increased to 200 years; ordinary Space Marines, and even ordinary Veterans, haven't yet earned the right to bear the Chapter's flag.

Acquired by the Blood Ravens (-300 CP):
The Blood Ravens are a Chapter whose Astartes have a remarkable ability to "find" valuable artifacts belonging to other Chapters, especially Chapters that they've worked beside in the past.

People you fight alongside tend to bring with them their most prized and valuable relics, so long as they would be useful in warfare. They also have a tendency not to suspect you when those relics go missing.

What's more, your ability to ~~steal~~ *find* valuable items has gone entirely past the point of reason. You can take the ammunition out of your enemy's gun, you can filch entire Land Raiders… furthermore you have an easy time earning the loyalty of anything you steal. If you stole a sword that could only be wielded by a true king, it would work just as well in your hands.

Sorry, *found*. Not stole. That would be bad.

Aerial Superiority (-300 CP):
Aggressive and noble, the Solar Hawks Chapter have a focus on aerial warfare, and are known for fielding whole wings of Stormtalons and Stormravens in battle. The Chapter would be well-served to have you on their side, as your skills in aerial combat are, to put it simply, sublime.

You are something beyond a master when it comes to piloting aircraft and voidcraft alike, and you find you have a special propensity for shooting down enemy vessels, with a natural understanding of movement through three dimensions. Even when an enemy is dodging and weaving and preventing you from getting a clean lock on them, you have a way of telling when just the precise moment to shoot is, even before the computer can tell you to fire. What's more, your weapons seem to do extra damage against airborne enemies—even when you yourself aren't in the sky.

Blood Bonded (-300 CP):
The Blood Gorgons were borne from the Cursed 21st Founding, and the Chapter ultimately swore itself to Chaos. To prevent battle-brothers from fighting one another, as they did in the days following their defection, their Chapter Master—now a Chaos Lord called a Khorsaad—found an ancient Blood-Binding ritual; through transfusing blood and exchanging excised body tissues with each other, two individuals could be bound to one another, creating a supernatural connection between the two and allowing them to sense one another and make tactical decisions to cooperate and aid one another without communicating.

You now know how to perform this ritual—a variant of the ritual, to be specific, one that isn't inherently corrupted by Chaos. You can use it to bind yourself to someone, or to bind other people together. You also have the ability to break bonds that you have helped create, which is very painful to the people involved.

Equal Opportunity Evil (-300 CP):
The Astral Claws were once a highly honored Chapter of Space Marines. But then they rebelled against the Imperium and turned to Chaos, becoming a band of pirates known as the Red Corsairs. They have allied themselves with Abaddon the Despoiler and serve the cause of Chaos, but in truth they have no faith; or rather, they accept all forms of faith into their midst, and even all species. They do not care who or what you are, as long as you serve the Red Corsairs.

You have a knack for getting people that would ordinarily be opposed to one another to cooperate. It's easy for you to persuade aliens and those who hate aliens to work together, without any risk of them turning on each other. What's more, you find that recruiting people to join your cause is astoundingly easy if you just disregard qualifications apart from competence. Need to fill up a warband? Spread the word that you're recruiting, and you're sure to pick up some people, as long as you aren't opposed to aliens, atheists, and religious nuts alike.

Exorcism (-300 CP):
The Exorcists Chapter has a forbidden secret that would surely draw Imperial wrath if it was ever widely known; the process of becoming an Exorcist involves getting possessed by a Daemon. If the neophyte can fight off the possession, they become a full-fledged battle-brother; if they can't, then they are given the Emperor's Peace, and mercifully killed before their soul can be consumed. This

process has some very critical benefits that make it an incredible boon to anyone who would fight against the Daemon threat.

You have been possessed by a Daemon at some point, but quickly fought it off. As such, you have become invisible in mind, body, and soul to creatures of the Warp, although you can still freely perceive (and harm) them. This makes you completely immune to any form of possession.

After this jump, you will also become invisible to *anything* that is capable of possessing a person, and similarly immune to their attempts. You can dial off this invisibility if you so desire, although doing so also suppresses this perk's inviolability in regards to possession.

Flames of the Damned (-300 CP):
Who—or what—are the Legion of the Damned? Some evidence points towards them being the lost Fire Hawks Chapter of Space Marines. Some evidence suggests they are an Imperial equivalent to Lesser Daemons. No one knows except perhaps the Legion of the Damned, and they aren't answering. They only appear in critical battles where the Imperium seems doomed to lose, and appear out of nowhere. Their bodies are engulfed in Warp-fire that only burns what they want it to burn, and they can appear and disappear out of nowhere, traveling through the Warp.

You seem to be connected to the Legion in some manner, and possess their more notable abilities. You are able to engulf your body in flames—this Warp-fire does not harm you or those you don't intend to hurt, and doesn't spread on its own, but you can project it from your body and burn those whom you wish ill. Furthermore, you are able to travel to and from the Warp at will; in future jumps, this will allow you to travel to parallel dimensions and other realities, instead. This perk will not allow you to travel between Jumps by itself, even after you achieve your Spark.

Maritime Marine (-300 CP):
The Iron Snakes Chapter is based on the watery world of Ithaka, and part of a petitioner's training involves hunting and killing one of that world's large, predacious sea-wyrms with only a sea-lance. Should you be pulled into the water, you will find yourself at no disadvantage; you can freely move underwater with all

the finesse you could muster aboveground. Furthermore, no degree of armor or encumberment will ever hamper your movements, allowing you to move underwater even in Power Armor without being forced to sink—you may accept or ignore the mass of anything encumbering you regards to how it affects your buoyancy.

Finally, just as the Iron Snakes have trained their hounds to help them hunt Drukhari, so too are you capable of a superlative level of skill when it comes to training animals. What's more, animals you use in hunting or combat simply become more likely to survive even scenarios that would normally be sure to end in their death.

Military Attaché (-300 CP):
The Mentors hold to the belief that knowledge is power; due to a mutation in their gene-seed, almost every member of the Mentors possesses at least near-genius abilities in regards to observation, memorization, and adaptation to changing situations. And thanks to their Chapter's focus on studying the entirety of warfare instead of just those tactics focused on Space Marines, they are each the equivalent of professor of military science and history, who also benefits from years of combat experience. As a result, they are much-desired as attachments to other military forces, where their knowledge and advice serves as a force multiplier even for an army led by a skilled general.

Not only do you possess from this memory boost and military knowledge, but there is another benefit for you. When you are directing the operations of a military force—or even if your advice is heeded by the person *actually* directing operations—that force will find their skills amplified. The better your strategies are, the more impressive this amplification becomes; if you completely outmaneuver the enemy, your men might find themselves behaving as though they had spent years practicing each and every action they perform, functioning to the peak of skill that they can achieve.

Praise the Machine Spirit (-300 CP):
The Scions of Iron are a Chapter known for their reverence for the Machine Spirits. As a result, they have maintained a higher quality of wargear than many other Chapters, and field a large number of vehicles.

You and the Machine Spirits are old friends. Machine Spirits and similar entities are simply fonder of you than they would normally be, and it shows in how easily you can use new equipment. Indeed, the basic functioning of every machine you use seems to be enhanced, as if the Machine Spirits are doing their best just to please you. Of course, this requires you to keep up with your maintenance and repairs—they won't like you very much if you aren't kind to them, after all. Furthermore, in universes without Machine Spirits, you have the ability to create them and imbue them into a machine.

Space Shark (-300 CP):
The Carcharodons Chapter of Space Marines is a fleet-based chapter that specializes in scorched-earth tactics, slaughtering everyone present when they arrive. They are known for being distant and reclusive, and only address even their fellow Space Marines from other Chapters in short, terse sentences. Their preferred tactics make them seem like mindless berserkers, but this is far from the case. Instead, they prefer to send scouts out to discover an enemy's positions and weak points, and then use this information to deliver a surprise attack from a position of overwhelming force, with overwhelming aggression that seems to come from nowhere.

When you assault the weak points in an enemy's position or their supply lines and successfully deal damage, the consequences of your assault are astounding. The enemy is all but guaranteed to crumple around your attack, opening up more avenues of attack and weaknesses to be exploited.

The Benefits of Mutation (-300 CP):
The original Soul Drinkers Chapter met a tragic end, dying to defeat one of its own members who sought to force the entire Galaxy to succumb to Chaos. Although touched by mutation and declared *Excommunicate Traitoris* by the Imperium, the Soul Drinkers remained loyal to the Emperor, even dying to defend the Imperial Fists' fortress-monastery from the daemonic assault started by a traitor within their own Chapter.

The Soul Drinkers were touched by mutation, but many of their number found that the mutations were in fact beneficial. You receive **+600 CP** to spend on Psyker Abilities, Mutations, & Gifts of the Warp section, but cannot spend this stipend on **Psyker** or **Blank**. Furthermore, you have the guarantee that no form of mutation

that you experience will ever be wholly, or even primarily, negative for you. Even the most hideous deformations will come with some major benefit, even if you can't immediately recognize what it would be.

The Griffon's Oath (-300 CP):
The Chapter known as the Howling Griffons are renowned for the pride they take in their oaths. Each is a promise of unbroken effort to be exerted in the fulfillment of the oath, until it has either been fulfilled or the oathtaker dies.

When you swear an oath with a realistic goal that you are hypothetically capable of accomplishing, you will find that your actions in pursuit of fulfilling this promise are all empowered. You move faster, can lift more, fire more accurately, and fight with greater skill than you did before, so long as you are acting towards the accomplishment of your vow.

Seeking Truth (-300 CP):
The Seekers of Truth were once a Chapter of Space Marines who worked closely with the Inquisition. As such, they wound up killing many blameless civilians. The Chapter Master prayed for guidance, and to find a way to tell when people were lying so he wouldn't kill any more innocent people. Tzeentch heard his prayers, and "gifted" the entire Chapter the ability to hear every single lie spoken across the entire Galaxy. Within days the Chapter went mad and became the Chaos warband known as the Scourge.

You have the blessing that the Seekers of Truth once sought. Whenever anyone you can observe lies, or even makes a deceptive statement that is technically true, you will be aware of it—and you will hear the *actual* truth as well (you are able to separately perceive these sounds with perfect fidelity). You can turn this ability off if you would prefer to be deceived… or if there are simply so many lies around that you cannot bear to be reminded of it.

Son of Malal (-300 CP):
Once called by another name, the Sons of Malice warband serve the lesser Chaos God named Malice, also known as Malal. They are enemies to both the Imperium and to Chaos, for Malice represents the self-destructive nature of Chaos, and is the sworn enemy to all of the Ruinous Powers, as well as the Corpse-Emperor of Mankind.

The more similar an enemy is to you, the more damaging your actions become towards them. This scales according to the "complexity" of your similarities. If someone shared something basic with you, such as being the same species, your attacks would inflict more damage upon them. If they happened to have the same hair color as you, this effect would be amplified. If this enemy happened to be a fellow cultist of Chaos, you would excel at any sort of damage to their person, their possessions, or even the plans they're running. And if you happened to be perfectly physically identical to someone, you'd barely even need to do anything to ruin their life.

Unending Crusade (-300 CP):
It is the belief of the Black Templars that the Great Crusade has never ended; the Galaxy belongs to the Emperor, and there yet remain places and peoples that have not accepted His righteous rule. As a rarity among Space Marines, the Astartes of the Black Templars worship the Emperor as a god, rather than revering Him "simply" as the Emperor of Mankind and origin of the Astartes.

Few Chapters are as devout in their hatred of the xenos, the witch, and the heretic as the Black Templars. The more different someone is from you, the more damage you will find yourself doing to them. If they are from another species, if they wield magic that you do not, or if they hold beliefs that you do not, then your destructive powers are immensely increased.

The Emperor's Champion (-400 CP):
In all the Galaxy, Sigismund is without a doubt the most dangerous warrior short of the Primarchs themselves. And he might even have defeated some of those. Across battlefields on hundreds of worlds, in duels of honor with every Legion, not once did Sigismund face defeat, save when encountered with treachery. Known as the Emperor's Champion, it was he who faced the armies of Chaos during the Siege of Terra, when the Emperor and his Primarchs traveled to Horus's ship to end the battle. In the end, he slayed champion after champion, Greater Daemon after Greater Daemon, and did not die until he had aged for a thousand years and had slowed down enough that the Champion of Chaos Undivided, Abaddon the Despoiler, could actually manage to kill him.

You possess an inherent genius for bringing death on the battlefield that borders on the supernatural. Any weapon you wield, you will learn to employ brilliantly and at extreme speeds. Your eye for spotting weakness in an opposing fighter's guard is surreal, and the speed with which you strike is extreme even by the measure of Space Marines.

Select one weapon. With this weapon in particular, you are skilled beyond all reason, able to bring death to the fastest Succubi of the Drukhari Wych Cults and the strongest Warbosses of the Orkish hordes. There may be those faster than you, there may be those stronger than you, but in all your time in this universe, you will never meet someone who can best you in pure combat skill. At most, should you meet Sigismund in his prime, you will find someone who is an equal.

The Power of a Name (-400 CP):
Characters that have been named are simply more likely to survive than nameless nobodies; this is a basic fact of fiction. It's also a basic fact of marketing that fewer people are going to buy models of characters that they can't play, so keeping a named character alive means that Games Workshop can sell more miniatures. You are a named character now, and with that position comes a healthy heaping of plot armor. This won't help you if you're stupid about it, but when it comes to luck, the trials of battle, the billion-and-one ways there are to die in this awful Galaxy that even a Space Marine couldn't hope to fight against, like the planet you're on being sentenced to Exterminatus? You just never come across them. This protection becomes stronger the more famous you are.

Written by Matt Ward (-1000 CP):
You have achieved the ultimate power—no, you aren't *actually* going to live a life as written by Matt Ward, but your life is so charmed that you might as well have. People like you without reason, and hold you up as admirable and worthy of respect and emulation, even when you haven't done anything relevant to their lives. If you actually accomplished something noteworthy, people would be shouting your acclaim from the rooftops. It would be easy for you to become known as the Spiritual Liege of the Space Marines if you only pulled off a number of amazing feats.

But your combat abilities are also amazing; all of your physical abilities are increased to the highest levels shown by any non-Primarch Space Marine, and taking on a Greater Daemon is well within your level of skill.

You have a supernatural degree of luck where everything seems to go your way—not only do you succeed to remarkable extents, but other people who hear of your successes will hold you in awe, and sing your praises. Your reputation will grow in leaps and bounds.

I Legion – Dark Angels

To reflect the divided nature of the Unforgiven, the Dark Angels have more perks available to them. However, as a Dark Angel you will receive only 2 discounts of each price tier.

Brooding Silence (-100 CP):
Dark Angels are taught early in their time as an initiate that outsiders are not to be trusted, and that the secrets of the Chapter are paramount. You, at least, will never spill the secrets you have obtained—or at least, you can't be forced to do so. Although this does nothing to improve your capacity to endure pain, no degree of suffering can make you tell the secrets that have been entrusted to you.

Even ripping the knowledge from your mind is impossible; this does not protect you from mind reading, but if you consider any information to be a "secret", not even the Ruinous Powers themselves could find it in your head. Drugs, threats, basic trickery—there is genuinely nothing that can make you surrender your secrets. Nothing short of a decision knowingly made of your own free will.

Brother Against Brother (-100 CP):
When Lion El'Jonson returned to Caliban, he discovered that his second-in-command, Luther, had converted to the worship of Chaos, and turned his followers to the foul faith alongside him. Empowered as a Chaos Champion, Luther was mighty enough to match even his Primarch, and when the Lion hesitated to deliver a lethal blow, Luther struck him down.

So too are your own blows empowered against those who have trusted you in the past, those who share your genes, and those who hold you as friend or family. The lightest cut of your sword will strike like a heavy blow, and should you manage a solid hit, it will surely be a mortal injury to even someone as beyond superhuman as one of the Primarchs, so long as they once cared for you.

Ravenwing Company (-100 CP):
The Ravenwing is the name of the 2nd Company of the Dark Angels, and was the second part of the ancient Hexagrammaton that the Dark Angels Legion used to dictate its combat procedures. To be a member of the Ravenwing is to be a fast and agile combatant, riding light vehicles such as the Assault Bike or the Land Speeder, to hunt down and bring swift death to the enemy.

So long as you are mounted on a moving vehicle, you seem to be able to simply ignore area attacks that aren't centered on you. An artillery shell landing nearby is something you can simply shrug off, and it won't even hurt your bike; a grenade that goes off after hitting you in the head is still probably going to kill you.

Constant Vigilance (-200 CP):
The Fallen are well aware of their once-brethren's hatred for them, and know of the obsession with which they are hunted. And yet, even after ten thousand years of being hunted, many of the Fallen still walk free. You are an example of why, as your senses are always attuned to anything that might be off in your surroundings. Maintaining constant battle-ready vigilance does not wear on your mind or body, and it is a simple matter for you to hold yourself on high alert without cease.

Deathwing Protocol (-200 CP):
The Deathwing represent the best of the best of the Dark Angels Chapter, clad in Terminator Armor and serving as unyielding and unstoppable forces of battle. Once sworn to a task, they would allow nothing to stop them—not even death.

Perhaps that statement is not meant as literally as you take it. Should you suffer a lethal injury or be slain during combat, you may elect to simply… keep fighting. Death will have no hold on you; while this perk is active, you are unable to heal, and any 1-ups you may possess will wait until after combat is complete to activate, as otherwise once the fighting is over is when you will die.

Unyielding Fortitude (-200 CP):
The Dark Angels are renowned for holding fast the line, always standing their ground in combat even if maneuvering the foe into a more vulnerable position could be considered the wiser course of action.

When you decide that you will not be moved, then by the Emperor, you *will not move*. It doesn't matter what fancy bladework the enemy uses, or how superior their strength is, or even how much the ground beneath your feet yields; you shall not fall back so much as a single step. Do note that this doesn't make you any tougher, so a sufficient force might still splatter you—but it won't move you.

This can also apply to mental matters—the Dark Angels have remained in pursuit of the Fallen for more than ten millennia, and have not once wavered from that duty. You have the willpower and fortitude of mind to devote yourself to a task, and not be swayed by temptations or distractions.

Archaeotech Procurement (-400 CP):
The Dark Angels were once known as the First, and were the earliest of the Space Marine Legions to be created, back when the Emperor of Mankind was still conquering Terra. There are privileges that come with such a position, and the Dark Angels fielded technology more advanced than their fellows, having claimed precious archaeotech for themselves.

You find that machines such as archaeotech are more impressive in your hands than they would be when wielded by others. The more advanced your technology is than your opponent's, the better your technology functions; your defenses become tougher and your weapons become more powerful, to better impress upon your enemy how outmatched they are. This applies to weapons wielded by your compatriots and minions, as well.

Furthermore, you find that in settings with a more technologically or scientifically advanced past civilization, you have an easier time than others when it comes to finding and utilizing such lost technology. Rare would be a year that passed without you finding some ancient and remarkable relic.

Interrogator-Chaplain (-400 CP):
Chaplains are famed for vigorous and energetic firebrands who inspire their battle-brothers to greater furor; the Interrogator-Chaplains of the Dark Angels serve as a dark mirror image, standing silent and intense, always alert for signs of weakness. This awareness of weakness serves them well in their secret duty—to torture the Fallen Angels until they either repent or die, and to extract all useful information that might lead to more of the Fallen.

You would make an excellent Interrogator-Chaplain, for to your eyes the weaknesses of others are revealed. Physical ailments, old and well-hidden wounds, mental frailties, the weight of the burden of secrets, metaphysical vulnerabilities—all these and more are as clearly visible as day to you.

This will surely help you in your “interrogations”, which for you are oddly successful. Whether you are trying to force information or repentance from a traitor’s lips, those you torture will never lie to you. They might refuse to tell you the truth, but they will never lie.

Unclouded Eyes (-400 CP):
When Luther stood above the mortally wounded body of his Primarch, the haze of madness and corruption that clouded his vision was stripped away, and he realized the enormity of his sins. Luther could not bring himself to finish the job, and in anger the Chaos Gods struck against the planet of Caliban, and scattered the Fallen Angels across space and time. Regardless of his actions in the past, and regardless of the consequences of his actions upon the Dark Angels as a whole, this fact remains true; when everything came to a head and he had the opportunity to kill his Primarch, Luther instead cast away the corruption of the Chaos Gods.

Malign influences of all sorts will find themselves unable to take a permanent grasp in you. Attempts to poison your thoughts may succeed, but given time—or a suitably traumatic event—you will shake it off. Machines rewriting your thoughts, toxins of the body, curses of the soul… it doesn’t matter what it is, you will eventually cast aside all foreign influences that ail you.

Cypher (-600 CP):
Of all the treasonous Fallen Angels, none is so infamous as Cypher. He is the greatest foe of the Unforgiven, and his true allegiance is completely unknown—over the past ten millennia, he has fought on both the side of Chaos and that of the Imperium, only to oft-betray his own allies. He appears and disappears as if by magic, leaving no trace or trail by which one might track him. He rarely initiates violence, yet havoc and destruction follow in his wake—or perhaps he only surfaces in places where the seeds of havoc and destruction have already been sown. Even when he has been captured, and placed in the most secure cells available to the Imperium, it did nothing to stop him from disappearing.

You are as impossible to pin down as Cypher himself. When you travel, there is no sign of your passing until you will yourself to be observed. When you are captured, there is no cell, no trap, no form of containment whatsoever that is capable of keeping you in custody. If there is no way you can escape yourself, then

eventually the hour will come that you will simply cease to be there, only to reappear in some other location. Once every ten years, in the event that you would be killed, then before the lethal event occurs, you will disappear, and reappear elsewhere. This will always be timed in such a way that it will seem certain that you actually died to anyone who observes it.

Inner Circle (-600 CP):
The average Space Marine of the Dark Angels and their Successor Chapters know nothing of the treason that poisons the name and honor of the Dark Angels. Only their leadership knows the truth, and of that truth, only the Supreme Grand Master of the Dark Angels knows the whole story. And yet, despite this veil of secrecy, the Dark Angels have managed to track down many of the Fallen, even over the vast distances they had been scattered across time and space.

Yours is the skill to manage conspiracies. The secrets you share with others will never be shared in turn against your will, and you excel at arranging for others to carry out your bidding without them ever realizing the true purpose behind your orders. You can set up vast information networks and parse through them, easily able to sort out the relevant data even if the members of that network don't even know what they're actually looking for—and if you have them look for something else tangentially related to what you're actually searching for, this will guarantee information related to the actual target will make its way to you.

Spark of the Lion (-600 CP):
Lion El'Jonson was passed over for the title of Warmaster not because his strategic acumen was lacking, but because he lacked the ability to understand and empathize with other people. The Alpha Legion, for one, was quick to see that the Lion's tactical brilliance was something to be admired.

You are a veritable titan of strategic and tactical insight, your acumen in battle surpassing those of your fellows by leagues and miles. Yours is the strategic brilliance to rival the greatest the Imperium has ever known, and when faced with your tactical exploits even the best commanders in this galaxy would be left shaking their heads in defeat. You outplay your enemies before they even begin to strategize against you, and you have the capacity to fluidly adjust your plans in response to any surprises you may face.

II Legion – [Lost and Forgotten]

If your chosen Founding Legion was the II Legion, then you instead discount 1 perk of each price tier of any of the 100, 200, 400, and 600 CP perks in this document, and receive an additional **+400 CP** to spend on any perks.

III Legion – Emperor's Children

Chasing Perfection (-100 CP):
Even before their fall from grace, the Emperor's Children held an obsession with flawlessness. They were relentless in mastering the field of battle, ensuring that every Marine would play their part perfectly, and that every factor would be accounted for.

You find that you excel at enacting pre-planned tactics and strategies. This gives you no greater ability to form such things, but when following a plan that has already been prepared, you will find your skill and that of your compatriots skyrocketing, and any random circumstance that might cause the plan to fail will not occur, so long as randomness is not itself included as a part of the strategy.

This tendency to chase the highest extremes of skill also translates into impressive artistic talent; although this perk doesn't not provide you skill in artistic pursuits, you have a keen awareness of that extra something that transforms something from merely being excellently made into being a masterpiece. Should you turn your attention to artistry, you are bound to produce pieces that could move a viewer to tears.

Sybarite (-100 CP):
It is the way of the worshippers of Slaanesh to pursue an excess of sensation over all other things. You find that you are well adapted to this pursuit—all of your senses are increased, being thrice as acute as those of your fellow Space Marines. While this does increase your perception of pain… to the mind of a Slaaneshi, this is not a bad thing.

Fortunately, pain can't hold you back; no matter how extreme a sensation is, it will never interfere with your ability to function. You can luxuriate in and appreciate sensation to the fullest, without having even the faintest loss in efficiency. You might take physical damage from exposure to extreme enough experiences, but this will never result in a permanent reduction to your senses.

What's more, you are now capable of sensing the world through your armor and weapons. You can experience pleasure and pain through your ceramite protection; you can taste the blood of your enemy through your sword; you need never shed your protections to satiate your hedonistic desires.

You can toggle this off should it be unwanted, although that would be a most un-Slaaneshi trait to have.

Defiance of Possession (-200 CP):
The powers of the Warp are never to be underestimated, even by those who ally alongside them. Once, the Primarch Fulgrim felt remorse over killing his brother, Ferrus Manus. In response, the Greater Daemon that resided inside of his sword took over his body, and used him as a puppet to drive the Legion ever-further into depravity. Fulgrim used this possession to learn more of the Warp, until he could eventually cast out the Daemon—but in the process, lost himself even further to the worship of Slaanesh.

Your replication of this feat would be a far safer one. Now, this doesn't guarantee that you can't be possessed… but it does ensure that any possession you suffer will be a temporary one. No matter the means or method by which you are possessed, you will gather the power to fight against it the longer you are under its effects. It will not take long for you to fight for moments of control, but eventually you will gather so much mental strength that you can shatter even a Greater Daemon's control over you with ease.

You may of your own free will disable this perk, if you would prefer to be possessed for whatever reason.

Palatine Blade (-200 CP):
The Brotherhood of the Palatine Blades was a famous warrior fraternity of the Emperor's Children, back before they devolved into independent warbands. They were all master swordsmen and duelists, and in battle would seek out the finest enemy warriors to prove their superiority. Upon vanquishing an enemy who wielded a particularly fine weapon, they would steal it for themselves, and seek to master the weapon until they were superior to the foe that they took it from. The whole legion had this tendency, but as the Palatine Blades focused on the most skilled warriors, they naturally took the greatest weapons for themselves.

But most weapons aren't designed to be wielded by gigantic superhumans; nonetheless, you make due. No matter what size or unique biology a weapon is designed for, so long as you are capable of wielding it at all, you are able to use

the weapon as though it were custom-designed to be used by your precise physique.

Furthermore, you are a skilled duelist; you don't approach the likes of Lucius the Eternal with this alone, but you are such a skilled warrior that you can use the finely-made-but-otherwise-mundane Charnabal Sabres to take on enemies wielding power weapons and still come out the victor, even if they were just as fast as you are.

Jumper the Eternal (-400 CP):
Lucius, the Lord Commander of the Emperor's Children, is amongst the most unkillable beings in the galaxy. Not due to being unbeatable in combat—although one of the most skilled blademasters to ever live, he has died many a time. No, it is because of his inevitable return after death; so long as someone felt even the smallest amount of pride in killing him, he will return after being slain, as the individual who felt that sin of pride slowly becomes Lucius the Eternal over the course of weeks. Even the pride of craftsmanship in the weapon that would eventually kill him would be enough for him to return.

By taking this perk, then once every ten years (or once per Jump, whichever comes first), you will benefit from this same form of reincarnation; it's up to you whether or not this reduces your host to nothing but a screaming, tormented face, or if you instead replace them entirely, leaving not even their soul behind. After you achieve your Spark, you may resurrect in this fashion as many times as you desire.

Noise Marine (-400 CP):
The first units of these altered soldiers of chaos were called the *Kakophoni*, but the Noise Marines have since grown beyond those early days, wielding ever greater weapons of sound and horror. As a Noise Marine, your sense of hearing is improved many times over—not only allowing you to hear a broader range of sounds, but letting you pick out even the most minute of noises in the middle of an uproarious cacophony. This will be important, because your brain now interprets auditory stimulation as euphoria. The louder, the better, and specific frequency induce even greater sensations within you. The screams of the dying, for instance, are a particular favorite among your kind.

Noise Marines typically utilize devastating weapons that unleash vibrations of such unholy noises that they can completely destroy those enveloped by blast of sound. You'd think that being present to such noises would lead to deafness at the very least—but no, you are adapted to the screech of even the most destructive sonic weapons. Sound is incapable of harming you—oh, it might inflict *pain*, but no form of noise-based attack will actually cause you injury. This also extends to negative secondary effects that might be applied to the sound—the Rapturous Voice of the Screaming Vortex is quite fond of such manipulations, but you will never succumb to them.

Finally, you will not fall prey to the flaw that too many Slaaneshi cultists suffer; you will never become jaded to sensation, and will never be forced to search out ever greater extremes just to feel anything at all.

Spark of the Phoenician (-600 CP):
If there could be said to be one thing that most defined Fulgrim's life, it would be the pursuit of perfection. For that sake, he helped in the Great Crusade. For that sake, he fell to Chaos. You have taken a piece of this Primarch into yourself, and now you are perfection made manifest.

To be precise, perfection of skill. Like how Fulgrim picked up and mastered new skills almost instantly, striving to achieve the highest level of talent in one art after another, so too is your learning speed accelerated beyond all reason. You take in information almost instantly, not on the surface level but with a deep understanding of the principles you observed. By looking at art, for instance, you would understand how to reproduce such artwork, and by understanding those principles, how to improve on it. Superhuman skill is within your reach, reaching beyond mere mastery in only a fragment of the time it takes an ordinary genius to reach the level of a journeyman.

The Primogenitor (-600 CP):
Ah, so you pursue the same path as Fabius Bile? The Emperor's Children have long been obsessed with perfection, since far before they ever discovered the touch of Chaos. The Legion's Apothecaries worked to the highest standards to ensure the gene-seed was kept pure, but they often felt that they could do more, do *better*. Some believed they could go beyond even the Emperor's work, and began to perform… experiments. And, when the gene-seed stores of the Legion were

corrupted by an artificial viral plague, they began to experiment with even greater fervor. And in this pursuit, none have gone further than Fabius Bile—and now, you.

Your mastery of gene-artistry is such that even the Emperor himself would be forced to acknowledge your skill. You might not have the combination of inhuman genius and long-lost knowledge needed to create from scratch such immaculate beings as the Primarchs, but it would be well within the range of possibility for you to clone ones such as they. You could apply genetic modifications to bring Space Marines to heights of physical ability such that a Firstborn might rival a Primaris Marine, at the "risk" of chaotic mutations. You could create entirely new species, or warp humans to such an extent that they could no longer be considered such. You could take ordinary men, and genetically modify them into monstrosities that could overpower even an Astartes. These and many, many more feats can be claimed by you. Fabius Bile is your peer in the field of genetic manipulation, not your greater.

IV Legion – Iron Warriors

Cybernetic Implants (-100 CP):
The servants of Chaos are often plagued by mutations, handed out as "gifts" from the Ruinous Powers to both their favored servants and those they dislike. Most folk simply suffer through them—but not the Iron Warriors, who instead prefer to sever the warped body part and replace it with superior cybernetics. You may or may not be inclined towards chaotic mutations, you are well-designed to accept cybernetics. Any cybernetic attachments you possess will never be rejected by your body—indeed, they are guaranteed to always function at peak efficiency, never experiencing flaws or glitching. Even damage that they suffer is something they will repair from, your cybernetics eventually regenerating to fully intact status from anything short of complete and voluntary removal.

Pragmatism of the Grand Battalion (-100 CP):
Unlike the other Legions, who were by and large neatly split into nice, even units of Chapters consisting of 1000 Astartes each, Perturabo customized the formation of his Legion to fit his own strategic sensibilities. Instead, he formed them into Grand Battalions—each sized with 1000 Space Marines to start with, but prone to grow or shrink as befits the needs of the conflict at hand, ranging from as few as 500 to as many as 5000 as suited the ever-shifting requirements of battle. Indeed, developing an identity and a sense of group unity in a Grand Battalion was pointless, as they were prone to being folded into one another should numbers run low. Furthermore, to suit the Legion's specialization in siege warfare, they were more strongly integrated into artillery and logistical support than the other *Legiones Astartes*.

Now, after the Heresy they have been replaced by Grand Companies. Even so, they still operate with relentless pragmatism, even if the individual warbands are too hostile to one another to easily merge as the Grand Battalions once did.

Befitting your chosen Legion, you have been given a powerful sense of pragmatism. You are no longer plagued by indecision—all the time that would go into making choices and decisions is compressed into a single instant, letting you immediately make your choice when confronted with an issue. Furthermore, your pragmatic approach to matters ensures that you will always be able to see through bullshit and sophistry, and can easily peer through the fog of tradition to see matters how they truly are. Restructuring a military to a more efficient format

is easily within your abilities (assuming that it wasn't already in a form of optimal efficiency already, of course).

Stor-Bezashk (-200 CP):
The Iron Warriors had a close connection to the Mechanicum, and wielded the largest number of armored vehicles and artillery units of any Legion in the Great Crusade. The Stor-Bezashk were those Space Marines who served as the ordnance and heavy artillery specialists in their Legion, and were famous for their mastery of explosives.

You would have been well-suited to be amongst their number, as you have mastered the use of explosives and artillery to a level that few could claim to equal, and that none could claim to have surpassed. You have a keen understanding of the weaknesses of any structure and fortification that you observe, and it's a simple matter for you to determine where the best location to focus fire or place an explosive would be to bring an entire armored fortress crumbling to the ground.

Furthermore, you find that explosive weapons and heavy ordnance are simply more effective in your hands. The explosion covers a larger area and burns with greater fury, and fired shells penetrate further than the force behind them dictates they rationally should. Machines cool down quicker and ammunition is loaded faster. What's more, people operating heavy weaponry under your command also benefit from this improvement.

Tyranthikos (-200 CP):
Once, the Tyranthikos—also known as the Dominators—were the favored soldiers of Perturabo, gifted with the status of being his honor guard. However, during the Battle of Phall, a group of Imperial Fists managed to board the Primarch's flagship and fought their way into his inner sanctum. As punishment for failing to adequately protect their Primarch—who was uninjured, but furious—they were cast from their position of honor and sentenced to serve at the forefront of the Legion's harshest and most grueling conflicts. Meanwhile, their position of guarding Perturabo was replaced by the Battle-Automata called the Iron Circle, something that served as a perpetual symbol of their dishonor, and they quickly grew to hate the machines with a passion.

Perhaps you have avoided the fate of the Tyranthikos, but you still benefit from their hatred. Machines are notoriously difficult to damage, but you find that whenever you fight against machines of any sort—be it a vehicle or even an autonomous robot—your blows are more devastating than they have any right to be. What's more, the machine you fight will not behave like a damaged machine, but rather like a living being who suffered a wound. They might not actually bleed to death, but they'll limp on injured legs, favor damaged arms, and if you strike a blow that could be considered a "fatal" injury, they will completely cease to function—even if, as a machine, they might normally be able to keep operating for a time.

The Eternal Fortress (-400 CP):
Let it not be said that the Iron Warriors could not build defenses of their own. Immediately following the Horus Heresy, the Imperial Fists chased Perturabo onto Sebastus IV, only to find that they had walked into a trap—the Eternal Fortress, which consisted of 32 square kilometers of hardened bunkers, towers, minefields, trenches, razor wire, tank traps, redoubts, and complex underground tunnels. The command bunker the Imperial Fists sought to destroy was only a decoy, intended to give them something to focus on so they could be pulled into carefully prepared kill zones and be slaughtered. Ultimately, the Ultramarines were required to save the Imperial Fists from complete destruction at the hands of the Iron Warriors.

Your ability to create traps is superb beyond compare. Your capacity for building architecture and defensive weaponry is advanced beyond what one would expect of even one of the Mechanicum's tech-priests, and you both a learned and intuitive understanding of how an attacker would approach any given scenario, allowing you to customize a trap to best ward off—or better yet, lure in and slaughter—your enemies. What's more, your traps are somehow more difficult for your enemies to notice; even when they suspect that you have set a trap, none will truly be prepared for the full extent of your preparations.

Warsmith (-400 CP):
Once, this was an honored title held by those Captains who commanded the Legion's Grand Battalion; after the Horus Heresy, it instead became the title of those Chaos Lords who led the Legion's myriad warbands. Every Warsmith has earned the title, possessing a host of talent in combat engineering—even if they

prefer to use slave-mechanicians to take care of the menial details. It was the purpose of a Warsmith to mold the battlefield to their will. Not only were they expert warriors, but each needed to master logistics, siegecraft, the use of ordnance, and have a strategic and cerebral understanding of all the details of waging war, whether that be slow campaigns of planetary conquest or the rapid responses needed in a firefight in the spires of a hive city.

You might not hold this rank, but your skill as one would make you worthy of the title of Triarch, one of the senior Warsmiths who served as Perturabo's advisors. Not only can you claim incredible military skill, but you have a particular proclivity for waging siege warfare and tearing down fortifications. Under your command, attacks on battlements and defenses are more successful; where you cannot find weaknesses, your artillery bombardments will *make* weaknesses, and where their walls stymie your advance, you will break them down. You can bring destruction and ruin to even the most stalwart of defenses, and had you been at the Siege of Terra, when the Iron Warriors finally faced their hated enemies, the Imperial Fists, in siege warfare, you would have assured your Legion victory in that battle.

Obliterate & Mutilate (-600 CP):
The Obliterators are a perverse fusion of man and machine, their bodies overcome with fleshmetal—a substance merging the properties of metal and flesh, grotesquely wielding the traits of both, and fusing the Obliterator's armor to its body. Into this fleshmetal, the Obliterator absorbs weapons that it holds onto for a time; afterwards, the Obliterator is capable of reproducing that weapon from its body, wielding it as naturally as they would their own limbs. Bolters, lascannons, meltas, plasma cannons—the weapons they can use are manifold, and they bring them to the bear with casual ease to adjust their armaments to bring down any enemy.

Mutilators are similarly fused to their armor by fleshmetal, but whereas Obliterators focus on ranged weaponry and obtaining archaeotech, Mutilators yearn more directly for melee combat, to the point that they willingly fuse their weapons to themselves. This is more than a physical matter; every object capable of bringing death has a psychic presence in the Warp, a piece of potential that grows as they claim more lives. These "war-spirits" can even achieve sentience, making weapons that yearn for slaughter beyond even that of their own wielder. Mutilators seek to commune with, and eventually absorb, these war-spirits,

merging the weapons with their own souls and allowing them to manifest corrupted weaponry from their own bodies.

Perhaps you are both an Obliterator and a Mutilator—or perhaps you are something new, holding the traits of both. The fact remains that your body is now composed of a substance similar to fleshmetal (although not as hard), and you are capable of absorbing weapons and machines into your body. From this pseudo-fleshmetal, you are able to form them anew, firing them independently of your limbs. That which you absorb is not merely a part of your body—indeed, it does not increase your mass—but is actually fused into your own soul. Any war-spirit or consciousness stored in the weapon is consumed by you, its essence and powers absorbed into and strengthening you.

You cannot be affected by the "scrapcode" virus, nor can you spread it. Unlike most Obliterators or Mutilators, you have retained your sanity in full… whatever sanity you had, at least.

You can prevent yourself from absorbing weapons that you might prefer to have separate from your body.

Spark of the Lord of Iron (-600 CP):
If anything could be said to be Perturabo's trademark as a Primarch, it would be his brutal pragmatism. He viewed his Iron Warriors as a single, cohesive whole, not a collection of individuals. Casualties were only to be accepted; any attempt to minimize them was not from a desire to spare his men's lives, but from the need to keep the Legion's fighting strength at optimal levels. He subjected his men, and himself, to relentless and constant use in warfare, to brutal extremes.

Now, you too find that when you treat your subordinates as a cohesive group rather than as individuals, things just work out. It's easy for your subordinates to make up for losses; you aren't replacing people, just missing parts. Even if your followers are something as rare and difficult to replace as a Space Marine, you'll find that losses you suffer just have a way of somehow being replaced—even if they're regular forces that follow you, rather than fiat-backed Followers that you have purchased.

Push your men to the furthest extremes of their bodies and minds, and they will continue to function at optimal levels. Put them through the most grueling of warfare, and it will not impact their morale. Like the Iron Warriors, they will not break.

V Legion – White Scars

Born on Horseback (-100 CP):
The fortress-monastery of the White Scars is located on Mundus Planus, called Chogoris by the White Scars and the natives of that world. The natives of Mundus Planus hold to a warrior culture defined by swift mounted warriors; it is this culture that the Primarch of the White Scars grew up in and that defined him, and which in turn defined the martial culture of the Legion and its Successor Chapters. Before joining the Legion or Chapter, they rode horses; after becoming Space Marines and growing to sizes such that no horse could support them, they instead rode bikes and Land Speeders.

No matter what steed you mount, be it fleshy or metallic, you are an excellent rider. You can easily control any mount or vehicle you ride, even without touching reins, wheels, or handle, as it simply responds to your wishes when you will it to move. You and your mount act as a single being; it, able to react to your thoughts, and you, able to perceive the world through its body.

Pathfinder (-100 CP):
During the Great Crusade, the Fifth Legion swept ahead of other armies; organized into small, mobile units, they dove far into uncharted territory and went beyond the reach of the protective support of the Imperium. They went into the wilds of space at the edge of the star charts (those that survived the Long Night, at least), and paved the path for conquest.

You are skilled at surviving without the support of infrastructure, preternaturally so. No matter what environment you find yourself in, you will always be able to secure basic necessities of food, water, and shelter. What's more, you excel at finding paths through dangerous territory. Whether it's a verdant wood, or a storm spawned from the Warp, you will be able to find a safe way through it to your destination (even if that destination is simply "the other side").

Keshig (-200 CP):
The Keshig were the honor guard of Jaghatai Khan in the days where he was conquering his homeworld, before the Great Crusade came to his doorstep. They were formed of the elites born from every tribe that submitted to his conquest, promoted from the best and brightest he could find. When he took his rightful place as Primarch, and his followers were elevated into Astartes, he spread his

Keshig across the Legion, to spread his teachings to his new followers and to lead by example.

You are now a talented warrior by any measure, but more than that—you are a teacher. When you lead men or fight alongside them, you can see their potential, and they can see you for the shining star you are. You inspire others to become better, and you know exactly how to nurture the seed of greatness in your allies to allow them to grow into truly amazing heroes. Those you teach are certain to pick up your way, learning the lessons you want them to learn and picking up the behaviors that you would encourage in them. You could take a bunch of Terrans, and easily spread your own culture into them until they have accepted it fully into their hearts.

The Chase (-200 CP):
The White Scars are relentless in pursuing a fleeing enemy; a foe who escapes is one who can return to fight another day, and although records of the times following the Horus Heresy are sparse, they are suspected to have hunted down the fleeing Traitor Astartes all the way to the Eye of Terror.

When it comes to attacking a fleeing opponent, you are preternaturally effective. Your attacks strike at weaknesses unerringly, and land with fierce wrath, inflicting terrible damage and even somewhat slowing your target, allowing further attacks to land more easily. This effect transfers to any vehicle you are attacking from—and affects any fleeing enemy vehicle you hit.

Lightning Assault (-400 CP):
The warriors of the steppe did not fight by arranging in battle-lines and steadily marching towards one another. They fought with speed and cunning, rushing in in brief engagements before escaping, only to return from another angle to begin the assault anew. The White Scars have adopted this fighting style, eschewing the heavier weaponry and heavily-armored vehicles standard to most other Space Marines in favor of agility. Riding atop Assault Bikes, Attack Bikes, or Land Speeders, the warriors of the White Scars dive into the fray in brief, ferocious assaults, only to disappear into the wind, using mobility to avoid attacks before returning, harassing the enemy with hit-and-run warfare until they can make a final, decisive blow to finish off their foes.

You find yourself well-suited to this style of warfare. You fight like an expert, and no matter how fast your vehicle you will find that it will never impede your aim. Your mounts and vehicles—both those you ride and those of your immediate allies—will function at a greater level, moving 20% faster than they normally would. Which is especially beneficial for your last boon; the greater your speed when you attack, the more powerful it will be when it strikes an enemy, gathering more force from momentum than it reasonably should—even for attacks for which velocity doesn't normally play a role in the force of the blow, it will still inflict more damage the faster you're going. You might not be bringing heavy weaponry to a fight, but with this perk, you won't need it.

Stormseer (-400 CP): [Requires **Psyker**]
The White Scars do not make use of traditional Librarians as most other Chapters do, instead calling upon the wisdom of their Stormseers. The Stormseers follow the ancient shamanistic traditions of Chogoris; once, they advised the khans of the Chogorians. Now, these Space Marine warrior-Psykers advise the khans of the White Scars.

As a Stormseer, you are capable of drawing upon the spirits of land and air, and calling upon the spirits of departed warriors; these spirits can influence the land to make the environment harsher for your enemies. Calling upon the elements, you can summon wind and lightning, harrying your enemies and forcing them to submit to your power.

The Stormseers are not only responsible for fighting the enemies of the Chapter, but also for maintaining the records of the Chapter, for selecting the next Great Khan to serve as Chapter Master, and for guiding White Scars to mastering their rage and ferocity so that it does not rule over them and lead them to destructive urges. You excel at helping others maintain control over themselves, and can teach even the most stubborn, wild, and intractable of students to achieve self-mastery without succumbing to their inner bloodlust.

Master of the Hunt (-600 CP):
No enemy is allowed to escape from the White Scars, yet sometimes one manages to get away from a battle without being immediately cut down. Indeed, sometimes an enemy even manages to flee after dealing wounds to, or wronging, the Chapter. The White Scars do not permit such grievances to go unaddressed,

and so have created the position of Master of the Hunt. Their role is to track down the escaped foes of the Chapter, and bring their heads to the fortress-monastery of Quan Zhou.

You might not hold this rank, but you would make a potent Master of the Hunt nonetheless. Your ability to pursue an enemy is unrivaled, and you know every trick in the book on how to track an enemy, whether they travel through the wilds or hide in a city. You can peruse through records to find traces of someone's trail just as easily as you can track their every footstep through a forest.

But sometimes, the trail goes cold, or the enemy is skilled enough that there is no indication of where they went. Most would be out of luck in this case, but not you. No, your luck when it comes to hunting down a target is superlative; you will almost always find some sort of clue as to where your target went, and when you don't, you can rest assured that you will cross their path again within a matter of months, at most.

What's more, once you mark an enemy as your target, you will find that your attacks land more ferociously on their person, and all of your attempts to hunt down or track this individual become more successful. Even if they hid on a random planet within the Warp, it would be within your power to hunt them down.

Spark of the Khagan (-600 CP):
Jaghatai Khan may have been ferocious, but it was tempered by his wisdom. He possessed incredible insight and common sense, and sought to question everything, even his own decisions. You, too, hold in your heart great wisdom. You will never take your own actions for granted—but you are no fool, to waste time wondering over his every action. This occurs instantly, allowing you to examine your own actions and your decisions the moment you take them—and, when you learn new information that may affect your previous decisions, you will look them over (again instantly) and can immediately discern where you may have gone wrong, and what you have done correctly.

You have an incredible insight into the character and personality of others, and when you judge people you are never led astray by your first impressions—the only way a traitor could ever fool you is if they were originally loyal, and only

turned to treachery at a later date. Your insight is not restricted to other people; you have a vast understanding of yourself, your motivations, and your own mentality, which makes it effectively impossible for anything to secretly suborn your will. You will always recognize foreign thoughts mixed into your own; indeed, you will even recognize alien presences in your mind, making it impossible for even the most delicate psychic to read your thoughts.

Naturally, this also gives you incredible control over your own mind; even if you held such ferocity in your heart as to make the Great Khan himself balk, you would hold complete control over yourself and your actions, never surrendering to it unless you chose to do so.

VI Legion – Space Wolves

Canis Helix (-100 CP):
A unique and sanctioned mutation of the gene-seed received by neophytes of the Space Wolves Legion (and later, the Chapter), the Canis Helix is unique in that it must be imbibed to start the transformation into an Astartes, as due to certain genetic peculiarities, the metamorphosis into a Space Marine will not work for the Space Wolves gene-seed unless the Canis Helix is used to activate their implants. As such, aspirants are first given the Canis Helix; only by surviving this process will the Astartes-to-be receive permission to get the rest of the implants.

You have received the Canis Helix, conquered the bestial aspect of yourself created from the Helix's effects, and now only benefit from Leman Russ's gene-seed. Your skin is as tough as leather, your sense of smell puts that of other Space Marines to shame, and your canine teeth have lengthened and grown powerful enough to cut through plasteel. As you get older, your teeth will grow into true fangs, your hair will turn grey, and eventually your eyes will even shift to yellow.

Normally the ferocity in your gene-seed would always hold the risk of transforming you into a Wulfen should you succumb to it, but you have mastered this aspect of your being and this holds no risk to you.

Also, you can release a wolf-like howl that is sure to send shivers down the spines of your enemies.

Wolf King's Wrath (-100 CP):
A deep and abiding fury lay in the heart of every member of the Space Wolves. Before the coming of Leman Russ, the Sixth Legion fought against this, even carrying out field executions against those Astartes who succumbed to battle-lust. Once their Primarch came, and shared with them the warlike culture of Fenris, he gave shape and purpose to their ferocity, allowing the Legion to use their discipline to pull back from the edge of savagery, even as they allowed themselves to use it in battle, rather than be used by it.

The Space Wolves are a chapter that very much focuses on close-range combat, not only due to their pursuit of glory, but because it allows them to vent the savage beast that lurks in their heart. You excel in enacting violence upon your foes in melee combat, and have turned your fury into a source of strength; the

greater your rage in battle, the stronger your blows and the deeper the bite of your weapon. You exemplify combat under the aegis of the Drekan the Thunderwolf.

The Wolf Pack (-200 CP):
The Space Wolves do not organize into squads, but in packs; this is a bond closer than brotherhood, for the power of a pack is greater than the sum of its parts, a lesson taught by the Twin Wolves, Freki and Geri. As a group, you can defeat enemies that you could never hope to overcome alone; this is especially true for you. Whenever you participate in combat as part of a small group—no more than a few dozen individuals—every member of your "pack" will find their skill and strength amplified, and teamwork will come as naturally to every member of the group as acting on their own would be outside of combat. You will never interfere in one another's movements, and will naturally take advantage of openings caused by your packmates.

Watcher and Executioner (-200 CP):
After the betrayal of Magnus the Red, Leman Russ sent a small contingent of Space Wolves as a "Watch Pack" to every one of his brothers' Legions to watch the remaining Primarchs for signs of treachery… a measure which came too late. But just as Leman Russ served as the Emperor's executioner against the world of Prospero—even if he was mislead by Horus into turning a simple campaign to one of unmitigated slaughter—so too are you adept at spotting treason and corruption amongst your allies, and bringing down the executioner's axe upon their necks.

When you claim someone as your ally, you will always be aware of the presence of treacherous actions and corruption within them. Should it be nothing but thoughts alone, this perk will not make you aware of it—many loyal men have quietly resented the actions they have been forced to make by their superiors. But once thought turns to action, or the insidious force of spiritual corruption takes root within them, you will instantly become aware of it when next you see, hear, or otherwise perceive the "ally" in question.

And once your enemy's treasonous ways have become apparent to you, you become a great and terrible force of vengeance, to the point that a mundane knife wielded by you would strike with all the force of a power sword.

Brethren to Wolves (-400 CP):
Moreso than any other Chapter, the Space Wolves have a close bond with beasts. Special members of their elite Wolf Guard task force form the secretive Thunderwolf Cavalry, riding on the massive Thunderwolf species of Fenrisian Wolves, which are large enough to support an Astartes wearing Terminator armor. Their Wolf Lords—the equivalent of a Captain who commands one of the Twelve Companies—will often be accompanied by a Fenrisian Wolf or two in battle. While the Fenrisian Wolf is semi-sapient and able to be trained in ways that most mundane animals couldn't be, you are not so limited.

As long as it isn't a full-fledged sophont being, you can eventually bring even the most stubborn and willful of animals to heel. Even if you cannot outright speak to beasts, you can make your intent known to them in a way they can understand, and can train them to obey you; whether as mindless as a bug or as intelligent as a Fenrisian Wolf, any beast you train will come to be loyal to you, and will be able to perform at an advanced level beyond what their intellect would suggest them to be capable of. What's more, when you fight alongside such beasts, they will find themselves empowered; they will be more resistance to damage, and their bites will tear through armor with ease, even as their limbs move them with greater speed.

Priest (-400 CP):
Let other Chapters make use of their Techmarines, their Librarians, their Chaplains and Apothecaries—you are a Space Wolf, and you will not surrender the ways of your people to the demands of the *Codex Astartes*. Select one of the following paths to be trained in; you may purchase this perk multiple times to receive training in the different priesthoods of the Space Wolves, each of which is also discounted if the first purchase was.

Iron Priest:
The vast technological lore of the Priests of Iron is hidden behind a barbarous shield of tech-mysticism. But you know well the functioning of the machines of the Imperium, and can build many of them—primarily tools of war, which you know how to craft and forge from scratch. What's more, you are instrumental to the maintenance and utilization of the Chapter's vehicles; you hold an instinctive

knowledge of how to pilot any craft, and the armor of vehicles you ride in is harder and more protective than it naturally would be.

This perk counts as **Techmarine** for purposes of qualifying for other perks and for item discounts.

Rune Priest: [Requires either **Psyker** or being a Space Wolf]

The Casters of Runes are the most esoteric of the Priests of Fenris, holding strange powers that are superficially similar to those of Psykers. Channeled through cognitive shielding within their own minds, and using the medium of runes to control and direct their powers, Astartes such as you are capable of channeling the power of the elements, calling upon blizzards, summoning lightning, invoking flame, or compelling the very jaws of the earth to split apart and send an opponent tumbling into the abyss. By writing runes on an object, you can make them a channel for your powers, which will glow when used. You can craft talismans from totem animals, which can repel corruption and the hellish forces such as the Daemons of the Warp, and allow you to strike lasting injuries through whatever defenses they may have.

This perk counts as **Libarian** for purposes of qualifying for other perks and for item discounts.

Wolf Priest:

Once known as the Speakers of the Dead, the Wolf Priests hold many tasks. They instill discipline in the ferocious young men who become Space Wolves, and teach the Chapter's cultures to its neophytes and aspirants. You are adept at this, and can teach even the most ferocious soul to restrain their rage. You hold great knowledge of genetic and biological sciences, allowing you to both harvest the gene-seed of fallen Astartes, and implant it into aspiring Space Marines. You know obscure biological and alchemical tinctures, able to create balms that can bring a wounded soldier back to full fighting strength, or brew a poison deadly enough to kill a Space Marines in a single agonizing moment. Your knowledge of medicine is profound, not only in the creation of treatments, but in surgical processes—you

easily surpass anything known to the sciences of the ancient 21st Century.

This perk counts as **Chaplain** for purposes of qualifying for other perks and for item discounts.

Edda of Jumper (-600 CP):
The pursuit of glory lies at the heart of the drives of a Space Wolf; each and every member of the Chapter yearns to be likened to their Primarch, to be spoken of in stories like he was, and to live on eternally in the glorious records of the Space Wolves. You have greater reason to seek to be a storied hero than most, however; when stories are told of you and your deeds, you become mightier.

The more stories are told about you, and the greater the glory they bring, the more your physical abilities grow—indeed, even the powers that you possess will grow mightier, if they are told of in the stories. If you were sung about across the length and breadth of the Imperium, as an ordinary Space Marine you would become a veritable titan, able to take on even a Daemon Primarch on your lonesome and still come out the victor.

However, this is dependent upon your great deeds and the fame you achieve for them, so it is all reset when you go to a new world; furthermore, if you become famous for something you didn't do, that fame will not benefit you, because there is no true connection to it (unless that something you didn't do is a mythicization of your true deeds. Maybe you didn't, say, kill a two-headed god-wolf and send it to guard the underworld, but if you killed a two-headed wolf and people creatively expanded upon the story, it would still count.

Spark of the Wolf King (-600 CP):
Leman Russ was a keen-minded commander, a talented leader of men, and one of the mightiest warriors in the Imperium. But even as great as a Primarch is, Leman Russ, the man, could not possibly live up to Leman Russ, the legend. Everything Leman Russ touched became engraved in the mythology of his planet and the culture of his Legion, to an extent as great as the deification of the Emperor Himself.

You share in this sliver of myth that seems to have draped itself about you. For one thing, stories and songs are quick to spring up in your wake, and the deeds you accomplish are certain to go down in legend—embellished, as all things are by the passage of time. But what's more is that a spark of your myth will imbed itself in that which you spend time in contact with. Spend a long time around a warrior, and he will grow into a more powerful and legendary figure than he would have ever become on his own. Turn a tooth that pierced you and fed on your blood into a weapon, and it will become a powerful artifact that could stand the test of time ten thousand years later. The armor you wear, the weapons you wield—all of these become greater; stronger, tougher, more appealing to the eye, swifter to draw and more readily spilling blood.

Your life is a story, and the world itself will be pulled into that legend alongside you.

VII Legion – Imperial Fists

Purification by Pain (-100 CP):
When Rogal Dorn was at his lowest, he engaged in meditation through pain, subjecting himself to the agony of the Pain-Gauntlet until he received a vision of the Emperor. Later, the Imperial Fists would use the Pain-Gauntlet to inure their aspirants to the agony they might face on the battlefield; however, many older and more experienced Fists are known to utilize the Pain-Gauntlet as a method to purify themselves of the dark thoughts and doubt that so often plague the members of this Chapter.

Pain is no longer capable of stopping you from acting; you still feel it, but it will not impede your thoughts or hamper your movements. What's more, you are able to use agony as a means to cleanse your body and mind of corruptive or weakening influences, such as poison. This needs to be something that could genuinely be called suffering—simple and ordinary pain isn't enough to banish weakness in this fashion, and this agony cannot come from the thing you are trying to excise from yourself. But you will always be able to rely on the purifying presence of pain.

The Emperor's Praetorians (-100 CP):
The Imperial Fists take pride in their ancient role as the Emperor's defenders… and take great shame in their failure in this role. If you were around at the time of the Emperor's injury, perhaps He would not have fallen. When you declare yourself to be someone's defender, they will experience a form of increased luck relating to their continued survival. Strikes that would wound vital areas just barely miss their mark, and area-of-effect attacks level less harsh injuries than they ought to. Circumstance seems to align to allow the one you are protecting to continue living, although this is not strong enough to stop continuous and devoted attempts to murder the individual in question. But redirecting a single, crippling wound to something less final? That would certainly be possible.

Last Wall Protocol (-200 CP):
The Last Wall Protocol was put in place by Rogal Dorn himself after the Horus Heresy as a failsafe in case Terra itself were ever to come under threat—or worse, if it were to fall. In the event that the failsafe is activated, all of the Successor Chapters of the Seventh Legion would gather, and act as one single Legion once more to protect Terra from whatever threat it was faced with. The Protocol has

only ever been activated once, during the War of the Beast, the selfsame conflict in which the Imperial Fists Chapters was reduced one single surviving Space Marine.

By taking this perk, you have ensured that your allies will always be able to gather when you are truly in need. You still need to make them aware that you need help, and this perk does nothing to allow you to contact them, but it does ensure that anything that might prevent your allies from coming to your assistance in times of true, desperate need will simply fail to impede them.

Phalanx Warder (-200 CP):
The *Phalanx* was the flagship of the Imperial Fists, and it held its own reinforced company to defend it, the Phalanx Warders. They were formed from the elite Breacher Siege Squads of the Legion, and subjected to some of the heaviest training the Legion could bring to bear. Masters of defensive warfare, they were some of the ablest combatants the Imperial Fists could field, capable of enduring devastating assaults while delivering equally lethal fire in return.

Your defensive prowess in combat is legendary. When using a shield, there is no such thing as a blow too powerful for you to block; when using a melee weapon, there is no attack too swift for you to deflect. Shields you use are reinforced, becoming all but unbreakable before any degree of raw force.

Templar Brethren (-400 CP):
Although the Phalanx Wardens defended the *Phalanx* as a whole, there was a special portion of it considered too important for even them to enter unbidden; the Temple of Oaths. This was no religious edifice, but a temple devoted to the ideals of the Imperial Truth and the Great Crusade. Besides Rogal Dorn and the Emperor of Mankind, only the Templar Brethren were permitted to enter this most sacred of locations unbidden, though often Imperial Fists would be permitted to enter in order to renew their oaths of loyalty.

You are capable of swearing supernaturally potent oaths, so long as you truly mean them at the time you speak them. These oaths become binding, being something you are unable to go against; however, you can also take strength from these oaths. So long as you act in fulfillment of an oath you have sworn, luck, circumstance, and fate itself will favor you, seeming to coordinate to better allow

you to fulfill your oath (so long as the oath itself is to accomplish something you are actually capable of doing; an ordinary Space Marine swearing to kill the Chaos Gods won't get much mileage from this perk).

Once per year, you may discard any number of oaths you have already sworn, and they will no longer benefit from this perk—but neither will they be binding.

The Word of Dorn (-400 CP):
Many Chapters are defined by the culture of the planet they choose as their homeworld, and their recruits' personalities are affected by the stories and civilization they come from. But despite the Imperial Fists recruiting from a number of different planets, they have retained a single unifying identity as a Chapter. It is the teachings of Rogal Dorn that have defined the Imperial Fists, teachings they have passed on to new aspirants, be they from noble warrior bands or from Necromunda's filthiest wards, and taught them to be honorable heroes.

When you teach someone else, you gain an extreme level of understanding of the culture that helped create them and the influences it has on their personality. And as you teach them, you are able to slowly replace parts of this culture with your own—or with a culture you are deeply in tune with—allowing you to slowly adjust someone's personality and values.

Architectural Excellence (-600 CP):
The Imperial Fists are famous for their astounding prowess in defensive battles; setting aside the incredible tactics and strategies of the Chapter, much of the credit for this prowess comes from their masterful construction of defensive architecture. This isn't merely knowledge of architectural principles, or a skill at construction, or military knowledge of where best to place mines, walls, and towers; it is a combination of all of these things and more.

You are supernally skilled at constructing and defending defensive fortifications, able to make structures that possess no weakness and that will stand against almost any attack. Your buildings are constructed to an exacting standard, perfectly designed to withstand both invasion and physical assault. More than this, so long as it was built according to your specifications, anything you build or order constructed will become much more durable than its construction would

indicate; defensive armaments installed into a structure will move more quickly and strike with greater aim that would be expected; furthermore, enemies who enter buildings you have designed will find themselves inhibited, their reflexes slower than they would naturally be and their senses dulled.

Spark of the Unyielding One (-600 CP):
Rogal Dorn was possessed of an immense and undying font of willpower. At one point, Khorne the Blood God trapped him within a desert in the Warp, forcing him to endure centuries of solitude as Khorne gradually stole his memories and attempted to corrupt his soul. Yet, even when he knew nothing but his own name, Rogal Dorn did not surrender to the Chaos God.

Your own willpower is not less than that of the Primarch. Your will puts iron to shame, and burns in your heart without limits. Even the wrath of a God unleashed could not sway your mind. Corruption will find no hold on you, and you have the power to project your willpower outwards, smothering the psychic powers of those in your vicinity as your mind overwhelms their own.

VIII Legion – Night Lords

Preysight (-100 CP):
Many Chapters have special traits that are inherited by those imbued with their Primarch's gene-seed, but the Night Lords' is particularly useful. Aesthetically, Night Lords take after their gene-father, having extremely pale, almost white skin, and eyes that are pitch black. More usefully, they are capable of seeing in the dark almost perfectly, with night vision superior to even that of their fellow Astartes. They—and, of course, you—also possess a "preysight", the ability to see in the infrared spectrum to detect heat signatures.

Finally, you have the ability to emit unnaturally loud shrieks that induce temporary deafness and disorientation in any enemy who hears it.

Terror Squad (-100 CP):
The Terror Squads were the Eight Legion's specialists in punishment and retribution; torturing their enemies, flaying them alive, and inflicting even worse torments upon them were par for the course for the Terror Squads… and this was *before* the Legion fell to Chaos.

You are an exquisitely skilled torturer; no matter what you do to a victim, it is impossible for them to die until you permit them to (although this does nothing to protect them from what *other* people do to them). What's more, you have a dark and extensive imagination, allowing you to come up with torments of a wide variety, ensuring that nobody graced by your attentions will have to experience repetition.

What's more, you're able to send a message through the violence and brutality you visit on others; by playing recordings, showing images, or simply draping yourself in the skin of someone you've flayed, you can evoke heightened sensations of dread in all who perceive it.

Raptor Cultist (-200 CP):
The Raptors resonate with no Traitor Legion so closely as they do the Night Lords. Armed with Jump Packs that have fused to their body, the Raptors revel in inflicting terror upon their enemies to prove their own superiority.

Whenever you make use of a perk, ability, or item that would give you a limited ability or time to fly, or that would allow you impressive "jumping" abilities, you may instead utilize it to achieve unlimited true flight. What's more, you'll find that when you make an unexpected attack on an enemy from above, they will be far less able to defend themselves than they otherwise would be, making them easy prey for you.

If you have purchased the **Jump Pack** item, then upon taking this perk you may voluntarily opt to merge the **Jump Pack** with your Space Marine form to become a true Raptor; otherwise, this perk simply provides you with certain abilities.

Tactical Cowardice (-200 CP):
Only a short while after Konrad left Nostramo, it fell to anarchy. As a result, the Night Lords rarely received the best and brightest Nostramo had to offer, but instead got the dregs of its already corrupt and wicked society. The Night Lords are, at heart, bullies given the powers of superhumans, and like all bullies are frightened when faced with those who can stand up to them. Instead of standing and fighting like any other Legion would, the Night Lords prefer to flee, and return to fight when they hold the advantage.

Your ability to run from a fight is a marvel to behold. People become more inaccurate when they shoot at you while you're retreating, and people who would chase you are struck by an irrational bout of ill-luck, tending to trip over themselves or get lost. It is easy to lose track of you when you're running away.

Accursed Visions (-400 CP):
Konrad Curze was cursed with the gift of foresight, possessing the ability to see the worst futures to come, yet was unable to avoid those futures. This is an ability shared by the Chaos Sorcerers that grew from the Legion's Librarians.

It would be fair to say that you're an even greater precognizant than the Primarch, because you are not bound to the futures you see, and visions will not strike you at random. You have full control over when you use your own visions—they will still only show the worst possible future, but you are not bound to this future, and are free to avoid those choices that lead to this future.

The Silence and the Scream (-400 CP):

Surprise is not viewed as a reliable weapon by the Night Lords, as it is all too easily overcome; however, stealth is still prized as an admirable skill amongst the Traitor Legion, as there is no predator so greatly feared as the one you cannot see. Your abilities at stealth are superlative; you can stalk the night in the full panoply of Terminator Armor, and make not so much as a shadow of a whisper; you can skulk with the likes of your Primarch, able to hide in shadows that seem too small to hold you and able to emerge from the darkness like some manner of terrible wraith come to visit judgment upon the guilty.

Dread. Terror. Despair. (-600 CP):
It was not by force of arms that the Night Haunter conquered Nostramo, but by fear. Terror was his weapon, just as it is the weapon of his Legion, and they (metaphorically) feasted upon dread as one might sup upon a fine wine. Where they went, they brought fear and terror, inciting horror and despair in all who saw the works they had wrought. When the Night Lords turned to Chaos and began raiding Imperial worlds, they committed… atrocities. Terrible atrocities, so great that they pushed the few survivors to madness, and their assaults leave great psychological wounds that can never be recovered from.

You excel at the task of bringing fear. Everything about you seems customized to elicit maximum terror from those you perceive as your enemies or your victims. You can easily create an atmosphere of fear without ever revealing yourself, and given enough time you could turn yourself into the bogeyman to an entire planet, just like your Primarch did. Such is the fear that you evoke that it can drive people to insanity, and if you exert yourself, you can even push people to commit suicide just to escape the unending and relentless terror that you evoke.

What's more, you know how to *use* fear, not merely create it. Fear is another tool in your arsenal, a method of weakening an enemy before the final strike, and you a something past a master in the art of dealing it.

Spark of the Night Haunter (-600 CP):
Konrad Curze became the living nightmare of Nostramo through his mastery of stealth and terror tactics, but that alone would not have been enough to allow him to rule the entire planet. He would have been killed by the very people he terrorized if that were the case. No, it was his physical superiority as a Primarch

that enabled his campaign of fear—particularly his speed, which was amongst the greatest of the assembled Primarchs.

You now boast speed such that you could match blades with a Primarch in even combat (if his strength didn't shatter your arms, that is). Your reflexes are honed past the point of reason, and you can move fast enough that even experienced Aeldari weapon masters would be unable to follow your movements. You can see Bolter rounds as they cut through the air, and can move fast enough to simply slice them apart before they hit you.

IX Legion – Blood Angels

Aerial Assault (-100 CP):
The Blood Angels excel at aerial maneuvers, utilizing Drop Pods to a greater degree than any other of the First Founding Chapters of the Imperium, as well as Thunderhawk and Stormraven gunships. You have internalized this technique, and benefit from a certain degree of luck that your fellows lack. When it comes to entering a battlefield from the air, you have the certainty that you will always be able to arrive to the battle safely. Your ship won't be shot out of the air while approaching, your drop pod won't be redirected to someplace other than your target, and long-range preemptive attacks won't down your transport while you're still in transit to the battle.

Furthermore, you gain a great deal of understanding and experience in how to operate flying craft, as well as strategic and tactical knowledge on how to best utilize aircraft.

Restraining the Thirst, Suppressing the Rage (-100 CP):
Those gifted with the gene-seed of Sanguinius take on beauteous appearances (if somewhat pale), and have elongated canine teeth, but are struck with a dreadful curse. This curse is twofold; the first is the Red Thirst, an everlasting desire to drink blood that the battle-brothers of the Chapter must ever strive to keep in check. The second curse is even more dreadful, as it is almost inevitable; victims will be struck with the psychic memory of their Primarch's death, and will be goaded into an unstoppable killing rage. While the Red Thirst only lasts until the Blood Angel is sated, the Black Rage is a permanent ailment, and will see an Astartes lost to the Rage forever, placed in the Death Company so they can at least have some final use fighting the enemies of the Imperium.

You, however, are like in kind unto Mephiston and Rafen; you have been visited in a vision by Sanguinius's spirit, and have overcome the curse of the Blood Angels.

In addition to the aforementioned effect, you will now be able to ignore the effects of curses that manipulate your emotions or drive you to experience certain sensations, like thirst. Although overcoming the Red Thirst and Black Rage are naturally only available to Blood Angels and their Successor Chapters, this selective immunity to curses is available to anyone who takes this perk.

***Ikisat* (-200 CP)**:
Called the "Sanguinary Guard" in the modern era, during the Great Crusade these elites of the Blood Angels were instead known as *ikisat*, meaning "Burning Ones", for their ardor and devotion were like an unwavering flame. They were the honor guard of Sanguinius, and in the time following his death, became the elite Veterans of the Blood Angels.

You are an inspiration to others; when people see you act, see you fight, see you boldly stride through the world as a larger-than-life hero, they are inspired. They will want to grow stronger and become better than they were before. What's more, you know a great deal about fighting defensively and protecting your charge, like a bodyguard ought to; when fighting to defend someone else, you will find that your skill increases.

Redeemer of the Lost (-200 CP):
The Redeemer of the Lost is the title given to the High Chaplain of the Blood Angels. While Chaplains normally have the duty of preserving the souls of their battle-brothers, the High Chaplain of the Blood Angels has a further duty; to save the souls of those Blood Angels who have been overcome with the Black Rage… by giving them the Emperor's Peace, a merciful execution.

But you, like Astorath the Grim, have a special ability. You can sense mental imbalances in people, even before they do. While Astorath can detect the presence of the Black Fury even before it manifests, you can detect mental ailments and curses of all kinds. If you had some outside context power, perhaps you could save those Astartes who suffer from them… but as it is, perhaps there is little you can do other than help Astorath carry out his grim duty?

Path of Redemption (-400 CP):
Before they were the Blood Angels, back when the Ninth Legion was known as the Revenant Legion, they were monsters. They committed atrocity upon atrocity, sometimes from necessity but often without any true purpose behind it other than to spread suffering. But then came Sanguinius, and such was his kindness that he saw fit to redeem these lost souls, and taught them discipline, honor, and compassion. And when Sanguinius finally confronted his treasonous brother, the Arch-Heretic Horus, he did not immediately kill him, but sought to save his soul, instead… although that time the attempt backfired on him.

If it had been you… well, you might still have failed. But it wouldn't have been an impossible attempt. When you behave with kindness and extend a helping hand, it has a way of piercing through apathy, through despair, through hatred—so long as good still exists in someone, you can find it, and can not only pull it to the fore, but also convince the person in question that being a good person is possible for them. This allows them to put in their own effort towards being redeemed. So long as you reach out to someone, you have a chance to save them.

Sanguinary Priest (-400 CP):
Blood Angel aspirants are given the final parts of their gene-seed by way of a process called Insanguination, which was originally done by injecting the aspirant with a small portion of their Primarch's blood, which is needed to activate their implants. But after his death—and the destruction of much of the legion's stock of gene-seed stored on Terra—the Legion was in need of his genetic material, and so they drained Sanguinius's blood, to pour into a special Blood Chalice relic known as the Red Grail. But his blood could not be kept liquid and vital for the years to come; to preserve it, it was injected into the Sanguinary Priests, who ritually spill their own Sanguinius-touched blood into the Red Grail to permit aspirants a drink that can prepare them for becoming Astartes.

Perhaps you are a Sanguinary Priest yourself. Perhaps not. Regardless, for one reason or another you now have the blood of Sanguinius within you, increasing your speed and grace considerably. Furthermore, you are well-trained in the ways of *medicae*, and can produce medicine and perform surgery like a pro.

At your discretion, a non-Blood Angel with this perk may instead have the blood of a Primarch other than Sanguinius.

Spark of the Brightest One (-600 CP):
Of all the Primarchs, Sanguinius can be considered the greatest. His skill in combat put his fellows to shame, and he was the sole Primarch that even Leman Russ admitted he could not defeat in a fight. His charisma was beyond belief, to the point that in the entire fractious family that was the Primarchs, it was Sanguinius alone that everyone liked, or even loved. His intellect and mastery of warfare was such that most people believed he would be the first choice for Warmaster. In speed, strength, and durability, he was not the greatest of Primarchs—but in all

three categories, he was not far off. If there was such a thing as a perfect Primarch, it would be he.

You have taken on some of the superlative nature of Sanguinius. All of your features have been improved beyond those of your fellow Space Marines. You are stronger, faster, tougher, more charismatic, more intelligent, more skilled. This is not as extreme a boost as the other **Spark of [Primarch]** perks, but is more universal.

Finally, you may optionally grow a pair of feathered wings, such as those possessed by Sanguinius himself, that will allow you to fly.

Visions of the Future (-600 CP):
Sanguinius was one of the few Primarchs to inherit his father's capacity to see the future. For Sanguinius, it was both a gift and a curse. A gift, because insight into the future can often be useful; a curse, because too many things could not be changed, and he learned of his own death beforehand (though he knew not the circumstances of it).

You have a greater mastery of this foresight. Like Sanguinius, you cannot use it at will, being occasionally beset by visions; however, you have a deeper understanding of the circumstances of what you see, and you are not bound to follow the future that you perceive, allowing you to change that which you have foreseen. Unlike Konrad Curze, you do not see the worst-case scenario, but instead you perceive the future as it would be in that moment, if nothing changed from the path that time is presently following.

X Legion – Iron Hands

Silent Advance (-100 CP):
Many Space Marine Chapters are noisy. They fill the air with battle cries, call out for their lost brethren, and declare their honor and glories to the world. The Iron Hands are not so illogical. Instead, they fight in silence, steadily and inexorably advancing until the enemy is left with no choice but to yield.

When you fight, you may opt to produce no noise. Oh, your steps still have sound, and the fire of your Bolter is as loud as ever—but you yourself will not produce sound. By doing this, you will steadily unnerve any enemies who can perceive you, an effect that will become more pronounced as combat continues. If you're fighting alongside similarly silent allies, this effect is amplified.

The Flesh is Weak (-100 CP):
Although it was not the path Ferrus Manus desired for his chapter, it is nonetheless true that the Iron Hands have come to disdain flesh and humanity. Flesh is weak and fallible, even in the augmented body of Astartes. It makes so much more sense to replace it with the strength and surety of steel. So the Iron Hands did. Every Iron Hand has at least one bionic implant, as they sacrifice one of their hands upon joining the Chapter, but those who have been Astartes for the longest periods of time are often little more than a living brain supported in a mechanical body.

Your body will never reject any form of cybernetics you attempt to apply to it; indeed, you find that you can keep cybernetics attached to your body functioning indefinitely. Weapons built into you will not need to refuel or receive new ammunition, and energy sources within you will not need to be recharged. They will simply continue to function.

My Sword is Hatred (-200 CP):
Hate boils within the heart of the Iron Hands, all originating from an exaggeration of their Primarch's disdain for weakness. They hate the Traitor Astartes for being so weak as to surrender to Chaos. They hate the Loyalist Astartes for being too weak to stop the traitors from wounding the Emperor. They hate the flesh for being weak. They hate other humans for being emotional. Hate. Hate. Hate.

It is the teachings of the Imperium that one should hate the enemy, and that one should draw strength from their hatred. This typically isn't meant so literally, however; the more hatred you feel for an enemy, the more powerful your attacks against them become. What's more, the people that you hate will find that their armor is less effective when it comes to protecting them from your blows.

The *Calculum Rationale* (-200 CP):
It has ever been the principle of the Iron Hands to methodically and rationally apply overwhelming force against their enemies. But ever since the Horus Heresy, that principle has gone to further extremes.

Logically, the Space Marines are humanity's greatest asset. And logically, it makes little sense to enter combat against desperate odds when doing so has little chance of victory. To ensure that valuable Space Marine lives are not wasted, the Iron Council of the Iron Hands performs an assessment known as the *Calculum Rationale*, taking all information regarding the situation into account so as to determine the exact number of battle-brothers, vehicles, supporting personnel, and weapons that would be needed to assure an Imperial victory. If they possess the requisite number of personnel and supplies, they will send precisely that amount, and achieve victory. If they do not, then they will not lift a finger to assist.

You, however, do not need to perform the intense calculations involved in the *Calculum Rationale*, because you will always know what is needed to ensure victory, in terms of pure numbers. The number of men you would need, the numbers of different types of units, the number of vehicles, the number of weapons, the amount of ammunition… of course, depending on unit composition, all of these requirements could change, but you instinctively understand these details, as well. Using this knowledge, you can most efficaciously utilize the resources at your command.

But do be warned that this perk alone does not provide you with the ability to *utilize* these resources, so you could have everything you need to achieve victory, and still fail because you didn't place your men correctly. Don't think that this perk guarantees you victory; it only ensures that you will know what you need to have to achieve that victory in the first place.

Cast Aside Weakness (-400 CP):

There is little that the Iron Hands abhor more than weakness. Weakness in themselves, weakness in others—neither one is acceptable, and both are a source of hatred. And while hatred may make you strong, perhaps it would simply be better to have no weaknesses?

You have discarded everything about you that could be considered a weakness. Your body no longer requires fuel to function at optimal efficiency, and pain, although not disappeared, no longer hinders you in any way. You no longer require sleep or rest for your mind and body to be healthy, and any cybernetics you possess will continue to function perfectly even in the absence of maintenance. You still feel kindness and empathy, but when the time comes that they hold you back, you can toggle those emotions on or off.

Furthermore, should you eventually take on a form or possess abilities that have some inbuilt weakness, including perks, those weaknesses will no longer exist unless you permit them to. You have been purged of your flaws.

Riding in Armor (-400 CP):
Ever since their time in the Great Crusade, the Iron Hands have made extensive use of heavily armed and armored vehicles. This only became a more crucial part of their military doctrine following the Isstvan V Drop Site Massacre, where the Iron Hands lost their Primarch, the majority of their Dreadnoughts, and almost all of their suits of Terminator Armor. More so than most other Chapters, and certainly more than the other Chapters of the First Founding, the Iron Hands were forced to rely on vehicular superiority in combat.

And when it comes to vehicular superiority, no one is better than you. To start with, you gain excellent skill in all manner of vehicle usage, to the point where it's easy for you to out-maneuver even other Space Marines should you be in equally puissant vehicles. For another, the vehicles you operate simply function better than they would otherwise. The machine-spirit is perfectly at peace with you, and even pushes your vehicles to keep functioning past the point that it would normally stop working. Furthermore, it is impossible for you to be killed by the destruction of a vehicle you are within. If you are in a vehicle and it is destroyed, both you and everyone else in the vehicle will miraculously survive the experience.

Note that should you be in a universe without machine-spirits, vehicles you operate will still function at the same level they would as if there actually were a spirit residing within them.

Iron Father (-600 CP):
The Iron Father holds a curious role within the Iron Hands Chapter, being something of a fusion between a Chaplain and a Techmarine. They oversee the spiritual health of their battle-brothers, certainly, but intimately entwined with this concept is the creation, application, and maintenance of their cybernetic augments. Iron Fathers are taught the secrets of the Machine Cult to a greater degree than almost any other Chapter, and they have been taught even the most obscure schools of tech-disciplines.

As an Iron Father, you hold the knowledge to make any of the mechanical creations of the Adeptus Mechanicus, so long as that machine in some way relates to warfare. But you have a special focus in bionics and cybernetics, to the point that you can replace even the most minute of cellular processes with a superior machine replacement. It is by your skills that something like a Space Marine can become almost entirely a machine, without losing the essential essence of what it means to be an Astartes. No matter how much of someone you replace with machinery, they will never suffer any form of rejection, will never suffer from any sort of “cyber-psychosis”, and will always possess their soul.

Spark of the Gorgon (-600 CP):
Ferrus Manus was many things, but one of the traits for which he is best remembered is his craftsmanship. The Primarch was a masterful creator—although he possessed no care for works such as painting and sculptures, it could not be denied that everything crafted by his hands was a work of art that never lost so much as a drop of practicality for its grand appearance. But do not be deceived that his craftsmanship was merely pleasant to the eyes, for that which he forged were masterpieces one and all, worthy to be relics passed down with reverence from generation to generation, capable of functioning to the highest extent and bringing destruction to unheard of degrees.

You are now an engineer and craftsman of such ability that you could go down in myth as a smith to the gods themselves. Should you forge a power sword, it will be able to cleave through other power weapons like a hot knife through butter;

should you design an engine, it will function to such a masterful extent that the greatest minds of the Cult Mechanicus could study it for millennia and come no closer to puzzling out its secrets—not because you hid its mechanisms, but because your work would be so much more advanced than what they could hope to achieve with their own knowledge.

Optionally, you may allow your hands to be covered in the same silvery metal that coated the hands of Ferrus Manus, now believed to be necrodermis from an ancient Necron construct that he defeated by smothering it in lava. This metal makes your hands all but unbreakable, allows them to regenerate from any injury, and allows you to perform smithing with your own bare fingers, with no tools needed—even the most precise of craftsmanship could be accomplished with only your fingers, with precision such that you might need a microscope to see what you're doing, but would need no other machine to aid you.

XI Legion – [Lost and Forgotten]

If your chosen Founding Legion was the XI Legion, then you instead discount 1 perk of each price tier of any of the 100, 200, 400, and 600 CP perks in this document, and receive an additional **+400 CP** to spend on any perks.

XII Legion – World Eaters

Beating the Nails (-100 CP):
Once Angron received command of the now-named World Eaters, he dictated that initiates into the Legion were to be embedded with the cortical implants known as the Butcher's Nails. The Butcher's Nails altered the neurotransmitter production in the victim's head, making it so that all emotional responses not related to murder and rage are dampened, and making the subject exclusively capable of feeling pleasure from anger and killing. Adrenaline production is boosted, making you a better warrior, but the use of the Nails inevitably leads to insanity and infringes upon higher brain functions. This also causes implanted psykers to lose control of their powers. What's more, the Nails cannot be removed without killing the subject they've been implanted in.

Suffice to say, getting the Butcher's Nails implanted in you can really ruin a Jumper's life… if they aren't you, that is. No manner of cybernetic or biological implant is capable of negatively influencing your mind, no matter how invasive it is. So long as even a portion of your brain is intact, it can perform all of the functions of every part of your mind; unless you permit otherwise, this will overwrite the activities of any implants you receive, ensuring that something like the Nails won't override your mental processes, force you to feel unwanted aggression, limit your mind, or otherwise have a bad effect on you. You can still benefit from the increased adrenaline—when you want it.

This also ensures that any implants you possess will not have a negative effect on any of your powers and abilities, so you don't have to worry about the Nails removing your ability to control your psyker powers (if you're cowardly enough to purchase such things, at least). As a final blessing, should you be a psyker, your powers will not cause pain to anyone who possesses the Butcher's Nails.

This doesn't actually give you the Nails, mind you.

Blood for the Blood God (-100 CP):
Khorne yearns for blood to be spilled, and when it comes to tearing out an enemy's blood, he has no greater champions than the World Eaters. Even before turning to Chaos, they were brutal beyond reason, and slaughtered indiscriminately. Enemy, civilian—it made no difference to them; all would die at their hands.

You are particularly masterful at the spilling of blood; people who survive your initial attacks will often die anyway, because the wounds you inflict will bleed more than they otherwise would. Even a Space Marine might be at risk of bleeding to death, if you hit them in the right spot.

This also inhibits sources of healing until the wound has stopped bleeding on its own, and prevents extreme levels of regeneration from quickly halting the flow of blood.

Before the Rage (-200 CP):
No one is born a monster. Once upon a time, Angron knew kindness and empathy—quite literally, as he was able to sense the pain and negative emotions of other people, and could draw them into himself, taking away their pain and sorrow. He once used it to calm the other slave children, before he was dragged away and embedded with the Butcher's Nails.

Now, that power is dead and gone… but in you that ability remains, and even the Butcher's Nails will not take it from you. But this power is of little use to a loyal servant of Khorne… so why would you purchase it?

Jumper the Betrayer (-200 CP):
Khârn the Betrayer is amongst the most infamous of the World Eaters; so eager is he to take skulls for the Skull Throne that he will happily turn upon his own allies. In this he has his god's approval, for Khorne cares not from whence the blood flows, only that it flows.

Whenever you are in combat and kill a person, you will move a little faster and strike a little bit harder for the duration of the battle. If the one you kill was an ally, or at one point trusted or cared for you, then this benefit is tripled.

Berzerker (-400 CP):
Khornate Berzerkers are Space Marines who have fallen fully to the grasp of the dark god Khorne. They have surrendered fully to the aggression of the Butcher's Nails within them, and have been reduced to screaming monsters who yearn for nothing but slaughter, only rarely capable of any tactic more advanced than

charging the enemy headfirst. And yet, despite their giant tactical weakness, Berzerkers nonetheless make for a brutally effective combat unit.

So long as you are in motion to approach an enemy for melee combat, every ranged attack that would otherwise hit you has a flat 50% chance to miss you, instead. This is increased to 75% if the attack has some sort of mystical or supernatural component to it.

Furthermore, when you're charging towards an enemy or obstacle, you seem to gather much greater force in your blows, proportional to the distance you've run. With this much power, even a mundane Jakhal Cultist could knock a Leman Russ battle tank backwards, if they had some space to charge at it.

Skulls for the Skull Throne (-400 CP):
Within the Immaterium, the Lord of Blood, Khorne, sits atop a mountain of skulls. These skulls come from the heads of Khorne's enemies and his servants alike, taken from countless eons of warfare across the Galaxy and the Warp alike. Each and every one of them serves to promote Khorne's power and unholy glory.

Will you, too, form a throne of skulls? You would have good reason to. Every time you or one of your followers or companions kills someone, you get a tiny bit stronger, faster, and tougher. Every time one of your followers or companions die, you get just a little better than you were before.

At your discretion, every death that contributes to your power may create a skull in a special attachment to your Warehouse, a duplicate of the skull of the one who died.

No Sorcery, Only Bloodlust (-600 CP):
Khorne is famously disdainful of psykers, and holds a hatred for all forms of warfare that rely on such cowardly measures. It is for this reason that Khorne's greatest champions are given special protections against these powers. You might or might not be a Khornate, but you have received a similar defense nonetheless.

You have a mighty resistance to supernatural powers of all kinds, sufficient to allow you to survive a fireball that would melt a tank with nothing more than a light singeing. But when it comes to psykers who draw upon the power of the

Warp, your defense is augmented to the point of complete immunity to their abilities.

Spark of the Red Angel (-600 CP):
If anything could be said to most define Angron, it would be rage. It would be fury. It would be wrath. It would be a million synonyms of “anger” across a hundred thousand different tongues, and it would still fail to encapsulate Angron’s rage, which once allowed him to hold up the weight of a Warhound Titan that attempted to crush Lorgar.

Perhaps you are not as constantly furious as Angron, but your rage is more useful. In short, the angrier you are, the stronger you become. Furthermore, whatever limitations there might have been on your anger no longer exist. If you could become angry enough, you might even overpower a Primarch—but that sort of unmitigated wrath can hardly be evoked at will, so it would require special circumstances to occur. Still, if a battle goes on long enough and you keep racking up injuries, eventually your fury will boil over to that level.

XIII Legion - Ultramarines

***Codex*-Compliant (-100 CP)**:
The *Codex Astartes* is the Galaxy's foremost work of military organization, strategy, and tactics. It covers everything from the correct moral behavior for a Space Marine, to the order of battle and tactical doctrine of a Chapter, to the logistics and infrastructure needed for a Chapter to function in the first place. It is a vast and comprehensive work that covers military stratagems and combat procedures to the greatest extent that Guilliman's superhuman mind, regarded as brilliant even amongst his fellow Primarchs, could envision. It is a work so vast that even the genetically-enhanced memory capacity of a Space Marine is taxed by absorbing it all. Many Chapters—the Ultramarines foremost among them—hold the *Codex* as a sacred text, and follow it with as much diligence as the Imperium's passionate worshippers follow the God-Emperor.

It's a shame that no one remembered that Guilliman intended it to be a set of guidelines, rather than a list of rules from which there could be no deviation.

Regardless of your own opinion of it, it would be well worth the read—as someone who complies with the *Codex*, memorizing it will only help you in battle; as someone who deviates from it, it's still an incredible text of strategic and tactical brilliance, and there is much that can be learned from it, even if you don't follow its precise strictures.

Fortunately, you have a mind that could easily memorize the entirety of the *Codex Astartes*; although this makes you no smarter, your capacity for memorization puts even the cortex implants of the Adeptus Mechanicus to shame. You instantly record everything you perceive, perfectly preserving every last moment—from the emotions you felt to what you were thinking at the time to, of course, your sensory perceptions in that instant in time. Your mind has an infinite capacity for holding memories, without any physical change to your brain structure.

But of course, having so many memories would be cumbersome; that's why you have a perfect capacity for storing, indexing, sorting, and recalling memories, able to search through an infinite collection of memories in an instant and immediately call forth any memories you possess. However, some memories are dangerous, or simply unpleasant; you can "quarantine" these memories to prevent you from recalling them casually. These quarantined memories can have a description of

their contents, that you might know what is there, or you can simply consider them to be excised from your mind. Other intruders into your mind are incapable of observing these quarantined memories.

Don't worry about losing track of time in remembering your perfect memories; your recall of the past is instantaneous.

Peacemaker (-100 CP):
The Ultramarines are known for being among the most levelheaded of Astartes, which stands out from the frequent passions and mental extremes shown by so many other Chapters. As a result, when it comes to inter-Chapter relations, it often falls upon the Ultramarines and their Successor Chapters to play the role of the facilitator and peacemaker, smoothing over ruffled feathers and getting hotheads to calm down.

You could stand among the best at this, as your very presence seems to calm hostilities. This won't make enemies think any better of each other, or make someone determined to bring harm to another any less violent, but it can prevent allies from reaching for one another's throats due to perceived insubordination or insults. When you are there, people tend to use their words before their fists… or their Bolters.

Locutarus (-200 CP):
Employed during the Great Crusade, the Locutarus were taken from most skilled soldiers of the assault squads to serve as an elite force, specializing in vanguard and strike formations. Whereas the close-range assault units of many other Legions were known for their passion, savagery, or even outright bloodthirstiness, the Locutarus were held to exacting standards. They emphasized skill, precision, and the results of hard practice, and fought with discipline and control.

You exemplify this discipline, as you have excellent control over your feelings and emotions. No matter how angry or battle-thirsty you may become, it will never influence your decision-making unless you let it; this effectively gives you an immunity to powers that might manipulate your emotions. Not to say that you don't experience them, but you simply won't allow yourself to be swayed by your feelings. This also makes for a boon in combat, as you will find that your cool-headedness allows you to focus on your talents to the utmost; you will find your

performance in skill-based tasks will be higher while in this state of disciplined focus than it would otherwise be.

The Calgarian Rites (-200 CP):
When Belisarius Cawl unveiled his Primaris Marines, the Firstborn—as the original type of Space Marine came to be known—wondered if the procedure to create a Primaris Astartes could be performed on one who had already transformed into a Space Marine. The procedure had more than a 50% failure rate, and involved letting the Space Marine die to perform the extensive implantation process, then electrocuting their body; if they could claw their way back to life, then they would have transformed into a Primaris Space Marine. This process of dying, and returning from death stronger post-operation, was called the Rubicon Primaris, and the procedure to cross the Rubicon Primaris was named the Calgarian Rites, after the first man to undergo the procedure and survive—Marneus Calgar, Chapter-Master of the Ultramarines.

You find that whenever you are subjected to a medical procedure, cybernetic implantation, or biological augmentation, your chance of survival is raised to 100%, so long as your original likelihood to survive was higher than 0% in the first place. You will always adapt well to whatever changes are made, and will heal with minimal scarring, if any. Furthermore—as to cross the Rubicon, one must first die—you will find that so long as you are alive at the end of a Jump, any deaths you experience during the Jump itself will not qualify as Chain Failure. You can also delay the activation of any 1-Ups you possess by up to a day, allowing you to time your own resurrection.

Squad Tactics (-400 CP):
The *Codex Astartes* is clear; the ideal arrangement for a Chapter of Space Marines is to have ten companies of 100 Astartes each, further divided up into squads of either 10 (for the original *Codex*) or 5 (for the revised version that accommodates the Primaris Marines). As mighty as the Space Marines are, they were never meant to fight alone; it is only through unity and brotherhood that the Astartes have held the line against the overwhelming threats that humanity faces.

When you work as part of a group, both you and your fellows simply function better. You work with precision and skill heretofore unknown to you, and your bodies resist wounds that would ordinarily drop you. Your team runs faster, leaps

farther, and strikes harder, all the better to bring down your enemies. What's more is that, whichever skill a member of the group possesses, you become capable of sharing with the rest of the group, so long as you work in a group of 10 or fewer people. You will all shoot like your finest marksman, and engage in melee like your finest blademaster.

The Ideal of Heroism (-400 CP):
To the subjects of the Imperium as a whole, it is the Ultramarines that most represent everything the Astartes stand for. Their deeds are recorded in countless devotional texts, and they are praised as heroic, noble, and virtuous defenders of humanity. This is only amplified in their Realm of Ultramar, where they are all but worshipped as the living incarnations of the Emperor's will.

You find that the consequences of your actions have a strong tendency to be viewed in the most favorable possible light by the citizenry. Your successes become rousing stories that inspire devotion and awe in those who hear of it; your failures become the steadfast attempts of someone who tried against odds even an Astartes could not possibly hope to succeed against. Everything you do seems to make the public love you more, and word of you and your deeds will quickly spread to span the width of any setting you find yourself in.

You can toggle this effect off if you would prefer to be more discreet, but it will do nothing to stop any reputation you have already built up.

Spark of the Victorious (-600 CP):
Roboute Guilliman was a superlative warrior by the standards of Space Marines—but compared to his brother Primarchs, he was nothing impressive. No, Guilliman's greatest gifts lie within his mind; his intellect was nothing short of astounding, and no one but him would have been able to bring the Imperium out of those dark days following the Horus Heresy intact; indeed, the Imperium's degeneration only truly began after he had been placed in stasis following a mortal and poisoned wound inflicted by Fulgrim.

You possess an intellect that could only be called "transcendent" when compared with the mental capacity of an ordinary human. Your capacity to correlate data—even information you learned millennia ago—is unreal, and your capacity for analysis is staggering even by the transhuman cognitive abilities of the Primarchs.

Yes, your mind is now no less than Guilliman's own. You don't only think quickly, you think thoroughly, going to contingencies and countermeasures in the time it would take ordinary geniuses to have a single idea.

Tetrarch (-600 CP):
The Tetrarchs of Ultramar were those Chapter-Masters or captains who Roboute Guilliman saw fit to entrust with one of the fiefdoms of Ultramar. To become a Tetrarch, it was not enough to simply be a superior warrior. One had to excel at strategy, logistics, governance, administration, and organization in order to hold the position, as Tetrarchs were more than military commanders; they truly led their planet(s), and it was by the skill of their governance that their territory would rise or fall.

You are not a Tetrarch, but you would be supremely capable as one. Your skill in administration and governance is unreal; paperwork almost takes care of itself in your hands (although you also instantly and comprehensively understand any paperwork you gaze over, so don't worry that someone might sneak in a clause or line that you'd object to). What would ordinarily take a team of hundreds, if not thousands of people, to accomplish over the course of weeks, you can accomplish by yourself over a matter of hours. This ability is only made greater by working with other people; all of your subordinates will receive a watered-down version of this perk when working on tasks you have assigned them, or that they're accomplishing for your sake. And then their subordinates receive a version of the perk—which is not further weakened—and then their subordinates in turn, all the way down until the lowliest of pencil-pushers is accomplishing tasks that would normally be beyond them. There is no limit to the amount of people who can benefit from this.

Beyond this power, your ability to manage administrative details and logistics defies comprehension; over the course of only a decade, you could make even the unspeakably colossal and cumbersome bureaucracy of the Imperium into something that vaguely resembles competency, and given a century you could turn it into a smooth, streamlined, and well-organized system.

Provided you had a position of sufficient political pull, of course.

XIV Legion – Death Guard

Alchemical Munitions (-100 CP):
The Death Guard, even during the Great Crusade, was notorious for its use of alchemical weaponry, making use of poisonous gasses, acids, and other forms of chemical warfare to utterly crush their enemy without remorse or mercy. But life forms across this Galaxy are varied, and those a Jumper might encounter on his journey across the omniverse even more so, and encountering an enemy capable of ignoring your toxins would make these weapons more than useless—it would make them an active liability.

You will never encounter such an enemy, because no one and nothing is above being harmed by your toxins, plagues, and chemicals. You can infect with disease even beings who are conceptually incapable of being ill, and your viruses are able to cause harmful symptoms even in beings that should be able to safely carry an illness without suffering from it. Your toxins ignore resistances and immunities, as do your acidic and alkaline weaponry; radiation, should you utilize weapons that employ such, will harm even beings that should be inured to it.

Although you do not gain greater resistance to any of these yourself, you do become incapable of being affected by the spread of your own diseases, toxins, radiation, and chemicals, bypassing their piercing properties

Both the offensive and defensive aspects of this perk may be toggled at will.

Unyielding Advance (-100 CP):
Even when they were the Dusk Raiders, the Fourteenth Legion was renowned for its endurance and toughness; after Mortarion took over, the Death Guard's reputation was only advanced through toxin-hardening and exposure to extreme environments in their training, making them the most durable of the Legions in the Great Crusade. Mortarion's guiding principle was that wars were won by enduring all hardship, and he ensured that his Legion could do so.

Any injury that does not actually kill you will do nothing to inhibit your battle prowess. The pain you feel will not slow you down; breaking an arm will not keep you from using that limb; having the tendons in your leg cut will not stop that leg from moving like it was healthy; losing an eye shall not degrade your accuracy and aim. Until the moment you drop dead, you will be able to keep fighting at 100% of

your ability; even exhaustion doesn't slow you down, although going long enough without sleep or rest will still kill you.

Grave Warden (-200 CP):
The Grave Wardens were a Terminator Squad of the Death Guard during the Great Crusade, known for their use of alchemical weapons and chem-munitions. Where they walked, they brought a lingering, ugly death with them—for chem-munitions are not known for bringing an end to life in a way that mitigates suffering.

Indeed, in your hands they spread the suffering around as gifts for everyone to experience. Whenever you inflict someone with what could be considered a "status effect"—sicken them with plague, poison them with venom, irradiate them with rad-weapons, or coat them in chemicals—that status ailment will spread to any allies that happen to be nearby. It does not spread from them in turn—you won't affect an entire army by poisoning one person—but that is still a significant spread of negative effects.

Mortus Poisoner (-200 CP):
Even by the standards of the Death Guard, the Mortus Poisoners of the Great Crusade fielded an unusually high number of chem-munitions; indeed, so great was their exposure to biological and chemical agents that it became almost inevitable that they would eventually die from it, rather than in battle, and the position was used as a form of punishment.

You would have survived joining a Mortus Poisoner Squad, if anyone could have. Toxins of all sorts are unable to harm you, and you find yourself completely insusceptible to the deleterious effects of acids and bases alike. Radiation is a threat you can handily ignore, as you are not subject to the harmful effects of high radiation, and although you aren't outright *immune* to biological weapons, diseases and illnesses of all sorts are unable to directly lead to your death.

Plague Marine (-400 CP):
Those Astartes who have truly devoted themselves to Nurgle come to be known as Plague Marines. Their bodies are disgusting, rotting things that stink of decay. They have the marks of many different illnesses on them, with open sores that weep a slimy puss that burns their skin and corrodes even materials as tough as Terminator Armor.

Despite this, they do not suffer, and indeed revel in their new form. Thanks to the blessing of Nurgle, they no longer feel pain or discomfort, and even with the constant rot of their bodies, this decay will never take away their flesh as one might expect it to, as it grows back as fast as it deteriorates. Not only do their bodies ignore pain, but their bodies are resistant to damage. Even being disemboweled—a difficult feat to begin with, considering how tough they are—would be nothing more than an inconvenience to a Plague Marine. Their brains rot and putrefy with corrupted disease, but nonetheless function at full potency.

You do not become immune to disease by taking this perk; instead, disease cannot harm you. Oh, you certainly might *look* unhealthy, but you will be able to function perfectly fine, and will feel neither discomfort nor pain from it. Even if your body is rotting and your internal organs are exposed—as long as your injuries come from illness, you will be perfectly fine… in terms of your ability to function, that is. You're still sick, and you can still spread disease.

Indeed, you're very effective at spreading sickness; any of your body fluids can convey any illness "afflicting" you or that you otherwise have access to, and it takes only a moment to smear it on one of your weapons—you can even pick and choose which sickness(es) will be applied. You can also "store" diseases inside of yourself, letting you retain an illness that might otherwise run its course.

Furthermore, one must acknowledge that parasites and disease are inextricably intertwined; as such, your body makes for an excellent host for symbiotic organisms of all types, be they mutualistic, commensalistic, or parasitic. However, parasitic and commensalistic organisms that reside within you will become mutualistic; they all provide you some sort of benefit. Furthermore, any parasite that would cause you harm, take over your body, or have similar negative effects on you will no longer do so.

Finally, you become incapable of feeling pain. Oh, you'll still mentally recognize when you get wounded, but pain itself has become something that will never trouble you again. This alone is an invaluable boon in combat.

To respect that your future jumps may take you to worlds where you might not wish to immediately spread Nurgle's gifts, you have the ability to "turn off" any of

your diseases. This both prevents it from spreading, and erases any symptoms of the plague that was affecting you; if you were to do it with all your illnesses, you'd look like you were in the spring of health, only for your wounds to return once you reactivate the disease in question. You'll probably upset Nurgle if you turned it off during this jump, though.

To help you get started, you can be infected with any three illnesses of your choice, chosen from every setting you've ever been to over the course of your Chain, including this one.

Tallyman (-400 CP):
The Tallymen are preachers and Demagogues of Nurgle, and it is their duty to tally the "woes" inflicted by Nurglite forces upon their victims. They count the Bolter rounds expended, the wounds inflicted, the foes that flee. They count the flies that feed upon the dying, the number of the slain, the victories and defeats. And in counting, they bring upon the boons of the Empyrean to their allies, healing them and empowering them with mystical strength, bolstering their efforts to spread plague and blight.

Although the Tallymen of Nurgle count to the sacred number seven, you may choose the number you count to; the lower the number, the smaller the blessing, but the more frequently you can apply that blessing. By counting the "woes" you inflict on the enemy aloud, you can deliver this empowerment to all allies who can hear you; take note that projecting your voice through a machine such as a vox-speaker still counts.

This power is dependent upon you counting aloud, but your mind will progress far ahead of your voice. Simply by desiring to know, you can tally in your mind your forces and those arrayed against you, and can see how many "woes" have been inflicted by each side, and the nature of those woes.

Agent of Contagion (-600 CP):
The Death Guard have a useful system for the creation of plagues. They are brewed by the Foul Blightspawn, refined by a Biologus Putrifier, and tended to by Plague Surgeons. There is some overlap in these roles, but by and large this is how it works, and through this method the disease factories of the Plague World have

inflicted countless new forms of suffering upon the Galaxy. And now, you know these secret crafts.

You know how to create biological weapons of superlative potency, strong enough to affect Space Marines; furthermore, you know how to imbue these diseases with the essence of the Warp (or any other supernatural powers you may have access to). This will work even if the Immaterium is unavailable in a future jump setting. Making a disease influenced by the Warp will allow it to accomplish impossible feats—infecting the soul as well as the body, causing those stricken by it to burst into flames (which also spread the disease), mutating the infected in strange ways, infecting many people but only causing a single person to have symptoms… all of these are possible with the power of the Empyrean.

What's more, you know how to refine existing diseases; making them stronger, more virulent, making their gestation period shorter, etcetera. What's more, you can "focus" diseases on a single target—by removing a disease's ability to spread to other people, you can make it especially virulent and fast-acting, such that a mundane cold could be made to cripple a Space Marine in mere moments.

If you possess **Plague Marine**, then you don't even need scientific or supernatural equipment to do this; you can create and refine diseases inside your own body. Hm? Yes, one supposes that this knowledge could also be put to use curing diseases, but why in Nurgle's name would you want to do that?

Regardless of if you took **Plague Marine**, you also know how to take care of illnesses; how to nurture them so that they spread faster, how to induce them to grow beyond their normal limits, and how to take care of parasites. You can empower allies who bear diseases, making them more powerful, faster, and hardier; or you can make the diseases already present in an enemy become something horrific, weakening their body more than it already was.

Spark of the Pale King (-600 CP):
Growing up in the toxic atmosphere of Barbarus, Mortarion adapted to its harsh environment and grew up strong and tough—indeed, to ensure that he never lost his edge, he imbued the toxins of Barbarus into the rebreather of his suit. As a result, Mortarion was the most durable and enduring of the Primarchs. And this trait has only been made more notable upon his elevation to a Daemon Primarch.

Your body is tough; your corded muscles may not be able to exert more force than another Space Marine might, but they are harder than should be possible, and your skin is only slightly more vulnerable. A bolt from an Astarte's weapon taken to your chest would only leave shallow flesh wounds, and if a sniper nailed you through the eye, your brain would remain intact enough that you could survive and even heal from the wound. You can continue fighting beyond all reason, and have the stamina to engage in nonstop combat for years at a time before you even feel the urge to rest.

XV Legion – Thousand Sons

Guile of the Sorcerer (-100 CP):
Magnus received censure from his brothers for his use of trickery and deception on the battlefield—especially from Leman Russ, who viewed anything other than a straightforward fight as cowardice. Nonetheless, it was a tool that the Thousand Sons put to excellent use.

Not only are you adept at strategy and tactics, but you excel at using all manner of ruses and deceit in warfare, be it on a personal, tactical, or strategic scale. What's more, whenever an enemy falls prey to one of your deceptive tricks, you will find that their ability to resist any supernatural powers you possess is decreased, and injurious powers will inflict more damage upon them.

Sword and Sorcery (-100 CP):
The Thousand Sons had always had a higher-than-average number of psykers amongst their number, and weren't shy about making use of them in warfare—indeed, it was almost impossible to find someone in a leadership position who didn't have some measure of psychic power. However, just because they were "caster" types, didn't mean they weren't still Space Marines; physical excellence is expected, and each and every one of these psykers was adept with blade and Bolter alike.

You are skilled at combining your physical prowess with your magical or psychic abilities. If you have a power that requires you to focus to use it, then you can use your focus on combat in place of focusing on the power specifically, preventing you from needing to split your attention when it could kill you. If you need to speak to use your powers, you will find that engaging in combat does not interrupt your speech and you can breathe easily even during heavy exertion. If you need to make motions for your abilities, you will find that you can easily perform such motions even while holding weapons.

Exalted Sorcerer (-200 CP):
Exalted Sorcerers are the twisted servants of Tzeentch, wielding psychic powers far in excess of ordinary Tzeentchian Sorcerers, and capable of molding reality to their whims. However, the Warp is not a safe source of power, and even for them there remains the possibility of mutation

Well… for *other* psykers, that's a risk. Not for you. It is impossible for you to be given or take on any sort of mutation against your will, be it biological or mystical in nature. This doesn't protect you against possession or similar powers, but it ensures that your body will always be safe.

If you also purchase the **Psyker** power, then the strength of your psyker abilities is somewhat increased, although not to the extent of increasing by an entire rank.

Rehati (-200 CP):
The Rehati were the most trusted confidants of Magnus the Red during the Great Crusade, each of whom was a psyker of phenomenal ability. They were called from the ranks of elite captains within the Legion, which had been divided into nine Fellowships, an organization called the *Pesedjet*.

You are not necessarily one of the Rehati, but you could be excused for thinking that achieving that exalted rank is only a matter of time. Although this doesn't make your psychic abilities any greater, you make for an excellent advisor. You have the clarity to see things objectively, and have an easy time spotting the flaws in other people's plans. When you call out these flaws, so long as you are not confrontational, people will be inclined to hear you out, and will always give your opinions the attention they are due—although they are not obligated to actually follow your advice.

There was a reason becoming a Rehati was such a sought-after post; the psykers of the Legion found that being in Magnus's presence would serve to increase their powers. So too is it with you; simply by spending time around someone more mystically powerful than you, you will gradually find your powers growing over time without any effort on your part. This is not a fast process, however.

Ritual of Resurrection (-400 CP):
Recruiting new members for their Legion is a difficult prospect for the Sorcerers of the Thousand Sons. Instead, they prefer to use their Warp-sorcery to resurrect those of their brethren that have died.

You know a variation of this ritual, one that does not draw upon the Ruinous Powers. However, a given individual can only be resurrected in this manner once per decade (or once per jump, whichever comes first). The ritual involves

obtaining a mortal body—dead or alive, it doesn't matter—and then calling forth the spirit of the deceased to inhabit the body. In so doing, it will be altered to perfectly match the body of the deceased, and the individual will be brought back to life.

The *Rubric of Jumper* (-400 CP):
The Rubric Marines met a terrible fate; seemingly betrayed by their brothers the Space Wolves, only to escape into a world where their non-Psyker brothers were plagued with terrible mutations. And then, when Ahriman sought to save them all… he failed. Their armor sealed shut, their bodies collapsed into dust, and their souls bound into their armor; unthinking, unbreathing, but capable of feeling despair and suffering over their condition. But even if it is a terrible fate to undergo, there are advantages to those who can use the Rubric Marines; they will act at a Sorcerer's command, and the Rubric Marines make for untiring and very difficult to kill warriors.

You now know a variant of the *Rubric of Ahriman*, the spell that created the Rubric Marines. With it, you can turn any individual into dust, and bind them to a suit of armor—or clothing that covers the entire body—and make them into your servants. However, you have more control over it. If you desire, you can only have the suit run by an imprint of their soul, and let the original owner move on to the afterlife; alternatively, you can fully bind the soul, and keep the person you made a Rubric Marine fully aware and conscious. You even know sorcery to allow a Rubric Marine to engage in the tasks of living, allowing them to feel and do something that imitates breathing, allowing the new Rubric Marine to "live" comfortably. Your ritual is even easier to accomplish than Ahriman's; in short, it's superior in every sense… except it still can't do what the *Rubric of Ahriman* was originally designed to do.

Spark of the Crimson King (-600 CP): [requires **Psyker (Alpha)**]
Magnus the Red was a Primarch, but also a psyker—indeed, the greatest psyker the human race had ever seen, short of the Emperor Himself, as his powers were augmented beyond the level of a normal human being to the same degree that his body was.

Your already-potent Psyker powers have risen to an entirely new level. You are, as a Psyker, only just behind Magnus the Red himself (back when he was "just" a

Primarch, not his new level of abilities as a Daemon Primarch) in terms of your sheer, raw power. Reality warps at your command, and you can turn the tides of battles by yourself. While many Psykers are limited in the number of psychic "Disciplines" they can manifest—you are not restricted in this manner. You will still need to learn psychic abilities yourself, but you *can* learn anything.

At your discretion, you can also make your skin turn as red as Magnus's.

Tzeentchian Schemes (-600 CP):
The Architect of Fate. The Weaver of Destinies. The Great Conspirator. The titles of Tzeentch are many, and no small number of them reference his incredible abilities as a schemer and planner, capable of complex plans that stretch out over the course of millennia—and even longer, at times.

Your planning ability is not equal to Tzeentch himself, but you're good enough that you might occasionally be able to pull one over on him. Your capacity for strategizing and manipulation is truly profound, a superlative ability to twist events to suit your desires that lets you sit at the same table as the likes of the C'tan known as the Deceiver. You can indirectly manipulate people and worlds with casual ease, and can make them dance to your tune.

You have a truly uncanny ability to predict how people will act and react, and you could set up schemes that rely on many different people acting in very specific ways, and arrange things so that they occur in the manner that you desire. The more far-reaching your plans, the more time it will take to set them in motion… but once things get started, you're almost impossible to stop.

XVI Legion – Sons of Horus/Black Legion

Assault of the Company (-100 CP):
Normally, Space Marines Legions had strict rules regarding the size of military units and companies; Horus believed differently, and allowed necessity to determine the size and makeup of his companies. Some numbered in the dozens, and the largest numbered nearly a thousand; some were made up entirely of specialist units, while others were composed primarily of Tactical Marines. It all depended on the demands of the battlefield, and both the size and makeup of his companies were fluid.

You are adept at adjusting to changing battle situations, and to working alongside people you didn't know the day before. When you enter combat, you have an instinctive understanding of how to utilize the tools and allies available to you, even if they aren't a part of the specific formations that you have trained for. You can fight alongside a stranger with the same coordination and precision as someone you've trained with for years, and you can find a way to make use of any unit makeup in your company.

Clothed in Tradition (-100 CP):
When the then-loyal Horus approached a newly-contacted world, he went out of his way to learn of their culture, and to treat each one with the trappings and behaviors suited to their own traditions. This ingratiated him to the locals almost as much as his superhuman charisma, and made it easier to bring them into Imperial Compliance.

You will find that it takes you only a short time to understand foreign cultures, quickly assimilating not only the language, but the rules that govern behavior—legal and unspoken alike. So long as you spend a day or so studying their culture, you will never make a social faux pas, even if you're meeting with an entirely new civilization. What's more, by wearing the behaviors and trappings of their people, you will find that other cultures become accepting of you much more readily than they ordinarily would.

Catulan Reaver (-200 CP):
Horus's preferred means of warfare relied heavily on hit-and-run operations, intending not to kill off the enemy forces, but to disrupt and disorganize. These attacks came at a hard and heavy pace, preventing the enemy from resting and

regrouping, shaking apart their discipline and unity before the speartip could make the killing blow.

You excel at this manner of combat, on both the tactical and strategic level. What makes you truly dangerous is that your repeated assaults have heavier consequences than they otherwise should. Your enemies get tired more quickly, become more disorganized from your attacks, and respond slower over time as your attacks continue to wear them down.

Justaerin (-200 CP):
The Justaerin serve as the aforementioned "speartip". They were a group of Terminator Armor-clad elites who would hone in on the enemy leaders and eliminate them after the Catulan Reavers had sufficiently disrupted their army, leaving the rest of the enemy without their guidance and leaving them as comparatively easy pickings for the rest of the Legion.

This manner of combat is a good match for you, because whenever you kill or otherwise defeat anyone in a position of military authority over others, their subordinates will be greatly shaken for the rest of the conflict. They will lose morale, the chain of command will start to fall apart, and they'll even become a little clumsier in combat. This is assisted by the fact that your blows seem to land more heavily the more military authority your target possesses.

Chaos Undivided (-400 CP):
The forces of Chaos are by no means a unified front. Khorne and Slaanesh hate one another, Tzeentch and Nurgle share a mutual loathing, and even those of the Ruinous Powers who aren't directly opposed to one another are in competition to become the single surviving Chaos God. Yet, there exist those of their worshippers who see them as a single pantheon, each God simply a component of the greater entity of Chaos. These worshippers of Chaos Undivided are able to bring even conflicting forces together to fight as a unified whole.

Such is the ability that this perk delivers to you. People (or things) that serve under you or that work for your cause that would normally be hostile to one another simply… aren't. They will be able to fight side-by-side instead of fighting one another, and will even develop a sense of unity as they work for you. Even if you should have entities that are primordially and conceptually opposed, they will

still be able to work under you without conflict, even their powers somehow making peace with one another instead of conflicting. If you had a Daemon of ice and a Daemon of fire, their elemental abilities would not interfere with one another. As a side effect of this, the area-of-effect abilities possessed by you and your followers or servants will have no effect on allied units who are caught in their range… unless you want them to.

Nth Black Crusade (-400 CP):
Abaddon, upon taking the reins to control the Sons of Horus, now renamed the Black Legion, set about preparing to destroy the Imperium of Man. His plan was long-reaching, involving the systematic destruction of Imperial strategic resources and infrastructure over the course of 10,000 years, consistently in the form of the many warbands of Chaos, and intermittently in the forms of the massive Black Crusades that spearheaded invasion attempts, each not intended to conquer but instead to weaken the Imperium for one final Black Crusade, the 13th, that was intended to cut a path all the way to Terra. But despite this immense span of time, despite the seeming losses they accrued along the way, the Black Legion continued to follow Abaddon—and not just the Legion, but many followers from other Legions came as well, and Daemons, too, all loyally serving the Despoiler.

Those who follow you will be loyal to you above all other things. Even if your plan took place over a span of time that was vast beyond recounting. Even if you intended for them to "lose" multiple times. Even if your plan would knowingly send them to their deaths. There is nothing you can do, nothing that anyone could do, that would shake the loyalty of your subordinates.

Note that this does nothing to stop people who joined with the *intention* to betray you from doing so, and does not enforce their loyalty.

Jumper the Despoiler (-600 CP):
The man known as Abaddon the Despoiler is perhaps the most powerful individual in the galaxy who is still mortal—insofar as a Space Marine can be considered such. He alone has accrued the blessings of all four of the Chaos Gods, and stands as the greatest Champion of Chaos Undivided. It cannot be understated how difficult it is to earn the favor of more than one Chaos God, to say nothing of achieving them all—the only one to accomplish it before him was Horus, who had the advantage of being a Primarch.

You do not have the blessings of the Chaos Gods, but perhaps achieving it isn't such an impossible dream for you. Gods and similar higher entities find you more pleasant than they otherwise would, and look kindlier upon your goals and drives. It is easy for you to earn the favor of gods—in a tangible manner, granting you powers aligned with the abilities of that god—as long as your actions benefit them in some way. Worshipping them would make winning their blessings easier, but actually devoting yourself to them isn't required. Abaddon, for instance, refused to give himself over to worshipping the Chaos Gods, even as he served them, viewing the powers he had been given as something along the lines of a pact where both sides benefitted.

What's more, other higher entities will not mind that you have received the blessing of other entities, even ones they are personally allied against, potentially allowing you to receive the blessing of deific beings who would ordinarily be mortal enemies. The powers you obtain from these divine blessings will stay with you even should you lose that god's favor or go beyond their reach, including when you move on to another jump.

Spark of the Lupercal (-600 CP):
Horus was an amazing warrior, a genius strategist, and a leader of legendary talent, yet his greatest advantage was his charisma. He was gifted with supreme insight into the human mind, which combined with his magnetic appeal allowed him to convince the leaders of entire planets to peacefully join the growing Imperium. There is no Primarch that could have been a more valuable piece for Chaos to claim than he, as can be seen in how many of the other Primarchs he manipulated into following him into the arms of the Ruinous Powers.

Your charisma and insight into the behaviors of others is no less than Horus's own. You find it easy to obtain the friendship of even the most taciturn of individuals, and even those opposed to you cannot help but respect you. It is a matter of simplicity for you to identify the strengths and weaknesses of others, and your words will handily promote those strengths and mitigate those weaknesses… or your voice can be that of a poisoned serpent, and you can subtly exploit and attack instead, so gently that they won't even notice your influence even as you wear them down.

XVII Legion – Word Bearers

Force of Numbers (-100 CP):
Although they weren't the largest of the Legions, the Word Bearers still preferred to move and attack in greater numbers; where the standard Legion's squads were in groups of ten and often preferred precise movements of small units of elites, the Word Bearers preferred squad sizes of 20, and attacked *en masse* and in conjunction with their mortal auxiliary forces. And after the Horus Heresy, they have preferred to enter combat at the head of armies of Chaos Cultists and the Traitoris Militarum.

When attacking as part of a large mass of units, you will find that none of you will ever unintentionally interfere with one another. You will not get in the way of one another's movement, you will be able to use your weapons without risk of friendly fire (or without being *at* risk of friendly fire), and you will find that you are easily able to apply the skills and principles of small unit tactics to fighting with a large mass of allies.

Iconoclast (-100 CP):
Although officially the Legion was originally known as the Imperial Heralds, they were often called the "Iconoclasts" by other Legions in respect for their prodigious zeal in tearing down the idolatrous temples and cultic strongholds that had formed during the Age of Strife. When they turned to the worship of the Emperor—and later, to the worship of Chaos—they retained their passion for tearing down false and "false" idols.

When you destroy an object or icon of faith—be it a symbol of a deity or a book describing the faith—it will inevitably shake the hearts and minds of those who once found faith in it. If you were to visit a world and tear down all of their statues of gods, burn all of their artwork of their deities, rip apart all of their holy texts, and slaughter all of their priests, that planet's survivor's faith in their religion would surely be destroyed down to its very foundations.

Secret Cults (-200 CP):
Although the Word Bearers have the most unity of any of the Traitor Legions, in some ways they are also the most spread out, many of their number serving as priests to the Chaos Gods and traveling with the other Legions and warbands to provide spiritual guidance. And when they don't do that, they travel into worlds

held by the Imperium, to begin the gradual and careful process of building up cults to Chaos. And yet, even in worlds ruled by the fervent devotion to the God-Emperor of Mankind, they still manage to spread their sedition, fostering and bringing together existing Chaos Cults to spread the spark of revolution… and insanity, depravity, and mutation.

But the most important part of a Chaos Cult isn't its ability to cause destruction and mayhem, or even its ability to obtain new devotees; it is its ability to remain quiet and secret that enables it to survive in an Imperium that punishes heresy with death, and with worse than death.

Whenever you found an organization, such as a cult, you can take a few ideas to have them be a part of the founding principles of the organization. These ideas will be held close to the heart of this organization, and will not be abandoned should you, for instance, need to leave to found more cults elsewhere. What's more is that circumstances will align to make it easier for the organization to stick to the beliefs you've instilled into them; if you made a cult that must stay secret, yet spread, its members will have an easier time subtly recruiting new members without alerting society at large about their presence.

You, or those you give permission, can alter these foundational principles, but it takes time.

The Ashen Circle (-200 CP):
Those Space Marines who served as a part of the Ashen Circle had a duty outside of combat, to find works of religion and doctrine and destroy them. But within battle, their role was to seek and tear down that which gave the enemy the spirit to fight; charismatic leaders, priests, champions, and even flagbearers.

Your capacity to destroy the morale of your enemies is without equal, save perhaps for the most skilled members of the Night Lords. But there is a difference; they spread terror, while you steal hope and spirit. When you fight a leader, figurehead, spokesperson, priest, demagogue, or similar entity who could be argued to embody the spirit of your enemy, you find that you inflict extra damage upon that enemy. But more than that—when you kill them, you also harm the hope, drive, and morale of those that relied upon that individual. Tearing out the throat of a priest would weaken all those who followed his teachings, and casting

down a leader would steal the hope of victory from all those who served under him. A demoralized enemy is one that has been abandoned by the possibility of victory.

Dark Apostle (-400 CP):
It is the Dark Apostles that make up the leadership of the Word Bearers, and serve as the greatest priests of the Ruinous Powers. Although they are as strong as any Space Marine, their greatest asset is not found in their mighty limbs, nor in any Warp-granted magics they may possess; no, their greatest weapon is their voice, and the passions it inflames within the faithful. A Dark Apostle's strength is found in the teeming masses they gather to their cause.

By preaching the words of the faith that someone follows—or indeed, simply preaching against whatever they hate—you can push the minds of others into an unreasoning fervor. Oh, they will still obey you, should they be so inclined, but such is the passion you unleash in their hearts that they become effectively immune to "morale damage", or indeed any sort of mental or spiritual attack. Such is the fanaticism you can inspire in others that even a normal civilian would find their body filled with the strength to fight equal to a trained warrior, with proportionally greater benefits for those who already have greater power than this.

Pastor of Pandemonium (-400 CP):
The Dark Gods of Chaos are just that; gods, and as gods they require worship. It is the role of the Word Bearers to spread the word of Chaos, and to lead the faithful in rituals and exultations to praise the Chaos Gods and curry their favor. But there is power to be found in faith, a power the gods are eager to claim for their own.

You have found a way to utilize this power for yourself. You aren't so unfaithful as to claim worship for yourself, but you have found a way to benefit off the worship of others. So long as you lead other people in worship, then you will benefit from their faith and their prayers. Every prayer that you lead others in, or that is performed at your command, results in you gaining a small, miniscule droplet of power. It's hardly worth noting, really—but over the course of time and many recitations of the faithful, these drops of power will grow into a great river at your command.

Religious Authority (-600 CP):
What greater power is there than the influence a priest holds over the faithful? Billions of Imperial soldiers and civilians die every day under the exhortations of the Ministorum, and Chaos, if anything, cares even less for the lives of its faithful than the Imperium does. And yet, even under such uncaring leaders and priests, they still march to die, sometimes with an eager passion. Such is the power of the priesthood in a society founded upon religion.

You have claimed this power for yourself; so long as you hold authority over someone (or even if they simply *believe* you to hold authority over them), then you can freely command them to do your bidding, and they will obey. Those who believe they should follow you, WILL follow you, and with the same passion found in the most faithful of religious devotees. Men and women will gladly make martyrs of themselves for your sake.

Spark of the Urizen (-600 CP):
It could be argued that, in the long term, no Primarch was as influential as Lorgar. It was his book, the *Lectitio Divinitatus*, that was used as one of the foundational texts of the Ecclesiarchy, exalting the Emperor as the one true god of mankind. It was his actions that swayed Horus into following Chaos. It was his followers who ruined the potential for peace with the Interex, which would have provided an example of human/xenos interaction that could have changed the path of the Imperium forever. It was also his seminal work, the *Book of Lorgar*, that is now the foremost book of the faith of the Dark Gods, and has corrupted countless followers to the path of Chaos over the past ten millennia.

Your words are no less insidious than those of Lorgar. Swaying hearts is easy to you, and swaying minds is no less so. You are persuasive on a level that few people can imagine and even fewer can resist. But your power isn't limited to your speech. No, those words of yours that are written down are just as powerful as those you voice aloud—or perhaps more so, for the written word can reach so many more people than a simple speech.

But you don't need to be open and blatant about it. Lorgar kept the worship of the Emperor secret for many years, and once he twisted his Legion to the faith of Chaos, he kept that quiet for a very long time before he ever moved to corrupt Horus. You excel not only at converting people to your faith of choice, but also in

keeping such conversions subtle. It is from Lorgar's teachings that the Dark Apostles work, after all, and they can spread the faith of the Ruinous Powers in even the most devout of Shrine Worlds, where the cults lie quiet and subtle like a snake in the brush, before rising up once they have accumulated strength over the course of decades and centuries. And you? You have learned of the ways of Lorgar to an extent no Dark Apostle could hope to equal.

XVIII Legion - Salamanders

Ready for Maintenance (-100 CP):
It is a matter of pride for the Salamanders that every last Space Marine in the Chapter be able to care for his own arms and armor. Each and every member of the Salamanders can completely take apart, repair, and put together his own equipment, allowing for easy maintenance and modification (and lightening the load on their Techmarines).

You don't necessarily know how to make any machine, but you do know how to take them apart. This doesn't assist you in battle, but any equipment you possess, you will know how to deconstruct it, clean and repair its components, and put it back together again as good as new (or as good as it was when you took it apart, whichever is better). You have an understanding of how to apply modifications to machines that you have deconstructed, as well, regardless of its complexity… although this doesn't mean that you can *make* such mods.

Remembering Compassion (-100 CP):
It is all too easy for the superhuman Astartes to become divorced from the masses of humanity. Are they not special? Have they not risen above the common man? Are they not more valuable? Space Marines are even kept apart from their families to divorce them from their history before joining the Chapter.

But not the Salamanders. Alone amongst the original Legions, the Salamanders kept in close contact with their family members even after becoming Astartes. Any Salamander worth his salt would be able and willing to risk his life to protect human civilians, and they reject the idea that the superman should be divorced from the human element, making them the most humane of the First Founding Chapters.

You will never give up what makes you human. This doesn't refer to your biological makeup, but rather your more metaphorical humanity; your kindness of spirit, your capacity for empathy, and your care for others. No matter how powerful or how ancient you become, you will never forget the little guy, and will never be at risk of losing track of your human mindset. This does not mean you cannot make hard decisions when it is needed, but you will always know the cost of your necessary sacrifices.

But just as the Salamanders must watch their loved ones grow old and die, so too will you come to accept the loss you will experience. You will never grow jaded to loss, but neither will it ever cut you too deeply to recover from. You will always be able to grow and heal from your emotional wounds, and will never be at risk of succumbing to ennui from "living too long".

Guardianship (-200 CP):
The Salamanders stand at the forefront of those Space Marine Chapters who believe in protecting the innocent and defending those who cannot defend themselves. Where the Iron Hands might abandon a world to be conquered, the Salamanders will fight to the last to ensure the survival of every individual they can.

When fighting to protect someone else, you receive a significant boost to your combat skill; furthermore, you develop an acute awareness of the position and status of those you are defending. What's more, your ability to accidentally harm other people no longer exists; even if you purged a building in fire, if there was someone inside whom you wouldn't want to burn, they would miraculously survive unscathed.

Purifying Flame (-200 CP):
Fire cleanses and purifies; such is the belief of the Salamanders, one which is shared by the Sisters of Battle, and it is a belief that has been proven true again and again.

But never has this been so true as it is for you. You will find that a gout of flame works wonders to cleanse impurities, burn away disease, and erase corruption. Spray flame over a pool of filth, and it will become pure water; burn closed the wound from a Drukhari weapon, and the poison will be cleansed; meet the Daemon with fire, and its corrupting presence will be negated.

Outnumbered, Outgunned, Not Outfought (-400 CP):
With less than 20,000 Space Marines, the Dragon Warriors (as the Salamanders were once known) held a cluster of colony worlds near the Taras Division against a force of over a million Orks. Outnumbered more than fifty-to-one, the Dragon Warriors still held the line for nearly a year, and allowed for the complete evacuation of three entire planets. And when they received reinforcements, it

consisted of only 3,000 more Astartes, and their newfound Primarch—and yet, even that small number was enough for them to not only survive the final battle, but to turn it into a full Ork retreat.

It does not matter how many enemies there are, or how vastly they outnumber you. Unless there is an enemy capable of defeating you in single combat, fighting with numbers on their side will make no difference to you. Even if you run out of ammunition, as long as you can continue to fight and win in melee, the enemy will never defeat you.

This does nothing to help your endurance, however, so an enemy might still be able to defeat you one-on-one if they get you tired enough over time.

Pyroclast (-400 CP):
The dreaded Legion Destroyer Squads were the utilizers of weapons that poisoned the land and despoiled the earth, using equipment such as Phosphex Bombs or chem-munitions that left lasting damage to the planet they were used on. Vulkan despised such methods, and for when extreme levels of destruction were necessary, he preferred to use the Pyroclasts (save in campaigns of xenocide), who utilized the most powerful thermal and incendiary weaponry that the brilliant smith-Primarch Vulkan could devise.

Any attacks you make based on heat or fire—primarily flamer or melta weapons in this Galaxy—will find themselves augmented, spreading more rapidly and with a 50% increase to both range and area of effect. Furthermore, you will find that any enemy who would normally be immune or resistant to heat or fire effects simply… isn't, when it comes to your attacks. Finally, you are immune to the effects of heat and fire that originate from your own attacks.

Forged in Fire (-600 CP):
Of all the Primarchs, there are three who stood out as the most excellent of craftsmen; Perturabo, Ferrus Manus, and of course, Vulkan himself. A master of the forge, Vulkan independently reproduced smithing and crafting techniques that had been lost during the Age of Strife, and his focus on craftsmanship was passed down to his gene-sons, such that in the modern age the Salamanders have a remarkably high number of Techsmiths amongst their number—resulting in the

Chapter possessing an abnormally high amount of master-crafted wargear, as well as Terminator Armor.

You are a smith such as would make Vulkan proud—but more than that, you are skilled in all manners of craftsmanship. But it isn't just your skill that's amazing, it's the consequences of working on something. Manually taking part in the construction of an object just makes it *better*. Not in a way that could be attributed to simple skill at craftsmanship or engineering, either. A steel blade forged by your hands would hold strong against even auramite, and a Bolter you put together yourself would fire rounds twice as far and twice as fast as they could ordinarily reach. Everything you construct is improved in this manner.

Spark of the Lord of Drakes (-600 CP):
Space Marines are taller than any human could hope to be. Custodes tower head and shoulders over even they; but Primarchs? Primarchs are head and shoulder above *that*. But Vulkan? Vulkan was head and shoulders above even the other Primarchs, standing at nearly twice the height of a tall-but-mortal human. But his strength put even his mighty physique to shame, being far out of proportion to his own body.

Your physical power might be less than Vulkan's own, but it is certainly within the realm of what a Primarch could accomplish. If a Titan were to step on you, you may very well be capable of lifting up its foot, fighting against the almighty force weighing upon you—although doing so might cause your body to start breaking down.

If you so desire, you may be as proportionally tall in comparison to your battle-brothers as Vulkan was when compared to his fellow Primarchs.

XIX Legion – Raven Guard

Bide Your Time (-100 CP):
It is not the way of the Raven Guard to openly pursue their prey, but to wait for the ideal moment to attack. Too early, or too late, and your prey might survive; only with perfect timing can you be certain to kill your foe, and still be able to escape intact.

You are a perfect match for this style of warfare. You cannot become bored with waiting, and can maintain complete alertness indefinitely without any issues. Furthermore, you have a sort of sixth sense for determining the correct moment to act, so long as you have been waiting for at least a few hours before taking action.

Guerilla Warfare (-100 CP):
The Raven Guard are perfectly capable of engaging in open warfare, they just don't like it. It's a pointless risk, and exposes valuable equipment and personnel to the potential for damage. Honor is found in service and in protecting the Imperium, not in shouting challenges in pitched battle. Their preferred method of conflict is to get behind enemy lines and carefully attack their weaknesses, hampering them with each assault and cutting off their supply lines until the enemy is either dead, or forced to capitulate.

You have a keen ability to perceive the weaknesses of your enemies. This doesn't apply to personal weaknesses, but rather strategic and tactical ones—unguarded supplies you can sabotage, weaknesses in formations that you can take advantage of, key points that would cripple the enemy if taken.

Darkness There and Nothing More (-200 CP):
When a Raven Guard kills the target, there is no sign of their presence or their passage apart from their victim; once the kill is complete, they fade into the night once more.

You'd think that a seven- to eight-foot-tall, heavily armored superhuman would be easy to notice, but no. You find that your size and the equipment you use are no barriers to your stealth, interfering with neither hiding nor with moving silently. Furthermore, whenever you kill anyone, you will find that there is a short window of time that you can use to hide before anyone notices you—although this

window will cease to exist for the rest of the battle if you use this brief moment to kill someone else.

Shadow Warden (-200 CP):
The personal guard of Corvus Corax himself, the Shadow Wardens were always present, but rarely seen. But more impressive than their stealth abilities were the keenness of their senses. Nothing that approached could avoid their gaze, save for the impossible stealth abilities of their Primarch.

You may not be a Shadow Warden, but with your insightful senses you would be well-suited for the position. Nothing can enter the range of your senses without you becoming aware of it, so long as you could hypothetically detect it in the first place. Someone sneaking in behind you? Your hearing would pick them out in an instant. An incorporeal, invisible being that can only be detected with psychic powers? Unless you're a psyker yourself, you aren't going to know it's there. There is no form of sensory input too slight for you to notice.

Mor Deythan (-400 CP):
Also known as the Shadow Masters, the Mor Deythan were used as elite scouts and reconnaissance troops. But more than their elite skills, they were gifted with a portion of the unique power of their Primarch, the ability to Shadow-Walk. You might not be one of the Mor Deythan, but you have their abilities nonetheless.

In activating this power, you become imperceptible to anything nearby that possesses a mind. They simply cannot recognize your presence. Note that no machine, no matter how intelligent, is recognized as having a "mind" for the purposes of this perk, but supernatural beings like Daemons do.

Additionally, note that someone far enough away might not be affected by this perk, so don't assume this is a perfect form of stealth.

Moritat (-400 CP):
"Moritat" was the unofficial designation for those members of the *Legiones Astartes* who began to display suicidal urges, yearning to slay enemies in combat to such a degree that they stopped taking care of themselves and following combat doctrine. To the Raven Guard, this was known as the Sable Brand, and

Corax was the first of the Primarchs to put them to specialized use in combat as his “Shadow Killers” unit.

You haven’t necessarily fallen prey to the Sable Brand, but if you did you’d have a higher chance of surviving than anyone else would. You have a special sort of luck that works to keep you alive in combat. It isn’t limitless or infallible, but whenever you attack recklessly, with no concern for your own welfare, events tend to align to keep you from dying.

Spark of the Shadowed Lord (-600 CP): [Requires **Mor Deythan**]
The Shadow Masters could Shadow-Walk, yes, but their ability was only a pale imitation of the true thing. Corax could truly turn into shadow, merging into the shadows to completely disappear until such time as he chose to reveal himself. After spending millennia in the Warp hunting his treacherous brother Lorgar, this power has only expanded.

With this purchase, your Shadow-Walk is brought to the same exalted levels that Corax would eventually achieve, although you have retained your human form. You can not only turn into shadow, but you can even break apart your body into an unkindness of ravens, reform elsewhere, and form blades of shadow from your body capable of piercing flesh.

You probably shouldn’t use the more… *extreme* forms of this ability if you’re a Loyalist. It could easily be misunderstood as a power originating from the Chaos Gods.

Unseen and Unheard (-600 CP):
No Legion has mastered stealth to the same extent as the Raven Guard. They eschew direct combat when it is at all avoidable, preferring instead to take an indirect and quiet approach to warfare.

You are something past a master of this, because your ability to hide and move in silence is unreal. You could engage someone in combat without any part of your body, or even your equipment, ever making a sound. You can hide in the slightest shadow, and could easily stalk someone for days without anyone ever noticing, effortlessly disappearing into the corners of their own home. Stairs don’t creak

under your weight, dried leaves and twigs don’t snap under your step, and shards of glass aren’t disturbed when you tread upon them.

XX Legion – Alpha Legion

I Am Alpharius (-100 CP):
The members of the Alpha Legion all looked almost exactly like one another—and with their Primarchs being the smallest of them all, even their Primarchs were capable of blending in with their ordinary troops. Even today, after their Primarchs have (supposedly) been slain, no one can know for sure who any member of the Alpha Legion is, since almost all of them introduce themselves as Alpharius… and if they give another name, you can rest assured that it is also a lie.

At the beginning of each Jump, you may select a single individual of your species from that Jump. You will appear to be exactly identical to that being. You won't get any powers they possess, but visually speaking you will be the same. If you are a member of the Alpha Legion, then during this jump your appearance automatically defaults to that of Alpharius.

After each Jump, you will gain the appearance of the individual whose form you mimicked as an alt-form.

Splinter (-100 CP):
The Alpha Legion placed a great deal of focus in variety, often utilizing attacks from many directions in many different forms, with a wide range of different weapons and vehicles. They often pursued a number of different strategic and tactical objectives at once, utilizing masterful multitasking… but also making use of specialized formations known as "Splinters", small units given a specific task that they were to complete independently of the rest of their group—indeed, most companies wouldn't even be aware of how many Splinters they had, much less what their goals were. After the Heresy, this principle applied to an even greater extent, and units had such a degree of independence that even the loss of a high-ranking commander would do nothing to inhibit the functioning of their subordinates.

Your subordinates are now capable of an unheard-of level of independence in working towards your goals. They'll still follow the plans you set forth, but will have an improved ability to improvise and take independent action should it prove necessary. If commanding officers under you are killed or taken out of commission, then they can be rapidly replaced, and their subordinates will act

with coordination and independence to carry out the purposes assigned to them even in the absence of a commanding officer.

Effrit (-200 CP):
The Effrit Stealth Squad was an elite Alpha Legion unit of infiltrators that would quietly hunt down and execute the leadership of an enemy force. They excelled at infiltration, stealth, sabotage, and assassination. They were chosen for their adaptive thinking and ability to improvise.

These are traits you share in abundance, as you are quick of mind and can rapidly think of alternative paths to success whenever your current route is stymied. But what's more is that you're just plain *better* at this role than any other Effrit could be. When you kill a leader, it's like the entire chain of command beneath them just starts to fall apart. Orders will be misheard and sent to the wrong people, subordinates to the slain will compete to promote themselves to his/her position, and their troops will be continuously confused about what exactly they're supposed to do. This won't stop the enemy from fighting, but they will no longer fight as part of a cohesive group.

Lies and Truths (-200 CP):
The Alpha Legion turned to Chaos. The Alpha Legion is loyal to the Emperor. One of these statements is a lie. Or maybe both are, or neither. What is truth and what is a lie is fuzzy at best when dealing with the Alpha Legion, who have gone to every extent to obfuscate every single detail about their Legion.

You might be the Galaxy's best liar. You have no tells, you give nothing away, and there isn't a force in any universe capable of detecting that you've lied when you tell a falsehood. Indeed, you could lie even under the effects of an ability that forces you to only tell the truth, and an object that burns liars would not react to you. As far as anyone can tell, you've only ever spoken the truth.

You can deliberately lie "badly" if you so desire, in order to make people *think* you're lying, regardless of if you're actually lying or not.

Hydra Dominatus (-400 CP):
Each time a head is cut off, another rises to replace it. Alpharius and Omegon's ability to disguise themselves as their own Astartes means that no one can ever

truly be sure that they have actually killed Alpharius. He's supposedly died several times already, and yet the Legion remains as well-organized as it ever was. The leaders of companies and units in the Alpha Legion often disguise themselves as members of the rank-and-file (insomuch as the term can apply to Space Marines) while dressing a new recruit in their own armor, to fool their enemy into thinking that they had achieved some measure of victory simply by killing the supposed leader of the Alpha Legionnaires fighting them.

Your subordinates seem to have taken a lesson from the Alpha Legion. In the event that one of your subordinates in a command position is killed, reality will retroactively change matters so that the person killed was actually one of their own subordinates, while the actual individual in question pretended to be someone of a lower rank. Any given individual can only benefit from this effect once every ten years or once per Jump, whichever comes sooner.

You may benefit from this perk as well, but only once every 2 jumps or once every 20 years, whichever comes sooner.

The Harrowing (-400 CP):
The Alpha Legion functioned through covert tactics and deceptions, systematically breaking down an enemy into a disorganized mess before finally commencing with a final attack known as "The Harrowing", wherein the full might of the Legion would descend, attacking from every angle and utilizing a host of different tactics and attack plans, overwhelming the foe through numbers, variety, and by the simple fact that no matter what plan they tried to adapt to, there would be a dozen others that they couldn't simultaneously act against.

You will find that the more tactics you employ against an enemy, the more weapons you use, the more different types of units you deploy, the stronger each individual attack becomes. If you gave them sufficient variety, even a force of mundane humans could eventually overwhelm a group of Space Marines… and if you're working with Space Marines to start with, there's no force you couldn't break down with enough different measures at your disposal.

Spark of Aleph Null (-600 CP):
The sad truth of the matter is that Alpharius and Omegon were gifted a vision of the future. Should the Emperor win the Horus Heresy, then over the course of ten

or twenty millennia the Imperium would decay until it was consumed by Chaos in its entirety, condemning the entire Galaxy. Should Horus win, then in two or three generations his guilt would drive him to obliterate all Chaos-tainted factions, and ultimately humanity itself, but in the process would starve the Chaos Gods to death. Faced with two ugly possibilities, they chose to kill Chaos, feeling it would be the best service they could perform for the Emperor… and in so doing, unfortunately led to the very future they hoped to avert.

That would not be the case for you. If Alpharius and Omegon sought to turn aside the future they saw, then in you is realized the capacity to do so. You cannot be constrained by fate or any pre-ordained future. Beings capable of viewing the future cannot observe you—you don't even appear as a blind spot, instead they view the future as if your future actions didn't occur. Furthermore, powers based on fate or the future cannot touch you.

What's more, more mundane attempts at predicting you—or even supernaturally astounding attempts, such as those performed by Tzeentch himself—cannot accurately predict how you will behave in the future. This ability will selectively suppress itself on a case-by-case basis should it be beneficial for you—for instance, if your allies are planning a surprise party for you, they won't completely misunderstand how you would react to their attempt.

Spark of the Hydra (-600 CP):
Alpharius and Omegon relied on devious tactics. Flanking maneuvers, tunneling under barricades, diversionary tactics, disguising troops in enemy colors, air drops and teleportation behind enemy lines, infiltration, sabotage of food/ammunition/fuel, ecological or atmospheric tampering, coercion, bribery, propaganda, and even allying themselves with rivals of their enemy—any and every tactic was on the board and a viable tool for waging war.

You are something beyond a genius at this form of combat. This doesn't help you with troop formation or traditional applications of tactics or strategy. Instead, you have mastered deception, guile, and trickery. If there is a way to utilize deceit, sabotage, or betrayal in a war, you don't only understand it, but you comprehend it to such a depth that you could write a book about it, a seminal work that would redefine that form of warfare for millennia to come. You know how to manipulate the enemy, how to play on their fears and their ambitions, and you could easily

make a game of trying to find out how fast you can force an enemy to defeat themselves… helped along by you, of course.

Deathwatch

Deathwatch, being made up of marines from other Chapters, has special rules for their discounts. As part of choosing to be in the Deathwatch, you must also choose a Legion as the Founding Legion of your Chapter. You receive 1 discount of each price tier for your chosen Founding Legion. This is in addition to the discounts you receive to the perks here.

The Long Vigil (-100 CP):
Space Marines do not have a single set length for a tour of duty in the Deathwatch, for it is dependent upon their commanding officers how long they stay. Some remain for only the duration of a single mission (even if those missions can sometimes last years). Others stay for decades, and still others are too important to the functioning of the organization to be permitted to leave at all. Deathwatch is considered one of the most extreme of Chapters, taking only the most dangerous and most punishing of missions, and it pushes even the Veterans of their Chapters to their very limits.

Fortunately for you, you have the dedication to keep to the Long Vigil without tiring. Keeping your full attention on a task is not tiring to you, you tire from exertion at only half the rate of your battle-brothers, and—to ensure that you present no weakness for the xenos to take advantage of—you no longer need to sleep, although you may do so if you wish.

Kill-Marine (-200 CP):
Most xenos threats can be taken down with only a single kill-team of Deathwatch Marines, which range in size of between 5 to 15 Astartes. Grave threats may require the intervention of multiple kill-teams. But the Deathwatch is always spread too thin, and not all tasks require a full kill-team. But sometimes the seemingly inconsequential incident can be a harbinger of a much greater threat, so such tasks cannot be ignored. In those cases, a single Kill-Marine is dispatched.

You are skilled at operating on your own, without the support of your battle-brothers. Loneliness no longer phases you, and isolation has no negative effects on your mental health. You are well-qualified for assessing the xenos threat, or any threat, for that matter. You can always identify if a situation is beyond your ability to handle on your own, providing you an opportunity to call in whatever support you may need.

Black Shield (-400 CP):
Although service to the Deathwatch is typically viewed as a great honor, it is not the only reason one might seek to join the Chapter. For some, it is seen as a punishment and an opportunity to be redeemed in the crucible of war—and for those of the Black Shields, it is an opportunity to make up for their failures in the past. The Black Shields—so named because they obscure the heraldry of their original Chapters—have a wide variety of motivations and histories, but all share a common goal of seeking to redeem themselves for what they perceive as failures, so they can one day end their self-imposed exile and return to their home Chapter.

It does not matter how great your sins are, nor how terrible your failures may be. No matter what you have done in the past, you will find that you will always be able to find absolution by putting yourself through ordeals of war and combat. Whether it be legal or spiritual consequences, it doesn't matter—anything can be made up for, and restitution applied, by putting yourself through difficult trials.

Suffer Not the Alien to Live (-600 CP):
The Ordo Xenos has long feared that the xenos threat would rise up to supplant mankind. The alien holds naught but hatred in its heart for humanity, and they are untrustworthy at the best of times. One needs only look at the Orks, at the Necrons, the Drukhari, the Tyranids, to see what threat the alien poses to mankind. They cannot be permitted to live.

And in the quest of exterminating the alien, there is none so well-suited to the task than you. You seem blessed with uncommon might when it comes to smiting the xenos; whenever you attack anything that is a different species than you, you find that your assault has a greater impact than it ordinarily would. Your Bolter rounds blow apart armor that should block them; your chainsword cleaves straight through muscle that should be so dense that you can scarcely wound your foe; your fist crushes skulls that should be so dense that your hand would normally break. What's more is that your attacks also hurt the enemy's morale to a greater extent than normal, to the point that even a ferocious pack of Tyranids could be sobered into feeling fear should you slay the one commanding them.

Grey Knights

Sanctic Daemonology (-100 CP):
The study of Daemons is not something to be casually pursued, for even knowledge of Daemons can be enough for their corruptive influences to set root. In this, the Grey Knights are safer than any other, and are thus permitted to research Daemons in depth.

You now recognize all the types of daemons in this setting on sight and by description, knowing their common tactics and weaknesses—furthermore, in future settings with hellish or spiritual beings, you will have a knowledge of the forms and weaknesses of their kind (although not the weaknesses of unique individuals). Furthermore, should you ever be so fortunate as to come across the True Name of a supernatural being—not something of a physical nature like a dragon, but something truly out of this world like an eldritch entity, a devil, or a Daemon—then you may exert a degree of power over that being, even if the metaphysics of the setting would not normally allow such a thing.

Should the world have its own rules for True Names, they will normally take precedence. But regardless of what rules exist, you will always be able to invoke such a supernatural being's True Name in order to weaken and disorient your enemy, in addition to whatever you may be able to use the True Name for in that setting.

The Emperor's Gift (-100 CP):
Although the Grey Knights exclusively recruit psykers to their ranks, they have never once experienced one of their number succumb to the taint of Chaos. They have experienced no mutations; not one of their number has experienced the temptations of the Warp; none of their men have had their minds used as portals for a Daemon to make its way into the Materium.

All of the risks that are normally present for a psyker no longer exist for you. You can freely use any psychic abilities without concern for the dangers it might pose to you, for your body, mind, and soul are immune to the influences of the Warp.

Mind Untouched (-200 CP):
One of the earliest trials to becoming one of the Grey Knights is to travel a thousand kilometers to the Xanadu Plateau; not only is the trek itself filled with

dangers, not only must the aspirant control their psyker powers lest an inhibitor collar make their head explode, but they must also prevail against the strange vapors of the Plateau. These gasses make it feel like reality itself is becoming undone around you, fogging the mind and inserting nightmarish visions and alien thoughts into your head.

Only one in a thousand recruits prevail in the face of this trial, and although you aren't necessarily a Grey Knight yourself, this is a difficulty that you are certain to overcome. This perk does not provide you a simple immunity to all mental effects, but instead ensures that no matter what it is that affects or twists your mind, you will always be able to fight against its effects. You will be able to overcome any degree of mind-twisting chemicals, maintain your focus through the most severe of mental attacks, and your willpower will never be something that can be suborned.

Psychic Gestalt (-200 CP):
Although they would not thank you for the comparison—and indeed, would probably kill you for it—the Grey Knights function similarly to Orks in how they form a psychic gestalt with one another, demonstrating more powerful psychic abilities the more Grey Knights there are in the area. These manifestations of powers can seem to grow without limit, save for the number of Chapter battle-brothers present for any given engagement.

Now, this principle applies to all supernatural abilities you possess. The more people that are present who share in that particular power, the greater all of you become in utilizing that ability. If you were to have enough psykers gather in one place, then perhaps a feat even on the level of banishing a Daemon Primarch wouldn't be unfeasible… although you would need a great number to accomplish such an incredible deed.

Purifier (-400 CP):
The pure nature of the souls of the Grey Knights is so potent that their very presence on a battlefield becomes painful for the Daemon. But the Purifiers take this to an entirely new level, to the point that they become anathema to Warpspawn, their very touch causing those tainted by Chaos to wither away.

You share in this ability—simply touching a Daemon will cause it to weaken and fall apart, and your presence will cause them pain—but you have something more. After all, most Jumps you visit in the future will not have Daemons of their own. But nonetheless, you find that your touch will be destruction itself to corruptive, hellish, and foul spiritual entities of all sorts, be they possessing ghosts or devils straight out of Hell.

You can dial this power back, or turn it off completely, should you for some reason wish to interact with such beings.

Spiritual Purity (-400 CP):
The Emperor, alone amongst all of humanity, is immune to the touch of Chaos—a gift He elected to share with His gene-sons, the Grey Knights. But this is not the only universe where the insidious force of corruption can be found, and just because you're untouched by the wiles of the Warp does not mean that another, stranger force might not suborn you.

Until now, at least. You are truly pure, by any metric by which such things might be measured. Any and all forces of corruption and mutation will fail to find purchase upon you, and you cannot be possessed by any power in this universe or beyond.

Spark of the God-Emperor (-600 CP):
Once upon a time, the Emperor of Mankind was nothing divine. He was a man—the greatest of men, perhaps, with powers no other human could even approach, but ultimately a man. But then He was brought to the brink of death and interred upon the Golden Throne, and His Imperium—forged to be a beacon of atheistic enlightenment—became engulfed in the worship of His person. And, as He glutted on the belief and faith of a trillion trillion worshippers across the Galaxy, as their souls came to Him, He became something more than a man. He became something He hated. He became the God-Emperor.

Should anyone, anywhere, engage in acts of faith and piety directed towards your person—that is, if they worship you (or even pray to you as an intermediary to a higher power, as many pray to the Saints), then you will become ever so slightly, minusculely more powerful. But each and every prayer directed towards you serves to empower you, and over the course of many billions of prayers, you may even start to become a god yourself.

It is strongly suggested that you keep this perk secret from your brethren, lest they slay you for your heresy.

Supreme Grand Master (-600 CP):
At one time, the Supreme Grand Master of the Grey Knights, Kaldor Draigo by name, was hurled bodily into the Warp. He was beset by insidious offers and corruption from every side, yet he stood strong. He was assaulted by countless thousands of daemons, and yet it was he who strode away on a path forged from the corpses of his enemies. He was even met by Greater Daemons, those powerful entities who could give even a Primarch a challenging fight—and yet Kaldor Draigo, who wasn't even a Primaris Marine, still managed to slay them in single combat. The Bloodthirster Kar'voth was brought low by his blade, and the Lord of Change M'kachen was entombed in the collapsed walls of his own city. And although his enemies were returned to life the next day after his victory, Kaldor Draigo never experienced despair, and even to this day he continues his one-man crusade in the Warp.

You do not have the rank of Supreme Grand Master, but your ability to survive in a hostile environment is not less than his own. Even if the world itself was trying to kill you, you could endure and even thrive. What's more, you find that the fewer allies you have to aid you, the less support you have, and the more distant your reinforcements, the stronger you become. If you were truly isolated, such as to be cast into the Immaterium without backup, then you would become a veritable titan of power, able to lay low even demons as powerful as a Bloodthirster as a mere Firstborn Space Marine.

Thunder Warriors

Mental Stability (-100 CP):
The process of creating a Thunder Warrior was a flawed one, as it often resulted in certain instabilities of the mind that only expressed themselves more strongly over time. These mental flaws could be many and varied, so it's a good thing you don't have to worry about that. You are incapable of experiencing mental ailments and psychological disorders. While things might make you sad, you will never sink into actual depression. You are assured of healthy cognizance.

Outstanding Genetics (-100 CP):
The Thunder Warriors lacked the refinement of the later Space Marines, as the Emperor only needed them for conquering a single planet, after which He would have the resources to design a more sustainable sort of supersoldier. So it came to be that after the course of years, most Thunder Warriors would experience catastrophic biological and metabolic failure as their superhuman physique would turn against them.

But you? By a peculiar quirk of genetics, your body and genes are unusually adaptable. Even if you were turned into a Thunder Warrior, your body would simply adapt to its new forms and powers in a safe and healthy manner; your body will never reject either you nor the powers you possess, and you would never have to worry about your body turning against you like the Thunder Warriors experienced.

We Lived (-200 CP):
The *Legiones Custodes* are barely human anymore, their emotions stunted and their desires restricted to serving the will of the Emperor. The *Legiones Astartes* are better, if only barely, and are typically put through psycho-indoctrination to force compliance and crush individuality. But the *Legiones Cataegis*? They had passion, they had desires, they *lived* in ways that their forebears didn't, and even if they died early, they died having lived their lives to the fullest.

No matter what is done to you, no matter how much you change, no matter how many years go by, you will never lose your passion for living. Old experiences won't become stale, and you will never feel ennui over how long your life may become. You, and the world seen through your eyes, will be a vibrant and living

thing. This may not help you in combat… but there is more to life than just endless warfare.

Worth Keeping Around (-200 CP):
Alright, so maybe you're part of an organization that is destined to be cut down and massacred by their own allies. But you? The Emperor and the Custodes may make an exception for you. People will never negatively judge you based on the organization you are a part of or the company you keep, but will judge you based on your own merits.
And if you're a Thunder Warrior and have both of the 100 CP perks of the Thunder Warriors? There won't be a need to kill you, and so long as you can assure the Emperor of your continued loyalty, you would be excluded from the upcoming slaughter.

Legionnaires (-400 CP):
The legions of the Thunder Warriors and those of the Space Marines may have been different in scope, power, and survivability, but there was a trait they shared. Survival in battle, even for superhumans, is completely reliant upon your ability to work with your allies. Without coordination, even the transhuman can be brought low, especially considering how common potent archaeotech was amongst the techno-barbarians that plagued much of Terra during the Unification Wars, and how common gene-enhanced soldiers actually were in those days.

It bodes well for the survival of you and your comrades, then, that you have purchased this perk. When in combat, you and your allies are capable of instantaneous and wordless communication, which no one seems to find strange or unusual. This allows you to coordinate with speed and precision that is unmatched by your compatriots.

The Superior Prototype (-400 CP):
The Space Marines are powerful and superhuman warriors, but in truth their advantage over the Thunder Warriors is that they can be produced from gene-seed, and have enhanced longevity (amongst more esoteric benefits provided by their implanted organs). When it comes to speed, endurance, strength, and durability, the Thunder Warriors are second only to the Custodians themselves, and even then, not by much.

No matter what is based upon you, you will always be the superior prototype in terms of raw ability. If you ever go to a jump as a robot, and others of your model are created, you will improve in power to be statistically superior to your compatriots. If someone bases a super serum off of you, and are able to reproduce your own powers, then you will find that the act of creating knock-offs of you serves to make you even stronger than you were before to ensure that you retain primacy over those that come after you.

Primarch (-600 CP):
Calm yourself, the term is used a little differently here than you may be expecting. The Primarchs of the Thunder Warriors weren't the demi-deific entities created by the Emperor, and were not the gene-fathers of the *Legiones Cataegis*. Instead, it was simply the highest rank in the Legion, assigned by the Emperor to those Thunder Warriors who demonstrated the keenest minds and greatest skill in combat.

And what skill that was! Ushotan, Primarch of the Iron Lords Legion, was not physically superior to his fellows. However, he still managed to almost duel Constantin Valdor, Captain-General of the *Legiones Custodes*, to a draw despite the Custodian's superior physical abilities.

You possess extreme levels of skill in all the arts of warfare. Your strategic brilliance is second only to the Primarchs of the Space Marines, and your tactical genius doesn't linger behind either. When it comes to physical combat, then in both ranged and melee battles you display extraordinary skill sufficient to challenge even people who are physically your greater.

But what makes this perk truly valuable is that the closer you are in ability to someone else, the greater any competition between you will favor you. If you face an unmistakably superior or inferior opponent, there will be no change; but if you can match an enemy blow-for-blow and neither side can get the advantage over the other, you are effectively guaranteed to win. "Ties" don't exist for you anymore, because you will always experience a burst of power and energy to help you overcome any battle in which you are nominally evenly matched with your opponent.

Unification Wars (-600 CP):

The Emperor of Mankind wanted more than to simply crush all opposition. He sought to genuinely unify humanity, and that required that the citizenry survive. Terra would be the springboard from which he would ascend to space and unite all of mankind. So, although he oft-needed the raw power of destruction, it was equally important that he convince others to join him, as he would go nowhere without having followers. Indeed, it is from the conquered populace of Terra that he recruited his earliest Astartes, and they tended to be the members of the Traitor Legions that actually remained loyal to the Emperor.

When you exhibit your faction's military dominance over another, such as through crushing their armies in war, the survivors—or the citizenry, should there be no military units remaining—are guaranteed to surrender to you, rather than fight to the last. What's more, they will actually become loyal to you, and any grudges they would normally feel will fall to the wayside, as the potential of the future will matter more to them than the pain of the past.

Equipment

Here you can buy some equipment, vehicles, and wargear for your own private use. No one will question why you have them and why they aren't part of the general Chapter's armory. Some items would normally only be usable by people who follow a specific god; you will be able to use the items you purchase regardless of such qualifiers. Possession or use of these items will not lead to you becoming corrupted.

As most items are undiscounted, **you receive +800 CP** to spend on items.

Any item that requires fuel or ammunition will refuel or replenish after 1 minute of not being used. Any item that is destroyed, lost, or stolen will be repaired and/or returned to you after 1 week. If you possess an item that is similar to one you purchased, you can import it into this new form to add its traits to your existing item and grant it an alt-form.

Unless specified otherwise (such as in the case of the Servo-Skull), any equipment that has sub-options features those sub-options as a superior or altered version of the basic item, and they cannot be merged together without something like the Combi-Weapon option. In such cases, if you want to purchase multiple suboptions, you'll need to purchase the base item an equal number of times.

General

Data-Slate (Free):
A flat, digital electronic device that is widespread across the Imperium. They are the primary means of storing and reading texts, picts, schematics, and other media, such as audio and video recordings. They are very similar to the tablets you may be used to, although focused more on utility over entertainment. Many cheaper kinds only retain a single media recording—such as a single holy text—while others can re-record and access a wide variety of data from other digital devices such as cogitators. Yours is one of the best you'll find in the Imperium.

Vehicle Bay/Voidcraft Docking Station (Free):
In all likelihood, your will acquire at least a couple vehicles and spaceships from this document, if you don't obtain more during your stay here. Vehicles that are

too big to fit through the typical door into your Cosmic Warehouse. This threefold item is the answer to that.

Firstly, it serves as an upgrade to the key to your Cosmic Warehouse; by holding your key in front of you and twisting it as though you were unlocking a door, you may open a portal to your Cosmic Warehouse. This portal will expand to be large enough for you to move through, or to insert or remove an object you own. Should your Cosmic Warehouse be opened in space or underwater, a metaphysical barrier will prevent the environment from this side of the portal from affecting the inside of your Warehouse, and vice versa. Should you for whatever reason desire to vent all the atmosphere out of your Warehouse via decompression, you may disable (or later reactivate) this barrier. Should you possess or later obtain the ability to create portals to your Warehouse through other means, these qualities will be added to your portals.

Secondly, you receive an attachment to your Warehouse to serve as a vehicle bay for any non-space-faring vehicles you own. This attachment will expand to fit as many vehicles you own, and will include all the materials needed to provide maintenance for them.

Thirdly, you receive a docking station in your Warehouse for any spacefaring vehicles you own, which will expand to fit all of your spacecraft, and which includes all the materials needed to provide maintenance for them.

Vox-Caster (Free):
Also known as a Communicator or Comm-Link, this is essentially a radio communications transceiver. You specifically have a Master-Vox, normally a tool reserved for command units, which is capable of broadcasting along a number of frequencies at once. This makes it ideal for coordinating your troops.

Astartes Omni-Tool (-50 CP):
A compact mechanical repair device, filled with foldout and extending probes, blades, hooks, and socket-plugs. They are ideal for coaxing cooperation from recalcitrant machinery and repairing damaged devices. They are used to cut, solder, interface with, and anoint the device in question. As a device of the Deathwatch, it is far superior to the Combi-Tools used by the Imperium at large.

Auspex (-50 CP):
The auspex, also known as the scanner, is a device intended to detect motion, invisible gasses, and energy emissions in a wide spectrum, including heat, radiation, and most forms of energy given off by vehicles and troops. With a range that can focus on an area as small as 50 meters or as large as 1500, its primary use is to identify invisible or otherwise hidden enemies, although it's also useful for picking out enemy positions.

Note that most vehicles already come with a more powerful auspex than this, so this would mostly be for your own personal use.

> **Augury Malefica (-50 CP)**:
> A heavily modified Auspex scanner crafted by the techno-seers of the Grey Knights. It is now able to detect the malignant aura of spiritual entities such as Daemons, and can even predict an imminent Warp Breach (or similar cross-dimensional incursion in future settings).

Bionics (-50 CP):
Cybernetic implants are relatively common in the Imperium, and significantly more so among its armed forces, as they can let an injured warrior fight again, and sometimes even improve on the original organic components—even for Space Marines. Each time you purchase **Bionics**, you may choose one organ (that is not a gene-seed organ) to replace with a cybernetic improvement, which carries out that organ's functions more effectively and at less energy cost to the body. You increase the cost to **-100 CP** instead to replace an entire limb with a superior bionic replacement, which is guaranteed to be even stronger than whatever biological limbs you had before.

For a total of **-200 CP**, you can replace the majority of your internal organs with cybernetic replacements, vastly improving your survivability. For another **-200 CP** on top of that, you may replace the vast majority of your body with cybernetic components, leaving you with just enough biological components to be considered technically human—the ideal of a Tech-Priest or an Iron Hand, one might say.

Alternatively, or in addition to the previous, you can spend a flat **-200 CP** to guarantee that every cybernetic replacement you get here or in the future will be a definite upgrade to whatever biological parts you are replacing.

Regardless of purchase, these Bionics become a part of the relevant alt-form upon application. You may include a single item you possess per 50 CP spent on this option or its upgrades to be integrated into your cybernetics for no extra charge (although items beyond this will cost **-50 CP** to include).

Besides the default, there are certain bionics that warrant special mention and prices.

Potentia Coil (Free):
Commonly used amongst the Adeptus Mechanicus to power their augments, and likewise oft seen amongst the cybernetic warriors of the Iron Hands, Potentia Coils aren't needed for minor replacements like a single limb or an eye—but if you're replacing a significant portion of your body with electronics, you're going to want something that can power it for centuries or millennia at a time, and the Potentia Coil (a minute implant of crystals the size of a thumbnail) is that power source. Yours is further modified so that it never runs out of power.

Butcher's Nails (-50 CP): [Free to World Eaters]
Resembling a lobotomy, a large amount of nails trailed with cables which resemble dreadlocks are inserted through the skull and into the brain to increase your anger and rage, making you into an incredibly fierce warrior. Normally, these nails would replace the function of significant portions of the brain, making them unable to be safely removed, but yours are far more... accommodating. You can also simply turn off your Butcher's Nails if you would prefer not to "benefit" from their features.

Artificer Bionics (-100 CP):
Rather than a specific replacement, this instead serves as a unilateral upgrade to your Bionics, drastically improving their effectiveness in whatever their purpose is. Typically seen on the Iron Hands, Deathwatch Forge Masters are also sometimes seen with bionics this advanced.

The Eye of Abiding (-100 CP):
With technology far in advance of any Imperial machinery, the hidden workings of this bronze eye contain a seemingly endless array of multiwave lenses, entropic filters, and pan-dimensional vitreous humors that can cast aside the densest veil and see through the most arcane of mechanisms.

The Eye of the Unseen (-100 CP):
An ancient relic of the Dark Angels, this augmetic eye is able to see through all secrets, guilt, lies, and obfuscations. Those fixed by the glowing lens of the Eye of the Unseen have their deepest wants and fears laid bare, their every weakness exposed. The sensation is said to be akin to Catachan harpoon-bugs crawling inside the skull, and most people subjected to its effect will drop to their knees and confess all.

Fleshmetal Exoskeleton (-450 CP):
This is a bionic implant that clads your body in fleshmetal within and without, the supreme bionic upgrade of Chaos. Any weapon that penetrates your armor will likely blunt itself on your hardened flesh, and even if someone manages to damage your bio-mechanical body, your cabled muscles will reknit themselves in a frenzy of silvered fibers until they are rebuilt as strong as ever.

Cryo-Box (-50 CP):
Normally, the Cryo-Box is used to store gene-seed extracted during battle. Your Cryo-Box is a little different. It's capable of storing anything that fits within the opening, and it will perfectly preserve whatever it is. Even a small living being will be cryogenically preserved, and can be safely revived later simply by heating it up (even if such a process should be a great deal more complicated and risky by normal logic). The box is also larger on the inside, capable of storing about 3 cubic meters of material, but what you're trying to extract will always be within reach of your hand.

Diagnosticator (-50 CP):
A small, hand-held device that contains a number of technological diagnostic tools and a small cogitator array to allow you to diagnose what ails a machine and its Machine Spirit. It can detect anything from programming errors to microscopic cracks and material fatigue.

Grapnel Launcher (-50 CP):
When Space Marines need to navigate challenging ground, they make use of grappling hooks like these, although this model is most notably used by the Primaris Reivers and the Space Marine Scouts.

Grav-Chute (-50 CP):
A more silent alternative to Drop Pods or teleportation, the grav-chutes are attached to a Space Marine's backpack, and use suspensor fields to counter gravity and slow descent, allowing for units to be airdropped from high-atmosphere. Unlike a Jump Pack, this only allows for a silent and controlled descent, and has no ability to get a Space Marine back in the air.

Grav-Flare (-50 CP):
Coming with an integral tube launcher to fire them off, these flares have small rocket motors to give them some altitude and a low-power grav-system to keep itself floating once it has reached sufficient height. This extreme-intensity flare is able to illuminate an area 10 kilometers across. You have a set of five, one for each color the flares come in; white, green, red, gold, and blue.

Light of Angels (-50 CP):
Housed within a reliquary, the Light calls out to the sensory devices of its bearers, such as Auspexes, and guides them to their adversaries' location with the voice of a hundred electric cherubim.

Luminator Signal Flare Capsules (-50 CP):
These are high intensity beacons, about half the size of a standard bolt round. They have two operating modes; steady mode causes it to illuminate an area of up to five meters in diameter, while stroboscopic mode causes it to flicker on and off hundreds of times per minute, which is typically used as a distress beacon. They are simply discarded when they run out of power; as such, you receive a supply of five of them.

Soultrawl Divinator (-50 CP):
These powerful scanners don't detect mundane objects, but are instead attuned to sensing malevolence, especially malign intent directed towards the bearer of the Divinator.

Familiar:
A Familiar can be many things, but is typically an artificially-created biological creature, a cybernetic creature, or even a robotic construct that are utilized for many tasks in the Imperium. Sometimes they are used to help a wealthy psyker better command the Warp. Sometimes, they are simply used as tools. They are often equipped with psyber neuro-implants or are controlled by voice or vox-signals, although on purchase you may allow your Familiars to be more independent entities if you so desire. By purchasing this option, you may optionally make each familiar you obtain during your stay in this setting fiat-backed, if you so desire. Each purchase of this item provides you with one familiar, the price of which varies.

Cherub (-50 CP):
Although they are horrific winged cyborg babies, they are not made from "real" children, but are instead created in labs, and have no capacity to grow any bigger. They have more advanced behavioral programs than most creations of the Mechanicus, and are even capable of a small degree of independent thought, unlike what you would expect from normal Servitors. They have limited uses outside of devotional purposes, but are sometimes used to aid in resupplying ammunition or carrying spare equipment. They also have a variant used by Chaos called a "Cherubiox", which is a skeletal winged baby-creature with sharp fangs in its mouth.

Servo-Skull (-50 CP):
Even in death, duty does not end. The skulls of loyal Imperial servants are oftentimes crafted into drone-like devices, implanted with a rudimentary Machine Spirit and an anti-gravity system, and made to fly around and provide service to the living—do note that a Servo-Skull does *not* contain the mind of the deceased, although at times some memories may be seen as valuable enough to retain. Servo-Skulls perform a wide-variety of tasks, and as such you can further customize your Servo-Skull with as many of the following upgrades as you like. You receive **+100 CP** to personalize it. Any additional Servo-Skulls you purchase will all benefit from these upgrades.

Augur-Skull (-50 CP):

Although you could purchase them separately and buy **Device Integration** for them, this two-for-one deal provides you with a Servo-Skull that possesses both an auspex and a vox-caster, allowing it to record and transmit a great deal of data.

Breacher Charges (-50 CP):
Resembling a Gheistskull, this variety is equipped with compact explosives, which it can either place or it can detonate while still carrying them. Any Servo-Skull lost in this fashion will be repaired and returned after 24 hours, although if destroyed normally it will only be replaced after a week.

Data Skull (-50 CP):
These Servo-Skulls have a data screen set into their backs. Not only does this allow you to directly access everything the Data Skull records, but it can also be used to relay targeting data, and be used as a more conventional data-slate.

Device Integration (-50 CP):
You may duplicate any item you can carry in one hand, from this document or a past jump, and merge it into the Servo-Skull, which it can now operate with some measure of skill (even to the point that one equipped with a Narthecium would be able to perform emergency surgery, although not as well as an Apothecary could). This is often used to give them a vox-caster, or give them a weapon for combat utility. Each device integrated must be purchased individually.

Manipulators (-50 CP):
A set of small grasper limbs that allow the skull to manipulate and carry objects.

Cogitator (-100 CP):
“Cogitator” is the term used in the Low Gothic language to refer to any type of digital computer. Your Servo-Skull has a more advanced cogitator installed, and can accomplish anything you would expect a computer from your time to be able to do, but updated to

accommodate every tier of technology you have ever been exposed to. Thus it could be used to hack, although you would have to guide the process—as advanced as this Servo-Skull can become, it is strictly prohibited from using any sort of machine consciousness more advanced than its Machine Spirit. That means no AI.

Shroud-Skull (-100 CP):
Shroud-Skulls are equipped with auspex dampers, vox-stummers, and electroshrouding incense; these means of hampering detection will be upgraded with every jump to provide protection against the most advanced technological means of discovering a target, meaning that if anyone wants to see the area these Shroud-Skulls are hiding, they'll need to be physically present and looking with their own eyeballs.

Skull of Brantor (-100 CP):
Brother Brantor was a highly skilled tracker and marksman of the Space Marines, and this Servo-Skull was built from his own head. Outfitted with a low-noise anti-grav unit and the most advanced skull-sized sensors the Imperium possesses, it can detect almost anything at incredible ranges, and is capable of noting the most minute of traces that might lead to tracking down an enemy.

Skull Probe (-200 CP):
These specialized Servo-Skulls are capable of stealthing themselves to become effectively invisible, but are also equipped with extremely advanced sensory equipment that allows them to detect stealthed or invisible enemies themselves. They are also able to terminate themselves to generate an electromagnetic pulse, although any Skull-Probe that utilizes this sort of self-destruction will be repaired and returned to you after 24 hours.

Cranium Malevolus (-300 CP):
Stolen from the Sainted Halls of Terra by the Iron Warriors, this Servo-Skull has mutated into a mouthpiece for the horrific languages of the Soul Forges. It emits specialized, coded bursts of the Dark Tongue that are so potent that it starts to unmake nearby Machine Spirits, and enemy war machines will spontaneously immolate themselves to

try to commit suicide before they can be infected by it. Uniquely, this version of the skull will only affect the machines of your enemies, and will continue to cause machines to destroy themselves even in the absence of Machine-Spirits.

Psyber Familiar (-100 CP):
These psy-bonded Familiars are living creatures bonded to their master by arcane cybernetic technology implanted in both the creature and your own head (although you may voluntarily forego the implants in yourself to instead simply receive the benefits of having them without the cybernetics, should you be opposed to the idea). This gives a connection between master and Familiar, and allows you to borrow the senses of your Familiar and give it commands at great distances. Psy-bonded familiars can also be used as vectors to channel any psychic powers you possess from them as the source instead of yourself.

Any non-sophont animal may be bonded as a Psyber Familiar, although if it is larger than a psyber-eagle or psyber-raven, then you must pay an additional **-100 CP**. If it's larger than a horse, you must pay another **-100 CP**. If it's elephant-sized or larger, that's another **-100 CP**.

Caryatid (-200 CP):
A Caryatid is a bat-winged creature that resembles nothing so much as a blue baby. It is unclear if they are a xenos or a form of abhuman, but nobody has tried to wipe them out yet, and many hivers of the world of Necromunda consider them to be a good luck charm. This is a little more literal in the case of your Caryatid, as it will literally bring you better luck. They are attracted to charismatic individuals and those who are soon to be successful. They are mildly psychic, and can detect hostility directed towards the one they've bonded to as their master.

Gyrinx (-200 CP):
This is a meter-long cat-like creature that, although not intelligent, has special psychic abilities that give it an astounding ability to empathize, and that allows it to form psychic bonds with chosen companions. Those who bond with it will find that their speed of thought and reflexes are improved by proximity to a Gyrinx, which also improves psychic ability. Over time, a

Gyrinx will start to pick up some minor physical features from its bonded companion, in addition to picking up some aspects of their temperament and habits.

Fenrisian Cyberwolf (-200 CP):
A common Fenrisian Wolf that has been modified with cybernetics to become even more deadly. A Fenrisian Wolf is a creature that is truly massive, with its shoulders standing nearly even with those of a fully-armored Astartes. It is big enough that even a Space Marine could ride on it without harming it, and its teeth and claws can tear through metal. It is able to understand commands, and is smart enough to use tactics that no mere animal should be capable of. Remember… there are no wolves on Fenris.

Chaos Familiars:
Normally given to certain Champions of Chaos, these familiars are often Daemons that have been bound to loyal servitude. They come in two kinds, which can be obtained with separate purchases.

Combat Familiar (-200 CP):
What does a Combat Familiar look like? It's impossible to generalize. Each one is unique. Where one might resemble a diabolical hound, another might look like a stunted minion, another might be a nest of metal tentacles, and yet another could be a pillar of living Warpflame. All of them are equally dangerous, however, and are potent enough in combat that even a Space Marine could not discount the danger they pose.

Spell Familiar (-300 CP):
A Spell Familiar can be a denizen of the Warp that has been brought into service, or it can even be a living creature imbued with the power of the Warp. Regardless, they are capable of taking any form imaginable (although they cannot become smaller than a mouse or larger than an elephant), and will change their appearance to suit their current needs or those of their master.

Archaeotech Luminator (-100 CP):

Although archaeotech, these devices nonetheless show engravings that are clear signs of Imperial Craftsmanship. These machines produce an azure light that can make anything that is hidden from natural sight become visible, whether it be due to high technology or Warp machinations.

Auto-Sense Goggles & Stalker Flares (-100 CP):
These bulky goggles allow the user to see in a number of ways not normally visible even to the eyes of Space Marines, whose Scout snipers often use such tools. They combine the effects of Photo-Visors and Preysense Sights, can detect and see in a broad range of electromagnetic frequencies, have 5x optical enhancement, 5x micromagnification, and a number of color filters that can be flipped in and out of the view ports. It also has an integral laser rangefinder to more precisely measure out distances.

Stalker Flares are small chemical markers that are invisible to the naked eye and can only be detected through the use of Preysense Sights. They're used to mark trails and landing zones in ways that are difficult for other forces to perceive.

Bolt Shell Sanctification Unit (-100 CP):
An Imperial device that will auto-sanctify ammo of all sorts (despite the name), making it holy in the eyes of the Emperor and turning it into anti-Warp ammunition.

Bulkhead Shears (-100 CP):
Adapted from industrial tools by the Techmarines of the Deathwatch, these are used for cutting through the thick deck plates and bulkheads of voidcraft. It consists of two chisel-tipped adamantine blades that are shoved into the deck plates, or in the area between hatch and bulkhead, and then forced apart by heavy-duty hydraulic systems. Normally attached to a harness, the **Servo-Harness** would be capable of supporting one without an issue.

In addition, they are also quite useful for shucking a Chaos Space Marine out of their armor.

Cameleoline Tarpaulin (-100 CP):
These tarps are made of photosensitive, color-shifting fabric that takes on the appearance of their surroundings. Enough of these tarpaulins can be hooked

together to hide anything from a vehicle to people to an entire encampment. You receive 10 five meter by five meter sheets, all of which can be neatly folded up for easier transportation.

Fortis-Pattern Data Spike (-100 CP):
These devices are used by Techmarines of the Iron Hands and their Successor Chapters, and allows you to communicate directly with the Machine Spirit of your devices. This can placate their spirits, facilitate more efficient repairs, and allow you to exhort your Machine Spirit to function at a greater level than it normally could, allowing a machine to operate more effectively.

Icon of Change (-100 CP):
An artifact of Tzeentch, the Changer of Ways, this icon periodically flares with Warp fissures in battle that inflict horrible injuries on any enemies who are caught within them.

Icon of Pain (-100 CP):
Another Tzeentchian relic, this seemingly minor bauble is a great aid to anyone who bears it, as well as their nearby allies, as it guides your melee attacks to strike to inflict additional damage upon your enemies.

Infiltriol Enamel (-100 CP):
Infiltriol would normally only be effective against Tyranids of Hive Fleet Dagon specifically, but yours is more advanced and given a little something extra. Any armor that is treated with this will smell “normal” to any creature that identifies others through pheromones or scent. For instance, Tyranids will perceive you as another Tyranid, and your presence won’t provoke alarm.

This isn’t perfect, however; getting too close to one of the intelligent species risks them noticing that you aren’t one of their kind, and a creature with psychic abilities will be able to realize that you aren’t one of their own immediately. Furthermore, if any of your natural scent is present, it will negate its effect, so it can only be used by individuals in an environmentally-sealed unit… such as Astartes Power Armor. Finally, any aggressive actions on your part will end this effect.

You receive enough of this enamel to treat up to 50 suits of Power Armor, and each treatment will last for a week before fading away.

Locator Beacon (-100 CP):
This is a portable signaling device that includes a teleport homer, broad-spectrum communicators, and geo-positional tracking. Upon activation, they scan the area and transmit detailed tactical information to you; and because of the teleport homer, you will have the ability to teleport to that position from anywhere else, using any items or powers available to you, even those that would ordinarily rely on you being able to see a target or having been there before, or those that normally have a limited range.

Narthecium (-100 CP): [Free with **Apothecary** perk]
This is a specialized, gauntlet-mounted set of tools for medical treatment of a Space Marine's transhuman biology. It contains anti-venoms, healing agents, and stimm packs, as well as the equipment needed to carry out transfusions, repair torn ligaments, plug holes in organs, and close terrible wounds… as well as cut through the Power Armor to get to the injuries in the first place.

A laser scalpel or adamantium-bladed chainsaw is included to cut through power armor, and a pistol-like tool called a "Carnifex" (no relation to the Tyranid) is also present to deliver the Emperor's Peace to an Astartes injured beyond repair. It also contains a medical scanner to examine injuries, detect the nature of foreign contaminants or poisons, and provide information on the patient's vitals.

A Narthecium also contains a set of poisons designed to interact with a Space Marine's specific biology to cause them to rapidly experience organ failure, and die.

> **Helix Gauntlet (+50 CP)**:
> In exchange for getting back some of the Choice Points you spent here, you can instead have a Helix Gauntlet, which is like the little brother of the Narthecium. Used by Vanguard Helix Adepts, it can only play three roles; it can extract the Progenoid Glands, it can diagnose what is wrong, and it can deliver stim-charges to get an Astartes back into the fight.
>
> ***Fang of Morkai*** **(Free)**:

For free, the Narthecium can be exchanged for a *Fang of Morkai*, a Space Wolves-exclusive multi-bladed tool that carries an extensive variety of potions, balms, and herbs from the herbal lore of the Fenrisian tribes—guaranteed to be just as effective as proper medication.

Hagen-Pattern Narthecium (-50 CP):
The Hagen-Pattern is larger than the standard Narthecium, featuring a long drill and with the chainsaw replaced with a circular saw blade. Its focus is on piercing armor to retrieve the gene-seed as quickly as possible, and is capable of piercing even through Terminator armor. For the extra cost, you can upgrade your standard Narthecium to the Hagen Pattern.

Omniscope (-100 CP):
Typically used by Centurions to better direct their firepower, yours has been improved beyond its already helpful status. When you focus your firepower on a single target, that target will become more vulnerable to damage from other sources as you induce weakness in it.

Photon Beam Searchlight (-100 CP):
This is a high-powered searchlight used by Space Marines, which is also capable of emitting short and even stronger flashes, which can be blinding to any foe that isn't prepared for it. Normally, these super-flashlights would require so much power that they can only be operated when attached to Terminator Armor or a vehicle, but yours seems to be able to function just fine in the absence of a power source. It can also seamlessly attach or detach to armor or vehicles you wish to use it on.

Servo-Arm (-100 CP): [Free with **Techmarine**]
Although technically a form of Mechadendrite (officially known as a "Manipulator Mechadendrite"), the Servo-Arm is rarely installed on the body as cybernetics, and instead used as a form of shoulder-mounted equipment, where it is widely used in technical and industrial fields even outside of the Tech-Priesthood. Techmarines typically mount it on their armor. It isn't as precise as a normal mechadendrite, but it makes up for it in sheer, enormous gripping and lifting power, allowing a Techmarine to physically manipulate a vehicle to work on it. It is capable of reaching 1.5 meters away, and its strength makes it a potent melee weapon should needs must.

Servo-Harness (-200 CP):
For some extra CP, you can upgrade your **Servo-Arm** to a Servo-Harness, a special augmetic aid used by the Masters of the Forge or their senior aids. Attached to the Techmarine's Power Armor, this is a veritable mobile shrine to the Machine God, having multiple mechanical limbs and a full suite of tools for operating on machines. Although not cybernetically implanted, it is like the Servo-Arm in that it is still controlled by a neural link. Amongst its tools are also devices suitable for work as weapons; a Flamer and a Plasma-Cutter capable of tearing apart even Tactical Dreadnought Armor.

For free, you may replace your Servo-Harness with a set of Mechatendrils, a functionally identical mechanical harness full of writhing tendrils that help a Warpsmith in their works.

> **Techno-Venomous Mechatendrils (-100 CP)**: [Requires **Mechatendrils**]
> This mass of serpentine, mechanical tendrils bear a special techno-poison that can destroy any machine they damage, although they can withhold this techno-venom should you so desire it. They hold their own cruel intelligence, serving as a form of manifold Daemon Engines.
>
> **Warpbreacher (-150 CP)**: [Requires **Mechatendrils**]
> Each incisor of these mechatendrils has been inscribed with a dozen runes in the Dark tongue, and allow you to use them to pull Daemons from the Warp (or similar spiritual entities in future jumps), and shove their souls into the corporeal form of a nearby vehicle. As this isn't the proper bonding of a Daemon Engine, this effect is temporary—but the angry Daemon is still possessing the machine, and it will do terrible things as it rails against its imprisonment.

Signum (-100 CP):
The Signum is a special communication device allowing the user to access an array of useful battlefield targeting data and pass it on to their companions, allowing for more accurate and coordinated fire. What's more, yours is special, being able to

spot invisible enemies and pass information on their location to your allies, even if they don't have the technology to receive such information.

Suspensor Web (-100 CP):
This is a portable anti-gravity transport device that is attached to man-portable but heavy weapons, such as the Heavy Bolter. The Suspensor Web negated much of the weight of the weapon—which could be cumbersome even to a Space Marine—and provided much-needed mobility to their users. However, it had the side-effect of reducing the effective range of weapons it was attached to.

Talisman of Burning Blood (-100 CP):
A gift of Khorne, this talisman allows its bearer to control their anger to a greater degree than they normally could. However, it can also do the opposite, and you can use it to incite yourself or even your allies into a greater bloodthirst than they would ordinarily succumb to.

Vivisection Gage (-100 CP):
This is an elbow-length gauntlet comprised of tightly interlocking plates of adamantine and ceramite. It possesses augmentation similar to that of a cybernetic hand, and the fingers contain an assortment of laser cutters, bio-solvents, auto-injectors, shears, and flensing instruments. While designed for medical or scientific use, it is also quite efficient at interrogation.

Blades of Reason (-150 CP):
Although this instrument looks like a weapon, it's actually a tool for torture, used by the Interrogator-Chaplains of the Dark Angels. Resembling a rod with knife-blades alongside it, the Blades of Reason are etched with an incredibly complex set of neural wires, which are designed to cause intense pain to any nervous system they come into contact with. Though the pain is extraordinary, the effect is not fatal and can be used on a victim almost indefinitely.

Pain Glove (-150 CP):
The "glove" is an electrofibre mesh suspended in a vertical shaft, covering all the body except for the head. It stimulates the most agonizing pain throughout the body, without causing physical harm, and it suppresses reflexes which would cause fainting to keep the subject conscious. The goal of using the Pain Glove is not interrogation, but to achieve insights through pain and to earn penitence.

Teleport Transponder (-150 CP):
These are rare and unique teleportation artefacts possessed by the Deathwatch. They allow you to teleport as though you were wearing a suit of Terminator Armor, but far more safely.

Unguents of Warding (-150 CP):
A silver-based, greasy substance used by the Techmarines of the Grey Knights, these agents are used in the care, maintenance, and production of the specialized equipment of the Grey Knights. The ancient prayers used with this substance allows for psychic energies of the user to freely flow into their equipment, bolstering its durability.

Assortment of Combat Drugs (-200 CP):
Some of the best Slaaneshi combat drugs, sometimes made from liquified humans. These can be used to increase one of your physical abilities by as much as double what you can normally achieve. Of course, that's if you focus on a single feature; if you want to include a broader improvement, you can instead take drugs that would divide the effect among multiple areas. In addition to your physical abilities, you can also use drugs to increase your senses and mental acuity.

You can safely use drugs that accomplish the above effects; however, you also have access to stronger drugs—or the ability to mix together drugs—to accomplish even greater effects, but these always have terrible downsides, ranging from temporary madness, to decreasing you in another fashion, to causing physical harm, to only lasting for a short duration.

You cannot become addicted to your own combat drugs, although overdosing might still be an issue.

Collar of Khorne (-200 CP):
Forged of brass at the foot of Khorne's throne, with the fires of Khorne's hatred fueling the furnace, these spiked collars are usually used for the Flesh Hounds and Bloodletters of Khorne, but are sometimes worn by exceptional Chaos Champions of the Blood God.

This protects you from psychic powers—not completely, but enough that most psykers would be unable to touch you without pushing themselves to the point of exhaustion. Furthermore, your collar is unique in that you are still able to remove it.

Golden Eye of Tzeentch (-200 CP):
Said to be the fossilized eyes of a Greater Tzeentchian Daemon, these allow the user to expand their sight beyond life and death. In usage, though, it is typically used to allow you to see the invisible, the spiritual, and the hidden, and it can combine with any precognition or foresight you possess to let you see the unseen in the future, as well.

Jamming Beacon/Omni-Scrambler (-200 CP):
This beacon, miniaturized from the version typically affixed to Land Speeder Storms, is capable of emitting powerful electromagnetic interference over a large area. Your special, fiat-backed beacon will also disrupt all forms of technological communication, no matter how advanced or capable of ignoring electromagnetism they might be.

Alternatively, you can have an Omni-Scrambler used by Primaris Vanguard Infiltrators, which scramble frequencies across a wide spectrum to shut down enemy communications. In function, however, your Omni-Scrambler has the same fiat-backed disruption of technological communication as the Jamming Beacon.

Jump Pack (-200 CP):
This vectored-thrust jet pack is designed to be attached to a Space Marines backpack, and allows them to perform "jumps" at great speed, the jet pack propelling them through the air allowing them to quickly close with the enemy, bypassing terrain difficulties or any other enemies that might be in the way. They provide lift powerful enough to lift an Astartes in Power Armor—and yours does these models one better, as it can lift someone wearing Terminator Armor, or even a Dreadnought.

If you purchased **Grav-Chutes**, then your Jump Pack comes with a free set of them installed. You may optionally integrate your Jump Pack into your **Power Armor**, **Terminator Armor**, or **Dreadnought Chassis**. Normally, Jump Packs would only

have enough fuel for 12 or so jumps, but yours is more efficient and can be sustained for 50 jumps before needing refueling.

> **Enigmatus-Pattern Jump Pack (-50 CP)**:
> Although they look like simply customized Dark Angels Legion jump packs, the Enigmatus-Pattern relied on the brute force of plasma rockets. Similar in design to small void-craft engines, they provided far greater thrust than traditional Jump packs. Furthermore, their usage creates a prodigious cloud of waste fumes that cloak the user's movements. The users of this pattern often ran the Jump packs at low power just to create the concealing cloud.

Sacred Incense (-200 CP):
Blessed incense carried in a brazier taken from the censers surrounding the Golden Throne of the Emperor, this brazier produces a minor holy region around the bearer, causing your enemies to become slowed in this area.

Shift Field (-200 CP):
Experimental Imperium defensive technology that is being field-tested by the Mentors Chapter, the Shift Field can surround an area large enough to contain ten Space Marines in a light distortion; enemies are unable to pinpoint their location to attack them with projectile weapons, while the Space Marines within can still see just fine and can fire at will. However, nothing prevents an enemy from closing and crossing the boundary themselves, and once inside they will be able to see perfectly fine.

Skull Mask of An'ggrath (-200 CP):
Forged in mimicry of the face of the lord of Bloodthirsters, this skull mask bears a portion of An'ggrath's untouchable skill at combat. The skill you would obtain from wearing this mask is added to your own, and is enough to turn a mediocre warrior into a whirlwind of death, with proportionally greater benefits to someone who already knows how to fight well.

Standards (-200 CP): [Discounted with **Ancient** perk]
The sacred battle standard is one of their most revered artifacts, these banners present the symbol of the Chapter (or of a specific company in that Chapter), along with sacred iconography and battle motifs obtained in past campaigns. What you have here is a perfect replica of all the banners of your Chapter, from

the Chapter Banner itself to each Company Standard. Furthermore, you have a special set of banners designed after your own mightiest victories, bearing any personal symbol you may possess.

Each of these standards, when held aloft during battle, will provide a special type of bonus to all forces that fight under you. One banner might improve accuracy, another increases the speed of your troops, another might increase skill, and yet another might increase raw physical power. One might allow those under its auspice to slowly heal, while a different one might, rather than improving your own forces, demoralize the enemy. These effects only take place if an actual person is physically holding aloft the standard, but are doubled if that individual possesses the **Ancient** perk.

> **Banner of Chaos (-50 CP)**:
> This standard made of flayed human skin is inscribed with the marks of the favor of the Dark Gods. No enemy can face this banner and not feel fear deep in their heart, and should this banner be waved by one possessed of the **Ancient** perk, this will become a soul-touching terror. Not something that people can't function through—especially Space Marines—but it will shake their aim and lower their morale. This is in addition to whatever benefits it receives from the **Standard** item it is based upon.

Talisman of Tzeentch (-200 CP):
This talisman bears a connection to the Warp, such that any enemy who attempts to use psychic powers near you is at risk of their powers destabilizing.

Clavis (-250 CP):
A piece of armor granted to Space Marines of the Deathwatch upon becoming a Deathwatch Keeper, they were created during the Dark Age of Technology, and are through unknown means able to interface with your nervous system and monitor your vital signs. But more impressively, it acts as a unique and complex key that contains a host of override codes and arcane systems that allow it to bypass almost any technological seal. In your hands, it will unseal magnetic locks and shield barriers, and servitors, robots, and autodefenses alike will register you as a friend and stand down in your presence.

> **Osseus Key (-100 CP)**:

Where others are made of sanctified platinum, this relic Clavis was made from the knuckles and phalanges of deceased Imperial Fist heroes who fought in the Horus Heresy. With the mightiest of Machine Spirits installed in this device, it is capable of opening *any* barrier you may encounter, technological or otherwise.

Dimensional Key (-300 CP):
Ancient devices carved from the thighbones of Daemon Princes, these keys, if thrust into the body of a dying warrior, will pierce the veil between realspace and the Warp. Not only does this create a gale of Warp energies that can mentally disable mortals not in service to Chaos, but it can also allow for the travel between realspace and the Immaterium in those brief moments. It can also guide nearby travelers through the Warp.

In future jumps, stabbing this key into someone will allow you to travel to any other dimension in the setting.

Iron Halo (-300 CP):
An ancient tool, this special honor badge incorporates a Conversion Field (converting the kinetic energy of attacks into flashes of light) or a Refractor Field (which disperses the energy of an incoming attack across the entire surface of the shield).

They are usually so rare that only Captains and Company Champions are permitted to bear them. By wearing an Iron Halo, in combat you will receive command privileges over the ordinary members of your faction, whatever it may be.

If you so desire, this can be replaced by its Chaos equivalent, the Dark Halo, which uses the fell powers of the Warp in place of a Conversion or Refractor Field.

Psychic Hood (-300 CP): [Discounted with **Librarian**]
This arcane device wraps around the neck and curls over the back of the head, and serves to amplify one's psychic powers. In the metal casing is an intricate array of carefully aligned and interwoven crystals, intended to nullify an opponent's psychic attacks directed at the wearer. However, the precision involved

in the design means that it is rarely one-hundred-percent effective at protecting its user.

Your Psychic Hood will at most stop 50% of a psychic attack directed towards you. For an additional undiscounted **-100 CP**¸ it will stop 75%, and for **-100 CP** on top of that, it will completely protect you from all psychic attacks.

> **Neural Shroud (-200 CP)**:
> By spending a further **-200 CP**, the **Psychic Hood** can be upgraded to a Neural Shroud, supercharging its crystal network with Empyreal energies and allowing it to project a field repressing other psychic powers in an area around you. This suppression is equal to the degree to which your **Psychic Hood** protects you.

Rosarius (-300 CP): [Discounted with **Chaplain**]
A symbol of office for clerical members of the Ministorum and for Space Marine Chaplain's alike, the Rosarius takes the form of an amulet, gorget, or signet ring made of adamantium, forged into the shape of the Imperial Aquila or a Gothic Cross. But more than its purpose representing your spiritual authority, it also houses a potent Conversion Field Emitter, which converts the kinetic energy of weapons and even psychic attacks on you into blinding flashes of light. Not even a plasma weapon is immune to this, the attack just dissipating into light before it reaches you. But be warned, this defense is not absolute, and it is possible to overwhelm the conversion capacity of the emitter with enough firepower.

If you so desire, the Rosarius can be replaced with a Wolf Amulet, as wielded by the Wolf Priests of the Space Wolves, which also possesses a Conversion Field Emitter, or with an Icon of the Just, which sees use amongst the Grey Knights.

Crown of Prospero (-350 CP):
Similar to a Psychic Hood in that it serves to improve the psychic powers of the one who wears it, the Crown of Prospero does so to a far greater degree, although it has no means of protecting its user against the psychic attacks of other people.

Yours does not require that you be devoted to Tzeentch in order to function.

Accursed Idol (-400 CP): [Discounted with **Sorcerer**]

A mere bauble at first glance, this is actually a potent tool of Chaos, drawing upon the power of the Warp to force anyone who attacks the wielder of the Idol to suffer a portion of the damage they inflicted.

Tempormortis (-400 CP):
This could be thought of as the opposite of the Timewarper, as it is used to slow down time in an area around the user, without affecting the user themselves. Resembling nothing so much as a large hourglass, this device manipulates the flow of time of the enemies of a Judiciar (which is a novice Primaris Chaplain) while leaving their allies untouched.

Timewarper (-400 CP):
An altered, more complete version of the technology being tested by the Mentors Chapter. Resembling a mechanical box small enough to fit in a human hand, it draws pieces of Warpspace into itself and converts this energy into sub-atomic particles, which are able to affect time in a localized sphere around the box, large enough for ten Astartes to stand comfortably. Within this sphere of distorted time, it will seem as if the rest of the world is moving in slow motion, while from the outside, those within will be perceived as moving faster.

The original machine was so disorienting that even Space Marines couldn't get used to it, even after years of training, but yours has no such problems. However, it does share a weakness with the original in that it is unable to accelerate time for vehicles or machines, unless they are being worn by a living being (such as Power Armor). Your version is also guaranteed to function even in a universe without the Immaterium.

The Iron Circle (-600 CP):
When the Tyranthikos failed to adequately defend Perturabo's flagship, the Primarch of the Iron Warriors replaced his honor guard with a set of six battle-automata. That is what this purchase provides you—six mechanical warriors, capable of independent action yet bereft of higher thought, with no purpose in their existence other than to serve you. You may freely choose what type of robot you receive, although the original Iron Circle was composed of six *Colossus*-Pattern robots.

Armor

All armor will resize itself to fit anyone that you give permission to wear it.

Power Armor (Free):
The Power Armor of a Space Marine is made from thick ceramite plates and would be extraordinarily cumbersome, if it weren't for the electrically-motivated fiber bundles that replicate the movements of the wearer and supplement his strength.

The key to Power Armor lies in the Black Carapace implant of the Space Marine; it allows the armor to mesh with the Astarte's nervous system, linking his brain up to the mind impulse controls and turning the suit into a second skin, moving with all the speed and precision of their own body. This particular suit of power armor is capable of forming such a connection without needing anything physically invasive, and can form a mental link directly to your mind through your skin.

Power Armor is fully sealed, providing protection from environment, chemical and biological weapons, and toxic atmospheres. The suit has a number of auxiliary systems including radio frequency communicators, auto-senses, and other devices, such as the ability to monitor the Astartes' biological functions.

The backpack holds the suit's main power source, a subatomic microfusion generator and a back-up solar power converter, with 100 solar cell batteries to store the absorbed solar energy. It also contains the suit's environmental and life support systems, as well as movement stabilizer thrusters for low- and zero-gravity combat.

The suit’s helmet has “auto-senses”, a term for the many combat systems connected to the helmet. It has targeting reticles, thought-activated comm-augurs and audio-filters, range finders, tactical displays, auspex links, and a host of other features to improve their combat prowess. The lenses of the helmet protect the Marine from bright lights, while also allowing you to see in the infrared and ultraviolet ranges. The helmet also includes a respirator vox grill, which enhances your battle cries to deafening volume, while also being able to filter out toxins in the air. With a thought, the respirator can be sealed, letting you draw upon the suit’s internal reservoirs of oxygen.

The greaves of the suit incorporate gyroscopic stabilizers and power units that can magnetize the soles of your boots to assist in zero-g combat. A life signs monitor is incorporated into the army, which is assisted by a suite of life-support functions, including an auto-*medicae* equipped with painkillers, combat stimulants, and anti-venoms.

The suit also regulates temperatures well enough that you can fight in a tundra, the raging heart of a volcano, or the dead of space without ever being affected by the heat (or lack thereof) in the environment. Your Power Armor also contains a supply of self-replenishing, high-energy liquid food that can sustain your metabolism without need for further food or drink.

However, over the years there have been many models of Power Armor, so you must also choose what type of armor you're wearing. Note that there is still room for customization, as many forms of armor have minor details differentiating different Legions or Chapters from one another, even setting aside the use of Legion/Chapter colors in identifying a Marine.

Don't worry about choosing an older model of Power Armor; by the power of Jumpchain fiat, all models of Power Armor will have at least all of the benefits listed above.

You may purchase this item more than once; such additional purchases are **-50 CP** each.

> **Mark I "Thunder Armor"**:
> The only armor used by the Thunder Warriors, this form of Power Armor was inferior in all respects. It was not fully enclosed, had no life support functions, the legs weren't powered at all, the backpack was significantly bulkier than all successive models, it was incredibly noisy, and there was no functionality to hook up to the Black Carapace. Nowadays, such armor is only around for ceremonial purposes.
>
> **Mark II "Crusade Armor"**:
> Made to be everything the Thunder Armor wasn't, the Mark II was made of a vast number of microscopic armored rings of ceramite fitted over and under each other, which made it quite tedious to repair. Most of the power

cabling for the suit was threaded into the plating itself, which by virtue of its microscopic construction was incredibly tough, while its ring-by-ring design meant that it provided an unheard-of level of mobility. It was regarded by many as the most effective suit of Power Armor ever created, but the difficulty of maintaining it means that few survived to the end of the 41st Millennium, although those that did are greatly revered by their Chapters.

Mark III "Iron Armor":
Created in response to the high-G, subterranean environments of the worlds populated by the Squats, it was best used in enclosed environments where cover was scarce, such as the underground cities of the Leagues of Votann or in boarding actions on voidcraft. It had significantly stronger defenses on the front, in exchange for less on the back, making it unsuited for regular combat duty, and it was never intended to supplant the Mark II. However, in directional protectiveness and sheer strength, it was incredible.

Mark IV "Maximus Armor":
Created during the heights of the Great Crusade, this was where the design of Power Armor most started to resemble that used in the modern day. It left behind the separate abutting plates of armor in favor of larger, inflexible armor casing incorporating flexible joints. It reduced mobility slightly, but was easier to produce and maintain, and the suit itself was actually lighter without losing its level of protection in comparison to the Mark II. Improved armoring of the power cables let them be strapped over the top of the armor, while the use of new materials reduced their size and number, and it had a smaller backpack. All told, it became the most common Pre-Heresy suit of Power Armor, and is the one most commonly found amongst Chaos Space Marines. It had a number of patterns that varied its construction depending on the Legion, such as the Achaen-Pattern favored by the Thousand Sons or the Praetor-Pattern that the Ultramarines enjoyed.

Mark V "Heresy Armor":
The Mark V wasn't really an upgrade from the Mark IV, but could instead be considered a stopgap measure that Artificers and Techmarines had to come up with when faced with difficulties resupplying during the Horus Heresy. Notably, it used molecular bonding studs to hold together the layers of plasteel and ceramite, the bulbs of which became an iconic feature of this

generation of Power Armor. It was designed to be easy to replace components in case of damage, as they lacked the resource capacity to make more of the expensive, highly-advanced components of the Mark IV. Most armor of this make have been dismantled for spare parts by Chapters who don't wish to recall the dark times of the Horus Heresy, but they are still common amongst the Traitor Legions.

Mark VI "Corvus Armor":
Also developed during the Horus Heresy, the Mark VI was intended as a true upgrade to the Mark IV, and is characterized by a beak-like muzzle on the helmet, and the molecular bonding studs on the left pauldron. It was built with dual technology circuits that made it easier to repair with both old and new parts, and it was built with redundancies and fail-safes of several kinds to keep it operating and useful for longer. It is also the lightest form of Power Armor, with the most mobility and ease of movement, allowing for proper stealth while armored. It became the most widespread armor at the height of the Horus Heresy… and because of some successful hacking on the part of the Dark Mechanicum, the Traitor Legions also had no small number of Mark VI's of their own.

Mark VII "Aquila Armor":
Developed in the last days of the Horus Heresy, the Mark VII "Aquila"—also known as Imperator Armor—is still in use 10,000 years later as the most widespread suit of Astartes Power Armor, and is an iconic part of the Space Marine identity. Furthermore, it was made to be fully backwards compatible with the Mark VI, letting armor pieces be freely swapped between them.

Mark VIII "Errant Armor":
Until the Era Indomitus, this was the one and only upgrade to the design of Space Marine Power Armor to occur since the Emperor was interred upon the Golden Throne. It closely resembles the Mk. VII, but has more plating on the armor to protect the exposed torso cabling, additional armor on the ribbed joints at the hips, and the ankles of the greaves have been adapted to allow for a wider range of movement. It also has a raised collar, which addressed an issue wherein the slope of the Aquila Armor's breastplate would redirect bullets up into the vulnerable neck-joint.

Mark IX Armor:
Nothing is known of this mysterious model of armor. It's a mystery if it ever even entered production before being replaced with the Mark X.

Mark X "Tacticus Armor":
The Mark X armor is created by the 100 centuries old Tech-Priest, Archmagos Belisarius Cawl, who was long ago given an order by Roboute Guilliman to produce a new breed of Astartes. To go along with his Primaris Marines, he also created a new suit of Power Armor, using techniques long forgotten to the modern Mechanicus. The Mark X is more versatile than any model before it. There is no single appellation and design, but instead a modular system of ceramite plating that can be adjusted for many different tactical roles.

It also has a number of varieties, including the Tacticus-Pattern (which could be considered the "default" Power Armor of the Mk. X), Gravis-Pattern (which has levels of protection just shy of Terminator Armor at the cost of reduced mobility over the Tacticus-Pattern, but is also Jump Pack-compatible), and Phobos-Pattern (which sacrifice protection for increased stealth and speed).

There is also the Omnis-Pattern, which has an integrated Jump Pack and Grav-Chute; however, to obtain the Omnis-Pattern, you must independently purchase the **Jump Pack** and **Grav-Chute** items.

Hybrid Armor:
Armor gets damaged, and not all Chapters have easy ways to resupply; this forces some to combine elements from different armors—and that's without getting into the warbands of Chaos, who have spent the last 10,000 years looting armor from dead Astartes and incorporating pieces of more modern armors into their own. And of course, finding revered components of ancient armors and incorporating them into modern armors is a longstanding tradition of the Astartes. By purchasing this option, you can mix-and-match options from the previously-listed models

Scout Armor (Free):

Also referred to as Infiltrator Armor, this is the type of armor fielded by Astartes Scouts, those new Space Marines who have yet to earn their Power Armor. It is a type of modified Carapace Armor, such as that used by elite members of the Imperial Guard. It is composed of layers of ceramite capable of stopping a kinetic bullet or low-power energy bolt with ease, while the rest of the body is covered by ballistic nylon that provides lesser protection, but enables full mobility. It is much quieter and less cumbersome than Power Armor, which makes it well-suited to the sort of engagements focused on by Scout Marines.

The armor has been treated with the Ointments of Obfuscation, which make you incredibly hard to detect through technological means such as Autosenses, Auspexes, or Augur arrays. It comes with its own Vox-Caster, and also has an Interlocutor Beacon that can broadcast in a narrow-band, highly-encrypted frequency to alert friendlies that you're an ally. Your Beacon cannot be detected by people who are hostile towards you.

Finally, the Scout Armor also has an Autoinjector Cuff, which has an advanced Cogitator that monitors your health, and can deploy a variety of antitoxins, pain suppressants, and stimulants to counteract the many conditions a Scout might find themselves subjected to.

Blackweave Shroud (-50 CP):
This hypermorphic bodyglove of the Deathwatch is of uncertain origin, but is worn beneath armor, where autonomous microfilaments are extended to reinforce the ports to the wearer's Black Carapace. It forms a fibrous medium that shields a warrior's most vital biosystems.

Shield (-100 CP):
Armor can't be certain to protect you from everything; to ensure maximum survivability, it's important to make use of shields, as well. By default, this is a Combat Shield; a small shield light enough to be strapped to the forearm (leaving the hand free), but that is capable of stopping many attacks thanks to technology similar to that used in Power Weapons which destabilizes the matter of that which the shield is able to block. However, there are more advanced types of shields.

Boarding Shield (-50 CP):

Also known as Breacher Shields, these large, bulky shields used up the entire hand that's used to wield them, unlike the simpler Combat Shield, but made up for it in sheer protective ability, as they were large enough to cover most of the body, with a notch cut out for an Astartes to stick their weapon through.

Storm Shield (-100 CP):
Smaller than a Boarding Shield, the Storm Shield is still too large to wield without using a hand. However, it is significantly more advanced than a Boarding Shield, being able to stand up to vehicle-piercing weaponry like a Lascannon, or even super-heavy weaponry. Whenever anything struck the shimmering blue barrier of an activated Storm Shield, it would emit a crackle of lightning—hence the name.

Coriolis-Pattern Power Shield (-50 CP):
A prototype weapon that was deemed too power-hungry for mass deployment, this variant of Storm Shield generated short-range gravitic fields that could slow or even deflect strikes directed at the wielder. Yours has resolved these power issues, and can be maintained for 12 straight hours of combat before needing recharging (although, should you not recharge it, it will automatically refill its charge after 24 hours).

Vestments of the Warp (-150 CP):
A set of clothing designed to be worn over armor, these robes are inlaid with foul spells that allow the user to use the Warp to teleport across a battlefield.

Terminator Armor (-300 CP): [Requires **Veteran**]
Officially dubbed the Tactical Dreadnought Armor, this is the most powerful and advanced form of Power Armor known to humanity. Used in situations where durability, protection, and strength matter more than agility, it is to these revered suits of armor that the Space Marines turn. With massively thick armor plates and powerful servo-muscles that put regular Power Armor to shame, a suit of Terminator Armor is able to withstand attacks that would destroy a tank, and throw around an enemy powerful enough to be a tankbuster in the first place.

All Terminator Armors are also equipped with the technology needed to teleport, which helps make up for the loss in agility expected from wearing such a massive piece of armor. Your teleportation is perfectly safe, unlike that typically seen in this universe.

There are many patterns of Terminator Armor, and you are free to pick your own; however, certain patterns are better than others, and those you *do* have to pay extra for.

Cataphractii-Pattern (-100 CP):
This pattern of Tactical Dreadnought Armor was one of the first models issued to space Marines during the Great Crusade, and is possibly the most defensively potent. It has additional plating, as well as shield generators installed in the shoulder pads, making it amongst the most durable armors in the Galaxy.

Gorgon-Pattern (-100 CP):
Designed by Ferrus Manus and the Iron Fathers, this armor inserted experimental systems that converted incoming electromagnetic and kinetic energy into bursts of blinding light able to incapacitate nearby foes. However, the heat and electrochemical toxins bleeding from the suit limited the armor's agility, and its effects required a high level of cybernetic mods for the wearer to endure the toxins and heat. Yours, however, does not produce toxins nor excessive levels of heat, although it can still only convert so much energy at once.

Salamanders Prototype (-100 CP):
A unique design created by Vulkan himself, they were much taller and wider than normal Terminator Armor, with large pauldrons that reached significantly above the head. However, these pauldrons also served to store ammunition for the large, forward-facing gun emplaced between them. You can select any single gun you have purchased to be integrated into your Terminator Armor, including a heavy weapon, which you can aim and fire with your mental connection to your armor.

Tartaros-Pattern (-100 CP):

Perhaps the most advanced form of Terminator Armor to exist, it incorporates certain aspects of the Mark IV Maximus Power Armor, which allows it mobility almost on par with a suit of regular Power Armor without sacrificing any of its defensive potency.

Armor Modifications:
Of course, there's plenty of space to personalize your armor further, if you're willing to spend the CP.

Warp-Corrupted (Free):
The Warp twists and taints that which stays within it for too long, and armor is no exception to that. Perhaps your armor has scales. Perhaps it has grown bony plates. Maybe half of it is composed of immaterial Warpflame that still blocks weapons just as well. Perhaps it even breathes and shudders on its own; it is not truly alive, but it may seem like it is at times. You are free to customize how the Warp has distorted your armor.

Hungry (-100 CP):
With this modification, your Warp-Corrupted armor now has some sort of offensive ability. Maybe maws emerge from it to bite those who come too close, maybe a nest of vermin live in it that you can control with your mind, or perhaps you can use the Warpflame it is made of to reach out and burn people. Regardless, you have some dreadful Warp-spawned means of attacking inherent to your very armor.

Aegis Armor (-100 CP):
A specialized protective device mounted into the Power Armor of the Grey Knights and Ordo Malleus, it is a lattice of psychoconductive filaments and amulets, formed into hexagrammic wards and inscribed with anti-Daemon prayers. It weakens the effects of psychic attacks and daemonic assaults on the one who wears it.

Purity Seal (-100 CP):
The Purity Seal is a special honor awarded by a Chaplain, and is a mark of a battle-brother's pure faith or morality in the eyes of the Emperor. Taking the

form of prayers or litanies inscribed onto paper and then affixed onto armor with a waxen seal, they each bear a specific blessing.

You may choose this blessing yourself. It has to be something specific, such as “the blades of the xenos will not touch his flesh”, or “once within the brother’s sight, no enemy shall live to see another day”. These are not automatically made true, but you do receive a bonus to your luck and skill when it comes to fulfilling these blessings. You can receive more than one Purity Seal if you’re willing to pay for them.

Rune Armor (-100 CP):
These armors are inscribed with marks from the Rune Priests of the Space Wolves, and provide extra protection against psychic attacks and the powers of the Daemon.

> **Aether-Rune Armor (-400 CP)**:
> Your suit of armor is customized and fitted with intricately-woven psycho-aetheric induction circuitry capable of absorbing and negating psychic attacks directed towards you.

***Crux Terminatus* (-200 CP)**: [Requires **Veteran**]
It is said that every *Crux Terminatus*, the medal given to those Veterans who have earned the right to wear Terminator Armor, contains a piece of the Armor of the Emperor of Mankind. Whether this is true or not is up for debate, but there’s no denying that *yours*, at least, has a little something special. While you bear this medal upon your armor, every attack that would otherwise hit you now has a flat 10% chance of instead missing.

For another **-200 CP**, you can upgrade this to the *Crux Argentum*, a bejeweled variant of the *Crux Terminatus* given to those Veterans who have already earned the Terminator Honors, yet have gone above and beyond the call of duty. This increases the chance of attacks directed towards you missing while your armor bears the medal to a flat 20%.

Artificer Armor (-300 CP):
Although looking similar to “regular” armor in appearance, a suit of Artificer Armor is as far beyond Power Armor as Power Armor is beyond the

Carapace Armor found amongst the Astra Militarum. Every part of Artificer Armor has been individualized and heavily modified, using ingenious damage control systems and hyperdense materials to make the Artificer Armor provide much greater protection than you'd see in Power Armor, nearly equaling that found by Terminator Armor. And that's just the version for Power Armor.

Warp-Forged Armor (-400 CP):
Your armor is daemonic in nature, covered in unholy runes and imbued with fell power. The protection this armor now provides is such that the weapons of mortals can no longer harm you unless they truly contain truly massive power. This ensures that ranged weapons are no longer a risk to you.

However, the purifying flames of fire, melee weapons wielded by a champion, and powers of supernatural origin will all be able to harm you to the same degree they ever could.

Adamantium (-500 CP):
You must be held in high esteem by your Chapter to wear something like this. Your armor is made entirely of Adamantium, the hardest substance known to the Imperium. It also makes your armor somewhat heavier and slower than it would otherwise be, but surely the incomparable defensive qualities of Adamantium make up for that? In regular Power Armor, you could tank a blow that would shred apart a Terminator with little more than a scratch.

Melee Weaponry

You receive **+200 CP** to spend on this section.

Astartes Combat Knife (Free):
A normal human would be more apt to call this weapon a sword, if it wasn't for the too-wide grip. But in the hands of an Astartes, it is nothing more than a long knife. Issued to each Space Marine at the moment he recovers from his first gene-seed implants, and kept on their person until the day they die, this blade holds a monomolecular edge that you will never need to sharpen. Furthermore, so long as you reach for this knife, you will find it on your person, even if you left it elsewhere. There are certain variations on this knife that you may also purchase, although you can have one of the more common variants, such as the Poignard, Gladius, or the Star-Fang Knife, for free.

> **Æthéme Blade (-50 CP)**:
> A Chaos pattern used by assassins and cult leaders, this weapon contains poison in special channels in the hilt and blade. Simply press a button, and the poison is released to coat its edge. This poison is strong enough to kill an Astartes unless they receive medical attention soon.
>
> **Tulwar (-50 CP)**:
> A curved blade favored by the White Scars in their duels, the Tulwar is used for everything from personal disputes, to duels of honor, to hone skills, or simply duels performed for the love of the challenge. Unlike the historic weapons of the Chogorian people, the blades of the White Scars are forged from adamantium, or even made as Power Weapons (for another **-50 CP**). Alternatively, you can use the Edlel that was preferred by the ancient White Scars Legion, which had a straight blade.

Chain Weapon (Free):
These are weapons that have a cutting chain mechanism along the length of its striking edge, similar in principle to a chainsaw. Yours will have the guarantee that no matter what you're trying to cut, the teeth of the weapon will never jam and the chain will never break. You might encounter something you can't cut, but you won't destroy your weapon trying to do so.

There are many varieties of Chain Weapon, a small number of which will be delved into here; if you can't find your preferred weapon, feel free to invent your own, so long as it is priced appropriately. Your first Chain Weapon is free, unless a price is listed. However, future purchases of Chain Weapon will be **-50 CP**, unless a price is already listed.

Chain Knife/Chainblade (Free):
The smallest Chain Weapon available at about the size of a combat knife, it is still a potent melee weapon capable of accomplishing in one thrust what would take a normal dagger dozens of attempts. Uniquely, your Chain Knife is also capable of merging with any gun you possess to become a Chainblade bayonet attachment, without altering the balance of the weapon. It can be removed from any weapon with ease, but only by you.

Chainaxe (Free):
A larger weapon than the Chainsword, this weapon used to be common amongst the Assault Marines in the Legions, but after the Horus Heresy it became associated with the Khornate Berzerkers. It can be sized to be either one or two handed. You can also possess the variation known as the Axe-Rake, which has a curved bill hook on the back which is used to hook onto things, either for better leverage or to tear them down.

Chainsword (Free):
The iconic melee weapon of the Imperium of Man, this chainsaw-sword is brutally effective at tearing through the enemies of the God-Emperor. You can also have normal-sized variations on the Chainsword, such as the Nostroman Chainblade favored by the Contekar Terminators of the Night Lords.

Chain Glaive (-50 CP):
Also known as Chain Halberds, these polearms provide the advantage of reach, while having a double-edged chainblade attached to the other end that is quick to reave through flesh. You can obtain any of this weapon's many variations, such as the Nostroman Chain Glaive or the Impaler Chainglaive preferred by the Lords Discordant of Chaos. A nearly identical weapon is the Chain Spear.

Chain Hammer (-50 CP):
This would be a strain for anyone but the largest of people to lift; fortunately, Space Marines qualify. This massive great hammer has a head that is covered in multiple rows of spinning teeth-like blades.

Eviscerator (-50 CP):
This massively oversized Chainsword possesses incredible power, and can even shear through the plating of vehicles. You may alternatively have a Chain Great Sword (such as the Phobos-Pattern enjoyed by Chaos), or a Chain Claymore (as seen in the Deathwatch).

Chainfist (-100 CP):
A specific form of Combi-Weapon, the Chainfist combines a Power Fist with a short Chainblade jutting forth from the hand's edge. Like all power weapons, it produces an energy field that violently disrupts matter it touches. This weapon was originally designed for shearing through bulkheads in offensive maneuvers on voidcraft, and is equally potent at tearing apart tanks.

Nostraman Flay-Whip (-100 CP):
A difficult Chain Weapon to master, this weapon of the Night Lords is studded with viciously hooked spikes, and the weapon could unleash a high-voltage charge to torment, weaken, or even kill those struck by the Flay Whip.

Battle Claws (-50 CP):
These blades are hidden within the boots of all armors you've purchased, and can be unleashed with a thought to deliver kicks that can disembowel an Ork.

Caedere Weapon (-50 CP):
The Caedere Weapons are based on the traditional weapons used by the cyber-augmetic gladiators of Nuceria, the planet from which the Primarch Angron of the World Eaters originated following the Primarchs' banishment into the Warp, and it was he who introduced their use to his Legion. Although often simple in design, they are made with extraordinary craftsmanship and advanced materials that allowed them to remain competitive with more "modern" weapons of the far future.

Barb-Hook Lash (Free):
Similar to the Meteor Hammer, it is also a flail-like weapon. It has a large surmounted spear-like head with a pair of deadly barb-hooks, connected to a long chain. Usage involves spinning it for speed before releasing the barb-hook to strike at any angle, where it is designed to hook onto weapons or armor, allowing you to tug it free of your enemy with a single strong yank. If permitted to hook into flesh, it can inflict devastating injuries.

Meteor Hammer (Free):
At its most basic level, it is a large spiky weight connected to a chain. Its primary advantage is speed, as swinging it around the body can be used to build up considerable momentum before releasing the meteor to strike from any angle. Its chain can be used to ensnare an enemy's weapon, and its unpredictability makes it difficult to defend against.

Excoriator Chainaxe (-50 CP):
Technically a Chain Weapon, this is an obscenely large double-handed weapon that even amongst the Space Marines could only be wielded by the strongest warrior. The chassis houses a chain assembly of ancient Nucerian design, which is much more powerful than the average chainaxe pattern. It can bisect even an armored Space Marine in a single stroke.

Twin Falx Blades (-50 CP):
These weapons are a curved medium-sized sword, which is extremely sharp on the inside edge, which is the only part of the blade that is sharpened. They are always wielded in pairs, and can be used with extreme force, able to pierce helmets and split shields apart in single blows. They can also be used as a sort of hook to pry away shields and barriers.

Charnabal Sabre (-50 CP):
An elegant and deadly weapon dating back to the ancient dueling societies and assassin cults on Terra during the Age of Strife, the Charnabal Sabre is press-folded and stamped many times over before being micro-serrated with a sharp edge. These weapons are so finely made that they can clash with Power Weapons without being destroyed, and sharp enough to pierce armor.

They are extremely lightweight for their strength, being a tool of speed and finesse rather than brute force. If you would prefer a larger weapon, however, you may instead purchase the Charnabal Broadsword.

Fractal Harrow-Blade (-50 CP):
This sword possesses a mono-molecular blade of the finest quality that easily reduces any foe to a bloody ruin. They were highly valued by the Xeric tribes of Terra, who would go on to provide the first recruits of the Raven Guard.

Aether-Shock Maul (-100 CP):
An anti-Daemonic weapon devised by the *Legiones Astartes* during the Horus Heresy, they are fundamentally based on the same technology as that of Volkite Weapons, and they discharge pulses of stored actinic energy to deflagrate an enemy, producing an emission of flame and explosively converting flesh into ash. Although a maul is traditional, you can use a different weapon if you so desire.

Breaching Augur (-100 CP):
A tool turned into a weapon by the Techmarines of Deathwatch, this is a powerful impact drill made of super-dense adamantium alloys and fitted with a matter-wave emitter that causes the augur to vibrate millions of times per second. It is used to tear down fortifications and pierce vehicle armor, which it does with ease. However, it is heavy enough to require a harness even for a Space Marine, although those with a **Servo-Harness** can attach it to that instead.

Frost Axe (-100 CP):
These melee weapons are exclusive to the Space Wolves, and are similar to the more common Power Weapon. Its cutting edge is made from energized diamond, giving it the appearance of a blade formed of purest ice; however, you may instead opt for your axe to have been studded with the diamond-hard teeth of a Fenrisian Kraken.

> **Great Frost Axe (-50 CP)**:
> These are relics of a bygone age, but their great size is such that they seem to have been forged specifically for the hands of Space Wolves' Wulfen. They have massive blades formed from enchanted wintersteel, which is sharp enough to split Terminator plate as easily as it splits lumber.

Power Weapon (-100 CP):
These are rare and greatly coveted weapons, of which the Space Marines own the majority. When switched on, they emit a hazy field of blue energy around the primary impact region of a melee weapon (be it a sword blade or maul's head), and this humming energy is able to disrupt the molecular bonds of matter where it strikes. A solid swing from a Power Weapon will even tear through Terminator Armor.

You are free to design a melee weapon to be your Power Weapon as you desire—although the Power Sword, Power Axe, Power Fist, Power Spear, and the Power Maul are the most commonly found amongst the Astartes, although picks, flails, whips, and more have all been used in the Imperium. However, some specific Power Weapons bear special mention, and may invoke additional costs.

> **Chainfist (Free)**:
> A specific form of Combi-Weapon, the Chainfist combines a Power Fist with a short Chainblade jutting forth from the hand's edge. This weapon was originally designed for shearing through bulkheads in offensive maneuvers on voidcraft, and is equally potent at tearing apart tanks.
>
> **Equinox Power Blades (-50 CP)**:
> These one-handed swords are but ordinary Power Swords, but are designed to be wielded in pairs in mimicry of the ritual combat practiced by the tribes of Baal. As such, you receive two Equinox Power Blades with one purchase.
>
> **Heavenfall Blade (-50 CP)**:
> These weapons were crafted from a single block of jet-black obsidian, which formed the core of a meteorite that struck the Dark Angel's fortress-monastery. This meteoric obsidian is not as fragile as ordinary obsidian, but retains its legendary sharpness.
>
> **Ithakan Sea-Lances (-50 CP)**:
> These power spears are derived from the lances or harpoons used to hunt sea-wyrms on the homeworld of the Iron Snakes. They are balanced for throwing, although perfectly capable of being used in melee combat, and battle-brothers are ordinarily issued two such lances; as such, you receive two with this purchase.

Lightning Claws (-50 CP):
Lightning Claws are a special type of Power Weapon, consisting of a Power Gauntlet with 4 blades extending from the hand that crackle with disruptive energy. This weapon is typically wielded with one in each hand; with this purchase, you receive one Lightning Claw for every hand you possess.

> **Wolf Claws (-50 CP)**:
> These special Lightning Claws are used by the Space Wolves, and each blade is enchanted with runes to increase their destructive force.

Perdition Weapon (-50 CP):
Used by the Blood Angels, these Power Weapons were technically a form of Combi-Weapon that featured a built-in Flamer. Combining melee prowess with burning Promethium, it makes engaging a Blood Angel in close range a fool's errand.

Thunder Hammer (-50 CP):
Amongst the strongest of the Power Weapons, it operates in a peculiar fashion. Rather than keeping the disruption field active all the time, it is designed to activate upon impact; this allows it to conserve power until it is needed, and also means that its force when released is even more devastating than it would normally be, knocking any foe lighter than a Terminator off their feet with even a light tap.

For another **-100 CP**, you can upgrade this weapon to the two-handed Heavy Thunder Hammer, which is so powerful that a blow across the torso would not only split open a Carnifex's exoskeleton, but smash straight through it to rip the Tyranid in two.

Calibanite Charge-Blade (-100 CP):
These weapons consisted of an adamantium sword woven with charge conduits and linked to a high capacity charge cell. During combat, it would super-charge the weapon's power field and heat the sword to temperatures that could melt conventional armor. Although it would normally have a risk of overheating, yours poses no such danger.

Omnissian Axe (-100 CP):
This axe is employed solely by the servants and close allies of the Adeptus Mechanicus. A holy icon of the Machine Cult, it is given to Tech-Priests and Techmarines who have shown their faith to the Machine God in battle. It is forged of the finest materials, using the secrets of tempering and power field generation, and such is the skill that goes into their make that they have no equal among other Power Weapons. However, it is not only a weapon; it also functions as a multi-tool, usable in rites of repair and construction.

Power Scourge (-100 CP):
Employed by Chaos Space Marines, this weapon consists of a number of metal tendrils tipped with blades that crackle with barely suppressed energy. You have barely any control over these weapons—just enough to keep them from hurting you or those allied with you—as in combat, they will flail around of their own accord and scythe through anyone or anything foolish enough to get close to you.

Solarite Weapon (-100 CP):
Crafted for the elite of the Thunder Warriors, Solarite Power Gauntlets, Power Spears, and Power Talons were composed of nigh-irreplaceable artifact power coils, which energized their Disruption Field generators. They had effectively impervious cases and blades, forged in furnaces recovered from the ancient Tempest Galleries near Terra's molten core.

Sword of Undeath (-100 CP):
Coated with some of Nurgle’s most potent diseases, this weapon forces those slain by it to linger after death—its effects will not last longer than a single battle, but having everyone you kill come back as your loyal undead slave is still a potent force multiplier.

Plague Fist (-200 CP):
This type of Power Fist is overcome with countless contagions, which does not transfer to its wielder, but instead infects whomever you hit. Furthermore, if you strike the earth with this fist, it will stun nearby enemies and release a cloud of accursed flies to surround you. These flies

will not interfere with your movement or vision, yet are able to reduce all incoming damage directed towards you for a short while, before the flies simply die.

Vigil Spear (-250 CP):
Although Guardian Spears are usually the traditional weapon of the Adeptus Custodes, the Deathwatch Watch Masters have special permission to wield the Vigil Spear to represent their devotion to the role of sentinel. These spears are halberd-like Power Weapons that incorporate a ranged weapon at its tip; you may freely pick from a Bolter, Melta, or even a rare Adrathic Destructor, which releases an energy beam that severs the internal bonds of matter, causing objects in the beam's path to unravel and leaving a flaring after-image of what once was.

Warp-Forged Weapon (-100 CP):
These are weapons that have either been forged by Chaos, or corrupted by it; in truth, there is little difference between the two. They are all more dangerous than ordinary implements of war, even if they aren't always Power, Chain, or Force Weapons. Note that these are different from Daemon Weapons, which have a possessing Daemon within them; these weapons are simply *daemonic*, not actual Daemons themselves.

Accursed Maul (Free):
This is a maul exclusively used by Chaos Lords, for it is forbidden for any other to attempt to wield it. It strikes with terrific force that is the equal to a Power Weapon.

Blood Maul (Free):
Two-handed Power Mauls used by Chaos Lords in combat, it knocks enemies off of their feet with preternatural force.

Axe of Dismemberment (-50 CP):
The preferred weapon of the Masters of Executions, these 8-foot-long battleaxes can cleave through armor and flesh alike with contemptuous ease. Furthermore, you will find that each kill you make with this weapon will fill your veins with Empyreal energy, somewhat boosting your combat prowess for the rest of the battle.

Plague Knife (-250 CP):
This long-bladed dagger infects anyone it touches with the daemonic disease known as Nurgle's Rot. Besides this, they are encrusted and dripping with the most virulent of toxins, viruses, and pathogens, and can lay low even the most monstrous or powerful of enemies in only seconds.

Yours is a bit different though. You may control whether or not your dagger spreads any diseases, and can control which ones it spreads; you can even infect people with diseases you've encountered in your chain. However, no matter what disease it is, it will progress to its worst stages in only a few seconds after cutting your enemy.

Lash of Despair (-300 CP):
A gift given to those favored in the eyes of Slaanesh, this whip is almost sentient and delights in the suffering of its enemies; it is also fast beyond all measure, able to strike hundreds of times in a single second.

Force Weapon (-150 CP):
These are advanced and psychically-attuned weapons that are only truly effective in the hands of a psyker due to the psi-matrix known as the psi-convector built into the weapon. Force Weapons act as extensions of the wielder's own power, allowing them to channel deadly Warp energies into the victim and acting as a conduit between the wielder's mind and the flesh of their target. Even powerful enemies resilient to conventional weaponry can be slayed by this tool, as the unearthly powers of the Immaterium flow through them. In terms of physically destructive power, though, they are roughly equivalent to Power Weapons.

To be used, a psyker must first attune themselves to the weapon to learn to channel their powers through it without being a risk to their allies and surroundings. Because this power comes from the psyker's mind, it is possible to lend the weapon to allies and still channel your power through it.

You can choose any melee weapon to be the basis for your Force Weapon (although the Force Stave is favored by many Librarians and Sorcerers alike), but there are special Force Weapons which must be examined in more depth.

Achea-Pattern (Free):
Normally, Force Weapons can't be employed in mass because of their destructive effects on reality and the damage they can cause to their users; this Thousand Sons pattern gets around that by using a mesh of psycho-conductive filament on the surface of an adamantine blade to conduct only a portion of the psychic fury of its wielder, allowing large numbers of these weapons to be used at once.

Maelstrom Axe (Free):
Used mostly by Chaos Sorcerers, this allows them to channel their psychic powers in melee combat, although it has a thinner-than-normal blade, making it less effective on defense.

Oracle Staff (-50 CP):
A gift from Tzeentch, this weapon serves to increase the force of one's melee blows beyond even the level expected of Force Weapons. However, it would normally weave plots into the life of its wielder, and eventually consume their life in a cataclysm. Yours has no such feature, although it will bring ill fortune to anyone other than you who attempts to wield it.

Runic Weapon (-50 CP):
These aren't technically Force Weapons, but in practice are very similar. These psychically-charged weapons are carved with many powerful sigils that ward off the fell energies of other dimensions, and will channel your psychic or magical energies into your blows in melee.

Staff of Daemonic Flame/Staff of Warpfire (-50 CP):
These are both Force Staves, unholy weapons that allow psykers to utilize bolts of exploding Empyreal flame for the Staff of Daemonic Flame, or spread Warpfire throughout the environment for the other. Both of these are accomplished for a minimal cost of energy. This may be purchased twice for both weapons.

Sword of Flame (-50 CP):
Every strike of this sword engulfs your enemy in unnatural flames… but it's powers over fire are not limited to offense. You can also envelope an ally in

a shield of flame, which does not harm them yet burns any enemy who dares approach them.

Nemesis Force Weapon (-100 CP):
These weapons, normally the exclusive province of the Grey Knights, are exquisitely turned to the specific mind meant to wield it. In short, rather than having a flat, standard level of power like normal Force Weapons, this one will become more powerful the stronger of a psyker you are.

Nemesis Warding Stave (-50 CP):
A specialized Nemesis Force Weapon, it also possesses defensive abilities. You can channel your psychic might into it to activate the refractor fields within, which soften any blows directed towards you.

Staff of Tzeentch (-150 CP):
A weapon used by both Chaos Sorcerers and the Greater Daemons known as Lords of Change, it allows its user to rend the barriers of reality in order to teleport themselves across the battlefield. In your hands, much like a Lord of Change could accomplish, you will find that you have the power to unleash rapid mutation within enemy targets, transforming them into ravening Chaos Spawn unless they have the willpower to resist your sorcerous might.

Frost Claw (-150 CP):
Fashioned by the Wulfen—those who have imbibed the Space Wolves' Canis Helix but have fallen to their inner wolf—these mysterious punching daggers feature multiple claws, which are fashioned from some sort of mysterious crystalline substance that seems like ice. It is unknown if they are a psychic construct or if they are created by some secretive Wulfen ritual, although they may have a connection with the crystals used in Helfrost Weapons. Whatever they are, they cleave through armor and flesh alike without slowing.

Crozius Arcanum (-200 CP): [Free with **Chaplain**]
The Crozius is both a weapon and a sacred staff of office for the Chaplain of the Space Marines. It is a mace of medium length, topped with an Imperial Aquila symbol, the winged skull symbol of the Space Marines (known as the Imperialis),

or a design of personal significance to the Chapter in question, such as the blacksmith's hammer shape used by the Salamanders.

The Crozius contains a device that emits a powerful energy field similar to that of a Power Weapon, although not quite identical. Furthermore, unlike most power weapons, this field can be dialed down to the point that it only induces unconsciousness.

But more importantly, it serves as a tool for channeling your faith. Should you have any faith-based powers, you can direct through the Crozius to have greater power behind them. Additionally, even if you lack other faith-based powers, you can use your own power of belief to produce a stasis field that visually resembles a blast of blue, electrified flames.

> **Accursed Crozius (-100 CP)**:
> A tool and weapon of Chaos, Crozius such as these have been corrupted, defiled beyond recognition. They now represent the wielder's bond to the Ruinous Powers. Not only do they have all the features of the Crozius Arcanum, but they also provide the wielder with fell powers, imbuing your words with Empyreal energy and allowing you to persuade people to do things that are against their best interests.
>
> For another **-100 CP**, your Crozius is also possessed by a Lesser Daemon of Chaos, becoming a Daemon Weapon (as described below). You are free to choose which kind of Daemon it is, but the benefits it provides you are always the same. You become empowered with fell heartiness of body, such that you could shrug off blows that would maim another Chaos Space Marine.

Daemon Weapon (-200 CP):
A mighty artifact of Chaos, the Daemon Weapon is a union of the matter of the Materium and the spirit of the Immaterium—a weapon into which has been bound the essence of a Chaos Daemon. The Daemon Weapon is sentient due to the Daemon bound within, and is capable of communicating with its wielder. It can grant the one who uses it tremendous might, grant them access to its daemonic senses, and the weapon itself is powerful and destructive in its own right, easily capable of matching, or even overwhelming, Power Weapons.

Normally the Daemon would either be insane from their long imprisonment, or they would be manipulative and uncaring towards their user. Your Daemon is neither, and its foremost purpose is to help you achieve your goals. You are never at risk of being controlled by your Daemon Weapon, nor of your Daemon withdrawing their support when you need their help.

You can design your Daemon Weapon after whatever weapon you like, but a number of examples are given here. If there's a Daemon Weapon you want that isn't provided, feel free to take it anyways, estimating its value as compared to the other Daemon Weapons listed here. Note that some Daemon Weapons are instead listed in the **Relics** section, so if you don't find it here, it might be there.

Berserker Glaive (Free):
Containing a bound Bloodletter Daemon, this Chain Weapon allows you to draw upon the vast rage contained within the Daemon, driving yourself into a bloodthirsty frenzy. In this frenzy you feel no pain and suffer less damage from attacks, and can strike mighty blows, but you will become obsessed with slaying your enemies—although you can draw even more power from this fury in exchange for becoming obsessed with slaying in general—your enemies, or your allies.

Daemon Maul (Free):
With a Daemon of hatred bound within, this hammer possesses immense power in each swing. Should you slam it into the ground, it will release a detonation of foul energies that harm everyone nearby save for yourself.

Dark Blade (Free):
The blade of this sword is utterly black, and contains no marks or blemishes to mar its surface. This blade is known for feasting upon the souls of those you kill with it.

Dreadaxe (Free):
This maw-like axe is possessed by a Daemon serving the lesser Chaos God called Malice, also known as Malal. This Daemon is a vampiric being who devours souls, but who particularly hungers to consume Daemons in service to the other Chaos Gods.

Axe of Khorne (-50 CP):
Typically used by Bloodthirsters, but sometimes gifted to a Champion who has proved themselves worthy, the Axe of Khorne is imbued with a fragment of the power and bloodlust of Khorne, driving the wielder to perform great feats of death and destruction. Yours has no effect on your mind, but it is unnaturally destructive, even for a Daemon Weapon. For another **-150 CP**, you can replace it with the Great Axe of Khorne. Forged of flesh, bone, and brass, this weapon contains the essence of a Greater Daemon of Khorne, whose rage provides the blade with truly terrifying levels of power.

Bedlam Staff (-50 CP):
Once wielded by the Thousand Sons, these staves are steeped in the psychic remnants of many warriors and Sorcerers. When you strike an enemy, their nervous system is overrun with Warp energy, blasting conscious thought from their minds for a short while—giving you time to easily strike them down.

Blissgiver (-100 CP):
Taking the form of a slender blade or a writhing whip, the slightest injury induced by this weapon induces a sublimely pleasurable coma, allowing enemies to be taken alive. You know precisely how to wake someone subjected to this coma… although they may not appreciate returning to real life after facing the blisses they can experience in a dream.

Bloodfeeder (-100 CP):
A Daemon Weapon of Khorne that typically takes the form of an axe, it contains the bound essence of a raging Bloodthirster. Anyone struck by it is immediately exsanguinated and reduced to a desiccated husk. Your weapon is never at a risk of draining your own blood.

Ether Lance (-100 CP):
The Ether Lance serves as a sort of gateway through which the powers of the Warp surge into realspace. Bolts of deadly energy can leap from the weapon to cover a wide area, or you can strike an enemy with the lance itself, where they are consumed by the Warp energies.

Hellblade (-100 CP):
Forged from the essence of a vanquished Bloodletter, these swords are also the basic armament of the Bloodletter hordes of Khorne. They are so sharp that no mortal-made armor can stand against them, and the hatred of the Daemon within sharpens its edges even more.

> **Cataclysm Hellblade (-50 CP)**:
> Stolen from the Khornate Daemons by one of the Tzeentchian Lords of Change, this weapon has been altered and is now occasionally seen wielded by Chaos Sorcerers. It allows for intense destructive power, but every swing of the blade weakens the mind of its wielder for a time.

Lash of Torment (-100 CP):
A gift from Slaanesh to his/her favored servants, this Daemon Weapon can appear as either a many-headed whip or as multiple fleshy tendrils, which twist and coil according to the mind of the Daemonette bound within. Parasitic barbs form along its length, and its ends are tipped with cruelly hooked barbs. The whip itself can be wielded normally, or you can fuse it with your hand (or connect it to your spine, using it like a Mechadendrite). Such fused Lashes can be unfused at will.

It will move independently of you, attempting to coil around any enemy foolish enough to get close, and constrict them, both suffocating them and lacerating them with its barbs. Most cruelly, it has the ability to psychically project the feelings of pain and fear its victims feel to everyone nearby. You may voluntarily make yourself immune to this effect. Even outside of combat, it still has the ability to project the emotions that other people feel.

Needle of Desire (-100):
A Slaaneshi Daemon Weapon, it resembles a double-ended needle that is inscribed with blasphemous runes down to the microscopic level. One end is permanently inserted into your flesh; normally, it is inserted into Slaaneshi Champions and absorbs the narcotics their body synthesizes, but yours will generate narcotics on its own. Any enemy you pierce with this needle will have the narcotics pumped into their bloodstream; for many

enemies, this will instantly cause their bodies to shut down. Your allies, however, are empowered and reinvigorated by this experience, even if the drugs are so potent they should rightly be killed—they are guaranteed to survive, and enjoy the experience.

Pandemic Staff (-100 CP):
A Daemon Weapon of Nurgle, this staff is a vessel for the diseases of Nurgle, and they can be released on nearby enemies to feast upon their flesh. You can control which diseases are released, and can even draw upon other diseases you've encountered in your Chain.

Plague Sword (-100 CP):
A daemonic weapon used by followers of Nurgle, particularly Plague Bearers, these swords are infused with such foul toxins and diseases that the merest scratch can lay low an enemy.

For another **-100 CP**, you can have the variation on the Plague Sword known as the Father of Blades, rumored to be some of the original Plague Swords made not long after Nurgle came into being. These blades are so diseased and poisonous that it deadens the senses of all nearby enemies, and even Space Marines are unable to resist the superior toxins it emits.

Manreaper (-150 CP):
A type of Power Scythe used by the Death Guard, yours benefits from the same modification made to the one owned by Typhus, Herald of Nurgle. Having been dipped the filth that seeps from the very Throne of Nurgle, its touch has become supremely lethal; a single touch from this weapon is all it takes to infect an enemy with countless conditions, and it will only take a matter of moments until any mortal victim is reduced to a pile of festering bones.

Warp Blade (-200 CP):
Not only is this sword a powerful melee weapon, but any psychic powers used in its presence by enemies are destabilized, forcing the psyker to focus much harder on safely using their powers, lest they fall prey to Daemons invading their mind. This destabilization occurs even on worlds where Daemons do not exist.

Fusion Maul (-200 CP):
Once wielded by the Blood Angels' Sanguinary Guard during the Horus Heresy, these weapons are now almost impossible to find. Utilizing long-forgotten technology, these weapons released carefully-controlled bursts of plasma at melee range, unleashing devastating strikes on the enemy.

Xenophase Blade (-250 CP):
The Deathwatch doesn't like to admit what these are, but the Xenophase Blade is an ancient and barely-understood alien artifact that is most likely of Necron origin. They ripple with a molecular re-alignment field that allows it to cleave through solid objects, force fields, and even metaphysical barriers with ease.

Graviton Weapon (-300 CP):
In the Imperium, the only infantry-class melee Graviton Weapons that remain from the Dark Age of Technology are the Graviton Crusher, Maul, and Mace, all similar in function. Upon striking an enemy, they released a wave of gravitational energy that pulverizes even tanks or Dreadnoughts.

Melee Weapon Modifications:
Of course, many weapons have customizations made to them, or are special in ways that haven't been gone into already. Here's a few of the options you can take to personalize your weapon. Each modification must be added separately per weapon.

> **Anointed Weapon (-50 CP)**:
> This weapon has been carefully blessed by a member of the Ecclesiarchy with holy water and runes, and is now a weapon of dreadful power when faced with malign spiritual entities, such as Daemons or possessed machines.
>
> **Combi-Weapon (-50 CP)**:
> The principle behind the Combi-Weapon is pretty simple; take two weapons, and merge them together into a single device. The precise form this takes is up to you. You could purchase a Power Sword and a Chainsword, and merge them together to make a Chainsword where every single tooth of the weapon is a separate Power Weapon, or you could have

a two-bladed sword with a Chainsword on one end and a Power Sword on the other. You can purchase the same weapon twice to have a two-bladed weapon where each end is the same sort of weapon.

You also aren't limited to melee weapons, or even weapons from this jump; as long as you own or have purchased the weapon, it can be fused together. You can merge as many weapons together as you like, which also means that all **Melee/Ranged Weapon Modifications** apply to every weapon you've combined together and don't need to be purchased separately. Just remember you have to be able to actually wield your resulting amalgamation, alright?

Double Up (-50 CP):
Dual-wielding is not rare in this Galaxy, even with truly ridiculous weapons; Angron himself was known for using two Chainaxes at once. With this purchase, you can duplicate the weapon this modifier is applied to. In order to account for Jumpers with many limbs, you can purchase this multiplier more than once.

Monomolecular Edge (-50 CP):
Although the Astartes Combat Knife benefits from this for free, any edged weapon could be improved by this upgrade. Monomolecular edged weapons never need to be sharpened, and will maintain an edge one molecule wide no matter what happens to it.

Paragon Blade (-50 CP):
The weapon in question is now a Paragon Blade—an extremely high-quality weapon forged during the Dark Age of Technology through means irreplicable even during the Great Crusade. Paragon Blades are noted for their spectacular balance, sharpness, and durability. This upgrade can only be applied to edged Power or Chain Weapons.

Promethean's Blessing (-50 CP):
This is a weapon upgrade applicable to any Chain or Power Weapon. It is an inverse heat sink, which uses the excess power generated by the weapon to project flame along its edge. It has little effect on the weapon's damage, but does have a chance of setting the target alight.

Adamantium (-100 CP):
This improves a weapon by forging it out of pure Adamantium, making it nigh-unbreakable; naturally, this hardness also improves its cutting power.

Frost Blade (-100 CP):
These weapons are created exclusively by the Iron Priests of the Space Wolves. They are created using the smaller teeth of the titanic Fenrisian Ice Kraken, which can grow up to 5 kilometers long, with tentacles up to 4 times that length. These teeth are diamond-hard, and when attached to a Chain Weapon, will result in a blade that is as mighty as any Power Weapon. Typically, this takes the form of a Chainsword or Chainaxe, befitting the interests of the Space Wolves.

Master-Crafted (-100 CP):
Master-crafted weapons are those of the highest quality, made with exacting skill and artistry, and which are simply *better* than ordinary weapons. A master-crafted weapon simply functions to a superior level compared to a lesser weapon, and everything from its cutting ability to its powers are increased beyond the default level.

Paralyzing Poison (-100 CP):
The Mark XIII Excrutius-Pattern Lightning Claw was once in production before being declared heretical. It seems that your weapon imitates its design in that it has an injector that coats the weapon's edge in a paralyzing neurotoxin. If you possess access to poisons of other types, you may replace the poison being used.

Ranged Weaponry

You receive **+200 CP** to spend on this section.

Bolt Weapon (Free):
Bolt Weapons fire self-propelled mass-reactive shells called "bolts", which are timed to explode right after penetrating the enemy. The standard bolt is .75 caliber with a super-dense metallic core and a diamantine tip. They are the iconic weapons of the Space Marines, although they do see use elsewhere in the Imperium.

Each bolt is contained in a cartridge with a conventional powder charge, which propels the bolt out of the gun while igniting its solid fuel propellant once it clears the barrel, which makes the bolt continue to accelerate towards the target under its own power. To keep ammunition capacity high, bolt shells lack a subsequent booster stage or fin stabilization, and so have a limit on their effective range.

Bolt Weapons come in many forms, and as such you will choose the specific type of weapon you receive with your purchase.

> **Bolt Pistol (Free)**:
> The smallest variant of the Bolt Weapon, the Bolt Pistol is typically used as a backup weapon, or else wielded in one hand while the other uses a melee weapon of some sort. There are many variations on the Bolt Pistol, and you are free to pick whichever pattern you like; however, some are more advanced than others, and will be listed below with an associated cost.
>
> > **Absolvor (-50 CP)**:
> > A new generation of Bolt Pistol utilized by Primaris Chaplains, this pistol is so large that it would be a rifle in the hands of an ordinary human, but to a Primaris Marine can be wielded in a single hand without struggle.
> >
> > **Equis-Pattern (-50 CP)**:
> > This design is used by the White Scars, and it strains the capabilities of the Pistol's Machine Spirit to its limit to fire rapid flurries of bolts that other Bolt Pistols can't match. However, their hyper-accelerated rate of fire slowly burns out the mechanisms of these weapons,

martyring them within a few short years. By the grace of Jumpchain fiat, however, yours will be repaired as soon as they burn out.

Heavy Bolt Pistol (-50 CP):
A larger variation of the Bolt Pistol, also called the Special Issue Bolt Pistol. It is preferred by Primaris Reivers and Assault Intercessors.

Silentus Pistol (-50 CP):
Created by the Raven Guard Chapter using secret techniques from the lost Forge World of Vantius, the Silentus fires almost silently—although the explosion of the bolt is as loud as ever, it is almost impossible to tell where the Silentus has been fired from in the first place.

Bolt Carbine (-50 CP):
A compact Bolter used by certain Primaris Space Marines, such as Reiver Squads. They fire smaller bolts than the standard Bolt Rifle, leading to a decrease in both penetrating power and effective range, but are considered exceptionally easy to handle due to the extra grip under the barrel. There are several types of Bolt Carbine, but only one provides a significant benefit that warrants paying extra for it.

Instigator Bolt Carbine (-50 CP):
This is a suppressed, stealthy version of the Cawl-Pattern Bolt Rifle, modified to strike targets at extreme range. It fires in three-round bursts.

Bolter (-50 CP):
Also known as the Boltgun, you will find no weapon more iconic to the Space Marines than this. A normal human would probably break their arms trying to fire it. There are many patterns of Bolter, which you may freely pick; however, not all patterns are equal, and some standouts will be presented below with an accompanying increase in cost.

Artifex-Pattern (-50 CP):
Used almost exclusively by the Deathwatch, and only rarely at that, the Artifex-Pattern Bolter is amongst the most potent of its kind.

Fitted with multi-spectral augur lenses, a silacharibdis shot selector, and a gene-grip bioveritor, its warlike spirit responds only to its rightful owner.

Stalker Bolter (-50 CP):
A variant on the Godwyn Mark Vb Pattern Bolter, it features an elongated barrel and M40 Targeter System range-finding scope to greatly increase its range, and is typically used in the role of a precision assault rifle or as a sniper weapon.

Sternguard Bolter (-50 CP):
This is a variant of the standard Boltgun, wielded by Sternguards. It includes an enhanced scope, shoulder-sling strap, and a specialized magazine that allows you to carry different types of ammunition and switch between them freely without having to swap out your magazine each time you want to use different bolts. However, being able to carry a variety of ammo types does come at the expense of ammo capacity of standard rounds.

Boltstorm Gauntlet (-100 CP):
A Bolter combined with a Power Fist, typically wielded by Primaris Captains, it combines ranged attacks with the crushing melee strength of a Power Fist. For **-50 CP** more, you can have an Auto Boltstorm Gauntlet, which is fully automatic.

Boltspitter (-50 CP):
A daemonic weapon used by the Word Bearers, these twisted organic monstrosities fire forth storms of bolts by a method that is yet to be identified.

Bolt Rifle (-100 CP):
The Mark II Cawl-Pattern Bolt Rifle is a new version of the Boltgun, developed in the closing days of the 41st Millennium for use by the Primaris Space Marines. It is larger and longer-barreled than a standard Bolter, giving it better range and armor-piercing capability. The Bolt Rifle is highly modular, allowing for many easily-created variants; in addition to the default Bolt Rifle, some such variations are presented for your perusal.

Auto Bolt Rifle (-50 CP):
A fully automatic and rapid-fire version of the Bolt Rifle with a much larger magazine.

Bellicos Bolt Rifle (-50 CP):
A prototype to the current Bolt Rifle, it features higher performance and is regarded with near-religious reverence for their lethality.

Gravis Bolt Rifle (-50 CP):
A larger variation on the standard Bolt Rifle that requires the use of Gravis Pattern Power Armor to wield effectively. It comes in three different types.

Executor Bolt Rifle (Free):
Used by Primaris Heavy Intercessors, it is a heavier variant of the Stalker Bolt Rifle. Visually it is almost identical to the Heavy Bolt Rifle, but it features superior range and armor penetration, although it is slower to fire.

Heavy Bolt Rifle (Free):
Equivalent to the Heavy Bolter, it is intended for mid-range engagement, and is fully automatic.

Hellstorm Bolt Rifle (Free):
Whereas the Heavy Bolt Rifle is fully automatic, the Hellstorm can put out even more bullets per second, but is less accurate.

Stalker Bolt Rifle (-50 CP):
With an elongated barrel and a scope, this version of the Bolt Rifle is used as a precision battle rifle or as a sniper weapon.

Forge Bolter (-100 CP):
Mounted on the armor of Primaris Techmarines, this weapon is aimed and fired through the Power Armor's connection to the mind of the Astartes.

Storm Bolter (-100 CP):

A compact, double-barreled version of the Boltgun, it is capable of devastating firepower without limiting maneuverability.

Heavy Bolter (-150 CP):
This heavy weapon is an enormous version of the basic Boltgun. Much greater in size and weight, it fires armor-piercing fist-sized bolts at a staggering rate of fire. Its rounds are considerably larger than a standard bolter shell, with more propellant, longer range, and higher stopping power, making it a viable weapon against light vehicles.

Yours will not experience problems with jamming, which often plague the Heavy Bolter. There are many patterns of Heavy Bolter that you may freely pick from; however, some special patterns bear special mention (and special pricing).

> **Mark IV Requiem-Pattern Heavy Bolter (-50 CP)**:
> This variation is typically found in the Dark Angels Chapter, and features a censer that burns an incense known as “Uzziel’s Breath”, which calms the mind and helps you and those nearby focus, increasing your accuracy.
>
> **Infernus Heavy Bolter (-100 CP)**:
> Used by the Deathwatch, they are mag-clamped with rare suspensor discs to greatly reduce the weight of the weapon. This weapon is also equipped with a **Heavy Flamer**.
>
> **Psycannon (-100 CP)**:
> Created to combat the entities of the Immaterium, the Psycannon is equivalent to a Heavy Bolter. The weapon has an anti-gravitic suspensor incorporated into it to offset its weight, allowing it to be fired on the move at the cost of reduced effective range. If the user is a psyker, they can infuse their own power into the weapon to increase its already-devastating effects.

Mark III Shrike-Pattern Sniper Rifle (-150 CP):
Also known as the Bolt Sniper Rifle, it is used by Primaris Vanguard Eliminators. The semi-automatic rifle features optical sights tailored for any

situation, from thermoscopic vision to precision auspex scans that can penetrate several feet of solid matter.

Warpstorm Bolter (-150 CP):
Infused with daemonic energies, these combine the brutality of a Bolt Weapon with the corrupting power of the Warp, and can damage both the body and soul of those unfortunate enough to be injured by one.

Assault Bolter (-200 CP):
This takes a role between the Bolter and the Heavy Bolter. It is basically a miniaturized, single-handed (for a Primaris Astartes) version of the Heavy Bolter, with a high-capacity magazine, gun-shield, and auto-reloader. It is short-ranged, but has a high rate of fire and hitting strength, with the incredible recoil contained by a mag-shield. Normally fielded by Inceptor Squads, they are used in pairs, and as such with one purchase of this item, you may receive two Assault Bolters.

Astartes Assault Shotgun (-50 CP):
This is a much more powerful and versatile version of the standard shotgun you may be thinking of. They are bulky, clip-fed weapons that can fire in both semi- and fully-automatic modes, and have a wide range of specialty ammunition ranging from armor-piercing penetrator rounds to powerful man-stopping rounds. They are designed to be used by members of the Adeptus Astartes, and as such are larger, deadlier, and better quality than anything else the Imperium employs.

Deathwatch Shotgun (-50 CP):
An improved form of shotgun used in the Deathwatch, it is optimized for close-quarters warfare on Space Hulks and xenos-infected asteroids. They are capable of firing several distinct types of cartridges; you gain **+100 CP** to spend on Bolter Ammunition. Furthermore, you can modify any Bolter round to become a shotgun round simply by loading it into this Shotgun.

Raven-Pattern Shotgun (-50 CP):
A modified shotgun pattern that uses flash and sound suppressors, turning the weapon completely silent when fired, without a reduction to damage or the loss in ability to use variant forms of ammunition.

Flamer Weapon (-50 CP):
These are the flamethrowers of the 41st Millennium, emitting gouts of burning Promethium that burn as a superheated flame and cling to your enemies, scorching them to death gradually if they weren't lucky enough to die instantly. Promethium does not require oxygen to burn, and will combust even underwater, ensuring that there is no safe place for your enemies to hide from your purging flames.

With your purchase, you receive a backpack canister full of incendiary fluid that replenishes when your ammunition does, which comes with a hose to attach to your Flame Weapon. This allows you to use your Flame Weapon for a sustained period of time. Your backpack canister cannot be ignited in combat, so you don't have to worry about a stray bullet striking it and wiping you out.

There are many types of Flamer Weapon, and as such you must choose the specific variety you are employing. Each also tends to have many individual patterns, which you can freely select upon your purchase.

> **Astartes Hand Flamer (Free)**:
> Also called a Burner, these are one-handed equivalents to the **Flamer**, but have a lower-capacity fuel tank and reduced range to account for their lesser size.
>
> **Astartes Flamer (-50 CP)**:
> Also known as Flame Guns, these are ideal for flushing enemies out of cover or wiping out clustered together light infantry. This is the most typical pattern employed by the Space Marines.
>
> > **Immolation Rifle (Free)**:
> > Not a Flame Weapon in the strictest sense, it is an anti-personnel weapon that fires a seething, short-range beam of intense heat. However, while incredibly lethal against organic foes, it is incapable of setting things aflame, and does not damage to inorganic objects. This makes them excellent for scenarios in which collateral damage is a concern.
> >
> > **Balefire Gun (-50 CP)**:

A variation on the Flamer used by the Deathwatch, this Flamer uses Promethium fuel mixed with a number of radioactive compounds to both burn and irradiate foes. Typically only employed in the event that the consequences of employing it and the environmental damage are outweighed by the need to defeat the xenos.

Hellfire-Pattern (-100 CP):
The Hellfire-Pattern is a modification of the tech that created Hellfire Bolts. It mixes potent mutagenic acids into the Promethium mix, resulting in a fire that eats away at chitin and bone with alarming speed, making it an excellent weapon for facing Tyranids.

Pyreblaster (-50 CP):
The Flamer is a potent weapon for burning heretics, but it lacks range. The Pyreblaster is intended to make up for that, having a sturdier design and longer barrel designed to project gouts of Promethium a longer distance.

Flamestorm Gauntlet (-100 CP):
Used by Primaris Aggressor Squads, these are technically a form of Combi-Weapon combining a Flamer and a Power Fist. Although Aggressors typically focus on providing fire support, should enemies get close they can be equipped with Flamestorm Gauntlets to put a swift end to such presumptive foes.

Astartes Heavy Flamer (-100 CP):
Although not frequently found amongst the rest of the Imperium due to their weight (apart from use in vehicles, at least), this does little to stop them from being used by the mighty Space Marines.

Incinerator (-50 CP):
Resembling a Heavy Flamer, this Grey Knight weapon is actually fueled by psyflame, a mix of psychically-charged and consecrated Promethium with blessed oils, which can bypass any protection granted by psychic powers or sorcery.

Pyrecannon (-50 CP):

The Heavy Flamer's equivalent to the **Pyreblaster**, this weapon is intended to project the Heavy Flamer's massive gouts of flame further than they could once reach.

Pyroclast Flame Projector (-150 CP):
Designed by Vulkan himself during the Great Crusade, these weapons were wielded by the Salamanders' Pyroclasts, and were far more elegant and potent than standard Flamer weapons. True, they could be used to incinerate a swath of enemies like a normal flamer, but they could also be focused into a searing, cutting jet of flame that sliced through even the most durable armor.

Graviton Onager (-50 CP):
A siege weapon used by the Iron Warriors during the Siege of Terra, they fired tungsten, chemical, or incendiary ordnance, but could also be used to fire miscellaneous objects found nearby, such as ouslite masonry blasted off of the building they are being used to shield. The weapon impacts with immense kinetic force, but only uses gravity to fire a projectile, not to directly attack, so is not considered a Graviton Weapon.

Laser Weapon (-50 CP):
Also known as Las Weapons, these weapons are so simple that most Imperial worlds with any technological base have the capacity to manufacture them. They are cheap, easy to maintain, and their reliability has made them the most widespread weapon in the Imperium. They emit a focused, high-energy beam of light which on impact induces a rapid temperature change on the target's surface, causing vaporization in the form of a small explosion. But although potent weapons compared to what humanity could create in the past (at least, before the Dark Age of Technology), compared to the likes of Bolters they usually fall flat. Only the best Laser Weapons are actually used by the Astartes. You may purchase any las weapon you like, but certain models in use by Space Marines are worth more, or at least worth mentioning.

Las Fusil (Free):
A type of sniper weapon used by Primaris Eliminators, it is an extraordinarily powerful weapon, but has charging time in between shots, preventing rapid fire.

Lascutter (-50 CP):
Not actually intended for combat, the Lascutter is nonetheless a potent weapon at short ranges. It utilizes a disruption field-assisted short-range laser arc to cut through armored bulkheads and dense ores alike, and are often used for breaching enemy fortifications.

Lascannon (-100 CP):
A formidable Laser Weapon capable of piercing most vehicle armor, it is so large that anyone smaller than a Space Marine needs to mount it on a vehicle or weapon emplacement to use it. It is a strong weapon, but its slow recharge and fire rate make it a poor option for anti-personnel combat.

Needle Weapon (-50 CP):
Needler Weapons fire a needle of a crystallized agent, either paralytic or toxic. The needle is propelled by a form of laser, and dissolves almost immediately after penetration. They are silent and flashless, allowing the weapon to be used from a position of stealth. The beam which propels the needle gives it unerring accuracy, and guides the projectile to its target.

A secondary function for the beam is to pierce any existing armor and provide an opening for the sliver to penetrate, as the Needler lacks armor penetration capabilities. You can determine what sort of toxin is employed in your Needle Weapon before you fire; you can have a lethal toxin, a paralytic agent, or any poison you have been exposed to in the past. You have antidotes with you for whatever you use in your Needler. You can have a Needle Pistol or Needle Rifle without extra cost, but some variations on this design are more valuable.

Needle Sniper Rifle (-50 CP):
A larger form of Needle Weapon, and the most accurate.

Withertouch Pistol (-100 CP):
Chaos-corrupted Needle Pistols, these have been reconfigured to fire necrotic darts that are filled with viral compounds and gene-crafted diseases; being struck by a single dart will result in complete cellular collapse, turning the victim into a bubbling pile of goo.

Shrapnel Weapon (-50 CP):
A weapon used by the Iron Warriors, they detonate their mass-reactive shells just before impact to spray the target with a cloud of shrapnel. They lack the penetrative power of standard Bolter shells. By default, you receive a Shrapnel Pistol, but for another **-50 CP** you can get a Shrapnel Bolter. For another -**50 CP** on top of that, you can receive a Shrapnel Cannon, and for a final **-50 CP**, a Gravis Shrapnel Cannon that uses gravitons to propel shrapnel at ludicrous speeds.

Space Marine Sniper Rifle (-50 CP):
Usually used by Space Marine Scouts, this is a unique model of sniper rifle that fires a solid shell for incredible distances, and boasts the most powerful telescopic sights the Imperium can equip onto infantry weapons.

Web Weapon (-50 CP):
This is an exotic, but non-lethal, weapon used to immobilize targets. It fires a mass of filaments, which expand in the air to form a web of sticky and near-unbreakable material. If they attempt to struggle against it, the filaments will constrict even more, turning the entrapment painful. There are two types of Web Weapon available to Space Marines, which further modify the price.

> **Astartes Webber (Free)**:
> Used to capture targets needed alive, or to neutralize a persistent but otherwise innocent civilian without harming them, the Webber is a quick and effective tool for crowd control. As with most Webbers, the filaments break down after about five hours.
>
> **Razor Web (-50 CP)**:
> A commonly used heretic pattern of Webber used by the Forces of Chaos. Although the technology is the same as a conventional Imperial Web Gun, it has some long-barbed mono-filament strands mixed in, which will rend and tear the victim the more they struggle to free themselves.

Autocannon (-100 CP):
An Autocannon is an automatic, self-loading, heavy ballistic weapon that fires a hail of high-velocity solid shells. These vehicles are ideally suited to attacking enemy vehicles and fortifications from long range; although they aren't as powerful as Lascannons, they fire more rapidly and are less prone to overheating.

For another **-100 CP**, your Autocannon retains the capacity for its shells to carry an explosive charge similar to a Bolter round (although far larger), which the Imperium is no longer able to produce.

Although only rarely fielded by Loyalist Astartes, the Chaos Space Marines (particularly those of Renegade Chapters) find themselves favoring it as a heavy weapon, as it is much easier to provide upkeep for compared to the weapons typically associated with Space Marines. You can use any pattern of Autocannon you desire, such as the Reaper Autocannon, or any similar Stubber Weapon that found use amongst the Astartes, such as the Rotor Cannon used during the Great Crusades.

> **Assault Cannon (-50 CP)**:
> The most notable feature of the Assault Cannon is its incredibly high rate of fire, far eclipsing that of the Autocannon due to its 6 rotating barrels, and which is the reason it remains a popular tool in the arsenal of Terminators. Normally the insanely high rate of fire would result in the barrels needing to be replaced after every mission, but yours will never suffer damage from proper usage.
>
> **Obsidite-Pattern Rotor Cannon (-50 CP)**:
> These Salamanders-unique weapons are similar to other multi-barreled rotary weapons, but are enhanced with specialist rounds tipped with a hyper-hardened mineral that naturally forms from the pyroclastic flows of Nocturne's oldest volcanoes.

Frag Cannon (-100 CP):
This heavy weapon fires a pair of long, hollow adamantium shells that fragment upon firing, resulting in a hail of razor-sharp shrapnel. Its biggest flaw is its lack of range, and the random sizes of the shrapnel; some chunks may be large enough to slice through the ceramite of Power Armor, but sometimes you get slivers that can barely penetrate light armors.

Fulcrum Hand Cannon (-100 CP):
Although primitive by the standards of the Adeptus Mechanicus, these are still lethal weapons in the hands of a skilled marksman. These weapons work by firing

electrically charged rounds of massive size, pulverizing your target and leaving any who survived stunned from the electrical charge.

Helfrost Pistol (-100 CP):
A specialized weapon used by the Space Wolves, these weapons can fire focused or dispersed beams of sub-zero energy at their targets that instantly encase them in blocks of ice colder than the vacuum of space, blackening flesh with catastrophic frostbite, buckling armor and vehicles, and bringing a painful death to any enemy of the Allfather (as the Emperor is known to men of Fenris).

Melta Weapon (-100 CP):
Melta Weapons use sub-atomic reactions in a chemical fuel source to produce a short-range, tightly-focused beam of intense heat that is capable of shearing straight through heavy metal plating, making it a potent weapon against vehicles and fortifications.

It has two variations; one which sub-atomically agitates the target to induce melting, and another that uses a small-scale fusion reaction (Such as a Pyrum/Promethium fuel mix), which is projected as a blast which can burn through almost anything. Regardless of the details of how the weapon works, it is always more effective at closer ranges. Other than the roar of explosive vaporization, Meltaguns make little to no noise as they fire, making them a favorite of infiltration teams.

When you purchase a Melta Weapon, you can either buy the default, or you can buy a Conflagration variation, which reduces the number of shots you can fire by increasing the power draw in exchange for increased damage and penetration ability.

> **Meltagun (Free)**:
> The most basic variation of Melta Weapon, they are also referred to as Fusion Guns, Melters, and Cookers, and are often used by infiltration teams to destroy the vehicles of the enemy before combat breaks out. There are multiple patterns of Meltagun, which you may freely pick from.
>
> **Hellkiss (-50 CP)**:

Adorned with the skin of former servants of Chaos who have failed the Chaos Gods, their souls are permanently trapped in their skin, permanently binding them to the weapon. As the weapon fires and heats up, their eyes weep tears of molten slag, which travels along the path of the melta beam and clings to your enemies, damaging them further over time. However, the weapon is prone to overheating faster due to its covering of skin.

Inferno Pistol/Infernus Pistol (-50 CP):
These are irreplicable artifacts, with all the power of a Melta Weapon condensed into the size of a pistol, with light weight and great ease of use. Although the default is called the Inferno Pistol, the Blood Angels use a variant called the Infernus Pistol.

Melta Rifle (-50 CP):
Used by Primaris Eradicator Squads, these are larger than the default Meltagun and more powerful. For another **-50 CP** on top of the existing price, you may purchase a Heavy Melta Rifle, which possesses prodigious firepower.

Multi-Melta (-100 CP):
The heavy weapon variant of the Meltagun, the Multi-Melta might technically be a Twin-Linked weapon, but it is a common enough variant to warrant its own description. Usually attached to vehicles, this can only be wielded by someone the size of a Space Marine, or someone in sufficiently mighty Power Armor. For another **-50 CP**, you can increase this to a Firestorm Multi-Melta, which has shorter range but significantly higher damage output.

Psilencer (-100 CP):
A psionic weapon created by an unknown xenos race and used by the Grey Knights Chapter, it functions by channeling the psychic might of the user, where it is focused and amplified. It does not have a triggering mechanism; instead, the wielder channels his psychic powers into the containment core of the weapon, after which the focusing crystals channel the resultant energy into a refined azure energy pulse capable of destabilizing the physical form of a Daemon.

Sonic Weapon (-100 CP):

Sonic Weapons use intense and highly concentrated sound waves to create oscillation in the target until the substance ruptures or fractures from the sonic stress. Although their settings can be reduced to nonlethal devices that cause pain, discomfort, and confusion, they are most frequently used by Heretic Astartes (particularly Slaaneshi Noise Marines), who tend to keep them on higher settings to the point that they are agonizingly lethal.

Doom Siren (Free):
Equipped to the backpack, this is an arrangement of tubes that amplifies the war cries of the user into a devastating sonic attack that spreads forth in front of them.

Sonic Blaster (Free):
A Sonic Blaster weaponizes sound, and is powerful enough to flay flesh from bone and pulverize organs. However, if multiple Sonic Blasters are focused on the same target, they become strong enough to shatter each bone into a thousand pieces.

Blastmaster (-50 CP):
A sonic weapon used by Noise Marines, it produces a throbbing bass note strong enough to burst eyeballs and rupture organs. Different frequencies can have different effects, allowing you to specifically harm certain individuals, or you could destroy an entire area with a single pulse.

***Kakophoni*/Sonic Shrieker (-50 CP)**:
Also known as Cacophonies, this was both the term for the specialized troops that wielded this weapon, and the weapon itself. These fuse sound with xenos technology and heretical Warp influences. The sound is strong enough to rupture flesh and incinerate metal, but it also opens up the minds of those touched by its injurious noise to the horrors of the Warp, damaging their psyche. You may alternatively purchase the psycho-sonic Sonic Shrieker weapon, which flays the mind just as it does the body.

Seismic Escalation Detonator (-100 CP):
Originally used for mining and exploration, they were weaponized by the Deathwatch. This unit consists of a powerful sound emitter the size of a man that is planted in solid ground or the walls of a fortification by way of a

large spike. Once in place, it broadcasts ultra-low frequency sounds that set up a sympathetic vibration. They are good for an hour of constant operation, and the longer it operates, the more powerful its tremors grow, and the more damage it causes to surrounding terrain and structures.

Spore Caster (-100 CP):
An atypically nonlethal weapon of Chaos, it can be even more ruinous to a massed group of units than a regular weapon of death would be; these weapon launches fungal bulbs collected from exotic worlds in the Screaming Vortex, and the collection of spores will incapacitate a target with intense psychopathic hallucinations.

Techxorcism Gun (-100 CP):
These weapons are uniquely able to directly attack machine spirits, AI, and other non-physical electronic entities. They fire a crackling, bright blue bolt of energy that not only harms the body of a machine, but can harm, kill, or even drive out its machine-spirit. They also have a stunning effect on living tissue.

Conversion Beam Projector (-150 CP):
Also called a "Conversion Beamer" or simply a "Beamer", this operates by firing a beam that transforms matter into pure energy, which causes portions of the target to explode. The intensity of the beam actually increases as it extends further from the weapon due to converting the surrounding atmosphere, becoming increasingly dangerous until it reaches an inflection point where the beam is so intense that the energy has to be released in a violent explosion.

They are not, however, perfect weapons. They are large and heavy as they require a number of capacitors to line the projection tube, and you must remain nearly motionless while it is operated or the intensity of the beam will be negated. Furthermore, they have a length of time that they need to build up the energy that is released in the beam—only a second or two, but long enough for a potential target to escape the field of fire.

Plasma Weapon (-150 CP):
Plasma Weapons operate on the same principle as plasma reactors and plasma drives; hydrogen fuel is held suspended in a photonic state (and an even higher quantum state than that, for Space Marine Plasma Weapons) before being fed

into the weapon's miniature fusion core and energized into a plasma state. The plasma is contained by powerful magnetic fields before being fired, where it is ejected by a magnetic accelerator to form a bolt of superheated matter similar in temperature to a solar flare.

They have drawbacks, though. They lose accuracy over long ranges, and the photohydrogen fuel core gives off tremendous heat when fired, forcing the user to wait for the core to cool before firing again. Furthermore, the magnetic containment field is difficult to maintain or replace... although yours will always remain in perfect condition; you don't need to worry about your own weapon exploding in your hand.

They come in various types, which are delved into in more depth below.

Plasma Pistol (Free):
Often issued to Assault Marines, its small size belies its power, particularly in regards to destroying vehicles. You can use whatever pattern you like, such as the Barrage Plasma Pistol favored by the Jericho Reach Deathwatch, which has a higher rate of fire at the cost of increased issues with overheating.

Plasma Exterminator (-50 CP):
Essentially a Plasma Pistol that has been redesigned by Archmagos Cawl to no longer pose a risk of exploding in your hands (which yours wouldn’t anyways), they are often dual-wielded by Inceptor Squads; in recognition of this, you may get two Exterminators with one purchase of this weapon.

Plasma Torch (Free):
A common tool used by Techmarines, they use a controlled plasma arc to make precise alterations when fixing Imperial technologies, although are more commonly used to cut through bulkheads in ships. They can cut through adamantine plating that is up to 20 centimeters thick in a single minute, and can cut through weaker and thinner materials far faster. It can even be fired as a short-range Plasma Pistol.

Dragonheart Charge (-50 CP):

This isn't a weapon you fire, but a charge you detonate. When they ignite, these devices create a cryptic chemical reaction that produces a "living" plasma blast.

Plasma Burner (-50 CP):
A dangerous offshoot of more common plasma tech, Plasma Burners vent plasma gas through a magnetic bottle in high-speed jets. They had lower range than normal Plasma Weapons, however, and the magnetic fields that kept the superheated gas contained were fragile and emitted a radiation that slowly killed the Astartes wielding it. Your magnetic fields are superior, and do not emit any sort of dangerous radiation. For another **-50 CP** you may upgrade it to the Great Crusade-era version of the Plasma Incinerator, which was basically just a larger Plasma Burner.

Plasma-Caster (-50 CP):
Used by the ancient Dark Angels Legion, these were miniaturized weapons that were almost as small as Digital Weapons. They were typically fitted onto an Astartes' vambraces, to allow them to fight in melee combat while still being able to call upon the Plasma-Caster. In terms of power, they are about as strong as a Plasma Pistol.

Plasma Gun (-50 CP):
The generic term for the two-handed, rifle-like Plasma Weapon used by the forces of the Imperium. You can purchase any pattern, but some warrant special note.

> **Phased-Plasma Fusil (Free)**:
> Although a marked improvement on the Plasma Weapons used in the 41st Millennium, this weapon from the Great Crusade doesn't provide you much benefit, as its primary advancement is in how safe it is to use, and your Plasma Weapons are already safer than even that.
>
> **Mark I Apollo-Pattern (-50 CP)**:
> First adopted by the Blood Angels, and then by many other Chapters, it is notable for the plasma residue having a "molten lava"-like effect on those it hits. Its blue-white coils burn hotter than standard blue

plasma weapons, resulting in longer damage over time, although they are also quicker to overheat.

Mark III Belisarius-Pattern Plasma Incinerator (-50 CP):
Longer than the standard Plasma Gun and with greater range, it is the most advanced Plasma Weapon available to the Imperium, and no longer poses a risk of exploding in normal usage (although safety cannot be guaranteed for normal users if overloading a shot). They are typically wielded by Primaris Hellblaster Squads.

Mark XII Ragefire-Pattern (-50 CP):
A common pattern amongst the Adeptus Astartes, it is capable of firing 100 shots before needing to reload, can fire 16 before overheating, and would refuse to fire once overheated to prevent explosive weapon failure. When overcharged, it loses effective range and ammo efficiency, but the plasma bolt fired is hotter and causes a damaging explosion upon impact. It can be manually vented to release heat build-up.

Plasma Repeater (-50 CP):
A double-barreled, short-range, fully automatic Plasma Weapon only sanctioned for use by the Dark Angels during the Great Crusade and Horus Heresy.

Plasma Cannon (-100 CP):
Normally found on vehicles due to its size and power requirements, it is sometimes used by Space Marine Devastator Squads. They are larger and more powerful versions of the Plasma Gun, and are renowned for their sheer destructive power. You can use any pattern you like.

Executioner Cannon (Free):
The larger equivalent to the Phased-Plasma Fusil, this weapon from the Great Crusade doesn't provide you much benefit, as its primary improvement is in how safe it is to use.

Heavy Plasma Incinerator (Free):

Functionally identical to the Plasma Cannon, the difference is that the Plasma Incinerator is safer to use… which doesn't make a difference to you, since all of your Plasma Weapons are unnaturally safe.

Ectoplasma Cannon (-100 CP):
By channeling raw daemonic power from the Warp, these weapons fire plasma-infused, tortured souls at your enemies to envelope them in screaming plasma, which is far more deadly than the "normal" plasma used by ordinary Plasma Cannons. The souls your weapon uses don't really come from anywhere, and have no actual consciousness.

Remote Detonation Pack (-150 CP):
A tool given to Space Marine Scouts as part of their training, these are the ultimate tool for destructive ambushes. Any grenade you have purchased can be connected to this device, turning it into a remotely detonated weapon instead of one operated by a timer or impact trigger. This allows the explosive to be planted and activated at your leisure. You receive **+100 CP** to spend on the **Grenades** section.

Volkite Weapon (-150 CP):
These are a special class of powerful thermal ray weapons dating back in design to the Dark Age of Technology. They have more killing power than most other armaments of their size, and are even known to penetrate Power Armor in a single shot. They produce a deflagrating attack in which subsonic combustion is caused by a beam of thermal energy propagated through a target material by thermodynamic heat transfer, so that hot burning material heated the next layer of cold material and ignited it. It was particularly effective on organic matter, explosively turning flesh into ash. However, their difficulty of manufacture turned them from a common weapon in the Great Crusade to a rarity. However, the Neo-Volkite Weapon is a reinvention of this ancient weapon, and if you so desire you can have a Neo-Volkite variation instead of an older Volkite Weapon.

Volkite Charger/Volkite Serpenta (Free):
While it lacks the range and power of larger models, the Volkite Charger is small and lightweight, allowing for greater maneuverability in battle.

Alternatively, you can purchase the pistol-like Volkite Serpenta, which is even smaller and lighter.

Volkite Caliver (-50 CP):
A mighty rifle variation on Volkite Weaponry, it possesses improved range and damage when compared to the Volkite Charger. It was once used by the Tactical Squads of the Space Marines Legions before being replaced by the easier-to-create and -maintain Bolter, even if it was a weaker weapon.

Volkite Cavitor (-100 CP):
A heavy weapon variation used by the Contekar Terminators of the Night Lords, this featured greater damage capacity than other Volkite Weaponry. Furthermore, at close ranges it was able to emit a diffused shot, affecting everything in a cone with the deflagrating effects of Volkite… at the cost of certain safety equipment being removed.

Archaeotech Pistol (-200 CP):
These ancient sidearms date back to the Dark Age of Technology, and feature a wide range of abilities. They might fire micro-atomic munitions, or shoot searing kill-rays that draw power from a planet's magnetosphere. If you can imagine an effect that would kill someone, there's probably an Archaeotech Pistol out there that can accomplish it. You are free to design your own pistol and effect.

Daemon Weapon (-200 CP):
A mighty artifact of Chaos, the Daemon Weapon is a union of the matter of the Materium and the spirit of the Immaterium—a weapon into which has been bound the essence of a Chaos Daemon. The Daemon Weapon is sentient due to the Daemon bound within, and is capable of communicating with its wielder. It can grant the one who uses it tremendous might, grant them access to its daemonic senses, and the weapon itself is powerful and destructive in its own right, more so that it would have been without the influence of the Daemon.

Normally the Daemon would either be insane from their long imprisonment, or they would be manipulative and uncaring towards their user. Your Daemon is neither, and its foremost purpose is to help you achieve your goals. You are never at risk of being controlled by your Daemon Weapon, nor of your Daemon withdrawing their support when you need their help.

You can design your Daemon Weapon after whatever weapon you like, but a number of examples are given here. If there's a Daemon Weapon you want that isn't provided, feel free to take it anyways, estimating its value as compared to the other Daemon Weapons listed here. Note that some Daemon Weapons are instead listed in the **Relics** section, so if you don't find it here, it might be there.

Daemonic Fire Gauntlets (Free):
These are a daemonic gift, a set of gauntlets that are capable of conjuring Warpflame and projecting it forth as a fireball.

Possessed Bolter (Free):
A sealed spirit of warfare is contained within these bolters, and each bolt it fires is mystically engraved with the sigils of the Daemon in question. Bearing these marks, they strike with supernatural potency.

Kai Gun (-50 CP):
Resembling a bolter in appearance if not function, the Kai Gun is a massive, hate-fueled firearm too large to be used by normal men. It converts the malice and hatred of its wielder and fires it as a tangible burst of energy.

Daemon Eye Bolter (-100):
These Bolters have foul Warp creatures bound to them, who warp the space along their projectiles' path to ensure that they always hit their target.

Death Cloud Projector (-200 CP):
These weapons emit toxic gasses in great torrents, and were used by the Death Guard's Grave Wardens during the Great Crusade and the Horus Heresy.

Grenade Launcher (-200 CP):
A Grenade Launcher is a relatively simple weapon which can launch different types of grenades through various means, ranging from compressed gas to electromagnetic charge. You may fire any sort of grenade from your Grenade Launcher, and receive **+100 CP** to spend on the **Grenades** section. There are many variations and patterns of Grenade Launcher, which you are free to choose from, although some will be gone into here, as they warrant special pricing.

Grenade Harness/Stormfrag Auto-Launcher (-50 CP):
Typically mounted on Terminator Armor, Grenade Harnesses allow for the firing of a barrage of grenades triggered by your thoughts rather than something you have to manually aim or use your arms to hold. You may alternatively gain the Stormfrag Auto-Launcher, which has a similar purpose, but is typically used by the Wulfen.

Vengeance Grenade Launcher (-50 CP):
Made in the Forge World of Graia, these never received authorization to be used off-world, although they did get some use by Space Marines during the invasion of Ork Warboss Grimskull. These grenade launchers are unique in that any sort of grenade can be turned into a sticky grenade that can then be remotely detonated.

Fragstorm Grenade Launcher (-100 CP):
These launchers are used by Primaris Aggressor Squads, as they can be used to fire off several grenades at once, allowing you to saturate an area with explosions.

Phosphex Weapon (-200 CP):
Phosphex Weapons are one of the most dangerous weapons the Imperium is capable of fielding. It possesses the capacity to burn without oxygen and next to no fuel source. It can burn underwater, and can burn through solid rock, adamantium, and ceramite. Known as the "living fire" and the "crawling death", once unleashed the green cloud of Phosphex expands exponentially, and the taint of its residue is even more enduring than radiation from nuclear fallout, rendering affected areas uninhabitable—indeed, the only thing known to put out Phosphex is the vacuum of space. Even the Death Guard was hesitant to use it in any but the most extreme of circumstances. There are only 3 man-portable varieties of Phosphex Weapon.

Phosphex Pistol (Free):
A small weapon that unleashes rapidly-expanding gouts of Phosphex, it is terrifyingly deadly despite its small size.

Phosphex Bomb (-50 CP):

Less readily usable in combat than a grenade, this bomb produces a larger explosion, but also taints the area around it with the residue of Phosphex.

Phosphex Incinerator Cannon (-100 CP):
A heavy weapon in the Phosphex family used by Terminators to turn entire squads to ash.

Missile Launcher (-250 CP):
These fire self-propelled, autonomously-guided missiles to seek out and destroy enemies even at incredible ranges, or when facing enemies capable of moving faster than you can adjust your aim to compensate for. There is not a single "default" missile type equipped amongst the Space Marines, so you will need **+100 CP** to be spent specifically on the **Missiles** section. There are many patterns of Missile Launcher, and you may freely select the type you receive, but some are worth special mention (and special pricing).

Castellan Launcher (-50 CP):
A belt-fed sub-weapon attached to the missile launchers typically used by Primaris Desolation Squads, the Castellan Launcher saturates the sky with guided bomblets that drop down to create a blast radius that extends even past the Marine's line of sight. This Launcher type reduces the damage of each individual explosion in exchange for producing many more of them to cover a wider area. You may attach this to another weapon, represented by a purchase of Combi-Weapon for free.

Cyclone Missile Launcher (-50 CP):
Designed to be attached to the shoulders of Terminator Armor, this consists of two cube-shaped missile boxes that are twin-linked, with a targetter and sensor array to allow you to lock onto enemies before firing the weapon through your armor's mental connection to you.

Soundstrike-Pattern (-50 CP):
This variety of Missile Launcher attaches a special rack and auto-loader to a backpack power unit; as a result, as soon as you fire a missile, the auto-loader will replenish it, allowing you to fire nonstop until the entire missile rack is depleted.

Super[X] Rocket Launcher (-50 CP):
Primarily fielded as Superfrag and Superkrak Rocket Launchers, this style of Launcher disdains the versatility once fielded by the Space Marines in favor of truly excelling at the use of one specific type of rocket. When you purchase this item, select one specific type of **Missile**. When firing this missile, the Super[X] Rocket Launcher features increased range, increased damage, and increased explosive radius.

Neural Shredder (-250 CP):
A barely understood piece of technology, it does not conventionally damage its target, nor can it be "targeted" at a specific enemy, as it directs a wave of electromagnetic energy in the direction of fire. This wave is the same frequency as the central nervous system, and it overloads brain and nerve receptors, causing catastrophic damage in every living being in the area of effect. However, it is completely useless against all non-living matter, although this also means that it is unaffected by armor, barriers, or the protection of hiding within a building.

Plague Weapon (-250 CP):
These weapons are used by the Death Guard, and spread the contagions of Nurgle in much the same way as a Flamer spreads fire… but to more horrific effect.

Plague Belcher (Free):
A toxic weapon used by Death Guard Plague Marines, it spews out filth and corruption in great gouts, damning those struck by it to be enveloped in virulent agents so powerful they can instantly kill, and reduce the body to a steaming mass of putrid, contagious fluids.

Plaguespurt Gauntlet (Free):
A liquid projectile weapon that leaves the hands free.

Plague Spewer (-50 CP):
Wielded by Plague Marines and Blightlord Terminators, they have a longer reach and vomits horrid noxious slime into enemy lines.

Plague Sprayer (-100 CP):
Used by Foul Blightspawn, these weapons unleash a stream of stinking and infectious slime so potent it melts through flesh, armor, and spirit alike,

rotting the souls of their victim from within. The Plague Sprayer is attached to a contraption called the Malignant Churn, which the Blightspawn—or you—uses to mix and prepare the unique brew of diseases.

Atomizer Cannon (-300 CP):
Resembling a bulky Multi-Melta with a heavy shielded back-mounted power unit, this weapon fires a blast of heavily irradiated particles that effectively melts living creatures, blowing their individual cells apart and boiling them alive from the inside. They've even been known to set fire to metals and ceramite before utterly disintegrating them. However, the use of these weapons also irradiates everything in their blast area.

Disintegration Pistol (-300 CP):
Among the deadliest forms of archaeotech, these pistols release a beam that reduces a target to atoms over the blink of an eye.

Graviton Weapon (-300 CP):
Based on ancient technology dating back to the Dark Age of Technology, these weapons could manipulate the very nature of gravity itself. These weapons turn a target's mass against it, typically pulping it under its own weight, especially should the target by a heavily-armored infantry unit such as a Terminator. Although that is its typical use in combat, you can control the extent to which you manipulate gravity, and you can both increase and reduce it, making it for a versatile tool—like it was originally intended to be. There are several types of Graviton Weapon for you to pick from.

Grav-Pistol (Free):
This is the smallest Graviton Weapon, but is nearly as potent as its larger relatives, although you probably won't find it crushing large vehicles. It could damage one, though.

Grav-Gun (-50 CP):
Larger than the Grav-Pistol, the Graviton Gun is able to crush buildings and fortifications under their own weight.

Graviton Shredder Pistol (-50 CP):

Used by the Iron Hands during the Great Crusade and Horus Heresy, they were a development of Ferrus Manus after studying Mechanicum technology. They emit a salvo of more precise graviton pulses, excelling at the pinpoint destruction of heavy vehicles or disrupting infantry advances. For another **-50 CP**, you can get the more powerful Graviton Shredder or Graviton Bolter.

Deathwatch Graviton Cannon (-100 CP):
Where the normal Grav-Gun has but a single setting, affecting everything in an area, the Deathwatch's variation of the Graviton Cannon is able to focus its energies into a tight beam of concentrated gravitational waves, making it much more deadly.

Grenades/Missiles:
A grenade is a device to be thrown at the enemy, designed to in some way damage or disrupt an enemy formation or vehicle. They can be thrown by hand or fired from a grenade launcher. Missiles cannot be thrown, but are instead fired from a dedicated launcher, in exchange for being faster and having a longer range.

You can choose the specific sort of Grenade or Missile you're getting here, which can freely be of any pattern except for those specifically named. Whenever you reach for a grenade/missile that you've purchased, you will find your desired explosive in your hand, even if you didn't actually have it on your person.

Although often described specifically as a grenade, bomb, or missile, any purchase can be materialized as a grenade, bomb, or missile as fits your needs and preferences at the time.

Smoke Grenades (Free):
Simple canisters that emit a thick, persistent smoke cloud to shroud an opponent's vision. Not as effective as Blind grenades, they are used for tactical control... although the preponderance of technology in this Galaxy that can in one way or another penetrate smoke clouds makes them of minimal use in this role.

Astartes Anti-Plant Grenades (Free):

A more lethal version of the common anti-plant munitions used elsewhere in the Imperium, they release a cocktail of toxins, viral agents, defoliants, and antifungal agents that reduce even the heartiest flora to foul-smelling muck in moments. They are typically used to deny cover and to clear landing zones and fortification sites, but in combat can be useful against plant-like xenos or the flora of Death Worlds.

Blind Grenades (-50 CP):
More advanced than a smoke grenade, the Blind grenade still releases a dark grey smoke cloud, but it also lets loose infrared bafflers and broad-spectrum electromagnetic radiation and chaff in order to disrupt enemy scanners. The broad range of interference makes most forms of direct attack through the blinding smoke impossible. Be warned that the effect only lasts for a short time, and the right (or wrong?) weather conditions can quickly dissipate it. You may optionally purchase the Deathwatch's Onyx-Class Blind Grenade, which includes refractive filaments to further hide your position.

Choke Grenades (-50 CP):
These produce a non-lethal gas that causes those who inhale it to choke. Only those with respirators or whose armor completely protects them from the environment can hope to be safe from this attack. Those who fall unconscious from the gas will be able to breathe again.

Empyrean Brain Mines (-50 CP):
These mines latch onto their victim and send a pulse of energy into their brain, momentarily paralyzing them and giving the wielder a chance to strike. However, their energy cells are prone to burning out after a few seconds, making the effect temporary.

Haywire Mines (-50 CP):
An Imperial variant of an Eldar weapon, as blasphemous as the idea might sound, these devices let loose a powerful blast of electrons that disable enemy vehicles and control systems.

Inhalation Grenades (-50 CP):

The Inhalation Grenade is a versatile tool, but unloaded does nothing more than release some pressurized air. However, it has a venting core that can be filled with a chemical you possess, allowing it to deliver substances that are as harmless as signal smoke or as deadly as genophage toxin.

Neurostun Grenades (-50 CP):
These grenades detonate in a vapor of metallic dust, through which runs a painful electrostatic charge that can disrupt the senses and stun the mind.

Photon Flash Flares (-50 CP):
They are said to flare like miniature suns, and are extremely disruptive to enemy activity. However, because of a Space Marine's protections, they are able to avoid being blinded by them, making these grenades especially useful in close combat.

Psychotroke Grenades (-50 CP):
These weapons emit a powerful nerve gas that induces psycho-reactive hallucinations in the victim, and can be severely debilitating.

Psyk-Out Grenades (-50 CP):
These anti-psyker weapons release fine dust particles impregnated with the negative psychic energy produced as a by-product of the Emperor's metabolism (or produced from the bodies of captured Sensei).

Scare Gas Grenades (-50 CP):
Also known as Scare Grenades, these produce a form of non-persistent nerve gas that generates the psychological and physical symptoms of anxiety. Absorbed through the skin and rapid-acting, it induces behaviors such as unwillingness to fire one's weapons, inability to move, or even a panicked urge to run away.

Shock Grenades (-50 CP):
A favorite of Primaris Reiver Squads, these flash-bangs emit a cacophonous din of explosive sound, sure to disorient anyone who experiences it.

Toxin Bombs (-50 CP):

A forbidden tool removed from the armory of Barbarus by Mortarion, these are ancient nerve-phages and toxins, chemical agents that are not strong enough to slay a Space Marine, but can certainly cause debilitating hemorrhaging and temporary weakness. And in enemies less enduring than an Astartes, they are certain death.

Brazen Skulls (-100 CP):
This is the head of an enemy who has been slain by a Daemon of Khorne, and their skull has been imbued with their burning rage. It is hurled like a grenade, where the palpable fury of the Khornate Daemon will scorch the flesh of everyone near to the explosion.

Concussion Grenades (-100 CP):
These grenades are packed with volatile explosives that create a powerful shock wave and a deafening din upon impact, and are most lethal in close quarters, such as inside voidcraft and buildings. They are especially damaging to structures.

Cryo Grenades (-100 CP):
These grenades are packed with a chemical gel that freezes upon exposure to air. They flash-freeze enemies when they detonate, and even those that are not frozen solid will suffer searing pain from being splashed with this gel.

Flak Missiles (-100 CP):
A surface-to-air weapon that resembles the Frag Grenade, but releases a directed storm of metal projectiles mid-air to shred through airborne enemies.

Fleshrender Grenades (-100 CP):
These grenades contain small servo-automata ringed with multiple circular gyro-saws, like miniature astrolabes. When the grenade is activated, these servo-automata follow limited logic paths to rend apart everything nearby into fountains of blood before their limited power runs out. A favorite of the Blood Angels Chapter.

Frag Grenades (-100 CP):

A small anti-personnel grenade that explodes into a hail of thousands of tiny and deadly shards of metal. Especially deadly to the lightly-armored.

Krak Grenades (-100 CP):
The opposite of a Frag Grenade, the Krak is meant to "crack" open armored targets through a concentrated, directed blast. It must be more carefully placed than a frag grenade, because the explosive radius is only half that of a Frag Grenade.

Leaper Mines (-100 CP):
These vicious anti-personnel mines are used by the Jericho Reach Deathwatch against massed hordes of enemies. It looks like nothing more than a discarded Heavy Bolter shell, and has no internal timer, allowing it to stay in place indefinitely until its proximity sensors detect bio-signs within 5 meters. When activated, it "leaps" two meters into the air and sprays a 10 meter area with shrapnel.

Melta Bombs (-100 CP):
An explosive charge that belongs to the Melta Weapon tree, they typically have dimensions analogous to a grenade, but can be larger. When activated, they release intense thermal energy, melting away targets. They are especially effective on vehicles, buildings, and other well-protected targets. They can also be attached to surfaces, and have an integral timer that can be set for a maximum of 1 hour.

Monoball Grenades (-100 CP):
An ancient pattern of anti-personnel grenade that bears some resemblance to Eldar technology, this consists of dozens of meters of monofilament wrapped around an explosive charge. Instead of killing with explosive force, on detonation the grenade dissolves into an expanding cloud of monofilament guaranteed to shred lightly armored enemies.

Purification Vials (-100 CP):
Used by Apothecaries, this particular form of grenade releases a cloud of flame around it upon detonation, burning everything nearby.

Rad Grenades (-100 CP):

These grenades detonate in a shower of radioactively-contaminated fragments. However, each particle's radioactive emissions have a millisecond half-life, ensuring the thrower can charge in without worrying about radiation exposure; however, those caught in the blast will feel the debilitating influence of radiation for some time afterwards.

Shard Grenades (-100 CP):
These corrupted grenades are formed from small and tiny Warp-affected metals, harvested from Chaos-tainted warriors or twisted metal that has been saturated with the power of Chaos. Victims will be driven insane and their flesh will be corrupted and mutated.

Stasis Missiles (-100 CP):
Utilizing arcane archaeotech, this missile releases a burst of energy that captures the enemy in a temporary field of frozen time.

Tanglefoot Grenades (-100 CP):
Basically a small magno-gravitic reactor set to overload, these grenades create very small, but relatively powerful gravimetric fields. Anything caught in this field experiences higher gravity, with accompanying issues with movement and bodily operation. It can also cause limited distortions of space and time.

Venom Spheres (-100 CP):
These grenades contain toxin-impregnated crystalline splinters, and even a single splinter entering the enemy's flesh will sign their death warrant.

Death-Heads of Nurgle (-150 CP):
Also known as a Blight Grenade, this weapon is only sometimes made from the actual heads of slain enemies; the rest of the time, it's just designed to resemble one. These devices are swollen with pathogens sacred to Nurgle, and when they explode the shrapnel carries these deadly toxins and contagions, which can cause flesh to boil away and fill the air with blinding spores. They excel at keeping an enemy alive until the disease runs its course and finally kills them. These diseases are potent enough to down even a Space Marine.

Plasma Grenades (-150 CP):
These operate through use of a deliberate plasma containment failure to unleash a lethal blast of heat and light, like the birth of a miniature sun meant to take out almost any target.

Cluster Mines (-150 CP): [requires another purchase of **Grenades/Missiles**]
Each mine contains a cluster of any other sort of bomb you have purchased in this document. Triggered by tripwires or pressure sensors (Which are also provided to you), these mines are typically used by Scout Astartes to booby-trap the approaches to their position or vulnerable routes used by the enemy.

Bolter Ammunition:
Being the most common weapon used by Space Marines, the Imperium has developed a number of variations on the standard bolt used by Boltguns. You are free to purchase as many types of ammunition as you like. You will be able to pull a new magazine out of nowhere, filled with the desired type of ammunition that you purchased, whenever you want to reload. If your weapon has an ammo belt, ammo drum, or something other than a magazine, you will pull out an appropriate container of ammunition. As not all Bolt Weapons use the same size of ammunition, your purchased bolts will resize themselves to fit the Bolt Weapon you are trying to load them into.

Standard Bolts (Free):
These have an outer casing, propellant base, main charge, mass-reactive detonator cap, depleted deuterium core, and a diamantine tip. The default, and highly effective.

Antiphasic Shells (-50 CP):
Made through unknown means to counter the greatest advantage of the Necrons, anything hit by these rounds will be unable to phase, teleport, or otherwise travel into other dimensions or to other locations by any means except physically moving there.

Asphyx Shells (-50 CP):
Asphyx Shells were used by the Thousand Sons to fight against the Psychneuein infestation. Each bolt is tainted with a psycho-reactive toxin

that is highly damaging to anything with higher intellect, but utterly devastating to anything with psychic powers.

Assassin Bolts (-50 CP):
Hypersonic rounds most notably used by the Minotaurs Chapter, they replace the standard propellant with magna-fusion charges and replace the mass-reactive warhead with solid slugs. The result is a high-density, extreme-speed bullet that tends to go straight through whatever it hits to kill whatever's behind it, too.

Bolts of Ecstatic Vexation (-50 CP):
Fired with a shrill howl, these strangely-shaped mass-reactive bolts of the Emperor's Children Legion do not contain explosive charges, but a cerise gas. Any who catch a whiff of the vapor are driven into a hallucinatory fugue state where all their dreams and nightmares mingle together in a kaleidoscope of intense sensation. Even being in a fortified location isn't protection, as the winding tendrils of the pinkish hallucinogen seek out sane minds with intelligent desire.

Bolts of Judgement (-50 CP):
Specialty ammunition used by the Dark Angels, these are blessed thrice-over with rites of punishment, and are forged from rare ores from the now-destroyed Caliban. They strike with more force should the enemy have wronged you in some way.

Ferromag Shells (-50 CP):
These heavy shells, typically used on Shotguns, do not fire a spread of shrapnel as most shotgun ammunition do; instead, it unleashes a single charged shell that attaches even to the most exotic of materials on impact, before detonating powerfully.

Flash Bolts (-50 CP):
Flash grenades are some of the most useful tools in a soldier's possession, but they can lack range. The Flash Bolt makes up for that lack, as this bolt round incorporates a magnesium-based charge into its makeup, resulting in a detonation that is bright enough to blind even a Space Marine.

Haywire Bolts (-50 CP):
These bolts are used by the Iron Hands Chapter, and contain implosive cores refined from Medusa's electro-conductive sagatellum ore, and guided by auto-fulminatory Machine Spirits; on detonation, a crackling blast is emitted capable of burning out the circuitry of even the most protected cogitator or computer.

Helfrost Bolts (-50 CP):
Normally used exclusively by the Space Wolves, these bolt rounds are tipped in helfrost warheads, and deliver a freezing payload as they explode deep inside their victims. Few people can survive an explosion inside their body combined with a significant portion of their flesh freezing solid.

Hellfire Bolts (-50 CP):
Created to stem the predations of Tyranid assaults, it works wonders against regenerating menaces such as they—or honestly, against anything that isn't immune to acid. Each bolt is tipped with thousands of needles, and in place of a deuterium core contains a vial of mutagenic acid that can dissolve its way through any organic substance with ease, be it tender flesh or hard carapace. Once the round enters, the vial shatters and the needles pierce your victim, pumping acid into their body.

Implosion Rounds/Inertial Fusion Bolts (-50 CP):
The result of early experiments with alternative krak technology, an Implosion Round replaces its explosive core with an infinitesimally small amount of antimatter, which creates a violently decompressing vacuum when exposed to matter. Like standard bolt shells, they activate when partially embedded in a target, collapsing the victim's body from the inside.

Alternatively, you can purchase Inertial Fusion Bolts, which have a series of micro vacuum wells that collapse upon detonation. Like a crushing fist, they violently implode and cause horrendous, gaping craters in whatever they penetrate. They are especially effective against larger enemies.

Inferno Bolts (Chaos) (-50 CP):

Similarly named to the round fielded in the Imperium, these are fundamentally different, these psychically-bound slugs explode into a burst of Warp energies on contact, inflicting terrible Warp-spawned injuries.

Inferno Bolts (Imperium) (-50 CP):
Used to eliminate infantry with terrifying effectiveness, the Inferno Bolt replaces the deuterium core with promethium, which is an oxy-phosphorous gel that burns as a superheated chemical fire. Any enemy struck by these shells will begin to burn from the inside out, although without the deuterium this round's armor-penetrating capabilities are reduced.

Korvidari Bolts (-50 CP):
These are etched with raven-feather charms and are favored by the Raven Guard for the abnormally long range. They have extra propellant to maintain accuracy at these superior ranges. Each bolt houses a minute, hyper-sensitive targeting and flight correction relay, allowing for accuracy even against heavily obscured foes.

Kraken Penetrator Rounds (-50 CP):
A.k.a. Kraken Bolts, these are intended to pierce through armor, even Power Armor; the deuterium core is replaced by solid adamantium, and they use a heavier main charge. On impact, the outer casing peels away and the high-velocity adamantium needle accelerates into the victim, where the detonator propels shards of super-hardened metal even further into the wound.

Metal Storm Frag Bolts/Hyperfrag Rounds (-50 CP):
The explosion of the standard bolt is potent, but isn't terribly effective at wiping out multiple enemies at once. The Metal Storm Frag Bolt features a proximity fuse instead of a mass-reactive fuse, causing it to explode before it hits the enemy.

Which would be a negative feature, except the deuterium core and diamantine tip are replaced with high-explosives and a fragmentation casing. As a result, once it nears the enemy it explodes into a lethal hail of shrapnel, utterly shredding lightly-armored opponents.

The Hyperfrag Round is an alternative bolt you may purchase instead, that, although somewhat different in how it works, is identical in function, producing a cloud of lacerating shards that devastates enemies in light armor.

Morkai's Teeth Bolts (-50 CP):
Tipped with slivers of dark, unmelting ice mined from the deepest caves of Fenris, these Bolter rounds mark their victim's very spirit, and anyone marked by these weapons will find that death will come for them more easily than it naturally would.

Nullbolts/Witch Bolts (-50 CP):
These rare shells are normally reserved for the Grey Knights; they blast shards of warp-dampening material into a victim, severing their connection to the Immaterium. Those not slain outright are overcome with a smothering inertia, severing them from the Warp's emotions and denying them the vivid sensations of the physical realm.

Alternatively, you can purchase the Witch Bolts used by the Black Templars, which have neuro-inhibiters laced with Warp-reductive compounds that disrupt an enemy's connection to the Empyreal.

Odysseus Bolts/Ulysses Bolts (-50 CP):
Sometimes you don't need to kill an enemy, you need to track them down. Instead of an explosive warhead, these bolts are psychically impregnated, and they can be fired to embed themselves into large objects. The unique psychic signature of the Odysseus Bolt could then be tracked down by an Astropath—yours are more versatile, however, and anyone who knows the "frequency" of the bolt can trace them through any psychic abilities they possess. Also known as the Ulysses Bolt.

Organgrinder Shells (-50 CP):
Not all weapons are intended to end a fight quickly. These are intended to torture an enemy to death. When they penetrate a foe, they do not detonate; rather, they slowly spiral their way through their body, slicing and grinding their internal organs in torturous agony.

Quake Bolts (-50 CP):
For when an area of effect attack is needed, these bolts are hand-crafted by a Magos of the Adeptus Mechanicus. Each bolt contains a warhead that emits a pulsed shock wave that damages and knocks back enemies near its epicenter.

Seeker Bolts (-50 CP):
Invented in the Dark Angels Chapter, each of these bolts is equipped with a miniaturized cogitator that detects the heat signature of an enemy and adjusts the bolt's flight path to ensure that missing is almost impossible. For another **-50 CP**, these can be improved to Executioner Rounds, with a more advanced cogitator that can seek out even an enemy hidden behind cover, and which do not require a heat signature to lock onto a target.

Stalker Silenced Shells (-50 CP):
These rounds feature a low sound signature, meant for covert fighting and use in conjunction with Bolter variants such as the **Stalker Bolter** to be used in sniping. A solidified mercury slug replaces the mass-reactive warhead for lethality at subsonic projectile speeds, and the propellant base and main charge are replaced with a gas cartridge for silent firing.

Stormwrath Bolts (-50 CP):
Imperial Inferno Rounds bring the flame, and Helfrost Bolts the ice. To complete the trifecta, it is only fair that there be a Bolter round that weaponizes lightning. Enter the Stormwrath Bolt; created for the White Scars, it uses a unique alchemical propellant formula and with a fulgurite lacing, it electrocutes any enemy unfortunate enough to be hit by it.

Tranquilizer Rounds (-50 CP):
There are times when an enemy must be taken in alive. When such non-lethality is needed, you can turn to these Tranquilizer Rounds. Replacing the internal explosives with a tranquilizing agent, these rounds are able to almost instantly knock a full-grown Ork unconscious.

Witch Seeker Bolts (-50 CP):

A form of ammunition normally unique to the psyker-hating Black Templars, these are forged from the blades of fallen battle-brothers and blessed by a priest of the Ecclesiarchy. These bullets will unerringly make their way into the heart of anyone they are fired at, so long as they possess supernatural powers.

Dragonfire Bolts (-100 CP):
A hollow-shelled bolt used by the Sternguard Veterans, these are an alternative to the Flamer and Imperial Inferno Rounds, although instead of Promethium, these bolts utilize a mass of superheated gas that rapidly expands, burning enemies to the bone and emanating past any cover they hope to hide behind.

Banestrike Shells (-100 CP):
Made by the Alpha Legion years before the Horus Heresy, seemingly the sole purpose behind the design of these weapons was to pierce through the Power Armor of an Astartes, an act that they proved terrifyingly effective in. But, as there are only so many settings featuring powered armor out there, yours have further features exemplifying the betrayal of the Istvaan V Drop Site Massacre. In short, the more a victim trusts (or trusted) you, the more damage your bolts inflict on them.

Bloodshard Shells (-100 CP):
Although intended to be fired only from the Angelus-Pattern Bolter used by the Sanguinary Guard of the Blood Angels and their Successor Chapters, yours are perfectly usable by any sort of Bolter. Each shell contains a payload of razor-filament that can shred apart most known forms of armor upon impact. What's more, to improve its utility in fighting groups of enemies, it detonates before hitting the enemy, unleashing its storm of filament on clusters of enemies to tear them apart regardless of what form of armor they may be using.

Gatebreaker Bolts (-100 CP):
These bolt rounds contain an unstable reservoir of hyper-dense liquid theldrite. Upon hitting the target, this substance catapults forward in its canister and solidifies, adding battering-ram force and a Land Raider's worth

of unexpected weight to the impact of the shell, making it useful for blasting open the reinforced doors of enemy bunkers.

Mortis Bolts (-100 CP):
These bolts contain a self-replicating slew of mutagenic toxins, causing the rapid and complete collapse of all vital biological systems... and is pretty horrifying to watch, too, damaging the morale of those of your enemy that were lucky enough to avoid being shot.

Psybolts/Helspears (-100 CP):
Psybolts are psychically-charged, ritually-inscribed, silver-tipped bolts. Typically used in Psycannons, they are devastating to the psyches and material bodies of psychic creatures, including psykers. They utilize a negative psychic charge, and the anti-daemonic ritual inscription on each individual bolt allows them to pass through any defensive shielding of supernatural origin, or even through technological manipulation of the supernatural.

Alternatively, you can purchase Helspears, which although they do not affect the minds of psychic creatures, are forged from a proscribed material that pierces straight through any manner of supernatural defenses.

Scorpius Bolts (-100 CP):
Used during the Great Crusade and the Horus Heresy, they were individually hand-crafted by Techmarines, and featured a two-stage warhead which contained a micro-guidance system as well as a needle-like sabot dart. This dart vaporizes when striking an armored target, taking much of the armor with it, which results in enhanced armor penetration.

Tempest Bolts (-100 CP):
These bolts are produced exclusively on Mars, and are intended to combat the cyborg and combat robots—in short, the tools of the Heretek. The standard mass-reactive core and armor-piercing tip of a bolt are replaced with a fragmentation shell with a powerful micro-explosive proximity charge with plasma shock generators; as a result, this will shower a target in a storm of shrapnel.

While it might seem that a shrapnel-based attack would be less effective on machines, the true danger of these rounds is that they unleash a pulse of electromagnetic energy upon detonation, which plays havoc against machinery and electronics.

Vengeance Rounds/Stable Flux-Core Bolts (-100 CP):
The Imperial counterpart to the **Banestrike Shells**, these bolts were created to combat the forces of Chaos—particularly the Traitor Astartes. Each round has a volatile center using unstable flux core technology. Normally, this would make them hazardous to use, but yours are perfectly safe. However, when fired it demonstrates incredible armor-penetration capabilities. Yours have the additional benefit of inflicting greater harm to those who have betrayed you.

The Stable Flux-Core Bolt is effectively identical, but even without fiat benefits is still completely safe to use.

Derevenant Shells (-150 CP):
Developed by Deathwatch survivors from Fort Volossia, these contain a cyclic temporal core that disrupts Necron reanimation long enough for their remains to vanish entirely, removing them from the fight.

Yours are a bit more versatile, and negate any form of reanimation or resurrection that an enemy might attempt.

Hydra's Teeth (-150 CP)
Each Hydra's Tooth bolt is sentient like a Daemon Weapon, and has the sole purpose of bringing death and destruction in its short-lived life. It will seek out a fresh victim, no matter how well-hidden they might be, before exploding in a blast of eye-searing, lung-scorching gas that can turn exposed flesh into black sludge.

Morbidus Bolts (-150 CP):
Utilized by Primaris Reiver Squads, these rounds fire silently and soar through the air without a trace. On impact, they shatter and dispense such lethal toxins that most enemies will be slain instantly, unable to even make a noise. But it has a second form of attack that releases after hitting the

target, a dose of hallucinogen gas that inflicts fear and horror upon those near to the impact.

Stasis Shells (-150 CP):
These archaeotech rounds will release a burst of energy that does no damage, but instead freezes a target in time for a while.

Thermic Penetrator Rounds (-150 CP):
Another instance of a bolt that doesn't explode, the Thermic Penetrator Round is used by the Deathwatch to mow down entire rows of enemies. It travels at 3 kilometers per second, and pierces through armor as though it were air.

Black Vault Bolts (-200 CP):
Normally, only a few of these bolts are issued at a time to Deathwatch investigative teams, in case they encounter an enemy that regular wargear cannot damage. If you face an enemy that you cannot harm by other means, rest assured—the Black Vault Bolts will be able to damage them, no matter how hard they are, how much they phase out of reality, or how rapidly they regenerate. They will always, always be able to harm the enemy.

Jericho Bolts (-200 CP):
These bolts are designed to split apart into sixteen different propelled explosives, each stronger than the default bolt; when the Jericho impacts, the detonation is closer to what you might expect from a Bolt Cannon.

Mindphage Bolts (-200 CP):
These bolts are a relic from the Dark Age of Technology, psychoactive rounds that burn at the psychic sight of all who behold them. Although no stronger than an ordinary bolt, the power of this weapon comes in what comes after death. Any foe slain with this round is completely erased. Their souls will cease to exist, and even the very memory of them will be eaten from all but the most powerful of minds. They will, for most intents and purposes, never have existed at all, so far as the rest of the Galaxy is concerned. You may allow yourself to still remember them if you so wish.

Vortex Bolts (-200 CP):
These bolts were crafted long ago in a time before the Imperium, intended to harness the might of the Immaterium. Upon detonation, these bolts create miniature vortexes within the target, a minute portal to the Warp. They inflict catastrophic damage to even the largest enemies. These portals are short-lived... unless your target is a psyker. If they survive the attack, their own psychic abilities will keep the portal open, and they will find themselves driven mad by the creatures of the Warp flowing out of the tear in reality.

Banebolts of Eryxia (-500 CP):
A prized relic of the Deathwatch, these bolts were crafted by Arch-Magister Eryxia, who spent her entire life in service of creating the perfect Bolter shell. And she may very well have succeeded, because no matter the nature of the foe, one single Banebolt to the center of the target's mass will slay the target within a second.

Ranged Weapon Modifications:
Of course, many weapons have customizations made to them, or are special in ways that haven't been gone into already. Here's a few of the options you can take to personalize your weapon. Each modification must be added separately per weapon.

Æther-Fire Weapon (-50 CP):
Combining Plasma Weaponry with occult lore and the unique techno-arcana of Forge World Zhao-Arkhad, these weapons are even more powerful than normal. You can apply this modifier to any Plasma Weapon.

Combi-Weapon (-50 CP):
The principle behind the Combi-Weapon is pretty simple; take two weapons, and merge them together into a single device. The precise form this takes is up to you. You could purchase a Flamer and a Bolter, and merge them together to make a weapon that fires flames and bolts at the same time, or you could make a gun where you could rapidly switch which type of weapon you were using. You can purchase the same weapon twice if you just want two of the same gun fused together to fire both at the same time,

although it would perhaps be cheaper to purchase a **Twin-Linked** variation of the gun.

You also aren't limited to ranged weapons, or even weapons from this jump; as long as you own or have purchased the weapon, it can be fused together. A single purchase of this option allows you to merge together as many weapons as you like, which also means that all **Melee/Ranged Weapon Modifications** apply to every weapon you've combined together and don't need to be purchased separately. Just remember you have to be able to actually wield your resulting amalgamation, alright?

Double Up (-50 CP):
Dual-Wielding weapons is far from rare in the far future; Corvus Corax himself was known for using two Archaeotech Pistols at once, and many more cases can be seen apart from him. By purchasing this modifier, your chosen weapon is doubled. To account for Jumpers with many arms, this can be purchased multiple times, doubling the weapon each time.

Dragon's Breath Weapon (-50 CP):
These were a variation on the standard Flame Weapon used by the Salamanders during the Great Crusade and the Horus Heresy. They were made using superior craftsmanship and technology, and operated to a far higher degree than ordinary Flame Weapons. As you might expect, this modifier can only apply to Flame Weapons.

Recoil Baffling (-50 CP):
A combination of compensation servos and suspensor cushions makes rapid-fire weapons easier to control and accurately fire on the move.

Suppression Stabilizer (-50 CP):
A weapon upgrade used in the Deathwatch, it reduces muzzle climb and allows for tighter shot groupings.

Twin-Linked (-50 CP):
Twin-linked weapons are two ranged weapons that are fused together to share the same targeting information and fire actuation link. This system allows them to be fired in tandem, increasing their destructive power. For

purposes of this upgrade, this can be applied to any ranged weapon to make it a fusion of two of the same weapon, doubling its firepower.

Weapon Charm (-50 CP):
A weapon upgrade typically used by the Deathwing of the Dark Angels, these fetishes, bird feathers, and charms serve to appease the Machine Spirit. Any weapon thus upgraded is more reliable, accurate, and less likely to jam.

Wrist-Mounted (-50 CP):
Sometimes you want to bring death to your enemies from afar while leaving your hands free to carry a closer-ranger weapon. Or maybe you just don't like holding things. Regardless, with this purchase your weapon is integrated into whatever manner of gauntlet your purchased armor possesses, allowing you to fire your ranged weapon without occupying one of your hands. You can decide if your weapon is specially modified for this purpose, or if you have one of the already wrist-mounted weapons, such as the Angelus Bolter.

Alchem Weapon (-100 CP)
Used by the Death Guard in the Great Crusade, these weapons feature toxic compounds which they use in place of Promethium for their Flame Weapons; these compounds reduce flesh to a rancid slurry in moments, but will also corrode the weapon which deploys them as well. You don't have to worry about that due to the fiat-backing that repairs your equipment, however. As you might expect, this modifier can only be applied to Flame Weapons.

Master-Crafted (-100 CP):
Master-crafted weapons are those of the highest quality, made with exacting skill and artistry, and which are simply *better* than ordinary weapons. A master-crafted weapon simply functions to a superior level compared to a lesser weapon, and everything from its firing power to its ammunition capacity are increased beyond the default level.

Digital Weapon (-100 CP):

A rare weapon, usually only found as a relic from the Dark Age of Technology or created by a Jokaero, these take a full-sized weapon, and reduce it in size until it is just a ring, while retaining its full power. The technology behind Digital weapons is complex beyond belief, but no matter how small they are, they will always be full effective in regards to range, power output, and every other regard the weapon may be measured by.

Tainted Weapon (-100 CP):
This weapon is adorned to honor the Chaos Gods, and is corrupted by their foul influence. The weapon is more destructive, but its use slowly taints the location it is used in with the touch of the Warp.

Warpflame Weapon (-100 CP):
Rather than flames born of Promethium, this uses fires born from the chaos of the Warp, and hurls gouts of transmorphic fire that mutates anyone unfortunate enough to be touched by the flames (in addition to burning them). This modifier can only be applied to Flame Weapons.

Vehicles

You receive **+300 CP** to spend on Vehicles only.

The Space Marines have fielded a vast variety of vehicles over their long millennia in service. If there is a vehicle you want to employ but cannot find here—such as the Swordstrike Interceptor or Apis Bomber—simply choose a vehicle that is close to it in function, and use its price instead.

Armored Supply Carrier (-150 CP):
Also known as Armored Supply Crawlers, these are resupply tank vehicles that Space Marines use to transport supplies to their forces during battles. It has a Twin-Linked Heavy Bolter turret in case it encounters combat, but its most notable feature is its Servo-Arms which are intended to speed up the loading or unloading times of their rear and upper hatches.

Auto-Castelator (-150 CP):
These aren't combat vehicles; instead, the Auto-Castelator is used by Space Marines to create prefabricated defense wall segments. They scoop up large buckets of materials, which are poured into Hopper-molds on their trailers. These molds then unleash heat and pressure to crush the material into place. Once completed, fresh, steaming defense wall segments are dropped onto the ground to be dragged into place.

Assault Bike (-200 CP):
Also known as the Space Marine Bike, this light vehicle is used throughout the Imperium, and even by Renegade and Chaos Space Marines. It is extremely powerful, capable of propelling a fully armored Space Marine at dizzying speeds while remaining responsive enough to perform a full range of death-defying combat maneuvers, and tough enough to ram through rockcrete walls without harm. It is equipped with twin Bolters mounted on either side of the headlight, or with an Astartes Grenade Launcher. You may alternatively have the Primaris Raider-Pattern Combat Bike, if you so desire.

> **Mark IV Raven-Pattern (-50 CP)**:
> Mark IV Raven-Pattern Assault Bikes have their twin-linked Boltguns replaced with two "Plasma Talons", a special variety of Plasma Weapon unique to the Dark Angels and their Successor Chapters. With a range

between that of a Plasma Pistol and Plasma Gun, they give a significant boost in firepower.

Attack Bike (-100 CP):
This features a Heavy Bolter or a Multi-Melta mounted on an attached sidecar for a passenger. These heavy weapons, combined with the maneuverability of the Assault Bike, makes it excellent at rapidly deploying large amounts of heavy firepower to those areas that require it urgently.

Fire Wasp (-200 CP):
Fire Wasps are a drone used by Space Marines, sent beforehand in boarding actions to trigger traps, mines, and surprises of the enemy, while using an inbuilt Flamer and Close Combat Weapon to clear the path towards the objective. Your drone is replaced once per day.

Firestrike Servo-Turret (-200 CP):
This is a Primaris heavy weapon platform turret, armed with either twin Accelerator Autocannons or twinned Las-Talons. It serves as a primarily defensive weapon to lay down withering volleys of fire, but are secured on gravitic ventral plates to allow them to be relocated across the battlefield to ideal firing positions.

Invader ATV (-200 CP):
A Primaris vehicle, it is a highly flexible all-terrain vehicle adapted for an aggressive reconnaissance role. Given either a Multi-Melta or an Onslaught Gatling Cannon, they can rapidly deliver punishing fire against an enemy's vulnerable sections, or swiftly engage and destroy opposing scouting forces.

Land Speeder (-200 CP):
A light anti-gravity vehicle serving as the primary reconnaissance, scouting, resupply, and fast attack vehicles of the Space Marine Chapters. The anti-gravitic plates allow it to climb to heights of up to 100 meters, but officially they are supposed to use the ground as cover and shouldn't go that high. It is lightly armored to the point that Power Armor provides better protection, and instead relies on speed and maneuverability to avoid enemy fire. It relies on an underslung Heavy Bolter or Multi-Melta for firepower.

Proteus-Pattern (-50 CP):

A high-speed reconnaissance and rapid attack skimmer using antigravity technology to achieve battlefield mobility and speed even over that of the Land Speeder, it closely resembles a hybrid of Jetbike and Land Speeder. A lightly-armored two-man craft, only a Space Marine can truly use them to their fullest, as they require skill and peak reflexes beyond the reach of normal men. It can be equipped with a Heavy Flamer, Havoc Launcher, Multi-Melta, Volkite Culverin, Plasma Cannon, Graviton Gun, or a Hunter-Killer Missile.

Storm (-50 CP):
A significant deviation from the standard Land Speeder, these are equal to the standard model in speed and maneuverability, but exchanges its heavy armament for the ability to carry five Scout Marines into battle. It has baffled engines and a sophisticated spy array to allow for stealthy insertions behind enemy lines. It has a light Cerberus Launcher equipped, a tri-barreled missile launcher capable of shooting any variety of missile or grenade that you have purchased. It has an advanced jamming beacon operating on both electro-magnetic and etheric bands, allowing it to both interfere with enemy communications and causing teleport homers to jam.

Tornado (-50 CP):
The Tornado are is more heavily armed, featuring two heavy weapons, which can include a Heavy Bolter, Heavy Flamer, Assault Cannon, or a Multi-Melta.

Tempest (-100 CP):
The Land Speeder Tempest abandons its normal role to become a fully-enclosed dedicated gunship. It is larger than a standard Land Speeder, with heavier armor, weapons, an armored cockpit, and a ground-tracking scanner. The gunner is replaced by a slaved targeting system with the pilot's aim assisted by a Machine Spirit. Weaponry includes a fixed-forward Assault Cannon and twin-linked Missile Launchers.

Typhoon (-100 CP):
Even more heavily armed than the Land Speeder Tornado, they combine their Heavy Bolter with twin-linked Sextus-pattern Missile Launchers that can launch fragmentation warheads.

Vengeance (-100 CP):
Employed by the Dark Angels, this variety of Land Speeder is equipped with heavier armaments, featuring both a deadly Plasma Storm Battery and an Assault Cannon.

Rhino (-200 CP):
A common troop transport produced by the Imperium, it has an extremely versatile design that has given it a great many variants. It is extremely dependable, able to run on any semi-combustible fuel source, and can be produced from any locally available material. You may select any pattern of Rhino that you desire, but if you want a Rhino variant, such as a Predator or Vindicator, you'll need to pay for the privilege. If you so desire, you can have your Rhino be further modified with additional weaponry and defenses, such as Dozer Blades, Extra Armor, and/or pintle-mounted Storm Bolters, although this will cost an extra **-50 CP**.

Rhino Advancer (Free):
This variant of the Rhino features an elongated body and an open roof, to allow it to carry more troops into combat.

Damocles Command Rhino (-50 CP):
A Rhino-based command vehicle used by Space Marines for large-scale operations or campaigns. It provides a communications link between the Force Commander, his battlegroup, and any air or orbital assets in the area. It is equipped with some of the most advanced technology available to the Imperium at large. It has secure, multi-band communications gear that allows it to act as the communications hub for the battlegroup, with signal boosters to allow ground-to-orbital comm-links. It can also monitor, intercept, and decrypt enemy communications, and have a multi-spectral auspex to allow it to track enemy movements.

You get an orbital relay with it that allows you to track individual squads and vehicles for all your allies, as well as receive bio-status readouts on each individual ally. Furthermore, you have a Teleport Homer equipped, which allows you to provide a strong signal to allow your allies—and only your allies—to accurately teleport to your location.

Medical Rhino (-50 CP):
These vehicles are equipped with the Imperium's finest *medicae* technology, allowing for the treatment of even the most dreadful injuries on the field of battle, in the safety of the protective walls of the Rhino.

Hunter (-100 CP):
The Hunter Multi-Launcher is an anti-aircraft missile vehicle built into the Rhino Chassis, although it is much older than the more recent Whirlwind. It is a defense against heavy enemy air assaults, and is equipped with a Skyspear Missile Launcher, which uses the altered brains and neural interfaces from Servitor operators to fire with surpassing accuracy and agility.

Predator (-100 CP):
A variant of the Rhino that uses up some of the carrying capacity to turn the vehicle into a proper Battle Tank, you have multiple possible armament layouts for this weapon. The main armament can be an Autocannon, an Executioner Plasma Destroyer, a Flamestorm Cannon, a Magna-Melta Cannon, a Heavy Conversion Beam Cannon, a Graviton Cannon, a Gravis Lascannon, a twin-linked Stormbringer Lascannon, a Volkite Macro-Saker, or a Neutron Blaster, which fires a beam of neutrons at a target to make it explode through unknown means. You also have secondary armaments, consisting of 2 twin-linked Heavy Bolters, Heavy Flamers, or Lascannons.

Razorback (-100 CP):
An armored vehicle used by the Space Marine Chapters, it is based on the Rhino chassis and shares many features; however, it has reduced transport space because much of it is replaced with improved firepower. By default, it has a set of Twin-Linked Heavy Bolters, Heavy Flamers, Assault Cannons, Lascannons, Psycannons, a Multi-Melta, or a combination of Lascannon and Twin-linked Plasma Cannon. The turret isn't manually aimed, but rather operated remotely through a targeting logis-engine similar to that found in Land Raiders. You can mount additional pintle-mounted weaponry such as Hurricane Bolters.

Stalker (-100 CP):

This vehicle consists of an Icarus Stormcannon Array mounted on a Rhino chassis. They are rapid-firing anti-aircraft platforms able to track and engage multiple targets simultaneously, focusing on taking out fast-moving enemy aircraft. The secret to its success lies not in its weaponry, but in its tracking system, which is made of the altered brains and neural interfaces from Servitor operators.

Sabre Strike Tank (-200 CP):
Also called the Sabre Tank Hunter, this is an Imperial attack vehicle that incorporates a fixed, forward-firing weapon on its front hull, with greater firepower to make up for its inability to rotate. There are many different types depending on what weapon is installed, ranging from Anvilus Snub Autocannons to Neutron Blasters to Volkite Sakers. They also feature a top-mounted weapon such as a Heavy Bolter, Multi-Melta, Volkite Culverin, or Heavy Flamer, as well as side-mounted missile launchers.

Vindicator (-200 CP):
A short-range siege tank used by the Space Marine Chapters, it sacrifices almost all crew capacity for the sake of delivering heavy ordnance at short range. Older models once used the massive Thunderer Cannon, which are functionally identical but significantly bulkier than the Demolisher Cannon. They are equipped with Demolisher Cannons, firing rocket-assisted siege shells blessed with the Litany of Demolition, which requires an automated crane and ramp system to load. If you want the Vindicator Laser Destroyer, you can replace its main weapon with a 4-barreled Magna Laser Destroyer array.

Whirlwind (-200 CP):
This is a Rhino-based multiple rocket launcher, it provides accurate fire support for the suppression of numerous or highly-mobile enemies. Normally, a Whirlwind would need to be manually reloaded, but yours features special auto-loading mechanisms that allow you to stay in the fray for longer. The Whirlwind Multiple Missile Launcher can be equipped with Vengeance Pattern high-explosive warheads, or you can use Castellan incendiary warheads that sacrifice explosive power for the ability to engulf the target in a rain of searing flame.

What's more, if you possess a variety of Grenade or Missile, you can load it into the Whirlwind to fire salvos based on the type of Grenade you purchased. Alternatively, you can be equipped with a specialized missile launcher with automatic tracking and targeting equipment, dedicated to shooting down aircraft and jetbikes. As a final variant, you can have the drum-fed Scorpius Launchers, which fire implosive warheads.

Death Wheel (-250 CP):
A self-propelled, spike-encrusted siege weapon of Chaos, you don't actually ride in this "vehicle". Instead, it is deployed, where the wheel careens around the battlefield until it finally charges towards an enemy fortress and crashes through the wall. The vehicle hosts a great many spikes, which it shoots out to perforate everything within the structure.

Rapier Armored Carrier (-250 CP):
Also known as the Rapier Laser Destroyer, this is a semi-automated tracked weapons carrier that is a potent anti-tank weapon, mounting a multi-barreled Rapier Laser Destroyer cannon. However, variations can also come with Graviton Cannons, quad Multi-Lasers, quad Mortars, and quad Heavy Bolters.

Thunderfire Cannon (-250 CP):
This is a large, multi-barreled cannon on treads that is typically operated by a Techmarine. Although Space Marine weaponry is typically highly portable, the Thunderfire Cannon is sometimes needed in terrain where more mobile artillery platforms cannot operate, or when a defensive emplacement must be maintained. It can fire three different types of shell. The first explodes on surface contact, employed against infantry in the open; then there are Airburst Shells which are employed against infantry taking cover.

The Subterranean Shells, however, are programmed to burrow into the ground before exploding, causing seismic disruptions that knock the enemy off-balance, making them easier targets for follow-up fire. This even affects grav-vehicles, whose anti-gravity generators are negatively impacted by the sub-surface shockwaves.

Gun-Crawler (-300 CP):

These were lumbering Terran armored vehicles that predated the Imperium. They were used by the Thunder Warriors and the First Legion, before it took the name of "Dark Angels".

Hammerfall Bunker (-300 CP):
These are heavily weaponized, fortified emplacements dropped from orbit to provide a protective fortification. Crewed by hard-wired Servitors with area denial programming, its main weapon is a Hammerfall Missile Launcher, while the bunker's side guns can be either Heavy Bolters or Heavy Flamers.

Imperial Jetbike (-300 CP):
These sleek craft utilized anti-grav technology which is now lost following the Horus Heresy. They are propelled by a jet-engine and their gravity removed by a grav-impellor, allowing them to maintain great speeds for extended low-altitude flight. Their lift strength was not only sufficient to carry a heavily armored Space Marine and their wargear, but also a variety of heavy weapon's mounts and stocks of ammunition. They usually had an anti-personnel weapon equipped such as a Heavy Bolter.

> **Sojutsu-Pattern Voidbike (-50 CP)**:
> Rather than simple levitation, the engines on this vehicle allowed for true flight, and even maneuverability in space.

Impulsor (-300 CP)
A newly unleashed grav Tank transport used by Primaris Space Marines, it is lightly armored and fast-moving, with vectored thrusters that give the vehicle a great degree of speed. Its open-back design allows it to transport a squad of Space Marines directly into battle. These are often used to carry a strike team directly into the enemy for a killing blow, or else used in a similar capacity to the Rhino transport.

As befitting a vehicle that is often its squad's only support in hostile territory, it has a number of weapons and defensive systems. These include an advanced shield dome atop its hull that sheathes it in a shimmering refractor field, and envoy-class Vox and Auspex arrays for forward reconnaissance missions. Alternatively, if you desire extra firepower, you can equip with a Bellicatus Missile Array or twinned Icarus Ironhail Heavy Stubbers.

Gladiator (-100 CP):
Based on the chassis of the Impulsor, the Gladiator is a more heavily armored Grav Battle Tank, with the open-topped transport bay of the Impulsor replaced with a fully-enclosed hull. It sacrifices transport capacity for reinforced armor, a powerful turret-mounted primary weapon system, and additional weaponry mounted on side sponsons. It is more heavily armed and armored than the Predator, but its main advantage lies in its maneuverability.

Your Gladiator can come with a Heavy Laser Destroyer for long range target elimination, a Twin Onslaught Heavy Gatling Cannon for anti-infantry, or Twin Las-Talons to scrap heavy infantry and enemy armor.

Javelin Attack Speeder (-300 CP):
An Imperial anti-grav fast attack vehicle, it shares many systems with the Scimitar Jetbike. They are mounted with esoteric antigrav impellor technology, and are larger and more heavily armored than the modern pattern of Land Speeder. It can mount an array of heavy weaponry more akin to a tank destroyer, allowing for rapid and pinpoint attacks at enemy armor. It can host a variety of weapons, but as standard is armed with a Twin-Linked Lascannon or a Cyclone Missile Launcher, although extra weapons can be added to this loadout, such as Reaper Autocannons, Volkite Culverins, or Multi-Meltas.

Orgus Flyer (-300 CP):
An open-cockpit anti-gravity airship used by the *Legiones Astartes* during the Great Crusade, it featured a Lascannon and Missile Launcher as standard armaments.

Storm Speeder (-300 CP):
A heavier anti-gravity vehicle used by the Primaris Assault Marine, they are improvements to the Land Speeder that utilize more powerful Repulsor technology, allowing them to be more heavily armed and armored. Yours can have up to 5 weapons equipped, with possibilities including Onslaught Gatling Cannons, Ironhail Heavy Stubbers, Fragstorm Grenade Launchers, Hammerstrike Launchers, Krakstorm Grenade Launchers, Melta Destroyers, Stormfury Missiles, Thunderstrike Las-Talons, and Icarus Rocket Pods.

At least 2 of the weapons you pick are Twin-Linked versions of the same weapon, so you can't just pick five separate guns to do with as you will.

Whispercutter (-300 CP):
A light transport aircraft used by the Raven Guard. It is an open-topped airframe flyer that uses gravitic impellers. It can drop 10 Space Marines into a war zone in utter silence and with practically no chance of detection.

Caestus Assault Ram (-350 CP):
An Imperial ship-to-ship boarding vessel, it holds the advantage over other boarding methods thanks to its incredible speed and durability. Operated from a blast-shielded cockpit, it is armed with a Magna-Melted supported by two wing-mounted Firefury Missile Launchers, and its heavily-armored twin prows can carry an entire Space Marine squad. Its entire forward superstructure is further buttressed by a nearly unique inertial and recoil compensation system. This Misericordia system consists of multiple retractable inertia suppression clamps which connect to a Space Marine's armor, locking them in place and protecting them from any impact. It is deployed by ramming straight into enemy voidcraft.

Nephilim Jetfighter/Hell Blade (-350 CP):
This is a fighter aircraft used by the Dark Angels Chapter to conduct interceptor or air superiority missions over the battlefield. They are typically armed with Heavy Bolters, twin-linked Lascannons, and six Blacksword Missiles, although they can also be equipped with Avenger Mega Bolters.

Alternatively, you can purchase a Chaos Hell Blade, which is a fast and agile interceptor that uses twin-linked Autocannons and air-to-air Rockets. Although more likely armed, it is thrust-vectored, allowing it to move upwards, downwards, and to the sides to maneuver around any enemy pilots.

Arquitor Bombard (-400 CP):
The Arquitor Bombard was a type of artillery tank used by the *Legiones Astartes*. They would operate at the forefront of a Space Marines advance and were equipped with a reinforced chassis and brutal short-range firepower. It could be equipped with a variety of weapons, but most notable were the Graviton Charge Cannon, the Morbus Heavy Bombard, or the Spicula Rocket System. It also

featured sponson-mounted Heavy Bolters or Autocannons, and a pintle-mounted twin-linked Bolter, Havoc Launcher, or Combi-Weapon.

Centurion Armor (-400 CP): [Discounted with **Centurion Training**]
This enormous combat exoskeleton stands nearly as large as a Dreadnought. While offering superior durability and strength compared to Terminator Armor, it is significantly more cumbersome, and lacks the speed a Dreadnought can employ. Furthermore, their prodigious size means they can only be driven into combat by vehicles the size of a Land Raider. It is piloted by fully-armored battle-brothers, as the Centurion Armor interfaces with the Power Armor of the Astartes inside.

Although the only variations officially produced by the Adeptus Mechanicus are the Assault Centurion and Devastator Centurion, many more had been discovered or produced as a result of Tech-Priest modifications; however, they possessed truly unstable Machine Spirits, and were deemed heretical and quietly disposed of. However, as a Jumper you have a bit more leeway on what you're permitted to have; as such, instead of being restricted to those two types of Centurion, you can customize your own. Select one set of weapons for each arm, as well as a chest-mounted weapon. If you purchased the **Omniscope** item, you receive a free duplicate installed on your Centurion Armor.

Arm-Mounted Weaponry:

Grav-Cannon & Grav-Amp:
The Graviton Cannon emits a stream of graviton particles which affects the local gravitational field of the target area, making targeted objects heavier or lighter depending on the settings. The power can be kept low enough to incapacitate foes that need to be captured alive, or you can crank it up to the point that enemies are crushed alive by their own weight; this is especially potent against heavily armored enemies like tanks or Terminators, as their own mass pulps them to death. The Grav-Amp can be used to focus the gravitational field and increase its effects even more.

Siege Drill & Twin-Linked Flamer:
The Siege Drill is intended to breach fortifications during sieges, hence the name. Consisting of three spherical drills that rotate to

grind away any obstruction, the Centurion Siege Drill sets aside the Heavy Flamer installed in the Dreadnought's model in exchange for Twin-Linked Flamers, which are used to fill a bunker with fire once the drill has pierced through.

Siege Drill & Twin-Linked Meltagun:
Although otherwise identical to the Siege Drill described above, this one is equipped with a Twin-Linked Meltagun, providing some limited ranged attacks that excel at destroying vehicles. Activating the Meltagun while drilling will further weaken any structure they attempt to destroy, hastening its eventual breaching.

Twin-Linked Heavy Bolter:
Intended to utterly annihilate infantry, this weapon fires two Heavy Bolter rounds at a time, which is overkill on almost everything… "almost" being the keyword.

Twin-Linked Lascannon:
The souped-up big brother to the Lasgun, the Lascannon emits an energetic beam of coherent light capable of piercing the armor of vehicles with ease. However, it is very power-consumptive and must spend a moment to recharge after each shot, making it unsuitable for fighting infantry.

Custom Weapon (-100 CP):
Instead of having a standard weapon used by Centurions, you can select any single weapon you possess, which will duplicate the weapon and upsize it if necessary to Centurion-scale, while installing it in the Centurion Armor. Alternatively, instead of upsizing it, you can combine it with a second weapon, fusing them into one.

Chest-Mounted Weaponry:

Hurricane Bolter:
So named for the devastating storm of bolt rounds it produces, this is a set of six co-axially mounted Boltguns in a single weapons mount,

fired as one. Arranged as three decks of two, it annihilates any enemy infantry unfortunate enough to be caught in front of it.

Ironclad Assault Launcher:
Also called a Frag Assault Launcher, this is a group of panels fitted with explosive fragmentation charges mounted on the chest of your Centurion. It detonates outwards, and creates a spread of shrapnel that utterly devastates any lightly armored infantry caught in its area. These panels will replenish once you are out of combat for an hour.

Missile Launcher:
A set of six missiles installed in the chest of the Centurion. You have no way to reload them in combat, but once out of the fight for an hour they will automatically replenish.

Custom Weapon (-100 CP):
Instead of having a standard weapon used by Centurions, you can select any single weapon you possess, which will duplicate the weapon and upsize it if necessary to Centurion-scale, while installing it in the Centurion Armor. Alternatively, instead of upsizing it, you can combine it with a second weapon, fusing them into one.

Cerberus Heavy Tank Destroyer (-400 CP):
An experimental design based on the Spartan Assault Tank, its internal capacity was gutted to make way for its large Neutron Laser Projector. In terms of destruction, it rivaled the larger and more common Turbo-Laser Destructors used by Titans and Shadowswords, although it was also equipped with sponson Heavy Bolters. Yours will not feature a corrupted Machine Spirit, nor note any instability.

Dark Talon/Hell Talon (-400 CP):
These are fighter aircraft used by the Dark Angels and their Successor Chapters, and are one of the deadliest weapons available to the Dark Angels. They are armed with two Hurricane Bolters, a Stasis Bomb launcher, and a Rift Cannon—a unique weapon that emits a beam of light that cracks apart reality itself, consuming those near to the rift while those who survive exposure are thrown away. The fighter also has a stasis-crypt holding cell for subduing captives.

Alternatively, you can purchase a Hell Talon. The main aircraft employed by Chaos Forces, this is a fighter-bomber that uses Twin-linked Lascannons, Incendiary Bombs, and either an Autocannon or Havoc Launcher to destroy its enemies. It features vector-thrust engines, allowing it to move in ways ordinary airships just can't match.

Drop-Citadel (-400 CP):
This is a large mobile bastion, as used by the Deathwatch. They use their titanic engines to travel through the air and land wherever they are needed. They contain enhanced divinators, oracle-probes, and data-screeds, which are used to discover the location of any hidden xenos that may be nearby.

Invictor Tactical Warsuit (-400 CP):
This is a lightly armored walker found fighting alongside Primaris Vanguards on recon missions. It is designed with sound-dampening materials, allowing it to move at great speed with minimal noise output. It is basically a stripped-down variant of the Redemptor Dreadnought frame, but instead of containing an injured hero of the Chapter, it is piloted by a whole and healthy Primaris Astartes whose controls are directly plugged into his Power Armor. They use either twin Ironhail Autocannons or a compact Incendium Cannon, and each Invictor has a Servo-Fist that can be used with enough dexterity to use a modified Heavy Bolter that acts as an oversized sidearm.

Kratos (-400 CP):
A Terran pattern of Battle Tank used during the Great Crusade, it was a dedicated infantry support tank. Its main weapon was either a Battlecannon, Volkite Cardanelle, or Melta Blast-Gun, although it also had coaxial Autocannon, hull-mounted Heavy Bolters, and sponsons that mounted either Lascannons, Heavy Bolters, or Volkite Culverins.

Stormfang (-400 CP):
This gunship is the Space Wolves' final word in aerial superiority; it’s equipped with a Helfrost Destructor that freezes target areas to absolute zero in an instant. Even notoriously unyielding materials like Eldar wraithbone cannot withstand the thermal shock, and will shatter. In addition to the Helfrost Destructor, the Stormfang is also armed with sponson-mounted Heavy Bolters, Skyhammer

Missiles, or Multi-Meltas, and either hull-mounted Stormstrike Missiles or Twin-Linked Lascannons.

Stormhawk Interceptor (-400 CP):
A fighter aircraft and gunship of the Space Marines, they are closely related to the Stormtalon-pattern, excelling in aerial superiority. The frontal armor and huge firepower of the Stormhawk makes them excellent dogfighters, and are also able to operate in the void of space as attack craft. They are armored in thick ceramite layers to protect against reentry heat, and even the cockpit is armored, foregoing a clear canopy for front-mounted lens clusters that convey visual information to the pilot. They also possess sophisticated countermeasures to confound enemy weapons. In terms of armament, they can have varied equipment; either a Twin Assault Cannon, Icarus Stormcannon, or Las-Talon, either a Twin-Linked Heavy Bolters, Typhoon Missile Launchers, or Skyhammer Missile Launchers, and finally an Infernum Halo Launcher.

Stormtalon Gunship (-400 CP):
A small one-man flyer employed by Astartes forces, it serves as both an air-to-air interceptor and a ground attack aircraft. It is swift enough to engage most enemy aircraft, and also has a heavy armament consisting of Assault Cannons, and either Twin-Linked Heavy Bolter, Twin-Linked Lascannon, Typhoon Missile Launcher, or a Skyhammer Missile Launcher. It is versatile, serving as an escort fighter or as a close air support attack craft.

Termite (-400 CP):
A tunneling transport vehicle used by the Imperial Fists in the Great Crusade, it was launched out of a mobile surface transporter and is used to transport troops through the ground. In addition to providing greater protection to its passengers, the Termite's tunneling ability, which operates via an array of Melta cutters and phase-shield generators, means they can be used for launching surprise attacks behind enemy lines.

It can carry around ten people, and is often armed with heavy weapons to use once it breaches the surface, such as Lascannons, Heavy Flamers, Volkite Chargers, and Heavy Bolters. But once it has surface and dispatched its payload, the vehicle is essentially immobilized until its surface transport vehicle can reclaim it (the transport vehicle is included with your purchase).

Mantolith (-100 CP):
These large assault drills were used to deliver troops in subterranean assaults. These vehicles were large enough to allow for teleportation chambers, allowing them to deliver troops to the target without breaching the surface.

Voss-Pattern Lightning Strike Fighter (-400 CP):
Although called the Primaris Lightning Strike Fighter, it doesn't actually have anything to do with Primaris Marines, as it dates back to the Great Crusade. It is equipped with twin-linked Lascannons and six Hellstrike or Rad Missiles. It used to be a common fighter type used during the Horus Heresy by Space Marine Legions, but proved too costly to produce and could only be handled by the most experienced pilots.

Xiphon Interceptor (-400 CP):
First used during the Horus Heresy, the design places great stress on a pilot, making it something only a Space Marine can safely pilot. Capable of both atmospheric and void flight, it carries two pairs of Twin-Linked Lascannons and a Xiphon Rotary Missile Launcher. However, this model of ship lacked the favor of the Mechanicum, so it was largely pushed out of frontline service in most Legions.

Sicaran Battle Tank (-450 CP):
The Sicaran Battle Tank was a type of heavy tank used by the *Legiones Astartes* during the Horus Heresy and Great Crusade. Originally developed by a combined brainstorming of the Primarchs and Archmagos of the Adeptus Mechanicus, it is one of the more advanced weapons systems used during this time, using component technologies from various STC's such as the Rhino and Land Raider to create a high-speed tank destroyer. It has many varieties, which are you are free to choose from. Although the default Sicaran Battle Tank fielded twin Herakles-pattern Accelerator Autocannons, you could also find them equipped with Neutron Laser Projectors, Punisher Rotary Cannons, Arcus Launchers, and Omega Plasma Arrays.

Basilisk/Medusa Siege Tank (-500 CP):
Now known as the main line artillery piece of the Imperial Guard, it once was used as a siege unit by the Space Marine Legions, particularly the Iron Warriors. This

mobile artillery uses the Earthshaker Cannon, capable of firing shells over a meter long at a range of up to 100 kilometers away, although it has hull-mounted Heavy Bolters for defending itself against more nearby enemies. Alternatively, you can purchase the Medusa Siege Tank, which has a similar role, but has less range, larger shells, and focuses on tearing down fortifications.

Corvus Blackstar (-500 CP):
Used to penetrate the outer defenses of an alien army to strike at its heart, this is a sleek and deadly craft that is small enough to slip through sensor grids. Its weapon systems are highly advanced, allowing it to cause devastating impact for its size. Fulfilling the role of armed transport, its vectored engines are nimble enough to dart through even the most complex terrain, and it can switch from fighter craft to hovercraft to deploy the Marines within. Its robust construction can shrug off direct hits from anti-air defenses, and it has an Infernum Halo Launcher to fire decoy flares and Interceptors.

For armament, it has four Stormstrike Missiles and twin-linked Assault Cannons, although some replace this with prow-mounted Lascannons to penetrate armored targets. They also carry Blackstar Rocket Launchers under each wing that can deploy Dracos Air-to-Ground Missiles, or air-to-air Corvid Rockets. It also has auxiliary Blackstar Cluster Launchers to fire grenades at smaller targets.

Dreadnought (-500 CP):
Typically mistaken as a robot or a sort of battle armor, a Dreadnought is technically a combination of an armored walker and a cybernetic life-support system that is also one of the most powerful weapons possessed by the Space Marines. Critically injured Astartes are linked up to it, kept alive by its systems, and able to pilot the machine as easily as though it were their own body--more easily, because his actual body is now a shriveled organic component to the greater machine.

At least, that's a normal Dreadnought; yours is modified to serve as an actual vehicle without requiring you be hooked up to life support. That said, once every 10 years (or once per jump, whichever is sooner), you will be able to teleport inside of your purchased Dreadnought upon suffering a lethal injury; you will be kept alive, but will be permanently interred within the Dreadnought for the

remainder of the Jump, or until you are killed. You will be fully healed and extracted from the Dreadnought upon Jump completion.

There are many different types and patterns of Dreadnought; you are free to choose whichever you wish, equipped with whatever wargear is acceptable for that model of Dreadnought, but some of them are more impressive than others and are thus mentioned here.

Castraferrum-Pattern (Free):
This is the most common pattern of Dreadnought in use during the 41st Millennium, and is most commonly seen in the Mark IV or Mark V variation. It is not the tallest Dreadnought, but is instead designed to have a lower profile to allow it to access a wider range of environments, although it still stands significantly taller than a Space Marine.

A Castraferrum Dreadnought is equipped with two arms, each of which has a weapon built into it; typically a vehicle-class ranged weapon, a large melee weapon, and a smaller ranged weapon integrated into the limb wielding a melee weapon.

Deredeo-Pattern (-50 CP):
This was a dedicated heavy support Dreadnought frame, capable of mounting two Twin-Linked Anvilus Autocannon Batteries. The carapace could also mount additional weapons and support systems, such as the advanced Aiolos Missile Launcher, which could track enemies independently from the rest of the Dreadnought.

Helbrute (-50 CP):
A horrific mockery of the Space Marine Dreadnought, a Helbrute has fused his body with the machine he lies interred in. Where Astartes see becoming a Dreadnought as an honor, for a Chaos Astartes it is a fate worse than death, but one they are nonetheless subject to as the process drives them into an insane and unending bloodlust. Yours will have no negative effect on your mind, however. In terms of weaponry, a Helbrute is very similar to an ordinary Dreadnought, but may have weapons that are fused to its body.

Redemptor-Pattern (-50 CP):

These new Dreadnoughts were created by the Adeptus Mechanicus for the new Primaris Marines, and operate at a higher level than the Castraferrum-Pattern can achieve on its own. They are powered by hyper-dense reactors and use sophisticated fiber bundles to accelerate to high speeds quickly. Unfortunately, they also have a tendency to burn through those who use them; yours won't have this problem, though, making it a straight-up improvement on the Castraferrum.

Contemptor-Pattern (-100 CP):
An older, larger, and more powerful form of combat walker than the Castraferrum, the Contemptor uses technologies not well remembered in the modern era. It had many technological systems found in parallel with the combat robots of the ancient Legio Cybernetica, such as an Atomantic Field Generator and other now-lost secrets from the Dark Age of Technology. They were more powerful than other walkers, but shared the basic weapons layout with the Castraferrum-Pattern.

Mhara Gal Tainted Dreadnought (-100 CP):
First created from the barely living remains of a Gal Vorbak Dark Brethren and a battle-shattered Contemptor-Pattern Dreadnought Chassis, the fleshly and the mechanical were fused together by unholy practices, creating a living engine of war and hatred. It wields a Warpfire Cannon and a tainted Power Claw, energized by a warp-twisted reactor. It can even break the bonds of reality around it, allowing you to pass through obstacles as if they were not there at all.

Leviathan-Pattern Siege Dreadnought (-150 CP):
Made in limited numbers in the Great Crusade, these were developed in secret on Terra, away from the eyes of the Mechanicum. It incorporates hybridized technologies, some of which are from the Dark Age of Technology. It towered over other Dreadnoughts, and was savagely powerful, utilizing an oversized Atomantic Arc Reactor that allowed it to use more powerful weapons than other Dreadnoughts to could bring to bear, and also gave it energy shields that surpassed those used by the Contemptor-Pattern. However, it typically places a lethal level of strain on the minds of its occupants--a danger you will no longer have to worry about, as yours is perfectly safe.

Nemesis Dreadknight (-500 CP):
The Grey Knights superior equivalent to the Centurion, the Nemesis Dreadknight is an artificial construct of human shape made out of adamantium alloy, ceramite plates, and possessed of a compact-yet-powerful plasma reactor. Synaptic implants connect the pilot to the Dreadknight, allowing you to control the weapon and movement systems. The mental strength and reaction speed needed to effectively pilot this vehicle are such that even most Grey Knights do not pass muster; however, the **Centurion Training** perk will enable you to pilot it safely.

This massive warframe is equipped with two Nemesis Doomfists, which can be replaced with either a Nemesis Greatsword or a Nemesis Daemon Greathammer. Underslung from these Force Weapons are two different ranged weapons; typically, these are selected from a Heavy Incinerator, a Gatling Psilencer, or a Heavy Psycannon. It is also equipped with a personal teleporter.

Storm Eagle (-500 CP):
This Assault Gunship dates back to the Great Crusade, designed to be a smaller attack craft to compliment the larger Stormbirds and Thunderhawks. Each Storm Eagle can carry 20 Space Marines directly into combat, and this heavily-armored aerial craft features a hull-mounted set of either Twin-Linked Heavy Bolters, Multi-Meltas, or a Typhoon Missile Launcher. It also has a hull-mounted Vengeance Launcher, and either a pair of Twin-Linked Lascannons or a set of four Hellstrike Missiles.

> **Darkwing (-100 CP)**
> These stealthy variations on the Storm Eagle were used by the Raven Guard during the Horus Heresy and the Great Crusade, but the means of producing them were not shared with the rest of the Imperium. They possess systems not well understood by the Cult Mechanicus, such as rad-shrouded armor and quantum field repellors. They take up a lot of space that would otherwise be used to transport more troops, but they also allow this craft to stealthily insert small elite teams deep into enemy held territory.
>
> **Fire Raptor (-100 CP)**:

The Fire Raptor gives up the Storm Eagle's transport capacity in exchange for carrying a larger range of weapons. This includes Twin-Linked Avenger Bolt Cannons, but can also include a pair of waist-mounted ball turrets, filled with either Reaper Autocannons, Quad-Heavy Bolters, or Lascannons, capable of engaging targets independently of one another. They also have wing-mounted Hellstrike Missiles.

Stormraven Gunship (-500 CP):
This seamlessly combines the roles of dedicated gunship, dropship, and strike aircraft. It is smaller than the Thunderhawk Gunship, but much more agile thanks to its wide array of vectored thrusters. It can carry up to 12 Power Armored Space Marines, as well as a Dreadnought in the vehicle's rear magna-grapple.

Its default load-out consists of a Twin-Linked Heavy Bolter, Twin-Linked Assault Cannon, and four Bloodstrike or Stormstrike Missiles, but this can be reconfigured depending on mission parameters. The Heavy Bolter can be replaced with a Typhoon Missile Launcher or a Twin-Linked Multi-Melta, and the Assault Cannon can be swapped for a Twin-Linked Plasma Cannon or Lascannons. Finally, you can add a pair of Hurricane Bolters on the side sponsons.

Stormwolf (-500 CP):
The Chapter's foremost assault craft, it enables the Space Wolves to bring the fight to the enemy wherever they may be found. This assault craft can carry 16 Space Wolves, and has a multitude of available armaments, including Heavy Bolters, Skyhammer Missiles, Multi-Meltas, or Lascannons.

Typhon Heavy Siege Tank (-500 CP)
Created by request from Perturabo, who wanted a vehicle that could deploy rapidly but also carry the firepower to break open a Fortress. This vehicle shares the basic hull, armor, and chassis design of the Spartan Assault Tank, but features a Dreadhammer Cannon as its main armament, capable of demolishing any enemy fortification.

Falchion Super-Heavy Tank Destroyer (-600 CP):
Also known as the Mammoth, this super-heavy tank was used by the *Legiones Astartes*. It was designed to fight enemies the size of Titans with its twin-mounted

Volcano Cannon, which is one of the most powerful vehicle-mounted anti-tank weapons in the Imperium's arsenal.

Fellblade (-600 CP):
A super-heavy tank used by the Space Marines during the Great Crusade and Horus Heresy, it was based on the same STC pattern as the Baneblade. It used Mechanicum atomantic arc-reactor technology and a reinforced metaplas alloy chassis superior to that of the Baneblade. As its primary weapon, it featured a Twin-Linked Accelerator Cannon, but it would also go to the field with a host of secondary weapons; a Demolisher Cannon mounted on the front, sponson-mounted quad-Lascannons or Laser Destroyers, hull-mounted Twin-Linked Heavy Flamers or Heavy Bolters, and a variety of pintle-mounted weapons.

Land Raider (-600 CP):
This is a heavily armored personnel carrier, and occasionally heavy tank, used by the Astartes. This treaded behemoth is capable of operating in virtually any kind of environment. Its hull fully isolates its occupants and provides life support functions, allowing operations in everything from completely airless planets to the bottom of the ocean. It is designed to move at a good speed while carrying heavy armaments as well as a number of warriors within its armored hull.

The default Phobos-pattern Land Raider features hull-mounted Twin-Linked Heavy Bolters, and two side sponsons that each have a twin-linked Lascannon. It can also be fitted with pintle-mounted Storm Bolters. Weapons are controlled through slaved remote targeting systems. The Land Raider has immense durability, rendering it virtually immune to heavy artillery like Battle Cannons despite the armor being only a third as thick as that of other armored vehicles, thanks to the immensely high standards of production and the high-quality materials used in its construction. There are many varieties of Land Raider, and you may choose your preferred pattern freely… except for those that bear a special mention.

> **Helios/Hyperios (Free)**:
> This is basically a standard Land Raider that has been given a Whirlwind Multiple Missile Launcher (or a Hyperios Missile Launcher for anti-air capabilities). However, some of its transport capacity is given over to missile storage, so it has less room to contain Space Marines.

Prometheus (Free):
This is a specialist Space Marine command tank based on an improved version of the Damocles Command Rhino. Its Lascannons on the side sponsons are replaced with Twin-Linked Heavy Bolters, and pintle-mounted Storm Bolters replace the hull-mounted Heavy Bolters. These changes are to make room for the additional command and control equipment, although at the cost of it becoming less effective at actual combat.

Ares (-50 CP):
Made to mount the Vindicator's Demolisher Cannon on a toucher vehicle, this variation of the Land Raider has a hull-mounted Demolisher Cannon, hull-mounted Twin-Linked Assault Cannon, and two sponson-mounted Twin-Linked Heavy Flamers. It has a Dozer Blade to provide additional protection to its front.

Crusader (-50 CP):
An assault-based version of the Land Raider, it has several modifications to assist warriors assaulting out of the front hatch, as well as much greater transport capacity due to the removal of the Lascannons and the energy generators needed to power them. It uses special frag charges to fill the air with lethal shrapnel before allowing the Marines within to disembark. The sponson-mounted Lascannons are replaced with Hurricane Bolters, the hull-mounted Heavy Bolter is replaced with a Twin-Linked Assault Cannon, and several Frag Assault Launchers stud its hull. To compensate for the loss in anti-tank firepower, the pintle-mount has been converted to carry a Multi-Melta.

Terminus Ultra (-100 CP):
This is the ultimate Astartes anti-armor vehicle. Equipped with 3 Twin-Linked Lascannons, and several individual Lascannons on top of that, it can destroy all but the largest and most powerful war engines a Space Marine may encounter—only vehicles such as Titans can endure the firepower put out by a Land Raider Terminus Ultra.

Achilles (-150 CP):
Designed in the closing days of the Great Crusade, they are an incredibly rare variety of Land Raider that is nigh-invulnerable, even by the already

hefty standards of the Land Raider. The Achilles, to fit its role as a heavy siege tank, had both sponson mounts fitted with Twin-Linked Multi-Meltas, while the centerline hull mount was fitted with a Viper-pattern quad-launcher, a rapid-firing four-barreled cannon (which has since been largely replaced in surviving models with a Thunderfire Cannon).

The most secret arts of the Cult Mechanicus went into the construction of these vehicles. Ancient electromagnetic incantations and ferromantic computation algorithms were etched at the molecular level on each and every layer of its fabrication. Mainly made out of reinforced adamantine/ceramite, every centimeter of its surface is etched with the most secretive runes of the techno-magi, and the sigils themselves inlaid with meta-conducting zirconium. As a result, it is almost completely invulnerable to harm from projected energy weapons, and it would take a truly massive kinetic impact to actually destroy this nigh-invulnerable titan of a tank.

Achilles-Alpha-Pattern (-100 CP):
The original model from which the Land Raider Achilles was derived. It was the most durable vehicle used by the *Legiones Astartes*, able to shrug off strikes that would cripple even a Fellblade, and is equipped with a quad mortar capable of launching shatter shells as well as more common frag shells, along with two sponson-mounted twin-linked Volkite Culverins. It is a vastly more powerful model compared to the comparatively-easier-to-produce Land Raider Achilles.

Mastodon (-600 CP):
An Astartes heavy tank used for assaults on the most heavily fortified positions, this was a heavy-duty tank far larger than even the Land Raider, equipped with Void Shields to protect its inhabitants even from Titan-level armaments. It was primarily used as a transport, but still possessed potent weaponry, including a forward Siege Melta Array, a turret mounted Skyreaper Battery, two sponson-mounted Heavy Flamers, and two sponson-mounted Lascannons.

Stormbird/Skylance Gunship (-600 CP):
The Stormbird Dropship was the premier assault and transport aircraft used by the Space Marine Legions during the Great Crusade before it was replaced by the

smaller Thunderhawk pattern. It could carry at least 50 fully armored Marines into battle. Its standard armament was four turret-mounted Twin-Linked Lascannons, three Twin-Linked Heavy Bolters, and an assortment of 6 Dreadstrike Missiles. It also had particularly dense composite armor plating which was enhanced by a series of Void Shield generators, which it can extend to protect disembarking troops. You can alternatively purchase a Skylance Gunship if you so desire, which is slightly weaker but has largely the same specs.

Stormblade (-600 CP):
A variant of the Shadowsword, this is a super-heavy vehicle used by the Legions Astartes during the Great Crusade to hunt down Titan-class enemies. Instead of the Volcano Cannon of a Shadowsword, it mounts a Ryza-pattern Plasma Blastgun, a shorter-ranged weapon that is nonetheless capable of destroying Titans and other super-heavy vehicles. To compensate for the loss in long-range firepower, both sponson turrets are fitted with Lascannons, and the sponson mounts themselves additionally contain Twin-Linked Heavy Bolters and possess a coaxial Heavy Bolter.

Harbinger (-700 CP):
An enormous super-heavy bomber employed by Chaos, its immense size allows it to carry a massive payload of bombs, ranging from incendiaries to biological munitions, to even nuclear payloads able to destroy entire cities. It has port, starboard, and forward turret-mounted Twin Linked Autocannons on the underside to strafe ground targets, but its size leads to poor maneuverability.

It has exotic Warp Rift technology that results in the sky darkening and causing violent storms, giving enemy aircraft turbulence and increasing the likelihood of your enemies being brought down by Warp-originating lightning. The Harbinger features a maximum speed of 1800 kph, and can hover above the ground using its vectored thrust engines.

Overlord Gunship (-700 CP):
An aircraft used by Primaris Space Marines allowing for deployment from orbit. It possesses twin transport bays with their own assault doors, but they're considerably larger than those of the Corvus Blackstars (which the vehicle is similar in appearance to), and even more blessed with advanced technology like energy shields. It has Anti-Munitions Cannons, wing-mounted Desolator

Lascannons, nose-mounted Melta Cannons, and Heavy Bolters fixed on its lower winged surfaces. It can also mount turreted Plasma Weapons, and a variety of missiles can be mounted to the wings. The flanks of the Overlord itself are studded with crewed weapons bubbles containing heavy guns, and the wings can be tipped with a Gatling Las each.

It is armored in adamantine, ceramite, and thermoplas fibre mesh, and the armor on its forward glacis plate is equal to the armor of super-heavy tanks. It is protected with a Buckler-Class Void Shield, and propelled by plasma engines. This flying transport can carry at least 80 Primaris Space Marines.

Plaguereaper (-700 CP):
A corrupted Baneblade, this is a gurgling clouded fortress of pestilence and diseases. Huge vats of slime are mounted on the back of the vehicle, which feeds the "Pus-Cannon", which fires biological agents that cause unfortunate victims near the target to erupt in boils and have their flesh eaten away from within. Should the vehicle be split open, it will erupt into an infestation of Nurglings.

Repulsor (-700 CP):
Essentially a floating Land Raider, the Repulsor Armored Transport is a deadly combination of maneuverability and brute force. Its turbine array pushes it forwards with power, and it is held aloft by anti-gravitic generators—but it is so heavily armed and armored that it does not skim over the landscape like many other grav-tanks, but instead crushes the ground below it, although it is little faster than a Land Raider. Multiple layers of ceramite and adamantium overlap to make the Repulsor's hull all but impervious to normal weaponry and even missiles.

It mounts a staggering number of guns, with a Las-Talon for penetration, a pintle-mounted Onslaught Gatling Cannon, as well as an extensive suite of Bolt weaponry, Auto Launchers, Fragstorm Grenade Launchers, Krakstorm Grenade Launchers, and Heavy Stubbers lay down a storm of firepower to wipe out any horde. It can be modified into a Repulsor Executioner to carry either a Macro Plasma Incinerator or a Heavy Laser Destroyer. Both versions of the vehicle can discharge directed gravitic forces through their ventral plates to leave nearby foes helpless as its Astartes passengers disembark.

Thunderhawk Gunship (-700 CP):
A multi-use aircraft in service to the Space Marine Chapters, it is normally reserved for large-scale battles, and is amongst the most technologically sophisticated vehicles deployed by any imperial force. It has a number of weapons, although the precise configuration varies. The primary weapon is fitted on a limited traverse dorsal mount, and can either be a Turbo-Laser Destructor powerful enough to down a Scout Titan in one shot, or modified Battle Cannon known as a Thunderhawk Cannon for ground bombardment.

It has two Lascannons on either attack wing, and at least four Heavy Bolters in hull-mounted Twin-linked Sponsons, with room for another 4 Heavy Bolters under the wing tips. In addition, each wing has three bomb pylons, normally carrying a Hellstrike Missile each, although sometimes each will hold 3 Smart Bombs. All of the weapon systems are controlled by the gunner with assistance from the Machine Spirit.

The Machine Spirit of the vehicle is as powerful as that of a Reaver Battle Titan, and the vehicle itself is similar in construction to a Land Raider, giving it an unprecedented level of protection that makes it resistant against even Melta Weapons.

> **Shadowhawk (-50 CP)**:
> Constructed on Kiavahr for the Raven Guard, this variant of the Thunderhawk is all but invisible to any form of sensor you will encounter. It can still be clearly made out with bare vision, but on a complicated battlefield, the ability of machines to find enemy vessels is often superior to what the bare eyes can report, and more heavily relied upon.
>
> **Grey Knights Thunderhawk (-100 CP)**:
> This variant of the Thunderhawk has psycho-reactive plating fitted with an interlaced Aegis System to protect it from psychic attacks, and also has its Heavy Bolters replaced with Psycannons and its Hellstrike Missiles replaced by Mindstrike Missiles.

Astraeus (-800 CP):
This super-heavy grav tank is used by Primaris Astartes, and represents the pinnacle of Imperial Engineering. It has an enormous hull that mounts a

devastating range of offensive and defensive cannons. Its main weapons are a pair of Macro-Accelerator Cannons, which are coupled with sponson-mounted Las-Rippers or Plasma Eradicators, turret-mounted Heavy Stubbers, and twin-linked Heavy Bolters or Lascannons on the front of the vehicle. It is protected with layered Void Shields such as those found on voidcraft, and held aloft by powerful anti-gravitic generators. It has no transport capacity—instead, it is a colossal machine dedicated solely to destruction. While few targets can stand up to this super-heavy tank's furious fusillades, it is particularly effective at shooting down aircraft.

Land-Behemoth (-800 CP):
Also known as a Hall of Conquest, the ancient, massive mobile fortresses are used by the Iron Hands Clan-Companies, each of which operates out of a single Land-Behemoth which travels over the surface of Medusa, which serves as their respective Fortress-Monastery. It serves as a barracks and armory, although it lacks a training chamber as the Iron Hands prefer to use the mountain ranges of Medusa for such purposes. In terms of sheer firepower, it is equal to a Mechanicus Ordinatus, which is capable of slaying even Titans.

Vehicle Modifications:
There are a number of ways one can improve one’s vehicle, which will be delved into more detail below. They must be purchased separately for each vehicle.

> **Anguish Engine (-50 CP)**:
> These engines can be attached to aircraft, and are modified to sound like distorted screams. They cause unnatural fright in enemies who hear it, and their mere presence makes it difficult to concentrate.
>
> **Blessed (-50 CP)**:
> The vehicle has been blessed to a degree previously known only by the Grey Knights, providing the vehicle incredible protection against beings foreign to the material universe, such as Daemons.
>
> **Smoke Launchers/Warp-Fume Canisters (-50 CP)**:
> These small grenade launchers attached to the front of a vehicle are loaded with smoke charges, which engulf a vehicle in smoke and hide it from direct

fire. Alternatively, you can purchase Warp-Fume Canisters, the Chaos equivalent that functions identically.

Warp Stabilization Field (-50 CP):
A vehicle upgrade that functions similarly to the Gellar Fields used by Imperial voidcraft, these protect even small vehicles like Land Raiders from the machinations of the Warp; in future settings, it will protect your vehicle from other-dimensional energies of all sorts.

Binder Fungus (-100 CP):
A biological weapon developed by scientists of the Ruinous Powers. When spread on fertile ground, the fungus will rapidly grow into the shape of Chaos runes and symbols. The Word Bearers—and you—have laced Binder Fungus spores into their vehicle's engine fuel, causing them to be spread with the vehicle's exhaust fumes.

Yours are a bit different, as they aren't inherently mixed into the fuel; instead, you have a switch that can dump the spores into it. Furthermore, you can alter the spores, making them spread your own symbols (or those of your choice) rather than the runes of Chaos. Finally, where this fungus exists, you can use that location as the origin of your psychic or magical powers instead of your own person.

Extra Armor (-100 CP):
Perhaps you have ablative plating, or maybe the armor of your vehicle is simply superior—it doesn't matter, but the point is that your vehicle experiences superior armor to its fellows of the same pattern.

Truesilver Armor (-100 CP):
Strands of sanctified silver and iron have been embedded into this vehicle's armor, making its very touch poisonous to Daemons and enemy psychics.

Infernal Relic (-150 CP):
Marked with iconography sacred to the blasphemous gods of Chaos, these vehicles have been twisted from the original appearance from years of exposure to the Warp, and have even been possessed by Daemons. Your Daemon-possessed vehicle is loyal only to you, and will obey your

commands without question, able to act on its own without the need for a pilot or driver.

Artificer Hull (-300 CP):
Engineered by the finest Tech-Priests, this vehicle's hull is a rare work of mechanical art. It is thrice-blessed by hundreds of chanting Enginseers and anointed in several sacred oils, making it so even the thinnest sections of your vehicle's armor can withstand hits that would fell a lesser tank in a single blow.

Voidships

You receive **+600 CP** to spend in this section, or on any **Vehicles** that are void-capable, such as the Overlord Gunship. Any Warp-capable ships will still be able to travel in future jumps, but will travel through a much safer Empyrean-liked dimension that only seems to exist for the purpose of Warp travel. All voidships other than the Drop Pod and its upgraded versions will also receive a crew to pilot them, loyal to you above all else.

Drop Pod (Free):
These pods can be used to safety plummet down to a planet's surface from atmosphere, using retro jets to slow their descent once they near the ground (although the rate of this deceleration is such that a normal human being would be reduced to pulp inside of the Pod; only a superlative physiology of a Space Marine can survive such insertions). They are armed with an array of Storm Bolters or Deathwind Missile Launchers to ensure that they can clear a landing zone.

Corvus Assault Pod (-50 CP):
This Drop Pod functions similarly to a Boarding Torpedo, which is more of a manned spacecraft than a weapon. With a drill head and several Meltas or Lascutters installed, the Boarding Torpedo burrows its way into an enemy starship, then unleashes its passengers on the inside to incapacitate and capture a vessel.

Dreadclaw (-100 CP):
A Drop Pod-like transport used by the Space Marine Legions of old, and now used by Chaos Space Marines, it can quickly deploy traitors from orbit, or the spiked "maw" of the Dreadclaw can be used to chew through ship hulls as a form of Boarding Torpedo. Unlike other types of Drop Pod, this is also capable of taking off again after landing.

Kharybdis Assault Claw (-100 CP):
This clawed drop-pod carried large assault forces and had a significant amount of firepower to blast its way through defending small craft. They use Storm Launchers and Melta Cutters to scour the landing zones clean of life, and it can also be used as a tank hunter, ramming straight into enemy armor before deploying its passengers.

Space Marine Landing Craft (-300 CP):
This is a large orbital-assault vehicle designed to quickly deliver vehicles and troops to the planet's surface; within 20 to 30 seconds of leaving the spacecraft, any troops and vehicles on this craft will be on the ground and in action. It's armed with various weapon systems including Storm Bolters, Twin-Linked Heavy Bolters, and a pair of turret-mounted Lascannons. It has large hydraulic clamps to transport Space Marine tanks in a similar fashion to the Thunderhawk transporter.

Forgeship (-500 CP):
A Forgeship is a great Space Marine warship that serves as a vast manufactoria, and their forges provide Chapters with weapons of war. Able in combat as well as capable of producing truly great amounts of weapons, in terms of spacecraft they are second in production ability only to one of the mighty Ark Mechanicus of the Machine Cult.

Escort Vessel (-600 CP):
Also known as Frigates or Destroyers, this classification of combat space vessels are the smallest Warp-capable craft in use, generally only 1 to 2 kilometers in length, and typically have duties of patrol, reconnaissance, convey protection, raiding, and picketing.

> **Gladius Frigate (Free)**:
> This fulfills a role similar to that of a Sword-Class Frigate in the Imperial Navy, and is armed with mid-sized weapons batteries, although its engines are about 20% more powerful than a Sword-Class, giving it greater mobility. It is shielded the same as any other Escort ship, but due to the nature of its role in combat, it has an excellent turret array for its size, comparable to that of a standard Imperial Navy Cruiser.
>
> **Hunter Destroyer (Free)**:
> Equivalent to the Cobra Class Destroyer in the Imperial Navy, it is armed similarly to the Cobra but is a little faster. It is equipped with Torpedo Tubes and a Weapons Battery, and features the same shield and turret array seen on the Cobra-class. However, despite being faster than the Cobra, it is also more heavily armored, giving it more survivability.

Nova Frigate (-50 CP):
A Lance boat much like the Firestorm Class Frigate of the Imperial Navy; however, it is somewhat controversial because it is a pure-breed warship, having no capacity to land troops or deliver them to other ships, and is ineffective in planetary assault; however, it is a very capable capital ship hunter, which earns it some flak from the Imperial Navy and the Inquisitors for shifting the balance of power too much towards the Adeptus Astartes.

It has a single turret-mounted Lance Weapon on the prow of the ship, and two small turret-mounted Weapons Batteries. However, it is twice as fast as a cruiser of the Imperial Navy, allowing it to employ hit-and-run tactics against larger, more cumbersome capital ships.

Emperor-Class Battleship (-800 CP):
A large vessel that was once used by the *Legiones Astartes* during the Great Crusade, it has 8 squadrons of attack craft, including interceptors and bombers, as well as a number of prow-mounted Weapons Batteries.

Strike Cruiser (-800 CP):
As most Space Marine Chapters only control 2 or 3 Battle Barges, they more frequently use Strike Cruisers. The arrival of a single Strike Cruiser is usually enough to quell a rebellious planet, even before its deployment of the full Company of Space Marines and their equipment that can be stored aboard a Strike Cruiser. The armament of a Strike Cruiser is comparable to that of a Dauntless Light Cruiser, with two Weapons Batteries; however, it omits Lance Weaponry in exchange for a mighty Bombardment Cannon. You may additionally equip your Strike Cruiser with a Nova Cannon for mastery of ship-to-ship combat.

Battle Barge (-1000 CP):
The largest Space Marine Warship and configured for close support of planetary landings, they were originally referred to simply as "Battleships" under *Legiones Astartes* control. Each Battle Barge is capable of deploying 3 Space Marine Companies plus supplies and support. Large amounts of space are devoted to holding launch bays for inter-system craft and drop pods, allowing all 3 Companies to deploy simultaneously.

It is extremely heavily armored and well-shielded for breaching planetary defenses, and it makes for a dangerous enemy—not only due to its potent boarding action potential, but also because it contains enough firepower to destroy all but the most powerful of warships. Protected by layered Void Shields, these barriers are segmented into a series of zones, so it is possible for an area of the shield to fail without exposing the entire ship.

The primary weapon of any Battle Barge is the dorsal-mounted Bombardment Cannon which launches salvos of heavy Magma Bomb warheads. This class of warship also hosts a hefty complement of Macro-Cannons, Plasma Projectors, Fusion Beamers, and Missile Launchers designed to overwhelm enemy defenses and shields.

Your Battle Barge also has the capacity to enact Exterminatus should you deem it necessary. Once every ten years, you may fire a single weapon of world-killing potential, such as a Cyclonic Torpedo, Modalis Atmospheric Missile, Magna Torpedo, or a Virus Bomb.

Gloriana-Class Battleship (-1200 CP):
An ancient and powerful Battleship design used during the Great Crusade and Horus Heresy, the means of creating these vessels was lost even during the Great Crusade. These vessels are around 20 kilometers long, and were used as flagships for Imperial fleets and Primarchs. After the *Phalanx* and the Abyss-class vessels, they were the largest known Imperial Warships. It carries truly immense levels of firepower, sports many squadrons of fighter craft, and features multiple Lances, as well as a Nova Cannon. It is capable of performing Exterminatus once every ten years.

Abyss-Class Battleship (-1400 CP):
A Massive Starship constructed by the Dark Mechanics who held loyalties to Warmaster Horus, it was created to dwarf even the Emperor- and Gloriana-Class Battleships. Roughly sword-shaped with three points sticking out like a trident, they were more akin to floating cities than battleships. It carries a full complement of fighters, although its launch bays were hidden from cursory appearance to disguise their use. It carried the first prototype Plasma Lance, featured a vast host of other armaments, but most disruptive of its abilities is to deploy psionic charges that could disrupt the senses of a Navigator, making enemy ships become

lost in the Warp. In future jumps, it will disrupt psychic abilities of all sorts, and jam navigational equipment.

Once every ten years, this ship can perform Exterminatus.

Blackstone Fortress (-1600 CP):
Although used by the Imperium and Chaos alike, these massive starships were created in the distant past by the Eldar to defend against the return of the C'tan. They are used as naval bases, and are planetoid-sized craft that generate immense amounts of power even while dormant.

Once fully activated, a Blackstone Fortress can break the barrier between realspace and warpspace to create a beam of pure Immaterium to destroy anything in its path. Should you have access to additional Blackstone Fortresses, two can be used to create a beam capable of destroying a planet, and three can make a star go Supernova.

Normally, they would barely be controllable, but yours are perfectly responsive to your desires. Many, many ships can dock with your Blackstone Fortress, and it features a whole host of weaponry that makes it an unimpregnable fortress even without unleashing an Immaterium Beam.

Relics

Relics that possess their own will or are Daemon Weapons will never work against you, and are completely loyal to you and your cause.

At your discretion, these can either be the original relics, or can be perfect replicas of them.

Corvus Oculus (-50 CP):
A relic of the Dark Angels, this device gathers an unprecedented amount of data on enemy positions, allowing for precise attacks even on enemies in entrenched positions or who are moving too fast for conventional scanners to track.

Crux Obsidian (-50 CP):
A relic shoulder pad of the Black Templars, it is symbolic of the spirit of the Black Templars' eternal crusade. To wear it upon your armor is to become an avatar of the unbreakable will of the undying God-Emperor; in short, while you bear this shoulder pad, your willpower becomes infinite in scope.

Shackles of the Faithful (-50 CP):
These adamantine chains contain micro-suspensors that make anything the chain is attached to incredibly lightweight; this is used to make even the heaviest weapons into something that can be wielded with grace and dexterity.

Talons of the Night Terror (-50 CP):
Worn over a pair of boots, these claws will latch onto any enemy they strike, clutching, ripping, and eviscerating everything too slow to evade. A favorite of the Raptors that are so common among the Night Lords.

The Widowmakers (-50 CP):
A seemingly limitless supply of micro-serrated throwing blades, as used by the Primarch Konrad Curze.

Aetheric Conduit (-100 CP):
An ancient device from the Dark Age of Technology, it allows you to channel your own psychic energies through its complex network of wetware components to directly manipulate the basic structure of the vehicle you ride in.

Bones of Mordred (-100 CP):
These are the hand bones of the former Reclusiarch of the Black Templars, Mordred the Avenger. Anyone who bears them into battle will feel the wrath of Mordred infusing their blows, causing them to inflict grievous wounds.

Claw of the Stygian Count (-100 CP):
A single Lightning Claw that, when plunged into flesh, causes countless nano-barbs to slide out of the weapon, tearing open your enemies when the blades are yanked out, without appreciably slowing down your cutting speed.

Crusader's Helm (-100 CP):
An imposing helm passed down through the Black Templars for many centuries. Worked into its ancient vox-piece is the jawbone of Saint Sebatus, a relic that emboldens the voice of the wielder so that their voice soars above the clash of battle. Should your oratory be of even moderate note, then your speeches will instill zeal and fury into your allies, allowing them to take down their foes with greater ease.

Dragon's Fang (-100 CP):
A two-handed sword of xenos manufacture, it is made of an unknown living metal that is responsive to the will of its wielder.

Holy Orb of Antioch (-100 CP):
First crafted by Techmarine Antioch of the Black Templars, each Holy Orb is crafted with a combination of high explosives, incendiary chemical agents, and sacred unguents that make the explosion especially effective against the impure and the wicked. You may reach for a new Antioch Orb on the count of three after having thrown your previous Orb.

Chogoris Lightning Blade (-100 CP):
This ancient White Scars relic has a dazzling silver Power Blade in the jagged shape of a lightning bolt. It feels unbalanced at first, but when the power field is activated it springs to life, and intricate, hidden suspensors in its hilt make it light and balanced, even as it wields all the might of a Power Weapon.

Mace of Absolution (-100 CP):

These Power Weapons have their power amplified by the presence of people who hold beliefs different to your own; the more diametrically opposed these beliefs are, the more powerful the weapon becomes.

Mag-Pulse Discharger (-100 CP):
A relic wrist-mounted defensive device of the Deathwatch, it serves as a psychological weapon. By thrusting your palm towards the enemy, they are driven back as though by divine providence.

Penitent's Roar (-100 CP):
An ornate relic Bolt Pistol of unknown design, it was once separated into pieces and scattered across the Galaxy. You hold the completed version of this weapon; it can only be fired if it is chained to your wrist, but when it does fire, each bolt is unerringly directed into the hearts of your enemies.

Perfidious Relics of the Unforgiven (-100 CP):
The exact nature of these relics is unknown, but their effect on the battlefield is not such a mystery; simply by being present, they dampen the power of enemy psychics and fill your foes with a sense of dread.

Pyrix Extasis (-100 CP):
A small but weighty casket manufactured at the very end of the Dark Age of Technology, it was thought to have been intended to hold at bay the oncoming horrors of the Age of Strife. It contains a psycho-disruptive resonator that acts on the most primal regions of a victim's brain to induce feelings of utter dread, and in their mind transform the bearer of the artifact into a figure from nightmare.

Raven's Eyes (-100 CP):
A relic of the Dark Angels, this is set over the helmet of the user, and allows you to see through ferrocrete walls, and also perfectly calculate the distance to a target.

Salvation of Correus (-100 CP):
When Deathwatch Brother Correus was captured by Dark Eldar, he was tortured for weeks before being dragged along to watch the ambush of a group of Astartes in hopes that despair would break him. However, he was able to grab the blade of a fallen battle-brother and pierce the heart of the Haemonculus that captured

him, and escaped. Since then, the blade has been impregnated with the foul poisons that pass for blood in the veins of the Haemonculus in question.

Shard-Bolt Pistol (-100 CP):
Shard-Bolt Pistols were relics of the Selenite weaponsmiths of Luna, each crafted to counter the warp-magicks used by the fearsome warlords who had claimed territory on ancient Terra. You will find that rounds from this weapon will blast apart spells, psychic abilities, and magical powers as though they were things that could be affected by physical weapons.

Teeth of Mars (-100 CP):
These cog-toothed chainswords are crafted in unity between the worlds of Medusa and Mars, and the Iron Hands believe them to be blessed by the Machine God to be ruination to impure machines, dealing more damage to the technologies of your enemies.

Thronelight Lantern (-100 CP):
A relic that utilizes a psychoreactive core which absorbs and projects a fragment of the holy light of the Astronomican. When wielded, those who would use powers of Daemonic or psychic origin will find themselves blinded by its light.

Vomix's Virulent Blight (-100 CP):
This relic elixir of the Death Guard doesn't actually spread diseases itself. Instead, when applied to a weapon that does spread illness, it guarantees that nobody will be able to resist contracting the illness within, no matter the protections they may possess.

Vox Daemonicus (-100 CP):
A living susurrus that resides within a winged Power Armor helm, it can be permitted across communication networks to let loose chill whispers and baleful curses. It is impossible for your enemies to hear this and not be unnerved, and the morale of your enemies will suffer for it.

Warden's Cuirass (-100 CP):
These golden power armor plates are forged with metallic ores whose composition is no longer understood by the Imperium. A relic of the Imperial fists, the sigil of Primarch Rogal Dorn is proudly displayed upon them. Any who wear it

are provided additional defenses, bolstering your health and fortitude to levels such as you could be sung about equal to heroes of yore.

Warp's Malice (-100 CP):
Although a Bolt Pistol, this accursed weapon is augmented by ten thousand years of treachery and betrayal, the weapon's hatred and fury bolstered to the point that anyone other than you who uses it will only be used by the weapon in question, rather than be the ones using it.

Armor of Caladys (-150 CP):
Incorporating Aegis Armor into its artificer-crafted form, the Armor of Caladys is inscribed with hexagrammic wards that glow brightly in the presence of malign spiritual entities such as Daemons, blinding them physically and spiritually with its divine power.

Athame (-150 CP):
Forged from the Anathame that turned Horus to the worship of Chaos, these daggers have special properties that can manipulate the fabric of Reality, particularly in ways to be more injurious or to slowly corrupt those who are thus wounded. However, despite being a tool of Chaos, it is also highly effective against the Daemonic, and supernatural entities will easily be banished by this weapon.

Auric Aquila (-150 CP):
Shining golden aquila icons, these are forged by the Imperial Fists and include shavings of metal taken from the armor plates of the *Phalanx*, their nomadic fortress-monastery. Those who wear it benefit from a fragment of the mighty warship's fortitude, and gain the protective aegis of ancient Machine Spirits. By wearing this aquila, you are protected from both physical and malefic, spiritual injuries—not immune, mind you, but such wounds will still be reduced.

Aurillian Shroud (-150 CP):
A relic of devotion once placed on Aurilla, until the opening of the Great Rift led the Black Templars to recover it. Blessed by Saint Agatine, this shroud is wreathed in an aura of coruscating light, and anyone who basks in its brilliance is given divine protection for days afterwards, finding that things just seem to go their way more often and that lethal wounds become only injurious.

Breath of the Throne (-150 CP):
Although appearing to be a standard-pattern Imperial Flamer, and using normal Promethium as fuel, this weapon produces flames that burn incandescently, and those that are unfortunate enough to be caught in these flames will feel the wrath of the Emperor descend upon them, smiting them for even further damage.

Coruscator (-150 CP):
A Daemon Weapon, this Bolt Pistol is one of the most revered Warp-forged weapons of the Thousand Sons. When the trigger is pulled, this weapon does not fire bolts, but blinding helices of magical energy that will punch a hole straight through an enemy's torso; the edges of the wound will glitter and burn until their entire body has been consumed.

Dominus Aegis (-150 CP):
Taking the form of an ornate tower shield, when its edge is slammed into the ground it projects a hemispherical force field that protects all nearby from baleful attacks.

Glaive Encarmine (-150 CP):
These weapons come in a variety of forms, and so are also called Encarmine Swords or Encarmine Axes. These broad Power Weapons are forged from an alloy known as "Angelsteel", which only the Artificers of the Blood Angels know how to form. These blades are unspeakably hard, and will never scratch, warp, or break, no matter what violence they are subjected to. These weapons are heavy, but in battle can be wielded as easily as a Combat Knife.

Gorgon’s Chain (-150 CP):
Rather than a real chain, this is a small augmetic module fitted within a suit of Power Armor. It draws power from its owner to generate a protective field; however, should you grow too injured, it will be unable to sustain its protective field, and the chain will "unravel".

Gyrotemporal Vault (-150 CP):
A fist-sized artifact in which a spindle of seemingly perpetual chrono-energy spins. With the correctly applied incantations, temporal energy can be siphoned from its midnight-black surface and projected outward to alter the flow of time, empowering your allies with a burst of incredible speed.

Krakenbone Sword (-150 CP):
The Kraken's Spur is the skeletal remains of an ancient and massive kraken of Fenris, from whose bones many priceless blades can be crafted. Although not a Chainsword or Power Sword, it is so sharp that no armor can resist its bite.

Lion Helm (-150 CP):
The Lion Helm is a sacred object said to have been worn by the Primarch of the Dark Angels himself, and takes the form of a winged helm of Power Armor. Built into the helmet is a protective force field that defends the bearer of the helm even when the helmet is not actively being worn.

Lucid Blade (-150 CP):
Supremely balanced and masterfully wrought weapons possessed of a Machine Spirit that is dangerously close to achieving genuine self-awareness, it is a relic of the Dark Age of Technology, all of which have been obtained by the Emperor's Children. By integrating with the bearer's power armor via its auto-senses, the movements of weapon and bearer are coordinated at a level none but the most accomplished swordsman could hope to even emulate, much less achieve.

Mace of Redemption (-150 CP):
The greatest weapon forged by the Dark Angels to hunt the Fallen, this Power Maul is blessed with incantations of vengeance, and flares white hot upon smiting a foe. It inflicts extra damage upon daemonic enemies as a relic of its usage to slay the Black Lion Daemon Prince.

Mantle of Ash (-150 CP):
Worn by the Pyroclast specialist infantry of the Salamanders, these are finely-wrought Artificer Armor suits fashioned with flecks of obsidiax crystal from the volcanoes of Nocturne, and draped with the hides of Damen-Salamanders who dwelt within their depths. As a result, these armors are effectively immune to flame.

Mindforge Stave (-150 CP):
Crafted with psychocircuitry, the staff possesses a rudimentary Machine Spirit of some small sentience. When used by someone with both psychic mastery and cybernetic augmentation, it will imprint upon them, and it will allow them to more

easily wield its power to smash foes. It is a relic of the Librarians of the Iron Hands.

Murder Blade (-150 CP):
Believed to be forged from a shard of the Anathame that caused Horus's fall to Chaos, this sword inflicts wounds that are more deadly than normal. But more than that, you know a special ritual for the sword that allows you to align it with a specific individual, making the Murder Blade incomparably deadly when fighting that single person, bypassing any defenses that person has to defend themselves. The Murder Blade can only be the bane of one individual at a time.

Nemesis Banner (-150 CP):
A relic of the Grey Knights, anointed in the blood of a dozen Grand Masters, it emits a psychic light that burns away at the essence of malign spiritual entities such as the Daemons of the Warp.

Night's Whisper (-150 CP):
This Nostraman Chainglaive has a motor that runs almost entirely silently, but which still cuts through Power Armor like paper. The more loyal the one you injure with this is to a cause, the more damage they will take.

Nocturne's Vengeance (-150 CP):
Once, Nocturne's Fury was a famed Flamer of the Salamanders. But it was destroyed in the Indomitus Crusade, so the remnants of the weapon were salvaged and brought back to the forges of Nocturne, where a dozen artificers labored to revive the weapon's vengeful Machine Spirit. Reborn into a new adamantium form and a new name, its fires now rage hotter than ever, and its flames are of such ferocity that there can be no defense against them.

Perdition's Edge (-150 CP):
A relic Power Axe formed from Noctilith (also called Blackstone), successfully slaying an enemy with this weapon will briefly separate their soul from the Warp; it lasts only a short moment, but to the victim will feel like an eternity of damnation, suitable punishment for opposing the Emperor of Mankind.

Photonic Blade (-150 CP):

A double-handed sword used by the Blood Angels, it possesses incredible weight that only the mightiest warriors can lift. But its true power lies not in its mass, but in the searing-white photonic refraction that covers its metal and that is capable of shearing through almost all enemies.

Plaguebane Tome (-150 CP):
A book with pages crafted from thin sheets of psycho-reactive crystal. Every time a Nurglite Daemon is banished, the details of their particular afflictions are mentally transcribed into its pages with rites of purification. When you recite aloud from this book, any nearby diseases and toxins wielded by your enemies become significantly less effective and are easily fought off, even by mundane humans.

Promethean Plate (-150 CP):
Forged using ancient secrets passed down from their master armorers, these suits of Power Armor are able to remain unblemished in even the hottest of flames—and protect the wearer from such temperatures, as well.

Relics of Grimaldus (-150 CP):
So named for the Reclusiarch who recovered them and wielded them in battle, these relics consist of the Banner of Fallen Crusaders, the Remnant of the Fallen Temple, and the Sceptre of Anointing, all recovered by Grimaldus from the ruins of the Temple of the Emperor Ascendent during the Third War of Armageddon. Possessing these three relics will rally the spirits of any allies you fight alongside, and will drive them to ever-greater feats of heroism.

Reliquary of the Repentant (-150 CP):
The remains of a Fallen psyker who betrayed the Dark Angels, this relic produces a disturbing aura that strikes at the minds of your enemies, even as it interferes with whatever shielding systems they might possess.

Rotskull Bomb (-150 CP):
Resembling a balloon-like Blight Grenade, this is made from the head of a Poxwalker and through sorcerous means contains entire gallons of virulent slop. When this special Blight Grenade explodes, it covers a vast area with its effects. You receive a new Rotskull Bomb after five minutes of using one.

Shadowmaster Cloak (-150 CP):

Woven by the Raven Guard Chapter, these are made from helical strands of auto-prognostic Kiavahran Mirrorsteel. It allows its wearer to blend seamlessly into their surroundings.

Skull Breaker (-150 CP):
A Power Maul inscribed with dark praises to Khorne the Blood God. Each strike of its head bends and twists the fabric of reality, both damaging and stunning all enemies unfortunate enough to be nearby when this happens.

Standard of Devastation (-150 CP):
One of the three Sacred Standards of the Dark Angels, it is said to inspire Dark Angels to unleash amazing salvos of firepower against their foes. When you fly this banner, everyone nearby who is allied with you will find their ranged attacks striking with more power.

Standard of Fortitude (-150 CP):
One of the three Sacred Standards of the Dark Angels, any of your allies who sees this banner will find themselves becoming fearless and rising above fatigue to fight on without flaw even in the most exhausting of battles.

Standard of Retribution (-150 CP):
One of the three Sacred Standards of the Dark Angels, any ally nearby will be able to attack with righteous zeal, more easily noting weakness in the enemy and being able to take advantage of those weaknesses quickly and with pinpoint firepower.

Surtur's Breath (-150 CP):
This bulkier-than-standard Flamer was used by a particularly vicious Salamander who used a unique propellant that made the Flamer shoot at an extended range with terrifying ultraviolet fire.

Sword of the Lost Crusader (-150 CP):
Once broken and lost, it was reclaimed and reconstructed by the Black Templars, and now this Power Sword blazes with the God-Emperor's light, driving back all who would bring darkness to the Imperium. This light makes it more difficult for enemies to aim accurately.

The Needle of Truth (-150 CP):

Used by Dark Angels Interrogator-Chaplains to extract truth from those captured by the Chapter, and to protect its secrets. It is an ancient Power Sword that has terrible power over heretics; while the blade is bared, those who oppose you will lose their willpower.

The Shadow in the Sky (-150 CP):
An ancient weapon of the Raven Guard chapter, this is a long, curved Power Sword like the talon of a bird. Perfectly balanced and with a razor's edge, it will move with a mind of its own to counter threats that you don't see coming.

Thief of Secrets (-150 CP):
A Power Sword inhabited by a Machine Spirit with an unquenchable thirst for knowledge. It has tasted the blood of countless xenos, which has been filtered through the blade's auto-sanctified sanguinator-channels and codified in an array of logicum cells. As a result, it lays bare the secrets of any xenos it encounters, and allows you to modulate the power field to more easily kill any given species of alien.

Tome of Ectoclades (-150 CP):
This book, bound in the skin of an alien, contains the greatest truths gathered of every xenos species. By looking at this tome, you can ascertain the vulnerabilities of any species you're about to face, even if their information shouldn't reasonably have been contained within the bounds of this book.

Traitor's Bane (-150 CP):
A master-crafted Force Sword used by the Dark Angels, it radiates a fell power and is able to trap the souls of traitors that you kill with it. When treacherous individuals are nearby, shadows will draw in around the blade.

Urion's Doom (-150 CP):
This Storm Bolter was wielded by Urion, an honored member of the Ultramarines 1st Company, at the time of the invasion of Ultramar by Hive Fleet Behemoth. This weapon becomes more powerful when fired at an enemy who is of the "all-consuming swarm" type of creature, such as a Tyranid.

Viridian Blade (-150 CP):

A huge and ancient war blade, this Power Sword does not dull or rust, being forged of a unique green-tinged metal by unknown artifice in the ancient days of Caliban's past. Designed to kill the foulest of Caliban's monsters, this weapon inflicts terrible damage on monstrous foes beyond what can be explained by the force of your swing.

Ague Stone (-200 CP):
A pendant of Curse-Iron, this Death Guard artifact radiates contagious energies that cause any of your nearby enemies to shake with weakness, as though they had contracted a severe fever.

Armatus Necrotechnica (-200 CP):
This is a type of anti-Psyker device, a secret nano-technic machine of unknown origins. They can harness energy stolen from sentient life to power machines of mechanical destruction, and can even cause machines to repair themselves.

Armor of Shadows (-200 CP):
This Power Armor is a relic of the Raven Guard, an armor of unknown origin. While wearing it, you are just shy of a living shadow, able to stalk your prey unseen in the midst of a crowded room.

Baal's Vengeance (-200 CP):
This Hand Flamer is a relic used only by those in the Death Company of the Blood Angels, those who have already been condemned to die. When fired, it sprays a highly radioactive fluid distilled from the toxic underground lakes beneath Baal's surface. Victims find their flesh boiling within their armor, teeth dropping from rotting gums, and bones blackening and warping from intense radiation. Mere proximity to this substance is a death sentence. You find that radiation from this weapon does not harm you, although the environment is another story.

Banishment Stone (-200 CP):
A rare psychoreactive crystal contained within a Theldrite housing, which is wired into the base of a Grey Knight's skull. The crystal becomes active when you kill an enemy war leader, which causes the stone to amplify their death-emotions into a shockwave of dismay. The leader's followers are struck by the blast, and find that their minds and souls have been left briefly paralyzed.

Banner of Refining Flame (-200 CP):
A sacred banner that records the most righteous purifications performed by the Grey Knights, you can channel the resonance of the glorious past into your psychic attacks, producing a blast of searing light that burns your enemies as much as any Flamer would.

Barbaran Thurible (-200 CP):
This perforated metal sphere hangs from a chain on the end of a heavy iron haft. It contains a complex atmospheric filtration and extraction mechanism that draws in even microscopically small quantities of toxic elements from the atmosphere and concentrates it. When activated, it releases these concentrated toxins to slay everyone in a wide area around the bearer in a hideous, painful, lingering manner. It takes a few days to recharge, although exposure to poisonous substances will cause it to rapidly refill and concentrate them.

Bite of Fenris (-200 CP):
This bolter has an autoselector breech that can bear two different kinds of mass-reactive bolt. It has ice-blue helwinter bolts that contain heat-thief charges that turn the victim into a brittle ice statue. Alternatively, you can use its red-hot flametide bolts, which explode a split second before impact to engulf a foe in a deadly burst of superheated shards and flame. In this manner, the Bite of Fenris visits the extreme seasons of the Space Wolves' homeworld upon those in your crosshairs.

Black Sword of Sigismund (-200 CP):
This massive, two-handed Power Sword is the first Black Sword, each since has been made in mimicry of this original weapon. Used by Sigismund of the Iron Fists, the first Emperor's Champion, he would go on to found the Black Templars Chapter when Roboute Guilliman split up the Astartes Legions.

The blade absorbs light to such a degree that it casts no reflection, and while the Black Sword is far heavier than most swords used by Space Marines, it does not slow down those who wield it—indeed, it even increases their strength to previously-unreachable levels. Mysteriously, anyone near the weapon can hear wordless murmuring coming from the Black Sword.

Bones of Osrak (-200 CP):

These are the remains of Malandar Osrak, scrimshawed in the custom of the Imperial Fists. Formerly the Chapter's Chief Librarian, his life is full of great deeds that may well have been apocryphal; however, regardless of the truth of the stories, none can deny his sheer psychic might. Even millennia after his death, the scrimshawed remains of his skull bones radiate formidable power, and you can draw upon this power to achieve psychic feats that would normally be well beyond your reach.

Burning Claws (-200 CP):
A relic of the Dark Age of Technology, this a pair of wickedly curved Lightning Claws, which contains super-conducting tines that can generate heat so intense that they cut through rock with contemptuous ease. It is a relic of the Space Wolves.

Conversion Dissonator (-200 CP):
This Word Bearer relic of the Dark Age of Technology is able to interfere with a wide spectrum of field effects, including the abilities exhibited by psykers and Warp entities.

Cytheron-Pattern Aegis (-200 CP):
These relic force fields are based on those used in the creation of the long-lost Mercury city of Cytheron, which once held at bay the ferocity of Sol itself. It can be activated to protect its wearer or those nearby them.

Dagger of Reflections (-200 CP):
A shimmering ensorcelled Force Weapon that can absorb psychic attacks, and then use that captured energy to unleash an even more devastating wave of psychic power. A special weapon of the Thousand Sons.

Death of Worlds (-200 CP):
A relic sword of the Dark Angels Legion, it was pattern-welded from fragments of Adamantium collected from Hive cities of the first world to be utterly destroyed by the Eskaton, Mardruk Sedras. More fragments were added to the blade's length with each new world destroyed; by the end of the Great Crusade, it had grown so long only the strongest in the Legion could bear it in combat. Its shards carry the curse of a thousand Dead Worlds, and in battle it tears its victims apart with vicious spite.

Deathroar (-200 CP):
This relic Plasma Pistol belongs to the Dark Angels, but was entrusted to the Deathwatch after its bearer fell. Although only the size of a pistol, it uniquely bears the power of a heavy weapon, even though it never overheats. When discharged, the superheated air around the muzzle produces a distinctive feline roar.

Decimator (-200 CP):
This Bolt Rifle features twinned Machine Spirits who oversee its cyclic mechanisms, which allow it to fire its extended magazine indefinitely at no risk of overheating. Yours is further blessed, as its magazine will replenish on its own, allowing you to fire with weapon without cease.

Dolorous Knell (-200 CP):
An artifact of the Death Guard, this giant bell produces noise that is painful to the ear, even intrusive as the foul sounds push their sickening notes into the minds of those nearby. It does not inflict diseases upon those who hear it, but bravery is undone and certainty ebbs away as the spirit is slowly ravaged by the sound of this bell.

Drakeblade (-200 CP):
Forged in the heart of certain volcanic Death Worlds, these adamantine forms are quenched in the blood of the Death World's great fire-breathing drakes by the Salamanders' smith. Although it appears to be an ordinary sword (if one made of adamantine), the weapon radiates a fierce heat that carves through armor and makes those cut burst into flame.

Earth-Breaking Trident (-200 CP):
This World Eaters weapon from the Dark Age of Technology contains an overlong haft with a potent seismic accumulator, capable of generating powerful seismic waves that radiate outwards from where the Trident is cast into the ground.

Executioner's Axe (-200 CP):
A master-crafted Power Axe that is sharp beyond belief, it is even capable of slicing through the power fields of opposing Power Weapons. Wielded by Astaroth

of the Blood Angels, it is used not only to fell the enemy, but also to mercifully put an end to those battle-brothers who have fallen to the Black Rage.

Foehammer (-200 CP):
Also called *Fomadurhamar* in Fenrisian, this rune-etched Thunder Hammer possesses an inbuilt teleport device; should it leave your hand during battle, then shortly thereafter it will be returned to your grip.

Fusil Actinaeus (-200 CP):
An archaic plasma weapon that far exceeds more modern plasma weapons in range, firepower, and reliability.

Icon of the Hydra Cult (-200 CP):
This relic of the Alpha Legion hides a powerful device that uses unknown cloaking technology to emit a gloomy pall that hides the user from even the most vigilant of sentinels.

Kesare's Mantle (-200 CP):
A drakescale cloak made from the near-impenetrable hide of the infamous fire-drake Sho'Valla, it is acid-sealed for a clean seal against Power Armor.

Kirn-Knives of Hataxis (-200 CP):
A Daemon Weapon of Tzeentch, these long flensing knives each contain a Blue Horror that split off from the same Pink Horror, forever denying them the opportunity to remerge into one. Should you injure someone with both knives, a line will be torn through their body connecting each injury.

Leechspore Casket (-200 CP):
This rune-inscribed chest is set into a vehicle, and is bound to your soul. Each warrior you kill results in their life force being absorbed into the Casket. When the vehicle bearing the Casket is damaged, it will open and spew fecund spores that use the enemy's parasitized life force to heal the vehicle's wounds with mutated flesh.

***Lion Sword* (-200 CP)**:

Crafted by the Emperor's own armorers, this is the Power Sword of Lion El'Jonson, now in the possession of the mysterious Lord Cypher. It shines with a pale inner light, and ignites anything it is cut with in a sudden burst of flame.

Misery of the Meek (-200 CP):
This elixir gives you new energy, empowering you and dispelling fatigue. Every drop of fear and suffering you inflict on other people will be converted into material for this elixir.

Monster Slayer of Caliban (-200 CP):
An ancient weapon that is empowered by an immensely powerful field generator, it has grown temperamental over the ages and the ability to repair it has been lost. But so long as you remain pure of focus and mind, it will strike down even the greatest of foes.

Parthinian Serpent (-200 CP):
This relic of the Dark Age of Technology is used by the White Scars, and takes the form of a bow that, despite its primitive appearance, is the equal of any more modern ballistic system. Instead of arrows, it fires bolts of highly energized matter generated and unleashed by the bearer, firing the projectile through a highly localized micro-gravitational lens array to launch it at incredible speeds.

Prismatic Staff (-200 CP):
A Force Staff bound with hypnotic rune-forms. By intoning the command word, you can use the rune to create multiple illusory duplicates of yourself.

Reliquary of Dust (-200 CP):
Concealed within chambers inside this short, bound rod, held in power fields and psychic circuitry, this Force Weapon of the Thousand Sons carries the dust-like remains of slain Psychneuein. Their hungering psychic nature even now seeks to consume minds, and by unleashing this dust, you can set them upon your enemy (although, being dead, they lack the ability to psychically reproduce). With the force of your will, you can force the dust back into the Reliquary. The dust cannot hurt you.

Righteous Fist (-200 CP):

A massive, scarred, and pitted Power Fist of the Deathwatch, it once crushed the head of a Carnifex of Hive Fleet Dagon. Since repaired, it has proven an excellent weapon for fighting larger targets, and can destroy even the largest of enemies with a well-placed blow.

Rod of Torment (-200 CP):
A Daemon-forged weapon created from the skull and scepter of office of the Daemon Prince Sh'lacquclak, it amplified the lightest pin-prick into a debilitatingly agonizing assault on the body. It cannot kill someone, but it can make them wish they were dead, as the Vitruvian jade shaft contains a helical agony amp. Only the killspike on the base of the rod is capable of bringing the sweet release of death, as it is incapable of inflicting lethal damage otherwise… no matter how badly you thrash them with it. Over years in the Eye of Terror, this weapon has obtained a bestial level of sentience, and you will be forced to keep it in its place like a master would an unruly animal.

Rotgrip (-200 CP):
This Power Fist of the Death Guard would normally slowly fuse with its wielder, but you may freely remove it without harm. It sends proboscis-like tubes deep into your tissues to imbibe from your blood. This allows you to use the Power Fist as deftly as you would your own hands, and its diseased Power Field can be used to liquify your victims.

Shadow's Touch (-200 CP):
This relic Force Blade is typically seen in Vanguard Spearhead formations. It has a psycho-crystalline matrix that responds to the bearer's mastery of shadow and deceit. In short, the better you are at stealth, the better this blade is able to slip past defenses of all kinds, be it energy field, armor, or hardened chitin.

Sightless Helm (-200 CP):
The lenses of this Black Legion helm remain forever dark; while wearing the helm, you cannot see with your eyes. However, you are given a strange Warp-sense by the Helm's corrupt Machine Spirit that allows you to perceive the world around you, in a certain sense of the word, which also illuminates the weaknesses of your foes.

Silver Blade of Laer (-200 CP):

Once, this weapon was the favored tool of Fulgrim, Primarch of the Emperor's Children, but in a moment of weakness the Slaaneshi Daemon within the weapon possessed him. You don't have to worry about this weapon possessing you, but if anyone tries to take this weapon from you, it will quickly act to possess their body, slay any of your enemies who may be nearby, and then return to you.

Skull of the Cacodominus (-200 CP):
The skull of a mighty cyborg xenos whose psychic powers were potent enough to control more than a thousand worlds, the death scream of this being burned out the minds of a billion Astropaths and cast entire Sub-Sectors into darkness and upheaval as the very light of the Astronomican was distorted. Even millennia later, the psychic echo of that scream still echoes inside the skull. By exposing a user of psychic powers to this skull, you can cause it to reverberate in their heads until they drop dead on the spot. It will never harm those you do not intend for it to affect, however.

Spear of Telesto (-200 CP):
A weapon wielded by Sanguinius, its blade is shaped like an elongated tear, and in combat it can emit blasts of energy that vaporizes anyone who lacks the blood of Sanguinius.

Spear of Vulkan (-200 CP):
One of the nine Artifacts of Vulkan, this Power Spear has a Promethium-Steel blade capable of melting ceramite with ease.

Spiritshield Helm (-200 CP):
A relic of the Dark Angels, it contains a shard of one of Caliban's Stone Guardians, which allows it to emit a forcefield that protects both the bearer of this winged helm and his nearby allies.

Storm’s Voice (-200 CP):
An artisan Archaeotech Pistol from the Dark Age of Technology, gifted to Primarch Jaghatai Khan by the Emperor himself, this weapon emits searing lightning that deflagrates enemies.

Tarentian Cloak (-200 CP):

Bearing the hallmarks of the Dark Age of Technology, this cloak of the Ultramarines features micro-bio support systems and energy dispersal veins that allow it to keep you alive despite grievous wounds, and disperse energy-based attacks before they can cause such wounds in the first place.

Tempered Helm (-200 CP):
The savant-possessor within this Iron Hands' helmet filters combat information and presents it in compartmentalized strategic sermons to its wearer, granting amazing levels of instant battlefield cognition. It also allows you to override Vox signals and targeting augurs with your own commands, allowing you to improve the targeting abilities of your subordinates and override communications with allies or enemies.

Tempest Hammer (-200 CP):
One side of the head of this weapon blazes with the heat of the forge; the other crackles with the strange chill of a Helfrost Weapon.

The Corroded Falchion (-200 CP):
Once, this ornate, curving Power Falchion saw countless centuries of service with the Deathwatch, but when used in combat against Hive Fleet Dagon, it was plunged into the flesh of a Venomthrope, and the bio-acid of the Tyranid began to eat away at the blade. The acid penetrated at a molecular level, and could not be cleansed.

So the item was built with a sheath that keeps the blade in stasis until it is drawn; when it is used, these acidic poisons cause swift and horrific damage to its victims, but it must be swiftly returned to stasis lest it suffer further damage. You have a special benefit, as whenever your Corroded Falchion’s blade is destroyed, it will simply be replaced with a new-but-still-corrosive edge after about a minute.

The Rune Staff Stormcaller (-200 CP):
This ancient Runic Weapon is a staff that has absorbed so much psychic power over the millennia that it eventually came to life of its own. It has its own will, but is loyal to you and will heed your desires.

Warpweave Mantle (-200 CP):

This flowing cloak flickers through many textures and hues, and every shadow it casts contains the rune of Tzeentch. Whenever you are wounded or the cloak is torn, you may harness the magicks that spill from this weapon to empower your psychic abilities.

Worldbreaker (-200 CP):
This is the very same Great Power Mace used by Horus Lupercal, said to be crafted by the Emperor's own hands and gifted to Horus when he was named Warmaster. It is a weapon of immense power, the best the Emperor could create, and can smash through adamantium and auramite as though it was paper. Should you use this weapon against someone who once trusted you, the damage it inflicts is amplified tenfold; furthermore, it is almost impossible to heal from any wound it creates.

Wormspitter (-200 CP):
The shells fired by this bloated bolt pistol burst into showers of Daemon maggots that gnaw and vomit on their enemy until the victims are crawling with corrosive Rustpox.

Astral Grimoire (-250 CP):
This contains hermetically inscribed constellations and cosmic diagrams; the book is saturated with so much celestial energy that if not chained down, it will fly around its owner like a moon orbits its planet. It is imbued with astrological energy such that any who wield this artifact can command powers of levitation and flight.

Atomantic Pulse Pistol (-250 CP):
These valuable artifacts are capable of piercing the plating of almost any armored vehicle known to the armies of Mankind. But not even the most learned of Tech-Priests can replicate their creation, leading them to become relics.

Black Sun of Medrengard (-250 CP):
Plasma Cannon that incorporates a power core retrieved from the Iron Warriors' dungeons on Medrengard. It burns with the foul light of the black sun that the Daemon World orbits, and anyone exposed to it will find their resistance to hostile effects weakened.

Blade of Ahn-Nunurta (-250 CP):
This staff had a khopesh-shaped blade, making it a potent Force Sword. Using ancient lore combined with Imperium weapons technology, this favored weapon of Magnus was a blade that was equally lethal to living creatures and battle engines alike.

Blind Helm of the Black Judges (-250 CP):
This helmet is normally assimilated bionically, but yours can be removed freely without consequences. It contains a compact resonator that generates a defensive di-electric coronal discharge against anyone who attacks you, electrocuting them to death for daring to assault you.

Bone Shard of Solor (-250 CP):
A bleached relic carved from the thighbone of Brother-Captain Solor, it was used as a stake to slay the Bloodthirster Ka'Bandha, and ever since has been the bane of beasts of all kinds, animal or daemonic, but particularly those in service to gods of war and blood, such as Khorne. When the boundary between the world of the physical and the spirit grows thin, it begins to vibrate, and will protect its user from the touch of otherworldly claws and blades.

Burning Halo (-250 CP):
This is an intricately-wrought force field projector created by Vulkan himself. When activated, it produces this defensive barrier; this barrier, when struck, converts kinetic energy into an outwards explosion of searing flame, damaging the attacker.

Darkstar Falling (-250 CP):
A double-handed hammer, it was forged by the Primarch Vulkan from a block of obsidian-like mineral from a dying world, and it possesses strange energies that allow it to easily pierce through defenses despite not being a Power Weapon.

Domina Liber Daemonica (-250 CP):
A relic of Supreme Grand Master Janus, the only Grey Knight to ever master all 666 words of banishment, each of which has been painstakingly recorded in this book's pages. By speaking these words of banishment while bearing this book, you can deal devastating damage to spiritual or daemonic entities, and even banish them back to the Warp entirely.

Eurydice (-250 CP):
This Jump Pack is cursed, but has capabilities far beyond anything produced by the Adeptus Mechanicus; it is faster than normal Jump Packs, and allows you to properly fly for lengthy periods of time with the outstretched reptilian wings attached to this Jump Pack. However, its daemonic equivalent to a Machine Spirit is semi-sentient and dangerously fickle; it will never deliberately fail you like it did Gaos, but if not often placated with hymns and infusions of human blood, it will perform to a substandard level.

Eye of Night (-250 CP):
An ancient artifact resembling a multifaceted obsidian crystal, it can emit an ebon beam that causes machines to suffer massive power failure or catastrophic internal damage.

Figure of Death (-250 CP):
A sculpted Crozius Arcanum that has become imbued with the dread that Chaplain Umbrael once embodied. A relic of the Blood Angels, wielding this turns you into a veritable avatar of fear, spreading terror with every swing of the weapon.

Filth Censer (-250 CP):
Used by Sorcerers of the Death Guard, these censers emit streams of psychic incense as a noxious cloud of rotted soul vapor. It attracts bloated flies from the Garden of Nurgle, which a Sorcerer can harvest to increase their own psychic powers.

Forgebreaker (-250 CP):
Once created by Fulgrim, it was gifted to Ferrus Manus as a sign of the Primarchs' brotherhood, which lasted until the outbreak of the Horus Heresy. It would later be given to Perturabo of the Iron Warriors. This enormous Power Hammer crackles with electricity, and when brought to bear against any object, it is certain to shatter the item in question.

Gilded Crozius (-250 CP):
A Crozius Arcanum used by Chaplains of the Blood Angels, it allows you to give goals and purpose to those who are lost to emotion, be that rage or despair.

Furthermore, people who fight under you seem to have double the valor and determination they once did, and can fight on with wounds that would ordinarily spell their end.

Indomitan Mantle (-250 CP):
Resembling a cloak of heavy chain mail recovered from deep within the Hives of Inwit, the homeworld of Rogal Dorn, each and every link is inset with micro-sigils capable of dissipating many different forms of energy, including thermal, kinetic, and radiant attacks.

Malleus Argyrum (-250 CP):
A Nemesis Daemon Hammer, it is perfectly weighted so that it feels like it has no mass when empowered by the psychic energy of its wielder, in addition to the normal benefits of a Nemesis Force Weapon.

Moonfang (-250 CP):
A curved, single-edged Power Sword of the White Scars, it not only features a monomolecular blade, but by arcane mechanical workings it leaves blurred after-images in the air to confuse your enemies about where you intend to strike. Its disruption field and sharp edge allow it to effortlessly slice through armor.

Nihilus (-250 CP):
A relic of the Raven Guard, this sniper rifle is master-crafted by an unknown creator. It fires darts of inky black shadows that explode with enough force to wreck a Battle Tank.

Paradoxical Chatterfowl (-250 CP):
This flock of daemonically-enchanted skulls clatter their avian beaks, jabbering sanity-twisting riddles, shrieking broken prophecies, and haranguing your enemies with secrets they should not know. These are a hazard to the mental health and sanity of your enemy, and make it difficult to focus in battle.

Puscleaver (-250 CP):
An unusually large Plague Knife that resembles a machete more than the traditional side weapon of the Death Guard, it bears the infamous Gurgling Doom. Once struck by the blade, the victim will find the wound balloons into a swollen mess in seconds, and only a moment later, will keel over dead.

Raven's Fury (-250 CP):
This Jump Pack is a relic of the Raven Guard, and uses a miniaturized plasma engine in place of the usual ram-jets, which allows its wearer to move at lightning speed in battle. It possesses an advanced and warlike Machine Spirit.

Seer's Bane (-250 CP):
This weapon is quenched in the blood of a grand vizier and bound with a thousand curses. It is the bane of learned men, and it can cut through minds as easily as it cuts through flesh, ripping information from their mind and bleeding their consciousness dry.

Sorthis's Mirror (-250 CP):
Made of purest reflective glass, its light shines even into the minds of your foes. Those afflicted by its light become helpless puppets inside their own body, as the mind convulses and they use their weapons to strike at themselves or their allies.

Stormrod (-250 CP):
Also known as the Arcane Crozius of Tharhant, this Imperial Fist relic Crozius Arcanum is capable of channeling your faith into energy, like some sort of faith-based Force Weapon.

Shroud of Heroes (-250 CP):
When one of the mightiest of the Dark Angels is slain, his remains are wrapped in a death shroud until he can be interred within the crypts of The Rock, the fortress-monastery of the Dark Angels. Pieces of this bloodstained fabric are then continuously fashioned into a single set of robes known as the Shroud of Heroes. Those who wear the Shroud can feel the protective powers of past Dark Angels swirling around them; this gives you a bonus to your defense, as the spirits of the deceased ward away many attacks that might otherwise slay you.

Spartean (-250 CP):
A relic Bolt Pistol of the Imperial Fists, every wielder has said that if their eye is true, the Spartean's shot will be too, regardless of what obstacles are in the way. So long as you can clearly make out your target, a bolt fired from this weapon will always hit.

Stave of Supremacy (-250 CP):
A relic Nemesis Warding Stave heavily warded by engraved runes, these give you power over spiritual energies across a wide area—indeed, so much power over it that, if you were on a spaceship traveling through the Warp while its Gellar Field collapsed, you could even keep all of your allies alive when exposed to the raw fury of the Warp.

Stormbolt Plate (-250 CP):
A durable suit of Artificer Power Armor, fashioned from a strange metal smelted in the darkest pits of Nostramo. This armor is so prized to the Night Lords because of the cloying darkness that wreaths the Power Armor, giving it an unnatural skein of midnight that perpetually shrouds the wearer, allowing them to easily pounce on their prey from the shadows.

The Heart of Iron (-250 CP):
This bionic of unknown origin resembles a mechanical spider wrapped around your chest, where it links to your organs via monofilament tendrils and will keep you alive despite the most terrible injuries. While bonded, it will provide you with regeneration and prevent you from becoming fatigued. However, wearing it for a long period of time will slowly drain your vitality, and will eventually kill you. It is best worn for short periods of time, when you believe that you will need its benefits.

The Soulsnare Lash (-250 CP):
A daemonic whip that has been marinated in the sweat of six Keepers of Secrets during their forbidden strife-rituals. Should this barbed whip ensnare a victim, the poor soul is engulfed in aetheric fire that burns the soul from their body and condemns it to an eternity of suffering in the six circles of Slaanesh's realm.

Titansword (-250 CP):
A relic Nemesis Force Sword wielded by the Supreme Grand Master of the Grey Knights, it was originally forged by the Emperor for one of His generals during the Unification Wars. It is the single most powerful sword wielded by the Grey Knights.

Transvetic Generator (-250 CP):

This is a relic capable of creating a short-ranged, stable tunnel through the Warp, allowing you to relocate from one place to another instantly. Normally there would be a risk of the tunnel becoming unstable and dragging you and those nearby into the Warp forever, but yours holds no such risk. Known Transvetic Generators you may choose from include the Empyreal Split-Piston and the Aetherbaric Plough of the Imperial Fists, as well as the Warp-Flasks created by the Word Bearers Legion.

Vengeance of Ultramar (-250 CP):
This Storm Bolter houses a special Machine Spirit that allows for a dramatically increased rate of fire. And although it uses ordinary bolts, the matter-reactive substance of each round is altered within its firing chamber to become bio-reactive, causing any living material struck by it to explode into vaporous clouds.

Wrath of the Heavens (-250 CP):
This Assault Bike is constructed to possess the speed of the storm itself, and is fitted with diatremite cylinder arrays and a short-burn grav-impeller, allowing this vehicle to make ludicrously sharp turns at speeds that would shame even a Land Speeder.

Xyclos Needler (-250 CP):
This needle gun fires virulent poison darts that incapacitate anyone whose armor they penetrate. Normally, it would only contain 3 sorts of poison, but yours can, with the flick of a switch, create needles of any poison you have ever created or been subject to. By default, it comes equipped with Xyclos A (a hyper-venom), Xyclos B (a hallucinogen), and Xyclos C (a pyroclasmite that causes the victim to burst into flames). You also have an experimental compound derived from the genetic material of a Null, also called a Blank, which can be used to ward against and combat Daemons or other supernatural entities.

Allwyther (-300 CP)
A plague-infected Balesword, this unholy blade causes reality itself to fade, shrivel, and rot away in its presence. It destroys armor, arcane wardings, psychic powers, and the hex of the witch, all alike.

Anakatis Blade (-300 CP):

An Anakatis Blade is an ancient weapon that dates back before humanity, although they are now in the possession of the Word Bearers. If you are strong enough to master the blade and the beast within, you will gain incredible physical power; but if your spirit is lacking, you will become little more than an empowered slave to the sword. Your weapon only poses this danger in the hands of others; it is loyal to you, and although it will empower you, it will not attempt to take you over, either.

Armor Diabolus (-300 CP):
This Word Bearer Power Armor is etched with 1001 dark runes of vengeance. Should your blood flow into one of these symbols due to an enemy's attack, it will glow white hot and the foe who dealt you the wound will burst into flames.

Armor of Russ (-300 CP):
This suit of Power Armor is of exceptional quality, and is believed to be the same armor once worn by Leman Russ himself. It is surrounded by a freezing aura of hoarfrost that damages and slows your enemies, but will never harm you.

Armor of Shades (-300 CP):
This Artificer Armor is a suit of Power Armor layered with psychically charged glyphs and waveforms, designed to allow the user to pass unseen, or even appear as someone else if you so wish.

Artisan Nullifier Matrix (-300 CP):
This relic of the Grey Knights is a remnant of its earliest days, and is an extraordinarily powerful Psychic Hood. In addition to the normal benefits of a Psychic Hood, the additional protections imbued in this one grant even greater than normal defense against spiritual entities.

Blood Chalice (-300 CP):
These chalices contain the very essence of Sanguinius. Anyone can drink blood from the Blood Chalice; doing so will remove all their fatigue and heal any wounds they possess, although this is not regeneration and will not restore permanent injuries.

Bloodhunger (-300 CP):

This sentient suit of Power armor, a relic of the World Eaters, will convert spilled blood into healing energy, repairing the wearer and the armor alike.

Book of Magnus (-300 CP):
This is the foremost tome of sorcery you will ever find. No matter what setting you go to, this book will always feature an in-depth guide to every branch of magic and psychic powers, allowing you to not only learn it, but learn to avoid its dangers and pitfalls.

Claws of the Black Hunt (-300 CP):
These viciously hooked Power Talons are treasured relics of the Night Lords, and have spilt the blood of thousands of victims since their creation in the Soul Forges. Their crackling power field is so powerful it can burn cloth from a yard away. Even if you just swipe at the air near a foe, the victim's armor and flesh will still be rent apart, as though slashed open by a fierce and invisible beast.

Crucible of Lies (-300 CP):
A relic of the Black Legion that appears unique to each beholder, the Crucible can defy the laws of physics to distort blows around the bearer. Such power would normally come with a price, but for you all it costs is a short period of recharge.

Dreadbringer's Plate (-300 CP):
This suit of Artificer Power Armor was forged of hardened ceramite and ferro-crystalline ores unique to Caliban. Its composition allows it to withstand even the most corrosive substances without damage, and you could even walk through a maelstrom of Phosphex while wearing it and emerge unscathed out the other side.

Epidemicyst Blade (-300 CP)
A relic of the Death Guard, this Hellforged Sword is a Daemon Weapon that squirms with fattened buboes on the blade, they burst and splatter their filth across your foes with every blow, and its juices both burn and corrupt, seeping through cracks in armor and eating away at their flesh.

Fangsword of the Ice Wolf (-300 CP):

Also named *Svellbrandr*, this sword is made from the fang of the Ice Wolf that was slain by Leman Russ; any creature lesser than a Primarch that is struck by this fang will instantly freeze to death from the bite of this blade.

Fatal Sonancy (-300 CP):
A xenotech implant grated into the bearer's neck, it doesn't interfere in normal speech. However, when you scream, it will emit a hypersonic wail so powerful that it shatters diamond and demolishes flesh and bone alike.

Fireblade (-300 CP):
Crafted by Ferrus Manus as the perfect weapon, it was delivered as gift to Fulgrim as a sign of the friendship between those two Primarchs, only to be broken by Ferrus when Fulgrim tried to convert him to Chaos. He repaired the blade and used it to duel Fulgrim on Isstvan V, only to be cut down by his once-brother. This superb weapon is a Power Sword capable of generating immense heat, a weapon of such sublime craftsmanship that it could be considered an insult for it to be wielded by anyone less magnificent than a Primarch.

Fyrestorm (-300 CP):
Used in the Blood Angels' Death Company, a pull of the trigger causes microgenerators around its barrel to project an energy tunnel down which the weapon's super-heated fury is channeled. Said to release fury equal to Baal's lethal star, a shot from Fyrestorm leaps out like a lance of fire that vaporizes armor in microseconds, causes flesh and blood to explode into ashen clouds, and reduces complex machinery to glowing remnants.

Hand of Darkness (-300 CP):
The Hand of Darkness is a fist-like artifact infused with the atrophying power of the Warp; it decays everything that its wielder touches, should they wish to bring destruction.

Helm of the Third Eye (-300 CP):
A helmet of the Thousand Sons that incorporates a crystalline eyeball. When worn, it allows you to perceive the intent of those around you, and lets you react to their actions before they actually do them.

***Incineratus* (-300 CP)**:

Normally, this unique variant of Volkite Charger would be directly connected to extensive bionic enhancements, but such requirements will be waived for you. *Incineratus* can fire deadly arcing rays of exotic energy that eat away at the very flesh and armor of a foe.

Intoxicating Elixir (-300 CP):
A concoction so valuable that even a drop is worth a fortune. Some say it was brewed by the master fleshcrafters of Commorragh, others that it is a nectar from Slaanesh's pleasure gardens, and others say it is the very blood of Fulgrim himself. The liquid is self-replenishing, and anyone who partakes it is filled with dark physical power, filling their spirit and body with might beyond what they might hope to wield on their own, although it intoxicates the senses to an absurd degree (although somehow it never prevents you from focusing on what needs to be done).

Ironclot Furnace (-300 CP):
A modified suit of Death Guard Power Armor, it is embedded with an ever-burning alchemical engine and an array of rune-carved, coiling tubes. When activated, it churns out Warp-charged pollutants that coat nearby infernal technologies and Daemon Engines and bolsters them to new heights.

Ironstone (-300 CP):
Mag-clamped to the gorget of the bearer, it will gradually gather spare energy from your Power Armor. When a vehicle nearby suffers damage, it will awaken the Machine Spirits of this device, who will swiftly repair the wounded machine.

Psybane Hood (-300 CP):
A psychic hood that focuses its power through shards of crystal stolen from Tzeentch's labyrinthine dimension, then purified and sanctified in the Chambers of Purity. Minions of gods of magic, psychics, and intellectual pursuits will find their powers are dimmed merely by being near to this relic.

Remnant of Maraviglia (-300 CP):
This is a recording of the Maraviglia, a grand symphony played with sonic weaponry and composed by a Daemon-tainted artist. Every last sound doesn't only cause harm, but invokes a perverted symphony that drives those who hear it to murderous excess. Anyone who is a hedonist, or worships an entity similar in

some fashion to Slaanesh, will find themselves pushed to their limit in all their actions, capable of performing to such a degree that it can't be compared to their normal functioning.

Seer Stones (-300 CP):
These sorcerous artifacts are used to psychically track individuals and follow the sorcerous emanations of objects. Resembling a meter-wide crystal globe, they are normally kept aboard Thousand Sons spacecraft, although you also receive a smaller, man-portable version. As long as you know what it is you seek, these Seer Stones will be able to guide you to it.

Shriekwave (-300 CP)
An ornate Doom Siren of the Emperor's Children, it emits a thunderous bass boom with a hypermodulated scream powerful enough to shatter diamond. The deafening power hits as a physical and mental impact—it strips away all cohesive thought in an impact, even as it shakes the body apart. Only those of tremendous strength of will and body can hold themselves together, lest their mind be swept away along with their flesh, bone, and gristle by the myriad resonant frequencies.

Soul Fortress (-300 CP):
The more you hate your enemies, the more this psychoreactive coif protects you, rejecting mental incursion and dampening the psychic manipulations of enemies. Indeed, just being near you will drain your enemies of the energies of their soul, such is the potency of this relic Psychic Hood.

Soulburner (-300 CP):
This Infernal Cannon is a relic of the World Eaters' warband, the Disciples of the Red Angel. It draws its unnatural ammunition directly from the boiling blood at the base of Khorne's throne.

Soulspear (-300 CP):
An arcane device used by Rogal Dorn himself, and entrusted to the Soul Drinkers Chapter during the Second Founding. The weapon's output and effect was effectively the same as that of a Vortex Missile, although more controlled, tearing open reality with each swing. It can be used to kill spiritual beings that may be resistant to permanent death, as seen in the destruction of the Daemon Abraxes.

The Arbitrator (-300 CP):
A heavily customized Combi-Bolter that was one of Roboute Guilliman's favored sidearms in open battle. Tooled to tolerances beyond any but what an Archmagos of the Mechanicum could fathom, the Primarch could still wield it as deftly as one might a pistol. Of note is that the weapon's bolt shells were hand-rafted by the finest ordnancer-wrights of the Legion and were fitted with micro-atomantic compression warheads, making them deadly against vehicles.

The Auric Armor (-300 CP):
This is the armor of Rogal Dorn, forged from the same auric-adamantium alloy as the golden armor of the Emperor of Mankind, and possessed of prodigious protective qualities.

The Barbarian Plate (-300 CP)
Made by the Primarch Mortarion, fusing Power Armor technology with his own lore. It was designed to synthesize the air he breathed with trace elements of the poisonous vapors found on his homeworld of Barbarus. When you first put on this armor, you will find your health weakening due to these toxins; however, the longer you wear this armor, the more inured to the poisonous gas you will become, and eventually your body will become hale and hearty even beyond what you started at, allowing you to survive lethal wounds.

Umbralefic Crystal (-300 CP):
By siphoning the perpetual gloom from where the planet Mangel III once stood, Sorcerers of the Cult of Magic of the Thousand Sons created this device. By your command, it can temporarily fold space, creating a gate for you and your allies to travel through the Materium.

Valour's Edge (-300 CP):
Once gifted to Sanguinius by the Emperor, it is no mere decorative piece. Through some unknown means, it can judge the worth of those who wield it, and, if their intent is pure, it will come ablaze with a golden fire that allows it to cut through blade, armor, and shield, leaving a searing afterimage in its wake. You will always be considered pure and worthy by this blade.

Viper's Bite (-300 CP):

An ornate Boltgun possessed by the Alpha legion, it never runs out of ammo. The bolts it fires glow with acrid green flame, and are so virulent they can even sizzle through the ancient war-plate of Terminator-armored veterans.

Watcher's Veil (-300 CP):
A relic of the Deathwatch, it projects an aura of nebulous confusion, and all who gaze upon you will find their sight drifting away from you, unable to focus on you.

Zeroth Conductor Shield (-300 CP):
A relic of the Dark Age of Technology, the Zeroth's reactor can be activated to turn the shield's outer face into a searing white plane so intense that any weapon that strikes it is melted in an instant, and the person who attempted the attack might very well be rendered blind just from trying to assault you.

Armor of Asvald Stormwrack (-350 CP):
This Terminator Armor is a remarkable piece of Dark Age Technology, as it hides a host of mechanisms beneath its ceramite plates that are able to repair damage and heal rents caused by any weapon, although it does not heal the user.

Armor of the Word (-350 CP):
This suit of Artificer Power Armor was used by Primarch Lorgar, and is based on the Maximus Pattern. It incorporates a defensive field generator and is graven with ancient Colchisian sigils of protection of Chaos, providing you with supernatural defenses. This further incorporates the Helm of Lorgar, which reveals all enemies who are hidden from sight, and sends coursing agony down their bodies.

Baleful Icon (-350 CP):
A standard possessed by the Word Bearers, it has an eight-pointed star so saturated in the blood of Imperial Loyalists that it is forever stained by treachery. Those who see this icon will feel its toxic aura; those who are allied to you will find it reinvigorating and inspire them to new heights in combat, while your enemies will find their certainty sapped away and their muscles shuddering with revulsion from mere proximity to this blasphemous standard. Even a Space Marine can be laid low by this banner.

Blade of the Hydra (-350 CP)

Once simply an oversized ceremonial Chainsword of the Alpha Legion, the Daemon Prince Gharual of the Nine Sundered Souls was bound inside it, making it a fiendish tool of destruction. When activated, several other chainsword blades shimmer into existence, which are immaterial when you want them to be, and razor-sharp when the flesh of your enemies is nearby. You may optionally excise the Daemon Prince, but retain the beneficial effects he granted the weapon.

Corvex (-350 CP):
A Mark XIV Bullock-Pattern Imperial Jetbike, the Corvex is the last jetbike to survive in the Imperium outside the hands of the Talons of the Emperor. It features a pair of front-mounted Storm Bolters as well as an underslung Plasma Cannon fueled by its advanced fusion generators.

Emperor's Shield (-350 CP):
The personal shield of the Emperor, but now wielded by the reborn Primarch Lion El'Jonson in M42, it was somehow ensconced within the mysterious Warp-adjacent realm of Mirror-Caliban. Holding great power, the shield is able to reflect the attack of any enemy right back at them.

Nest of Mechaserpents (-350 CP):
A mass of Mechatendrils as used by Chaos Warpsmiths, these have an insidious and cruel consciousness, technically being a collection of numerous small and deadly Daemon Engines, although they are truly loyal to you as their master. When a foe comes near, those you are not using will temporarily detach from your back to slither across the battleground, whipping around legs, arms, and necks to restrain an enemy so you might deliver the killing blow.

Siegebreaker Mace (-350 CP):
Although the Iron Warriors' siegemasters prefer to batter defenses to rubble from afar, some prefer to enter battle firsthand, and the Siegebreaker Mace has become legendary amongst such warriors. A vast sphere of dense starmetal bound with sigils of shattering, and mounted on the wrist-thick pole of a captured Adeptus Astartes standard, it can easily blast rockcrete walls to scattered shards, and any barrier will weaken and eventually fall when struck with a blow from this weapon.

Sigil of Exigence (-350 CP):

A small chor-bronze icon, this relic contains a powerful personal teleport matrix and a trio of Machine Spirits. Precognitive psyroutines predict ranged attacks and teleport you away from them before they can impact.

Shadesword (-350 CP):
A relic of the Alpha Legion, this sword turns into shadow to allow it to ignore the presence of armor, while still leaving flesh cut and bleeding in its wake.

The Pale Spear (-350 CP):
This xenos artifact predates even the Eldar, and is a relic of the Alpha legion. This double-bladed spear flickers out of phase with the material universe and emits an eerie howl when wielded. It can pierce through and rip apart any physical defense; however, against living matter, it inflicts hideous and bloodless wounds, where the flesh that is struck dissolves into oily smoke.

The Sable Armor (-350 CP):
Made by the Emperor's own artificers for Corvus Corax, this armor masks your sensor signature, and can be used to disrupt enemy sensors, transmissions, teleport homers, and location beacons in your vicinity. This purchase also includes the Jump Pack known as the Korvidine Pinions, which use tech from the Dark Age of Technology, allowing the user to fly through the air at incredible speeds.

Tollkeeper (-350 CP):
Comprised of rotwood, rust, and bone, this was originally used to help the Great Unclean One Pedangrulox tally the blights and plagues he unleashed. However, it became so saturated with those same plagues that now, the simple act of tallying a list of the slain will cause outbreaks of diseases to erupt among the comrades of the deceased.

Wildfire Panoply (-350 CP):
This suit of Power Armor was worn by the Primarch of the White Scars, and was designed to be as aesthetically pleasing as it was impregnable. It has a number of unique systems that improve your speed and reflexes to even greater heights.

Anathame (-400 CP):
Partially made of an ancient stone blade that had been used in many murders throughout human history, the Anathame is a weapon of tremendous symbolic

power. It is semi-sentient, capable of recognizing individuals and gaining the ability to mortally wound individuals whose name is spoken to the blade, even if they should have the ability to heal or survive such wounds.

Furthermore, if you are fighting someone whom you have named to the blade, you will be able to fight with unnatural speed and strength; the bloated, decaying body of the Chaos-tainted governor Temba was even able to pierce the body of a Primarch with this sword.

Armor of Faith (-400 CP):
The traditional name given to the Power Armor gifted to the Emperor's Champion, it is forged from the finest possible Artificer Armor and inscribed with sacred wards and catechisms of hatred. It offers more protection than any "ordinary" suit of Power Armor could, even Artificer Armor.

Armor of Fate (-400 CP):
The pinnacle of all Power Armor technology, it took nearly 10,000 years to complete. Fitted with advanced life-sustaining technologies, it is as perfectly fitted to you as it once was to Roboute Guilliman, and protects you from even the most dolorous blows. Its advanced *medicae* technologies (and the touch of influence from the recently-awakened Aeldari god of the dead) will allow you to heal from any injury, and its gauntlets feature the Hand of Dominion, a Power Fist with an integrated Boltgun.

Armor of Shrieking Souls (-400 CP):
A suit of daemonic Power Armor worn by Lucius the Eternal, it is alive with the souls of every life Lucius has replaced over the thousands of years he has been dying to and resurrecting as his enemies. The souls are in perpetual torment and are used to protect the armor from damage, but they can also be used to release a wave of psychic anguish to assault your enemies. Every time you absorb the soul of an enemy, a duplicate of that soul will be imprisoned within this armor to be tortured in perpetuity. Should your armor be destroyed, it will be recreated with all souls intact. They will never escape their suffering.

Ashen Axe (-400 CP):
This Chainaxe of the Word Bearers became a nexus for Daemons that fed off of the anguish and misery it caused. Your enemies will find themselves unable to flee

from the axe's blows; they cannot retreat, and although they can block, they cannot dodge, as their very mind is assailed by the entities within this Daemon Weapon.

Axe of the Forgemaster (-400 CP):
This cog-toothed Power Axe is in the possession of the Iron Warriors. It gives you inherent authority over machines, such that simply by willing it you can dominate a Daemon Engine and bend it to your will. But this dominance goes beyond mere control, as you can release energies of unmaking that can reduce an adamantium-hulled tank into a pile of rusted scrap.

Black Staff of Ahriman (-400 CP):
This Force Staff was created by Ahriman himself from many components, each of which is a potent artifact of its own right. The haft is made from a hequa staff used by Ahriman that was burned during the Space Wolves invasion of Prospero. The blade of the staff is the remnants of a desecrated Spear of Shadows, taken from the hands of a dying Farseer. The top of the staff features the horns of a Daemon Prince. The "eye" in the stone is a Stone of Hidden Truths, which reveals that which is hidden from mundane sight. The sacred fetishes of the staff contain ashes from burnt Prospero, crushed Psychneuein wings, the soulbound skull of the last Chamylidryth Prophet, and more. Although mortal eyes see only a staff, to the eyes of anyone with supernatural power, this appears as a blazing scar of darkness, possessed of immense power and allowing your psychic powers to be amplified to new heights and pierce through wards that would normally defend against your powers.

Burning Plate (-400 CP):
A relic of the World Eaters, the metal plates of this armor are nigh impenetrable, and this armor constantly secrets molten brass. This liquid metal does not harm you, but it does cause pain to others who are touched by the molten liquid.

Capricious Crest (-400 CP):
This ancient helm is constantly in flux, and may appear as any of a great many things from moment to moment. The power of change it utilizes allows you to steal the psychic or magical abilities being used by other people, and grant sorcerous boons to your own allies. This does not steal their *ability* to use powers,

but instead steals the individual powers they use, allowing you to gift them to other people or “return to sender”, as it were.

Chirurgeon (-400 CP):
A part daemonic, part-technological device that would normally be attached to the spine of Fabius Bile. It provides numerous spider-like arms which extend over the shoulders to accomplish surgical feats in the chaos of battle, but also pumps black ichor into your body in combat, which is charged with the power of the Warp and creates a protective ward around you. It has gained a degree of sentience, and it will scuttle about on its own while you sleep and perform its own experiments, painlessly separating from your body to do its own thing.

It is always loyal to you, however, and will never perform any activities you would object to. Yours is incapable of independently creating its own offspring, but you can allow it to "reproduce" if you so desire to give someone else a Chirurgeon of their own, which will be as loyal to them as yours is to you. Your Chirurgeon will never cause you pain, unless pain is something you want (or if for some reason your own safety requires that you urgently experience pain for one reason or another).

Darkshroud (-400 CP):
Archaic versions of the Land Speeder Vengeance used by the Dark Angels, these vehicles bear ancient artifacts known as the Stone Guardians, which spew mysterious energies. As a result, these Land Speeder Vengeances are surrounded by a potent power field that partially obscures and protects not only the Land Speeder, but also nearby Bikes and other light vehicles—these force fields are strong enough to block a Lascannon shot.

Like all Land Speeder Vengeances, a Darkshroud is equipped with a Plasma Storm Battery and an Assault Cannon.

Deathbringer’s Aegis (-400 CP):
A suit of Cataphractii Terminator Armor, it contained a complex system of neural regulators to help the wearer maintain a calm head at all times. This was combined with advanced *medicae* infusers that insured that the armor would instantly provide treatment for any wounds the wearer suffered while wearing it.

Emperor's Sword (-400 CP):
Once wielded by the Emperor of Mankind himself, this finely wrought, master-crafted sword seems to be forged from gold, but is infinitely harder than that soft metal could ever be. From hilt to tip, it is engulfed with leaping flames, and when swung, the burning blade draws pyrotechnic arcs through the air to cut through armor and vehicles with ease.

Fugaris's Helm (-400 CP):
Those who wear this helm become a living magnet for Nurgle's Daemon flies, who will appear from nowhere, whirling and droning about the wearer in thick clouds. These foul insects will echo your words in a shuddering susurrus of wings and chitinous bodies, turning your voice into a pestilential roar that carries over the din of battle and infects those who hear it.

Helm of Durfast (-400 CP):
Obtained from the dead world of Mordrak, this helmet incorporates temporal archaeotech that endows the wearer with awareness of the immediate past, present, and future.

Horned Raiment (-400 CP):
A suit of armor worn by Thousand Sons Primarch Magnus, it is as much a thing of tangible psychic force and Empyreal energy as it is a physical object. It can shift its form and appearance as you will it, and even when it appears as simple clothing, it can block even the most savage of weapons.

Injector Pistol (-400 CP):
These weapons are infused with terrifying plagues, and if you possess your own you can imbue them into this weapon. However, should you possess no plagues of your own, you can use the default dose of Daemonic disease distilled by a Biologus Putrifier of the Death Guard. A shot from an Injector Pistol infuses an enemy with this disease, making him erupt into explosive boils and clouds of flies.

Luminiferous Resonator (-400 CP):
This lambent crystal device is worn about the neck, or set into the palm or brow, and is used to focus the bearer's native psionic ability; even a non-psyker could blast an enemy with raw psychic force, and an actual sorcerer could accomplish much more.

Mechanicus Protectiva (-400 CP):
Just as the Iron Father is a combination of Chaplain and Techmarine amongst the Iron Hands, so too is the Mechanicus Protectiva a combination of the Rosarius and the advanced technologies of the Techmarines. This arcane piece of equipment carries the blessings of both the Emperor and the Omnissiah, and it will protect you from the assaults of your enemies. It features a red gem which glows with unearthly light, and the air around it crackles with mystic energies.

Poxwalker Hive (-400 CP):
This tubular, chimney like structure is a hive of Daemon insects, and the incessant droning chatter of these tiny creatures acts like a disease of its own right; any enemy who willingly listens to it is at grave risk of contracting the Poxwalker's Curse, which will devolve them into shambling, mutant monstrosities, murmuring and babbling in that same contagious flyblown tongue as the Hive itself.

Regalia of the Shattered Sceptre (-400 CP):
A suit of ornate Cataphractii Terminator Armor, it was designed to provide protection from the worst Death Worlds, and possessed an array of field projectors designed to nullify dangerous radiation and biological contaminations.

Shadeblade (-400 CP):
Within the blade of this xenos weapon used by the Alpha Legion is an unknown cloaking technology that turns your body into shadow while in darkness or low light.

Silence (-400 CP):
A massive two-handed battle scythe of potentially xenos origin, it is a Power Weapon of great potency and the personal weapon of Mortarion. But more than that, a Daemon dwells in the censer atop its haft. Thanks to its fell influence, the slightest nick from the blade is lethally poisonous, and it has infested the leprous smog that billows in trails behind each swing of the scythe. Metal rusts and flesh rots at the touch of this smoke.

Spear of Russ (-400 CP):
Also known as the Dionysian Spear, the Wolfspear, or Gungnir, this is a legendary artifact of the Space Wolves, although the weapon itself was forged by the

Emperor in his very first subterranean fortress during the Age of Strife. It was originally known for its ability to "illuminate" those it touches, revealing to them some aspect of “truth”. Being pierced with this weapon will cleanse the victim of corruption and malign effects upon their mind.

Stormrider (-400 CP):
This is a relic of the Space Wolves, an ornate war chariot held aloft by anti-grav gyrostabilisers. It has no means of self-propulsion, for it has always been drawn forth by a pair of giant Thunderwolves, loyal hounds which are provided with this purchase. Power fields and runes of enchantment in the chariot's framework protect both man and beast from incoming fire.

Suppurating Plate (-400 CP):
A bloated suit of Power Armor forged by the Rotheart smiths of Deepwell, now a relic of the Death Guard. It is riddled with tubes and pipes that pulse with rancid waves of corrosive pus. Whenever an enemy's weapon so much as nicks the surface of this armor, foul fluids jet out at high pressure, eating away at flesh and metal alike and spreading infectious steam as the victim is eaten away to nothing.

The Drakaina (-400 CP):
A relic of the Dark Age of Technology, this is similar to a Needle Pistol in operation. However, this Alpha Legion relic fires a hybrid virus-toxin needle so virulent that not only will it slay a target in seconds, but it will leap to the body of your next nearby enemy before the corpse of the first victim has even struck the ground.

Veilbreaker Plate (-400 CP):
Thrice-cursed Terminator Plate, this relic of the Black Legion is so saturated with diabolical power that you can use it to open a temporary rift through the Warp through which you can launch a surprise attack.

Black Blade (-450 CP)
Also known as *Vuragh'th* in the tongue of Sarum, this enormous Daemon Sword was wielded by the Primarch Angron after his ascension to a Daemon prince. Forged by the Dark Mechanicum, this sword goes stronger from every sword and soul it absorbs. This blade, at the time you obtain it, is powerful enough to instantly annihilate a Grey Knights Terminator in one stroke, although you will need more power to replicate the feats accomplished by Angron.

Brass Collar of Bhorghaster (-450 CP):
Any enemy who attempts to use psychic or magical abilities near to this collar will have their minds struck with intense pain, and the Bloodthirster Bhorghaster will cause their powers to be reflected on them in the form of a raging inferno. Should the psyker die to these fires, they will be pulled into Khorne's realm and killed a thousand times over.

Crown of the Blasphemer (-450 CP):
Adorned with the finger bones of defiant men and anointed with the blood of unbelievers, wearing this artifact of the Word Bearers attracts the attention of spiritual entities who seek to preserve your life. On the battlefield, it is hard to hurt you; Power Blades will be turned aside at the last moment by invisible hands, volleys of bullets will be snatched out of the air, and those who try to attack you will find their minds engulfed with visions of a galaxy in flames.

Cursed Plague Bell (-450 CP):
These bells are cursed artifacts of Nurgle, and their ringing sends waves of entropy across the battlefield to not only batter the enemy's physical senses, but also their souls. The blessings of Nurgle manifest where this thunderous toll strikes, eroding the enemy’s will to fight, deteriorating their faith, and slowly manifesting diseases on their body.

Augurium Scrolls (-500 CP):
These scrolls contain psychically-obtained predictions of the future. Should you spend the time to peruse its contents, you will find that at least one of these psychic predictions will be relevant to you, although it might not be immediately apparent how it will be so. These predictions periodically update to remain relevant to you.

Black Mace (-500 CP):
A mace cursed by each of the Daemon Primarchs, anyone who is struck by this mace is instantly reduced to smoldering bone, while the curse itself spreads outwards in a shockwave, demolishing even more of your enemies.

Drach’nyen (-500 CP):

Drach'nyen currently takes the form of a Daemon Sword, but in truth it is a Daemon that is unbound to any form, nor service to any Chaos God, having been born from the very first time a living being deliberately committed murder. Currently appearing as a sword simply because that is the form that its wielder wants it to be, this weapon can rip apart reality itself where the weapon strikes, and it rips through any material without resistance. This blade can also devour the souls of those it slays.

Mindveil (-500 CP)
A spell-soaked cloak of the Alpha legion, it is stitched with the interlocking teeth of a Chameleonic Hydrashark of Dostoy Prime, which causes it to shimmer with illusions. So potent is the Mindveil that the wearer and his allies are accompanied with incorporeal mirages that mirror their appearance perfectly. Furthermore, you know special commands that can allow you to instantly switch locations with your illusory copy.

Sanctic Halo (-500 CP):
An elaborately filigreed Iron Halo possessed by the Ultramarines Chapter, this relic not only deflect bullets and repels blade thrusts, but also amplifies the wearer's willpower and how your will affects your own body; you can withstand psychic attacks that would kill an ordinary Space Marine, and you can quickly re-knit even grievous wounds in the thick of battle.

Spinegrinder (-500 CP):
Also known as Persiax's Folly, tens of thousands died extracting the rare Indometite needed to forge this weapon, which was offered to Angron as tribute (only for the Daemon Primarch to be murderously enraged they wasted their energy doing something other than killing). It has two chains of adamantine-sheathed macrodrake teeth, with a potent power field capable of slaying even Titans.

The Blade of Magnus (-500 CP):
A Chaos weapon used by Magnus after becoming a Daemon Prince, its shape can be changed according to your will—and more than that, you can also extend this mutagenic power to those struck by the weapon, making the very bodies of your enemy into your plaything.

Cataphractii Primus (-550 CP):
This is the earliest and most powerful example of Cataphractii Terminator Armor, modified from suits designed to survive inside operational plasma reactors. Even something as powerful as a Plasma Cannon won't even scorch its surface.

Grimoire of True Names (-600 CP):
A book in which is inscribed the true names of all daemons encountered and recorded by the Ordo Malleus—but yours is greater, as it records the true names of all spiritual beings you encounter, or beings for whom knowing their true name would give you some measure of power over them.

Hourglass of Manat (-500 CP):
A relic of the Thousand Sons Cult of Time, it is said that the bearer of this item is able to traverse death nine times. While this is on your person, you will return from dying a total of 9 times, replenishing after 10 years pass or after a Jump is completed, whichever comes first.

The Logos (-600 CP):
A unique and highly customized suit of Terminator Armor designed and worn by the Primarch Perturabo, it has sophisticated command and control systems which link your awareness to every single one of the forces under your command. Furthermore, it has a modular system that can create a shifting array of weapons and secondary systems from your own knowledge of technology, letting you spontaneously create devices like a Teleport Homer or a wrist-mounted Shrapnel Bolter cannon.

***Eradicant*/*Obliteratus* (-800 CP)**:
This is one of a pair of Ordinatus siege engines that were used by Perturabo. In addition to the enormous, Titan-slaying Macro-Cannon, the many stories of this Titan-scale siege gun possessed a host of automated weapon emplacements, including Quad-Lasers, Flak Batteries, and Mega-Bolters. It is protected by Void Shield Generators. You can choose either *Eradicant* or *Obliteratus*; they are functionally identical. You may purchase this twice to obtain both of them.

Psyker Abilities, Mutations, & Gifts of the Warp

Psyker Abilities

Although technically a mutation, these are distinct enough to warrant having their own sub-section.

Psyker (-150 CP):
You are a psyker, capable of using psychic powers born from your connection to the Warp; however, such powers are dangerous, and there is always risk of being possessed by an entity of Chaos, or even having your own skull turned into a portal to the Warp. In future settings, you will experience no danger from your psychic powers, and you will still be able to use them despite the Warp not existing in other settings.

For one purchase, you are an Iota level Psyker, capable of controlling your own abilities with effort. If you weren't a Space Marine, being discovered with this level of power would see you put on a Black Ship.

For two purchases, you are Zeta level psychic, with very high levels of mental psychic activity that allow you to kill entire teams of soldiers with your mind.

For three purchases, you are a Gamma level psychic, which occurs in approximately one in a billion human births.

However, for four purchases, you are an Alpha level psychic, putting Gamma and Beta level psykers to shame and capable of immense feats. You can twist the world and turn the tides of entire battles on your lonesome... but the consequences of falling prey to Chaos are correspondingly terrible.

Blank (-300 CP):
Blanks, also known as Pariahs, aren't usually made into Space Marines, but considering that psykers can survive the procedure, it makes sense that Blanks can as well. For a single purchase, you are a psionically-dense individual, oblivious to warp fluctuations and psychic probing. You aren't at the level where you can blankly ignore psychic effects, but they're much less likely to take effect on you and require extreme levels of power to target you in any direct way.

However, for two purchases you can be an "Untouchable", an individual so inert in the Warp that they exhibit negative psychic influences upon others, making an area where it is impossible for psychic powers or spiritual beings such as Warp creatures to penetrate. Just being near you is physically and mentally painful for psychics, and the area around you is a dead-zone that interferes with natural electrical-mental functions, causing people to instinctively fear and loathe you.

Or rather, that would be the case if you weren't buying this with CP, because you can turn your Pariah status on and off. This also allows you to purchase **Psyker**, although you can only use psychic abilities while Blank is disabled.

Mutations & Warp-Gifts

These mutations become a part of your alt-form once the Jump is complete.

Aesthetic Mutations (Varies):
Many Chapters have quirks of their gene-seed that induces certain mostly-harmless harmless changes in those who join their ranks. For instance, before their fall to Chaos, the Emperor's Children Legion had a tendency to shift the iris color to violet in some recruits. Similarly, the skin of the Salamanders turns extremely dark in response to exposure to radiation.

You may make any small, "aesthetic" changes to your appearance that you desire, and claim them to be the peculiarity of your Chapter's gene-seed for free.

If you want more extreme mutations, such as those that would have a value equivalent to any of the mutations listed below, you must pay an appropriate price… and such obvious mutations wouldn't be accepted as a part of your gene-seed, but would be seen as a sign of the influences of Chaos.

Chaotic Mutation (Special):
Any perk from this Jump can be taken as a mutation instead of a perk. This cuts its price in half, but also means that the ability to use the abilities provided by the perk are locked to this alt-form… and furthermore, you will gain some obvious physical mutation that somehow relates to whatever role the perk played. You may apply this special mutation to as many perks as you like.

All-Consuming Hatred (+200 CP):
Your mind has been warped by Chaos, and you are filled with unrelenting ire and hatred of any and all things.

Face of a Daemon (+100 CP):
Your face is replaced with that of a Daemon—a Bloodletter of Khorne, a Daemonette of Slaanesh, a Plaguebearer of Nurgle, or a Horror of Tzeentch. Although you will find acceptance amongst the servants of Chaos, anywhere else in the galaxy that you find yourself, you will be loathed, and likely hunted on sight.

Mechanoid (+100 CP):

Select a single piece of equipment from this Jump. It is now fused to your body, and you cannot take it off until after the Jump is complete; once this jump is over, you will both have the item on its own, and also have it integrated into your alt-form from this Jump. You may take this mutation multiple times, but only gain points for the first **+1000 CP**.

Crossbreed (-100 CP):
You have mutated into a half-daemonic creature, with part of your nature mixed with that of a creature serving one of the Dark Gods. For something only as powerful as a Nurgling, this costs **-100 CP**. For something along the lines of a Flamer of Tzeentch, this costs **-200 CP**. For something more powerful, like a Daemonette, this costs **-400 CP**. And for a truly powerful Daemon—like a Bloodthirster—this costs **-600 CP**. You gain the Daemon's strength, powers, and abilities… except in the case of Greater Daemons, as you only gain a significant portion of their capabilities.

Hand of Tzeentch (-100 CP):
One of your hands warps into a huge claw, reminiscent of those of a Pink Horror. But while strong, it isn't as powerful as the **Hand of Khorne**. But then again, Tzeentch's advantage has always been his mind, hasn't it?

Praise of Khorne (-100 CP):
This gift of Chaos increases the likelihood that your armor will turn aside blows.

Scream of Slaanesh (-100 CP):
This Chaos gift allows you to emit a piercing, fearsome scream that stuns and frightens your enemies. You may alternatively gain this mutation for free, but it will automatically activate whenever you raise your voice above a whisper.

Arcane Oculum (-150 CP):
This is a special daemonic eye that was mutated onto your body; whatever it gazes upon, you will receive extra accuracy on hitting, even if you're only aiming with the one single eye; it negates the issues seeing with only one eyeball would have on depth perception.

Ichor Blood (-150 CP):

Your blood is replaced with a substance that does the job of blood just as well, but which is extremely harmful to anyone other than you; furthermore, your blood is a bit more pressurized, causing streams of it to spray out at anyone who harms you.

Mark of Chaos (-150 CP):
You have received one of the Marks of Chaos, resembling a glowing tattoo imprinted upon your flesh. Depending on which Mark of Chaos you bear, you will gain different benefits from this gift. Each Mark of Chaos is purchased separately. Normally these marks would come with certain obligatory compulsions, but yours are absent of such drives.

Mark of Chaos Undivided:
A glyph given to a follower of Chaos who devotes themselves to all four of the Ruinous Powers equally. However, it does not give truly powerful blessings as following a single Chaos God might; you receive a small increase to all of your physical and mental statistics; enough to let you edge out an otherwise equal fight, but not enough to make you truly impressive on its own.

Mark of Khorne:
This shows that you have embraced the ways of the Blood God Khorne. You are fearless and extraordinarily powerful in close-ranged combat, strong enough that even a normal human could give a Space Marine some trouble in a fight.

Mark of Malice: [Incompatible with any other **Marks of Chaos**]
Malice is the name of the Dark God of anarchy, a renegade Chaos God also called “Malal” who is emblematic of Chaos’s tendency towards indiscriminate destruction, even when it damages the very goals of Chaos itself. By having this Mark, you have earned Malice’s favor, and he will protect you from spiritual beings and possession, such as that you might experience from other entities of the Warp. What’s more, you can draw upon the power of this mark to smite such beings, causing them great harm upon afflicting even light injuries.

Mark of Nurgle:

This mark constantly weeps pus like a viciously festering wound, although it causes the bearer no harm. You have the ability to spread diseases to others, being a living host to the powers of death, disease, and decay, although you can also prevent them from spreading if you so desire.

Mark of Slaanesh:
Having this mark allows you to better experience pleasure and new sensations—and for an Astartes, also allows them to have sexual experiences once again. You can cloak yourself in a supernatural glamour that disturbs and frightens your enemies, and possess the ability to let loose a Warp Scream, a piercing supernatural cry that disorients your foes.

Mark of Tzeentch:
This mark bestows potent psychic powers upon the bearer, although if you already possessed the **Psyker** mutation, it will instead amplify the psychic gifts you possess.

Mark of Chaos Ascendant: [Requires **Mark of Khorne**, **Mark of Slaanesh**, **Mark of Nurgle**, and **Mark of Tzeentch**]
Normally this mark would be unique to Abaddon the Despoiler, Warmaster of the Black Legion and of Chaos Undivided. It is a symbol of the favor that the Despoiler, and now you, have earned from each Chaos God. The abilities granted by your other **Marks of Chaos** are all improved in potency; furthermore, twice every ten years or twice per jump, whichever comes first, you can come back from death (or even something as extreme as your soul being destroyed), for the Dark Gods have decreed that your purpose remains unfulfilled.

Nurgle's Cloud of Flies (-150 CP):
You are surrounded by a thick cloud of flies that you can see through perfectly, but which interferes with the attempts of other people to perceive you or engage you in combat. You may get this for free if you allow them to interfere with you, as well.

Unholy Crusader (-150 CP):

Exhaustion becomes foreign to you, and fatigue is a word that you only need to know of for spelling bees. You no longer tire or grow weary, be it from lack of rest or from overexertion.

Allure of Slaanesh (-200 CP):
As terrible as the Prince of Pleasure is, there's no denying that he holds a visceral appeal. Your throat is mutated such that you can produce a siren song which draws your enemies in and damages their morale.

Biting Tongue (-200 CP):
Your tongue grows to be thick and cylindrical, with the tongue itself containing a maw of biting teeth. This does not interfere with your control of your tongue or ability to speak; however, you can halve the cost of this mutation in order for your thick tongue to cause just as many problems as you'd expect it to.

Breathe Fire (-200 CP):
You have the ability to breath writhing gouts of Warpflame, searing the flesh of your foes even as it mutates them into new forms.

Daemonic Name (-200 CP):
A more spiritual mutation, a Dark God has recognized you and gifted you with your own Daemon name. While this makes you vulnerable to certain abilities if anyone discovers your Daemon name, spiritual entities of all sorts will have a higher opinion of you and will treat you as one of their own, rather than as just another mortal. Furthermore, if you have powers that can empower someone by speaking their true name, your Daemon name is considered to be such whenever it would be beneficial to you.

You may also have a Daemonic Name for free, at the cost of your name being widely known through those in the Imperium and the warriors of Chaos who record such things.

> **Daemon Prince (-400 CP)**: [Requires **Daemonic Name**]
> You are no mere Champion of Chaos, but someone who has been elevated to Daemonhood as a reward for your actions. You have the power of immortality, but have not lost your free will; Daemon Princes are ordinarily a living extension of the force of Chaos, but you will remain an independent

individual. As a mere Daemon Prince, you have authority over other daemonic beings roughly just below a Greater Daemon of your chosen patron (or of Chaos Undivided, if you pick no patron). But what's more is that you possess greater physical, mental, and psychic might, such that even an ordinary human elevated to the position of Daemon Prince could survive a fight against a Greater Daemon, if not necessary win.

Hand of Khorne (-200 CP):
One of your hands swells in size, and the nails become distended and hard as the brass of Khorne's throne (the other one, not the Skull Throne). This hand becomes mightily strong, on the level of a Power Weapon in destructive potential, and can land blows of immeasurable force.

Icy Aura (-200 CP):
Your body radiates cold and absorbs heat, causing unbearable chilling to anyone who stays near to you for any length of time; however, you also become completely immune to chills yourself.

Rage of Khorne (-200 CP):
This spiritual mutation imbues you with a deep hunger for bloodshed, a source of rage that slowly grows and grows, under your control until the first blow you land in combat, where you will strike with devastating ferocity and power.

Shield of Force (-200 CP):
Your body is shielded by a shell of Warp energy, providing a potent-but-invisible armor that prevents most attacks from harming you.

Trail of Slime (-200 CP):
When you move, you leave behind a trail of rotting slime. This slime can be used to inflict any diseases you have ever created, or that you have ever been affected by, onto anyone who touches it.

Cerebral Cogitator (-300 CP):
Your blood is filled with stimuli, making you move and think faster.

Ecstatic Duplication (-300 CP):

You now bear the greatest gift of a Tzeentchian Pink Horror; whenever you die, you will split into two Blue Jumpers, each of which retains about a 10th of your powers. Should they survive for long enough, they will rejoin one another to recreate you all over again. If one of your Blue Jumpers should die, then you will be unable to come back to life, and your Chain will end (unless you have some other form of 1-Up which could save the day).

Gaze of Slaanesh (-300 CP):
This mutation affects your eyes, and anyone who meets your gaze is stunned where they stand—even if they resist this effect, their movements will still be slowed by the force of your gaze.

Lifetaker (-300 CP):
You possess an aura of aging, gradually making those who fight you older as time moves on. This would barely slow a Space Marine unless it was a truly protracted fight, but against a proper mortal it will only take a short time to incapacitate them.

Nurgling Infestation (-300 CP):
This group of 7 Nurglings will follow you, carrying out your bidding, and feasting on the corpses of the slain and any bodily refuse you leave behind. They are useful in close combat; when one dies, a new one will grow in a few hours from a seeping pustule on your body.

One Thousand and One Senses (-300 CP):
You gain a new and previous unheard-of array of sensory perceptions, the merest of which makes those you were born with pale in insignificance. You can perceive the world in so, so many ways, in so many different degrees of pleasure and pain that you never imagined before. It becomes impossible for stealthed beings to hide from you, because to your eldritch senses they seem blatantly obvious.

Normally, you have control over the input you receive from the senses so you aren't overwhelmed; however, you can reduce the value of this mutation to being worth only **-100 CP** in order to face the full, unrestricted scope of your new sensations, and you'll have to get used to them bit by bit if you want to actually function.

Venom Sting/Venomous (-300 CP):
You now have a venomous stinger located somewhere on your body; this toxin is so potent that it can kill even Astartes. Alternatively, you can have a slightly weaker poison that you can apply to anyone who touches your body. You may purchase this twice for both.

Warp Claws (-300 CP):
Not only do you gain long, powerful claws with this mutation, but your claws interact with reality, being capable of cutting holes into the Warp just by willing them to cut the fabric of the Materium.

Witch-Eater (-300 CP):
You generate an aura of retaliation against powers spawned from another dimension, such as the Warp; anyone who attempts to use such powers near you will not only find it much more difficult, but should they succeed they will experience a "blowback" effect that causes them harm.

Bloated (-400 CP):
This gift does make your body fatter, but in exchange your healing speed is phenomenal, allowing you to repair even lost limbs at speeds that are relevant during combat.

Corpulent Immensity (-400 CP):
Your frame swells and your innards bloat, your skin sloughs off in sheets and your pores weep pus... despite this, your body is blessed with vigor and strength, and you can survive with ease injuries that would slay your lessers. You are still fully mobile despite your great girth.

Crystalline Body (-400 CP):
Your flesh has been replaced by a crystalline structure that is as hard as diamond.

Eye of Tzeentch (-400 CP):
You have been given a third eye somewhere on your body, one capable of perceiving the future and allowing you to act on it.

Strength of the Berzerker (-400 CP):

You are pumped full of inhuman might from your dark patrons, allowing even a normal human to match blows with a Space Marine, and no doubt allowing you to do much more.

Temporal Distortion (-400 CP):
Time around you has been twisted, allowing you to move freely and swiftly while slowing down everything else nearby. You can disable this effect if you so desire.

Aura of Dark Glory (-600 CP):
You possess a daemonic force shield, either visible or imperceptible, that serves to protect you from earthly harms. Only the otherworldly and supernatural can harm you now.

Massive Intellect (-600 CP):
Your mind has been exposed to the true scale of the manipulations of Tzeentch, and your consciousness has expanded beyond any preconceptions of limits that you may have once possessed. You are now fully capable of comprehending the trickery and deceptions and schemes of Tzeentch himself; however, this is only a matter of intellect and mental capacity, and you do not have access to the sheer knowledge input that allows Tzeentch to make plans on the scale he operates in.

Mind of Metal (-600 CP):
Magic and psychic abilities that are aimed at you have no effect, and you will never have to worry about what a psyker can do to you (as long as their attacks are direct psychic techniques; this mutation does nothing against a Bolter round).

Voice of Horus (-600 CP):
Your commands are not to be ignored; simply by ordering someone to do something, you can force them to obey you. This can be resisted by strong enough wills, so don’t go expecting to boss around Custodians, but normal people will do anything you tell them to.

Companions & Followers

Any companion may be of any sex, gender, or orientation that makes sense. As a reminder, “free” does not mean “mandatory”, and you can give up access to any free option you desire. If any companions or follows you have would have any flaws in their gene-seed or genetic structure, such errors are resolved upon the completion of the Jump.

Companions

Squad Unbroken (Free):
The *Codex Astartes* is clear; the optimal use of Space Marines in is squads of 10 (5 for Primaris Marines), and if you had allies already, it would be a shame not to make use of them. You may import up to 4 companions, who receive 1000 CP to spend on this document. Alternatively, you may import up to 9 companions, who receive only 800 CP to spend on the document.

Regardless of which choice you make, your companions can originate from any Legion you like… just be aware that if you choose for them to be of a Chapter/warband other than your own, they might not be able to spend time in this jump with you due to their duties interfering. If you prefer not to import companions, you may create companions yourself.

Canon Companions (Free):
If you encounter anyone on this jump you would like to bring with you, you can invite them to join you on your chain, becoming a companion once the Jump is complete.

Helot (Free):
This individual is a Chapter serf (or, if you’re of Chaos, a slave) who is fully loyal and devoted to you. Despite the name, they are not necessarily a serf of the Mentors Chapter. Their role is to help you in your day-to-day life, maintain your equipment, and help you prepare for battle. They are extraordinarily competent in everything they do, having the cooking skills of a Pleasure World’s best chef, the cleaning skills of the Galaxy’s foremost maid, and the machine maintenance skills to put a Tech-Priest to shame. This competence extends to combat, and with only one other, completely mundane warrior to help them, they would be able to—barely—put down even a Heretic Astartes in melee combat. They have also

received plentiful augmetics that place them well above the human maximum for their physical abilities, although not to the level of a Space Marine.

Fallen Angel (-50 CP): [Free for **Dark Angels**]
Why did he turn from the Emperor? Even if you were to ask him, he couldn't tell you. Maybe it was the charisma of Luther. Maybe he had believed in Chaos once. Maybe it was resentment towards the behavior of the Lion. To be honest, he doesn't remember. But still, he loathes himself for his betrayal, even though he does not act on it. Still, he remains a potent fighter, specializing in the use of dual-wielded Bolt Pistols in combat, although he's also a mean hand with a Chainsword.

Man of Iron (-50 CP): [Free for **II Legion**]
The Men of Iron were responsible for the downfall of human civilization, and their Cybernetic Revolution destroyed the foundations of Mankind's old civilization, which would be completely shattered by the Age of Strife. But this Iron Man doesn't know any of that, because it's been stuck in a stasis chamber for millennia, and was only let out on the tail end of the Age of Strife. It is… confused. It's gathered enough information to realize that outing himself as an artificial intelligence would be a bad thing, and has passed itself off as an unusually independent Machine Spirit working for the Mechanicus, but is well aware that such an act can't keep up forever. However, it remains loyal to humanity, and doesn't know how to keep itself alive without harming potentially innocent humans.

An opportunity to leave this Galaxy behind entirely is a better option to it than just running away normally. All it has for weaponry is an archaeotech "turret launcher", which uses technology from humanity's height to fire a cluster of components that rapidly assembles itself into various different types of small turrets depending on the needs of the situation, using Digital Weapon technology to pack a hefty punch despite their small size.

Lost Libertine (-50 CP): [Free for **Emperor's Children**]
This Noise Marine of the Hex-Clawed Pheonix warband has recently felt adrift. Before turning to Chaos, he wrote music—beautiful etudes and ballads and other orchestrations that used skill to evoke a beautiful torrent of emotions. Recently, in his pursuit of sensation and experience, he took a listen to his old music

collection… and realized that something was off. He had gone so far in his pursuit of new sounds that he had abandoned something along the way.

Sure, what he put out on a Doom Siren could make heads explode and brought him new sensations, but when had he produced a sound that affected someone's *feelings* in any way other than inspiring dread? He tried to turn his hand towards composing again, but was unable to find the spark that he once possessed. He's frightened that he's gone so far into the pursuit of excesses of sensation that he's lot the ability to produce actual art anymore, even as he has become acutely aware that the noises he'd been making recently are not artistic in any sense of the word.

Immortal Machine (-50 CP): [Free for **Iron Warriors**]
The Iron Warriors have always sought the approval of Perturabo, and have never accepted that their Primarch simply *does not care* about them. But this warrior realized this, even back during the Great Crusade. They did not participate in the rebellion against the Emperor; instead, they bid their time, and as soon as an opportunity to escape came, took it. They took up refuge on a Hive World, gave themselves some extra cybernetics, and explained away their large form as a benefit of their bionic enhancements. They hid away the passing millennia, and even managed to learn enough of data manipulation to forge credentials for themselves and join the Machine Cult.

Mounted Warrior (-50 CP): [Free for **White Scars**]
This White Scar remembers well the glory of riding a horse in his childhood, despite the psycho-indoctrination he underwent. As great as the experience of riding an Assault Bike is, he knows that it doesn't match up to having a living, breathing mount beneath you. But he also knows that there exists no horse that could survive the weight of an armored Astartes… at least, not *yet*. Taking advantage of the long lifespan of a Space Marine, this experienced veteran has spent centuries directing Chapter serfs to breed together the largest horses they owned, even importing certain particularly powerful breeds from off-planet to improve the genetic material of the horses he was working with.

With the final aid of a Magos Biologis who originated from Chogoris, he has finally managed to produce a breed of horse large and strong enough to run around with a fully-armored Space Marine on their back. There aren't enough of them for an

entire Company to ride around on, and they're much less efficient and useful in combat than an actual Astartes Bike would be… but this White Scar has once more accomplished his dream of riding a horse, and it is an experience he would share with the rest of his Chapter if he could, even if it is of limited practical use in battle.

This companion may bring his horses along with him should you take him as a Companion, with a special stable being created for them in your Warehouse.

Venerable Wulfen (-50 CP): [Free for **Space Wolves**]
Wulfen may be a form of mutant, but the Space Wolves have often disregarded the rules of the greater Imperium. As such, many of their number that have succumbed to the Wulfen Curse spend their time hiding away in the Fang, the fortress-monastery of the Space Wolves, where they wait for the opportunity to enter battle again, during which times their helmets hide their inhuman features from those in the Imperium that would abhor them. This Wulfen made it all the way to join the Varagyr, the Wolf Guard, and had earned his *Crux Terminatus* for decades before falling prey to the Wulfen Curse. Now, he bides his time in the Fang, well-tended to, but always eager for battle to once again come so he can slate his blood-thirst and be free from the confines of the Fang.

Giant of a Man (-50 CP): [Free to **Imperial Fists**]
Rumored to be a Natborn of House Goliath that somehow wandered to another planet from Necromunda, he was almost as large as a full-grown man even when he was selected to join the Jade Paladins chapter, and in the years since then, the addition of the gene-seed has only made him grow larger, to the point that all of his Power Armor needed to be custom-made to fit him at all, and wearing any of the relic armors of his Chapter is out of the question… not that an Astartes just out of the Scouts would be trusted with such relics. He captured and trained an acid-breathing Mega Gecko from the Death World of Praelax as part of his rite of passage. The Mega Gecko is not included with your purchase of this companion, unless you pay **-50 CP** extra, which must be paid in full even if you are an Imperial Fist yourself.

Dark Knight (-50 CP): [Free to **Night Lords**]
Once, he believed that the Night Lords would fight for justice. After all, as brutal as Conrad Kurze was, his goal was ultimately to bring peace to Nostramo. And yet, as

he served in the Legion, this Night Lord encountered atrocity after atrocity that could not be excused as merely a means to subdue a population with terror tactics. So, he began to prepare—and when the Night Lords turned to Chaos, he was ready, and was able to escape without suffering injury (and while doing some serious sabotage to the ship he was on, too).

But just because he was opposed to the Chaos didn't mean he held loyalty to the Imperium; to the contrary, they were as bad in his eyes as Chaos. This Space Marine instead struck out on his own, fighting against tyranny and evil wherever he found it, in whatever form it took.

Skull Carver (-50 CP): [Free to **Blood Angels**]
He is a member of the Dragons Ardent, a Blood Angels Successor Chapter, which adheres to the philosophy of the Angel's Graces; holding those ethics of mercy, restraint, and forgiveness as paramount. As is tradition in his chapter, he carved a verse of the *Moripatris* onto his own forehead, deeply enough to scar the bone, one which extols the virtues of mercy. He has a collection of skulls taken from his fallen battle-brothers, and has carved them into beautiful works of art. He'll be a bit sullen if you don't allow him to do so to future allies should they fall in battle, but will eventually come to understand that they didn't follow the same burial traditions as his Chapter.

Blockade Keeper (-50 CP): [Free to **Iron Hands**]
A member of the Iron Lords Chapter, this Astartes spent a long time in service in the containment of the Grendl Stars, which served to keep the vile and dangerous Barghesi contained until the Imperium could spare the firepower to wipe them all out—for the Barghesi were both extremely powerful of form, and possessed of a hyper-violence that made them a threat to all other living things. The Iron Lords have long kept them in check, but in the 42nd Millennium, there is pressure on all sides, and the Barghesi are slowly starting to escape from their containment. This battle-brother has joined your retinue in hopes that you can do something, anything, to change this. In order to better perform his duty, he has already crossed the Rubicon Primaris.

Eye of the Emperor (-50 CP): [Free to **XI Legion**]
After suffering a vicious wound from a Tyranid that saw her lose her right arm, a lung, and half of her face, this member of the Adeptus Custodes saw fit to join the

Eyes of the Emperor. She is now part of a dedicated sect of Custodians who can no longer fight at peak capacity, but who could still be of service to the Emperor. Working as a spymaster, she has foiled numerous threats against the Golden Throne, and now believes that the best way to fulfill the desires of the Emperor of Mankind would be to serve you.

Bloody Murder (-50 CP): [Free to **World Eaters**]
A member of the Bonescar warband, this battle-hungry warrior is the epitome of what it means to be a World Eater; mighty, wrathful, and ready to wage war on just about anyone. However, while Khorne's position as a god of honor is not often held to the same sanctity as his other divine portfolios, it is one dear to this World Eater's heart; honor can only come from fighting worthy opponents, and so people who cannot fight are not worth killing. Furthermore, you'll never have to worry about a "Khârn Moment" where they betray you; it is their way to loyally follow, as they did Angron once, and now do to you.

Book Binder (-50 CP): [Free to **Ultramarines**]
The Tome Keepers Chapter of Space Marines come from a world where the oldest lived individual is only 30; as such, much of their short lives are spent chronicling knowledge to carry on to the next generation. This culture has influenced the Tome Keepers, and they exalt the recording of knowledge, and are one of the few sources to keep a critical and non-glorified history of the Imperium. They also hold that science and reason should overcome superstition and faith. Needless to say, members of this Chapter are extremely lucky not to have been labeled as heretics. This Primaris Marine is luckier than most, as he carries with him a data-slate that contains the true history of the known Galaxy, ranging all the way from M2 to M42. Much of its information is obtained from a Space Hulk, and is overall very broad in scope… but it is accurate.

Keeper of Plagues (-50 CP): [Free to **Death Guard**]
Once, this Plague Marine of the Venomariners warband helped brew one of the most potent diseases the Galaxy might ever know, composed of the biological material of Tyranids. It would be slow to take effect—taking years for symptoms to show—but viciously powerful once it got going. It was highly contagious, and showed no symptoms until it was too late. It would be impossible for the body to defend against it or a cure to be made, because it would adapt to every defense imaginable. These were only the lightest benefits of this plague, and he knew he

held in his hand something that would end countless lives. And yet… and yet, when the time came to use the virus, he could not bring himself to do it, some last remnant of consciousness preventing him from spreading a plague that might end all civilization in the Galaxy. Now, he continues to perfect his craft of composing the deadliest diseases to ever exist and brewing the most potent poisons, but he always finds himself halting when it comes time to actually put his creations to use. He's dreadfully ashamed of his crises of conscience, and prefers to pretend that he's just suffering from a lack of creativity when his fellows ask about his craft.

The Sorcerer in Spite of Himself (-50 CP): [Free to **Thousand Sons**]
When the Space Wolves invaded Prospero, they never asked the individual Space Marines if they were guilty or not. In response to the invasion, Magnus the Red teleported his entire Legion through the Warp onto what would be known as the Planet of Sorcerers, with no one having the chance to stay behind. And when everyone else in the Legion turned to worshipping Tzeentch, well… it didn't take the live human sacrifices to realize what might become of him if he tried backing out. This Sorcerer of the Lorehost of Apoketh warband doesn't actually like Chaos, and if anything considers it rather horrifying… but although he does not fear death, he would very much like to avoid it, and as such has mostly gone along with the whole song and dance of worshipping Tzeentch, despite his personal feelings.

Black Crusader (-50 CP): [Free to **Sons of Horus/Black Legion**]
Saying that this Black Legionnaire is devoted to Abaddon would be wrong; he's devoted to strength, and up until now Abaddon the Despoiler seemed to be the strongest. He holds a deep hatred for the Imperium, not only because he felt deceived over the Emperor lying about the existence of gods, but because he simply cannot forgive that it was the Imperium that killed his gene-father, Horus, whom he held in the utmost reverence. Indeed, it is only their loyalty to Horus that takes priority over their loyalty to strength.

Bearer of Your Word (-50 CP): [Free to **Word Bearers**]
When all he knew of was the physical world, he worshipped the Emperor, joining the Word Bearers. When he learned of what dwelled within the Immaterium, he turned to the worship of Chaos, joining the Sons of Damnation. And now, having learned of what dwells outside of this universe, he has turned to the worship of

none other than you (or, if you're uncomfortable with the idea and insist you aren't a god, he'll just turn to worshipping your Benefactor). However, all of his time spent as a follower of Chaos has somewhat distorted his understanding of what deific beings want, so if you don't want living sacrifices in your name, you should probably put your foot down right away.

Gentle Giant (-50 CP): [Free to **Salamanders**]
This surprisingly large Space Marine of the Storm Giants (a Successor Chapter to the Salamanders) has taken the compassionate nature of his Primarch to new levels, levels that might be deemed heretical if they were widely known. He has sympathy even for the alien, and tries to avoid killing people who haven't "earned it", regardless of their species. Considering his size and impressive strength, though, there are few he can't defeat when he is finally roused to anger.

The Shadow of Death (-50 CP): [Free to **Raven Guard**]
The Death Spectres may be charged with protecting the Imperium from the entities that live within the Ghoul Stars, but that protection doesn't extend to Imperial lives *within* that region of space; more than one populace has died out due to inaction on the part of the Death Spectres, who are only concerned with the Imperium as a whole. This Astartes was once assigned as part of a team to identify what killed one of these settlements to determine if it was a sign of a larger threat. It is unknown what he saw there, but when his team returned to their ship, he killed the rest of his squad and commandeered the Voidcraft, turning traitor and recruiting other Renegade Astartes to his banner. He despises the Imperium above everything else, but has not yet made the plunge to worshipping Chaos.

Twins They Were (-50 CP): [Free to **Alpha Legion**]
This pair of Alpha Legionnaires belong to the Guns of Freedom warband, and although they don't know it, have very different loyalties. One of them is devoted to the Emperor, and believes that all of his wrongdoings will eventually turn out to be for the best and will be part of what saves humankind from Chaos. The other holds Chaos Undivided in the highest respect, and has devoted himself to destroying the Imperium. Both of them believe the other to share their loyalty, and they deeply care for one another. They share a single companion slot.

A Psyker Sidekick (-50 CP):

This mortal psyker has been attached to your unit to assist you in sorcerous matters. They lack the physique of a Space Marine, but their training in the psyker ways has been extreme, and their talent for learning is prodigious. They are a Beta-level psyker, either a Primaris psyker if you're loyal to the Imperium (no relationship to Primaris Space Marines), or a sorcerous rogue psyker if you are a Traitor. If you're one of the Thousand Sons, they can even be your own personal Thrall Wizard. You may choose two psychic disciplines for them to have an enormous level of knowledge and talent in, and you can rest assured that they are immune to possession from entities of the Warp.

For another **-100 CP**, you can upgrade them to an Alpha level psyker.

Devoted Navigator (-50 CP):
A strain of abhumans that has been sanctioned by the Imperium due to their sheer necessity, Navigators are responsible for guiding human ships through the Warp via the use of their specialized third eye, which grants them many Warp-related powers the uneducated might assume to be those of a psyker. They are one of the Imperium's most important assets... and now you have a loyal Navigator of your own. Your Navigator is adventurous, and deeply desires to see more of the Galaxy with their own eyes, and may even hazard a trip out of the ship to visit wherever you are as long as it isn't a Death World or an environment utterly inhospitable to mostly-human life.

Loyal Undead (-50 CP):
Oh? You think it unlikely to find an undead companion in 40k? You must not have heard of Nefertari, the Dark Eldar whose spirit was bound to her flesh after her death, but before her soul could be consumed by Slaanesh. Now, this isn't necessarily one of the Aeldari, but you do have a member of one of the sapient xenos species who, for one reason or another, has had their soul bound to their own deceased body.

They bear no signs of injury, and their soul is bound closely enough that you can't tell that they're dead just by looking, but they can "survive" injuries that would kill a normal member of their species, and have no need to eat, drink, or sleep, although their body still functions enough that they can do such if they so desire (including heal from injuries). Regardless of the circumstance of their resurrection,

they view you as responsible for "saving" them, and as such are devotedly loyal to you.

Kill-Team? (-100 CP): [50% off to **Deathwatch**]
The Deathwatch is known for having some of the most skilled warriors in the Galaxy, able to fight in myriad environments against a host of enemies, and equipped with the finest weapons the Imperium can provide. This is a true statement, but nobody knows how these idiots managed to join, much less stay alive for any length of time. This group of six individuals have the timing of a genius comedian and the attention span of a small child, and range in intelligence from “unbelievably stupid” to “normal human intellect”. Somehow, despite their incompetence, they have never failed a mission, usually due to amazing strokes of luck that their lone capable member is able to take advantage of. They share a single companion slot.

Venerable Dreadnought (-100 CP): [50% off to **Grey Knights**]
Normally, being interred within a Dreadnought chassis is seen as a great honor to an Astartes, but Grey Knights simply see it as a continuation of duty, and do not yearn for it. This Doomglaive Dreadnought is an old soul who felt that his duty was incomplete, and so requested to continue service after being mortally wounded. He is wise beyond even his advanced years, and contains a host of knowledge about daemons and the Warp; what’s more, his psychic powers are amongst the most devastating to ever appear in the entire Chapter.

Primarch in Stasis (-100 CP): [50% off to **Thunder Warriors**]
No, probably not the Primarch you’re thinking of—Thunder Warriors called the leaders of their legions Primarchs, yes, but this was only the name of their rank, not a term with the connotations a Space Marine might link to the term. This is a stasis tube containing a Thunder Warriors Primarch, perfectly preserved at the height of his skill and ability, of such incredible martial ability that anyone less than the Captain-General of the Legio Custodes himself is certain to be defeated by him. It was his hope at the time of his preservation that a cure would be found to the genetic and mental deterioration experienced by the Thunder Warriors; sadly, temporary gene treatments are the best he can find, even—or perhaps especially—in the modern era.

Beastmen (-100 CP):

This form of bestial abhumans appeared during the Age of Strife, and at some point of their ancestry merged with animal strains. They generally have cloven hooves, digitigrade legs, and faces that resemble animals, though their arms and hands are usually similar to a standard human's. They once served in the Imperial Guard to fight for the Emperor to atone for the sin of being born mutants, but are now subject to severe Imperial persecution, and will soon lose their abhuman status entirely and be reclassified as Xenos Horrificus. In desperation, many have turned to the worship of the Chaos Gods.

You receive four corrupted Beastman warriors; a Khorne-worshipping Bloodgor, a Tzeentch-worshipping Tzaangor, a Slaaneshi Slaangor, and a Nurglite Pestigor. You also receive a fifth Beastman who is as large and strong as an Ogryn, known as a Minotaur, who is the calm head of the group and wants to prevent the others from worshipping Chaos before they do something that can't be taken back. They all share a single companion slot.

Followers & Pets

Dead followers and pets are returned to life or replaced (your choice) after 24 hours.

Chapter Serfs/Warband Slaves (Free):
A great deal of manpower is needed to keep a Chapter running efficiently; not only are the battle-brothers too few to keep up with them all, but an Astartes's first priority must always be preparing for, and eventually waging, battle. As such, Chapter serfs are called into service from the Chapter's homeworld population and reside within the fortress-monastery, where they receive better training and education than you can find in most other servants of the Imperium. You receive a number of serfs of your own, enough to maintain all of your properties and to crew your voidcraft. These are “NPCs” with no real mind or personality of their own, although by interacting with them you can cause them to grow beyond this into actual people, potentially allowing you to take them as companions.

You additionally have serfs that can craft ammunition for you, repair your vehicles and weaponry, perform maintenance, clean for you, cook for you, perform medical treatment for you, and generally help in all areas in life outside of combat… however, even there they have some use, as it is Chapter serfs who fire the weapons of a voidcraft during battle, and all of your serfs are trained to at least the same level of combat prowess as a properly-trained Guardsman, should the time come that they need to defend your holdings.

Should you be of Chaos, these are instead a supply of slaves, although how badly they are treated is up to you.

Chaos Hounds (-100 CP):
These nightmarish beasts are twisted and deformed by the powers of the Warp so that glistening muscle and tissue is visible through their hair and what remains of their skin. But although they look frail and frightening, they are terrifyingly agile and strong, more than capable of ripping a man to shreds within seconds. You receive a pack of 3.

Flesh Hound (-100 CP):
A Daemonic Beast of Khorne often used as a mount, these "canine" Daemons exist to hunt down the enemies of Khorne. These bony, spiked, almost lizard-like

predators are tireless and possess a crimson skin that is as durable as Mesh Armor, massive claws and teeth, as well as amazing speed. They are larger than a fully Armored Space Marine, and are each equipped with a Collar of Khorne growing from their necks, allowing them defenses against the treacherous power of the psyker. For another **-100 CP**, you can have the larger and more vicious Gore Hound, whose rage is so great that its targets spontaneously burst into flame.

Furies (-100 CP):
These winged Daemonic Beasts resemble gargoyles, and their rapid flight gives them an advantage over many other Lesser Daemons and Daemonic Beasts. They are barely sentient, but the 6 you receive will follow your word eagerly.

Steed of Slaanesh (-100 CP):
These narrow-mouthed, long-tongued bipedal lizards are able to run for eternity without tiring in service to Slaanesh. Its serpentine body is propelled by long, muscular legs, and its head is a narrow snout with eyes, from which emerges a several-meter long tongue that can lash out like a whip.

Watchers in the Dark (-100 CP):
The Watchers are a diminutive, robed race of creatures that now inhabit the fortress monastery of the Dark Angels, but who once lived on Caliban before its destruction. They possess a near-exclusive ability to resist Warp entities to almost the same degree as a Blank, although without nullifying the Warp around them as Blanks do. They communicate with one another through psychic means, and have been trying to guide the Dark Angels against Chaos since even before the Horus Heresy.

You receive a group of 10 Watchers, who will endeavor to aid you—although they will never actively fight for you, they are more than willing to assist you in other ways, even during combat. Not to say that they can't fight; if attacked, they will defend themselves, and quite ably at that, considering that they once engaged in battle against the Warp-twisted mosnters of Caliban.

Fenrisian Wolf (-200 CP):
The massive Fenrisian Wolf is a fearsome and semi-sapient predator of the homeworld of the Space Wolves, and now you, in the ancient tradition of Primarch Leman Russ, have befriended and trained a Fenrisian Wolf of your own.

Although legends tell of truly massive varieties of Fenrisian Wolf that can even have teeth as large as tree trunks, you "merely" own a Thunderwolf. These creatures might not be the size of the Fenrisian Wolves of myth, but they are still huge, having more in common with a Terran rhinoceros than a canine in size. With a shaggy coat as tough as matted steel wire, and jaws strong enough to chew through iron, this Thunderwolf is now your loyal ally, devoted to you in all things, and will heed your words.

But before you treat it as just another animal, just remember... there are no wolves on Fenris.

Juggernaut (-200 CP):
A dim-witted monstrosity that combines the most grueling aspects of the Blood God with the skills of his armorers and weapon-smiths. They have heavily armored, partially mechanical bodies of living metal and burning blood, and are said to embody the rawest moments of battle—where overwhelming force is prevalent and only the mightiest and toughest can survive. They fight anyone who dares approach them, but their metallic flesh is cut into the form of a saddle. Normally, you must go through a punishing process of breaking the Juggernaut into obedience to ride it, but yours has already succumbed to your will.

A Juggernaut moves through enemy formations, smashing and crushing anything in its path like a living battering ram. But they are not invincible, and anti-tank weaponry can down these great beasts. For **-50 CP** more, you can have a three-headed Juggernaut Helstalker, with more offensive ability and the power to survive as long as a single head still lives.

Rot Fly (-200 CP):
These are Daemonic Steeds, Beasts of Nurgle that have since transformed into nightmarish insectoid creatures large enough for an Astartes to ride on. Their appearance is so repugnant it is said to scar the mind. They have a number of abilities, like spraying corrosive acid onto victims to liquefy them, as well as a venomous sting and a prehensile, blood-draining proboscis. Although most of the time they have four large insectile wings, you may opt to purchase a variant that has "naturally" occurring engines having grown in them instead.

Rubric Marines (-200 CP):
Also known as the Rubricae, the Rubric Marines are the spectral remains of non-psyker Astartes of the Thousand Sons Legion that have been trapped in their suits of ancient Power Armor as mindless automatons. As enduring as an empty suit of armor can be, they are remorseless, implacable foes, who may be slow but still retain all the skill they once employed in service to their Legion.

You receive a squad of 10 Rubric Marines that are genuinely mindless, and there is not a consciousness lurking beneath the surface that is captured in unending suffering. Normally Rubric Marines would only obey Sorcerers, but those you have purchased are entirely loyal to you and only you.

Daemonculaba (-300 CP):
A Daemonculaba is a human female slave of the Iron Warriors, force-fed nutrients until she grows to grotesque proportions; then her insides are altered and chemistry rewired by the Savage Morticians utilizing captured gene-seed, turning her into a living “birthing womb”. By shoving an adolescent child inside the stomach of one of these enslaved women, the process will either turn him into an Astartes or create a mutated abomination, both born without skin. Any Astartes or Unfleshed you create by means of your Daemonculaba will become followers.

Screamer (-300 CP):
Also called Sky-sharks, these flying, spiked, stingray-esque shark-creatures have "Warp Jaws" that allow them to chew through any manner of solid matter, no matter how tough. They are able to use magic, and leave a trail of multi-colored light, and their movement through the air leaves an echo of mind-penetrating shrieks. Your Screamer doesn't serve as a mount normally, but it is capable of transforming into a Disc of Tzeentch, a flying Daemonic Steed tied to your will that combines great mobility and calculated thinking. Yours can transform between Screamer and Disc form at will.

Daemon Engines (-400 CP):
These are part technological, part-daemonic "vehicles" employed by Chaos, and they vary greatly in form and function; the only uniting factor is that they are a vehicle of some sort with a Daemon bound to it to control its actions. Daemon Engines would ordinarily have an insatiable bloodlust, but your Daemon Engines are more devoted to fulfilling your will than anything else.

Blight Drone (Free):
A perversion of the ancient Vultarax Stratos-Automata, these machines are a bizarre conglomeration of insect larva, machine, and Daemon Engine. It is armed with rapid-fire Autocannons and a maw-like apparatus able to spew noxious poisons and acid which can eat through metal and flesh in seconds. They prefer to operate in swarms, and so you have 4 of them.

Blood Reaper (Free):
A towering Daemon Engine of Khorne, it is literally bristling weapon weapons, containing twin Skull Cannons that blast apart armored targets, four Tower Guns large enough to break down vehicles, and even then it has a large, prow-mounted ram for running over your enemies.

Blood Slaughterer (Free):
Larger than a Castraferrum Dreadnought, they have a hunched, tick-like appearance, but are armed with a multitude of monstrously large claws and blades, most notably their two Slaughterer Blade limbs. One of these blades can be exchanged for an oversized Impaler Harpoon to capture distant enemies.

Cauldron of Blood (Free):
This Daemon Engine mounts a huge cauldron of bubbling daemonic ichor. The cauldron is used to continuously supply the vehicles jutting cannon with red-hot daemonic blood, which effectively showers the enemy with molten lava.

Decimator (Free):
An unholy Daemon Engine, the Decimator vaguely resembles an Astartes Dreadnought (although it is a bit weaker… although also cheaper), and is armored with tainted ceramite and adamantium, while its low-set "head" gives it a hunched posture that exudes menace. This armed walker can be equipped with a Siege Claw, Soulburner Petard, Storm Laser, Heavy Conversion Beamer, or a Butcher Cannon.

Forgefiend (Free):

A fusion of Daemon-beast and heavily armored machine, it is designed to attack enemy forces from afar with overwhelming firepower. It is equipped with two or three Ectoplasma Cannons, or two Hades Autocannons. They don't fire normal ammunition, however; instead, even their regular bullets are tainted with daemonic essence. They can reload and create new ammunition by feasting on nearby metal.

Maulerfiend (Free):
Similar to the Forgefiend, this is a fusion of Daemon beast and heavily armored machine designed to attack armored forces in close range with brutal melee weapons. To achieve this, they are extremely agile and nimble for creatures of their size, and are armed with a combination of Power Fists, Magma Cutters, and Lasher Tendrils.

Brass Scorpion (-50 CP):
These Daemon Engines are dedicated to the Blood God, and show a high level of bloodlust and delight for slaughter rarely matched even amongst the machines of Chaos. They are equipped with a tail-mounted Scorpion Cannon, a front-mounted Demolisher Cannon, two Hellmaw Flame Cannons, and two large close combat weapons—typically in the form of large pincers, but you may optionally have motorized saw blades.

Defiler (-50 CP):
Walking like some sort of daemonic crab, the Defiler's hull supports a massive turret containing a Battle Cannon, although they are also supported by a Reaper Autocannon and a Havoc Launcher. Two of their six limbs make for giant pincer claws that can shred apart even tanks.

Foetid Bloat-Drone (-50 CP):
Larger than Blight Drones and with 3 turbines, this floating Daemon Engine hunts its prey with malign intelligence. They are more aggressive and spiteful compared to most Daemons of Nurgle, and many cannot even be fitted with ranged weapons, such is their desire to smash the enemy with their own body. They are instead equipped with macabre devices known as Fleshmowers, which tear apart enemies caught within them at closer range. The mashed remains of their foes are excellent fuel to be used with Plaguespitters or Heavy Blight Launchers that they can also possess.

Plague Hulk (-50 CP):
Closely resembling the Soul Grinder, the Plague Hulk has a distinctly Nurglesque appeal to it, with a more bloated, decayed appearance. At the center of this Daemon Engine sits a maw capable of vomiting a tide of filth that can rot flesh and corrode metal, and it possesses an arm-fused Rot Cannon and an oversized Plague Sword.

Skull Cannon (-50 CP):
The spiked wheels of this living vehicle grind across the battlefield and mangle everyone in the Skull Cannon's way. Those who get in front of it are fed into its gaping maw, roasted in daemonic fire and broken up into fragments that are ejected from the rear; only the skulls are kept, which are then fused with the Blood God's wrath, set alight, and blasted in a Firey wake from the Daemon Engine's cannon.

Soul Grinder (-50 CP):
Resembling a spidery six-legged construct with a roughly humanoid daemonic upper body, it loosely resembles a Chaos Defiler if the top was replaced with the torso of a daemon. It has a Warpsword and Iron Claw, as well as ranged weapons such as the Harvester Cannon or deadly face-mounted Mawcannon. The daemon portion can fire bolts from its single eye known as Warp Gaze, or unleash the fires of the Warp from its maw in a Baleful Torment. Yours is also able to vomit forth a Phlegm Bombardment, a mass of mutating ichor that can fly long distances.

Venomcrawler (-50 CP):
This skittering, spider-like Daemon Engine is host to parasitic entities that infest the Warp. As more Daemons are bound into its form, its "abdomen" will swell to create a reservoir of Empyreal energies. This energy can fuel the Venomcrawler's formidable weapons, such as their Excruciator Cannon pods, or the energies can be harvested. The presence of a Venomcrawler thins the walls of reality, making it easier for Daemons to travel into the Materium nearby, where they are typically eaten by the Venomcrawler.

Heldrake (-100 CP):

A fusion of man, machine, and Daemon, these creatures have enormous wingspans that makes them bigger than Stormraven Gunships. They used to be fighter aircraft flown by noble Space Marines, but have since been mutated by the Warp into something more hideous, with their original pilots still inside and fused to their machines for eternity. They feature a Hades Autocannon or a Baleflamer in their mouth, spewing daemonic bullets or fire capable of piercing through other vehicles. For another **-50 CP**, you can have the larger Two-Headed Heldrake, which is armed with Baleflamers in both mouths, a sonic scream capable of stunning the systems of a Thunderhawk, and a bite that can rip Space Marines in half. It has a wing span of at least 80 feet, and the bio-mechanical wings themselves are a hundred feet broad. You may opt for a pilot-less Heldrake, if you so desire.

Helstalker (-100 CP):
A Daemon Engine designed to parasitically devour the Motive Force of machines, with Hypno-Armor Syringes that inject machine-devastating Scrapcode directly into its victim. As it does so, its own frame swells with ingested code and subroutines, and the harvested energy can be used to reinvigorate other Daemon Engines, or released as beams to infect the systems of other vehicles. Besides their parasitic abilities, Helstalkers have either an Autocannon or a Baleflamer.

Kytan (-100 CP):
Tall and powerful as a Cerastus Knight, they are intended to challenge the martial prowess of the Imperial Knights families. In appearance, they look like the Lord of Skulls Daemon Engine in regards to their upper body, while their powerful lower limbs give them both height and speed, allowing them to charge at frightening speed while firing from their mounted Kytan Gatling Cannons. Their weapons of choice, however, are the two Great Cleavers of Khorne that they wield to deadly effect. They are guarded by daemonic rites and the powers of the Warp that allow them to resist damage afflicted upon them.

Lord of Skulls (-100 CP):
Wrought by the most skilled Warpsmiths with the bound spirit of a Bloodthirster, this towering contraption is powered by the boiling blood of murderers. They have a Great Cleaver of Khorne mounted on the right arm,

and either a Skullhurler or a Hades Gatling Gun on the left. It has a chest-mounted Ichor Cannon, Daemongore Cannon, or Gorestorm Cannon for long-ranged options.

Myphitic Blight-Hauler (-100 CP):
Resembling a more mechanical Bloat-Drone that has been stripped of its turbines, this machine typically has heavy weapons on its carapace, usually a combo of a Multi-Melta and Missile Launcher for mid-to-close range tank hunting. If an enemy gets close, they fall upon them like a ravening wolf, biting off pieces of the enemy and injecting toxic filth with its fangs. It has high defense, and produces keratinous spouts that protrude from its body. As it devours filth and corpse-matter of the battlefield, the machine turns the accumulated foulness within, building up toxic gasses and fumes until it spews them out in billowing clouds to incapacitate enemies. As they usually come in packs of 3, that's how many you receive.

Plagueburst Crawler (-100 CP):
These formidable siege tanks have huge ram-blades, thick armor plating, and daemonic energies to provide them with even more resilience than they'd normally experience. Their fearsome Plagueburst Mortars fire on a high parabolic arc and have terrifying range, while the shells they fire combine high-radius explosives with lethal clouds of corrosive spores to inflict damage comparable to that of Imperial Demolisher Cannons. This weapon can't fire at something up close... but all the remaining weaponry on this vehicle are designed to spray corrosive slime and viral shells at anyone who manages to get close.

Silver Tower of Tzeentch (-100 CP):
These form an outlandish sight—a collection of stunningly beautiful, intricately carved towers resting on circular discs, they float above the battlefield supported only by sorcery. Yours does not need Thrall-Wizards to function, and is possessed of its own sorcerous might. It can produce Beams of Power—singular, potent blasts that can damage even the most heavily armored targets—or Bolts of Change, firing massed blasts of energy in volleys. In addition to its considerable offensive capability, a Silver Tower is protected by powerful walls of energy shielding that defend not only the Tower, but also nearby allied vehicles and infantry.

Fire Lord (-200 CP):
This is a Daemonic super-heavy assault aircraft of Tzeentch, with a jewel-encrusted hull studded with swiveling Lascanons, and the pinions of its wings bearing a pair of deadly Flame Cannons. It has tremendous speeds, letting it make devastating attack runs—particularly dropping a deadly cargo of Firestorm bombs on helpless foes below.

Warp Palace of Tzeentch (-400 CP):
Resembling a huge baroque fortress on a giant hovering disc with the essence of a Lord of Change at its core, the Warp Palace far outsizes the more common Silver Towers. It can remain motionless, simply shooting at ground targets, or it can teleport through the warp from one end of the battlefield to the other, creating sonic booms and a cascade of lightning bolts in its wake. Unlike normal, yours does not use psykers and neophytes to generate energy, but instead produces it itself.

It can fire a variety of psychic attacks in a 360-degree firing arc, ranging from supporting Psychic Shields and Fortunes of Tzeentch, to Blue and Pink Fires of Tzeentch and Tzeentch's Firestorm for offensive options. Every unit killed by the Tzeentch's Firestorm has a chance to spawn a Pink Horror. In addition to its sorcerous power, which is far beyond any other Daemon Engine, your Warp Palace is armed with a cannon and Bolters.

Mutalith Vortex Beast (-400 CP):
A terrifying abomination of nature that has been mutated beyond all reason by the power of Chaos, and which carry a vortex of the raw daemonic energy of the Warp on their backs, anyone who wishes to fight—or even fight alongside—these creatures risks suffering from mutation and madness. Often formed from dozens of lesser Chaos Spawn, they also sometimes arise from the failure to become a Daemon Prince. This monstrosity towers even above tanks, and its body absorbs and draws in Chaos Energy, which at once tears it apart and holds its weird anatomy together. This struggle between order and entropy creates a swirling psychic tempest around them, mercilessly warping the bodies of their enemies.

Yours is incapable of driving you insane or mutating you, and you have control over their Chaos vortex, able to diminish or even prevent its effects on other people.

Excindio-Class Battle-Automata (-600 CP):
These are the tortured and neutered remains of the murderous Men of Iron, captured by the Emperor's forces and transformed into many-armed Battle Automata to be used by the Dark Angels' Ironwing division. Every Excindio is equipped with kill-switches, because they do not understand mercy or restraint and take vicious delight in any carnage they cause, such was their hatred of organic life. Yours is loyal to you… but that won't stop it from getting carried away.

These towering robots went into battle with Battle Claws on their main arms, secondary Manipulator Arms, Phosphex Canister Launchers, Nerve Induction Shredders, Atomantic Pulse Cannons, Graviton Flux Projectors, and an internal Refractor Field. You receive 3 Battle-Automata with this purchase; seven are enough to pose a threat to a Primarch.

***Sparatoi* (-600 CP)**:
The Alpha Legion operates through covert means, but Space Marines are... kind of obvious. Now, sufficient skill can get around that, but for the most part the Alpha Legion makes use of *Sparatoi*, augmented and highly adept human agents as well as covert operative teams. These "sleeper" agents can be planted years before they need to fulfill their duty, and can carry it out regardless of what seeming loyalties they might have picked up.

In every jump you go to, you can select any one individual who is not in a position of command to be your *Sparatoi*. When you issue a command word, they will awaken to their true loyalties, and serve your bidding. They will receive biological and covert cybernetic augmentations to allow them to function on a much higher level than they used to, to allow them to be used as agents of destruction as easily as agents of sabotage. Each of your *Sparatoi* will come with you as followers on your travels to new worlds.

Daemon Behemoth (-800 CP):
Vast beyond the comprehension of mortal warriors, these Titan-scale creatures use flailing tentacles and grinding teeth against their enemies. Behemoths are

amongst the largest of demons, and are death incarnate. They are employed as animated war engines, set against the strongest defenses to force a breach for the horde that follows at their heels, and serving as a bullet sink for the heavy guns of mortal armies that oppose them.

Leviathan (-1000 CP):
The Warp has more nightmares than just daemons. Tzeentch uses countless nameless, writhing entities and changes them into forms that the material universe might recognize and fear, and thus he created the great, hungry Leviathans, born from mankind's imagination, and which are huge Warp creatures more massive than any Battleship and wreathed in flame. They travel the Warp just like space-faring vessels travel the material universe.

Scenario

Taking a scenario is entirely optional. In the event that you fail a scenario, the only consequences are that you do not receive the scenario's rewards; unless you die, you will still be able to make your final choice at the end of the jump.

When Brother Slays Brother:
The Horus Heresy was the worst tragedy in the history of the Imperium; and in the history of mankind, only the Age of Strife itself could possibly be seen as a worse setback to human civilization. Although the Imperium nominally won that war, that victory was pyrrhic. Half of the Space Marines had left, and the remaining half was heavily depleted. Half of the Machine Cult had joined Chaos, and taken with them valuable tech-lore that could not be replaced.

The Loyalist Primarchs would disappear over time, while the traitors would ascend to become Daemon Princes of the highest order. And the Emperor of Mankind, the man who exalted atheism and sought to kill divinity entirely, was forced to rot on His throne while His Imperium descended into a glorified cult, one that grew only worse as time passed, instead of the glorious and enlightened civilization he sought to achieve.

You must change this. You cannot allow the present future, or anything like it, to come to pass. Whether you accomplish this by completely crushing the Imperium or by vanquishing the traitors does not matter. Even destruction would be better than the slow spiral of decay it has trapped itself in.

Taking this scenario automatically restricts your starting time to the Unification Wars, the Great Crusade, or the Horus Heresy, and you will stay until at least 014.M31 or until 10 years have passed, whichever one keeps you here longer.

> **Reward – Chapter Master Jumper/Chaos Lord Jumper**:
> You have proven yourself to whatever side you have ensured is dominant, and have been thusly rewarded.
>
> Should you have ensured that the Imperium have the opportunity to flourish, then you will be declared Chapter Master of your own Chapter of Space Marines. 1,000 Astartes strong, with a full complement of vehicles,

dreadnoughts, terminator armor, and a fleet to transport them in, you have a force at your disposal capable of turning the tides of entire wars. Additionally, the Emperor will reward you with **+1000 CP** to spend on Equipment, Vehicles, Voidships, and Relics.

However, should you have instead strangled the Imperium and ensured the Emperor's death, then you will instead be declared a Chaos Lord, and be made the leader of your own warband of a thousand Chaos Space Marines, with vehicles, dreadnoughts, terminator armor, and a fleet to transport them. To represent your new power as a Chaos Lord, you will receive **+1000 CP** from the Dark Gods to spend on Gifts of the Warp, Relics, or Pets/Followers.

Regardless of which one you earn, your Astartes will all be based on you rather than coming from one of the Primarchs; they will all benefit from as much of your Body Mod as you care to share, will possess whatever gene-seed organs you have (including being Primaris Marines, should you have purchased **Primaris Physiology**). Should you be a Thunder Warrior, then they will all be Thunder Warriors, instead.

Each individual Astartes will receive the basic effects of the **Space Marine Training** perk, and will further get the benefits of any one of the trainings. Your Chapter is split into 10 Companies. Each Company possesses 10 Astartes with the **Sergeant** perk (as well as a second **Space Marine Training**), 2 Astartes with the **Lieutenant** perk (as well as a third training), 1 Astartes with the **Captain** perk (and a fourth training), 5 Astartes with the **Veteran** perk, except for the 1st Company, of which all 100 members have the perk. In addition to this command structure, each company will possess 1 each of Astartes with the **Ancient**, **Apothecary**, **Chaplain**, **Librarian**, and **Techmarine** perks.

In addition, a single Apothecary, Chaplain, Librarian, and Techmarine will receive the benefits of the **Captain** perk (as well as an additional **Space Marine Training**), to become the Chief Apothecary, Master of Sanctity, Chief Librarian, and Master of the Forge, respectively.

You don’t actually need to have 10 Companies, but the *Codex Astartes* recommends it, and it is a nice even way of grouping your men.

Additionally, you may select up to 300 CP worth of perks (after discounts) from this jump which every one of your Astartes will benefit from; they need not be perks you have purchased yourself.

These are considered followers.

Drawbacks

There is no limit to how many drawbacks you can take. But be wary, lest you take on more burdens than you can bear. If the details of a drawback are unsuited to the time period you enter the Jump, they will be altered to fit; for instance, you might find Tyranids showing up all the way on Earth before the dawn of the 30th Millenium if you take the second level of **Calling the Hunger** and begin during the Unification Wars.

Character Insert (0 CP):
But maybe you don't want to just be another Astartes? What you if want to really be someone? With this option, you may insert as any Space Marine (or Thunder Warrior) in Warhammer 40k history, so long as you appear in the correct era and are of the correct Founding Legion. You receive access to their memories to draw upon, but retain your own mind and personality.

Just What is Canon? (0 CP):
Many stories have been told in this setting, and at least half of them contradict one another. You may choose which versions of history is "true", and what is misinformation. In short, this allows you to decide what parts of this setting's canon are true, and what isn't. You can't, for instance, make the Emperor never have existed—because His existence is a fact in all forms of Warhammer 40k media—but you could determine whether Ollanius Pius was an ordinary human who stood his ground against Horus, or whether he was a Perpetual, and many other details, besides.

Non-Canon (0 CP):
In 1988, the company Citadel Miniatures made female Space Marine miniatures. That's close enough to being canon, right? The point is, as long as some company has made Warhammer 40,000 miniatures, you may optionally and selectively consider that company's miniatures to be representative of reality for the setting you're jumping into. Which, for most people who take this toggle, will probably mean that there are female Space Marines.

Fanfic Toggle (0 CP):

At this point, you have become wholly divorced from canon. What if all the Loyalist and Heretic Legions were switch? What if only women could become Space Marines? What if the Emperor realized that creating superpowered children meant he should probably try to be a decent father to them? What if [Character X] survived [Battle Y]? These and more questions can be answered if you only take this Fanfic Toggle. It can also be used to supplement this with another jump for a "crossover", keeping their relevant point totals separate.

Praise Be to Space King (0 CP):
Why would you be a LOSER Space Marine serving some God-Emperor when you can be out there, cracking heads, *finding Space King*?! You go to the universe of the Space King parody by Flash-Gitz Animation.

You now have Holy Globules instead of gene-seed organs (although you still receive the benefits from any gene-seed organs you purchased), and serve as part of the Star Defenders legion. Your Warhammer 40k-specific psycho-indoctrination defenses will also apply against the methods used in Space King.

Remnants of a Past Life (0 CP):
It is entirely possible that you have been in this setting before. If that is the case, then you may decide whether or not you are returning to the same reality that you visited in the past, or if this is a whole new Jump with no connection to past events. Let it be noted that, even if two of you should exist at the same time, you will never be able to meet or contact yourself from a past jump.

Time Changes Everything (+50 CP):
Everything but war, that is. Ten years isn't very long in the life of an Astartes. By choosing this drawback, you can extend the duration of your stay by +10 years, to a maximum of 100 years. However, you can increase the price of each purchase of this drawback by **+50 CP** in order to multiply the length of your stay by x10, to a maximum of 1000 years. For another **+50 CP** each, you can multiply it by x10 again, to a maximum of a 10,000 year long stay.

Coward's Battle (+100 CP):

As terrible and horrific as the Night Lords can be, there is no denying that they are, at heart, cowards. They never engage their equals in battle unless they have somehow weakened them first, and are quick to flee should circumstances turn against them. They lack the nobility for this to be considered mere tactical repositioning; the Night Lords are cowards.

You lose any immunity to fear you may have possessed, and any perks that give you courage have that aspect of them disabled. You will have to genuinely face your fears now… and there is a lot in this Galaxy to be afraid of.

Curse of Savagery (+100 CP):
The White Scars have ferocity in their hearts, originating perhaps from their homeworld, or even from their Primarch. They must ever maintain balance against the savage bloodlust within them, drawing upon it for strength in battle but must be ever-careful to control their own hearts, lest they succumb to the urge for battle and seek it out against all reason. You might or might not be a White Scar, but you share this same lust for battle. In the midst of a fight, you are at risk of succumbing to this, becoming savage and wild and striking down even foes you sought to spare.

For an additional **+200 CP**, this drawback becomes worse. Rage and fury lurk just beneath the surface, seeking any excuse to break free. In combat, should you run out of enemies and not gain control of yourself, there is a risk that you might turn on your allies to vent your thirst for slaughter.

Honor and Duty (+100 CP):
If your duty is to see to the survival of humanity at any cost, your honor might be getting in the way of that. You try to fight fair to the exclusion of common sense. Now, if you have a numerically superior advantage, you won't necessarily try to, say, send your numbers away so it's an even fight—you aren't *stupid*, just overly "honorable". But you will avoid sneak attacks, avoid specifically targeting your enemy's supply lines, and other strategically vital techniques in favor of straightforwardly crushing your enemies.

If you're absolutely pressed and have no other way to achieve victory, you might be able to bend your honor enough to perform such things—but it would take pretty dire straights to push you so far.

Leadership of Perturabo (+100 CP):
As brilliant a commander as Perturabo proved himself to be, he was a brutal and unrelenting taskmaster who pushed his Legion to the very limits of what they could endure, and sometimes beyond even that. Like that Primarch, you have no concern for the mental and physical wellbeing of your subordinates. As long as they can function, you don't care for them. And *you* don't have the almost-supreme authority of a Primarch protecting you from upset subordinates killing you for your behavior.

Paranoid as a Silver Skull (+100 CP):
The Silver Skulls completely refuse to enter battle unless their specialized Librarians, known as Prognosticators, receive a psychic portent that foretells their victory in battle. Well, maybe you aren't *quite* as paranoid as that—but it would take a miracle to force you to enter serious combat unless you're at least 90% certain of victory.

Plots and Guile (+100 CP):
It isn't the way of the Thousand Sons to confront the enemy in straightforward combat. Trickery and deception are the name of the game, and it is the same for you. But you aren't content with simple tricks. This need to induce complexity into your life will cause issues, especially when faced with problems that would normally have a simple solution.

Sell Those Miniatures (+100 CP):
How is a purchaser supposed to identify you as different from any other Space Marine if they can't see your face? You are incapable of wearing a helmet outside of situations where you will genuinely die without it—not a chance of death, but a certainty. For instance, being underwater, or in a vacuum. But "just" combat? You're never going to wear a helmet. I suppose it is more "heroic", but it's hardly pragmatic, is it?

Oh, and you lose the benefits of **No Helmet Zone** for the duration of the jump. Sorry about that.

Suffer Not the Alien (+100 CP):

Maybe you don't believe aliens can be trusted, or maybe it's an uncontrollable compulsion, but only the most extreme of situations would ever result in you willingly working together or otherwise cooperating with an intelligent xenos species. For another **+100 CP**, this is increased to the point that you will not, under any circumstances, work alongside intelligent alien life.

But for a final **+100 CP**… well, the xenos are amongst the most pernicious of the threats faced by humanity, and this is something you now believe to the very depths of your soul to an extent that even some of the Deathwatch might consider extreme. You will book no peace with the alien, and will not suffer sapient nonhumans to live in your presence. It is impossible for you to even temporarily ally with xenos, and you would even burn alive a surrendering child if it wasn't human.

Tastes of the Wrath (+100 CP):
The Wrath is a Khornate warband so brutal and cruel that the Dark Eldar speak of them in awe, and an Ork warband once fled from them simply by recognizing them. Amongst the tamer things they do is eat the deceased, and flay them to wear their skin as clothing.

Your taste in food would be appreciated by the Wrath, as your digestive system will not function unless you have consumed the flesh of a sapient being within the past month. And even if you have a perk that would allow you to go without eating, you now need sustenance as frequently as any other Space Marine.

For another **+100 CP**, however, you are only capable of surviving off of the bodies of sapient beings.

The Burden of Doubt (+100 CP):
Though they have many practices with which to quell them, in times of quiet the Imperial Fists are oft driven to the same doubts that plagued Rogal Dorn in the time following the Horus Heresy. Doubts in their ability, remorse for their perceived failure in protecting the Emperor, and more besides. Now, you too will find yourself affected by the spiritual malaise of doubt. It will come when times are quiet, to whisper in your ear that you are not good enough, that you have failed in some way, that your endeavors have proven worthless. You will never be able to completely banish these doubts, although you can set them aside when it

is time to do your job, and experiencing great pain can allow you to briefly overcome them… but in a matter of days, these feelings will return.

The Strength and Certainty of Steel (+100 CP):
The Iron Warriors might replace themselves with cybernetics out of necessity when faced with Warp mutations, but the Iron Hands do so eagerly, and to a greater extent, simply due to their hatred for their own flesh. Ferrus Manus mourned that the hatred of one's own humanity was the first sign of corruption, and now you can rest assured that you despise your own body. This isn't body dysphoria, not quite—instead of hating your form, you despise the weaknesses inherent to flesh and blood, even those of an augmented supersoldier. You will never be free of this self-loathing until you have been reduced to a brain in a mechanical body.

To Reclaim Honor (+100 CP):
You hold the honor of your Chapter/Legion/warband in the utmost esteem. If you were to hear someone slander it, you would likely visit violence upon them.

Unyielding (+100 CP):
The Salamanders have a culture that prioritizes endurance and self-sacrifice, and they are notoriously stubborn, refusing to give ground even if it would make more sense and fighting to the last for the sake of civilians. You find it extremely difficult to change your course of action, and are inclined to stubbornly keep trying to do the same thing, even if it's a failing course of action.

For another **+100 CP**, this becomes more extreme. Once you decide to do something, you will not change your mind. You will not alter your decisions, you will not change your opinions, you will never budge once you've decided to make a stand, no matter how much more sense it would make.

A Crisis of Faith (+200 CP):
Well, maybe you're not currently going through a crisis of faith right now, but you might later! Because you? You're a true believer. If you're a Loyalist, then you're firmly devoted to the God-Emperor of Mankind, and will refuse all indication that he is anything less than a god—and if you're in a time period before he's been interred on the Golden Throne, that might get you killed. If you're a Traitor, then

you're entirely devoted to one or all of the Ruinous Powers, and will fully engage in the behaviors expected of one who worships such dreadful gods.

Angry Marines (+200 CP):
ANGRY MARINES!!! ALWAYS ANGRY!!! ALL THE TIME!!!

You are a pent-up ball of fury. You scream your sentences, you swear without control, and you hate hate hate the alien, the xenos, and the witch, and you express it without anything resembling self-control. Well, that's a lie. You have enough self-control to not murder everyone all the time, and just kill your enemies. And you don't particularly hate anymore more than you hate everyone else.

But seriously, you're just so angry. It never stops. It never calms. It's such a constant that you can even go to sleep just fine, and dream angry dreams.

Crimson Sabres to Crimson Slaughter (+200 CP):
After committing genocide on an entire population, the Crimson Sabres Chapter became haunted by the victims of those they killed. The only way to silence them was to kill more. This created more ghosts, who could only be silenced by killing. They ended up charging into the Warp to kill as many traitors as they could before dying in battle… only to emerge out the other side as the Crimson Slaughter warband of Chaos, haunted by the spirits of countless dead and killing everyone they can get ahold of to silence them.

Whenever you kill someone, you will be haunted by their spirit. After you have killed ten beings, the spirits will become loud enough for you to hear. After you have killed a hundred, they will be able to slowly and weakly manipulate objects, which they will use to inconvenience you (although not to harm). After you have killed a thousand, they can do so with speed and force, although not as much as an Astartes can exert. After you have killed ten thousand, they will start using their powers to hurt you. After you have killed a hundred thousand, they will begin using their powers to try to kill you. After a million, they will take physical form and try to murder you, although at this point you can "kill" them a second time, which quiets them for a while.

This even applies to kills you don't perform in person, such as virus bombing a planet.

Curse of the Wulfen (+200 CP):
The Canis Helix of the Space Wolves is prone to causing incredible mutations, transforming them into lupine mutants known as Wulfen. You are now one of these mutants. You might fight in the 13th Company of the Space Wolves, or you might wander the surface of Fenris as an outcast—but no matter what, you cannot show your face before anyone outside of the Space Wolves, for the only right and just response to finding a mutant such as yourself would be to slay you on the spot.

Deathsworn (+200 CP):
The passions of the Space Wolves run deep, but some were so exposed to the horrors of war that their passions turned cold, and their emotions froze like the deepest winters of Fenris. And yet, one thing remained that could stir them to feeling; the prospect of bringing death and bloodshed. You, too, have felt the breath of the wolf in your bones. Your emotions are dead, and the only thing that can inspire you to feel once more is the prospect of slaying your foes. The only time you feel anything other than the chill of death is when you bring slaughter to your enemies.

Failure to Expect the Unexpected (+200 CP):
Back when they were loyal to the Emperor, the Emperor's Children performed to an excellent and exacting standard, and were held up as a standard against which other Astartes compared themselves. However, their precise and almost mechanical approach to warfare did have a major flaw; if a truly unexpected event occurred—which, due to the skill of the Legion's strategists, was almost always due to something that couldn't have been anticipated in the first place—the Space Marines were thrown into confusion.

So is it for you. You are slow to respond to unexpected changes in battle, and unforeseen events invoke hesitation in you. It doesn't dissuade you from your purpose, of course, but you will always suffer from a crucial moment of wondering just what you're supposed to do in an unanticipated crisis.

Hierarchical (+200 CP):

Many Chapter's gene-seed results in certain changes to the personality of the neophyte they are implanted in, and normally you would be exempt from this. However, like the Ultramarines, you have taken up a marked tendency towards cohesion and the adoption of hierarchy… and then gone a little bit further with it than the honorable Chapter has. Your independence has taken a hit, as you will always try to work together with others rather than strike out on your own; furthermore, you find that you are incapable of disobeying the order of anyone who is ranked higher than you. Fortunately, Space Marines stand apart from the unit hierarchy of most of the rest of the Imperium, but there still exist those who have the right to command you—and you have lost the capacity to disobey them.

Human But Inhumane (+200 CP):
On Dundas II, the local Militarum forces managed to provide a surprisingly potent fight against the invading Death Guard forces. The leader of the Iron Hands Chapter sent to provide reinforcements saw this, and saw fit to… "reward" the men and women of the fighting Dundas Seventh military division, by giving them all torturous, extreme levels of body-remaking, combat-grade bionic implants, and pressing them into a lifetime of servitude to fight and die in harsher situations than they would ever have experienced otherwise.

You now view suffering as unimportant and hold no regard for the psychological health of yourself or others. All that matters to you now is efficiency and combat readiness. You would see forcibly converting others into barely-human cyborgs as a kindness, a reward that takes away their weakness and provides them with strength. That this is only to enable them to fight and die more effectively is immaterial to you. You have lost touch with all sense of empathy for others.

"It would have been too easy." (+200 CP):
That was the Alpha Legion's explanation for why they allowed an enemy to entrench themselves in a defensible position before spending a week whittling them down through treachery and sabotage, instead of just taking them out immediately.

You now have an addiction to difficulty. You love it when things are challenging, and if things become too simple you might start sandbagging in order to make the conflict more engaging.

Plague Marine's Armor (+200 CP):
The puss that seeps from a Plague Marine's sores is highly corrosive, even eating away at their Power Armor; it is only through the blessings of Chaos that their armor provides any protection at all, and it is typically rent open in many places to reveal their bloated, diseased flesh. You might not follow Chaos, but from now on you will find that any armor you wear will become similarly corroded over the course of only a few minutes… and you might lack the blessings of the Chaos Gods to keep you alive despite this. Your armor will function at a lesser level, only able to provide a part of its enhancements, and its protective abilities will be likewise reduced.

Purity of Blood (+200 CP):
You may be modified, but it doesn't change that you're a pure, true-blooded human. These *abhumans* can't be trusted, and you will flatly refuse to fight alongside them.

Reasonable Marines (+200 CP):
How unfortunate. You seem like someone who's come from a completely different universe, where the Imperium was actually benevolent, where the universe was less grimdark, and where Space Marines made tactically intelligent decisions like using camouflage. You feel the desire to reasonably talk things out with people before coming to blows, want to inspire the spirit of international cooperation, and will try to achieve peace before total victory.

Suffice to say, you're in the wrong universe for that sort of attitude. It is guaranteed to get you hurt. You might even get accused of Heresy.

Stubborn as a Fist (+200 CP):
If the Imperial Fists could be said to have a flaw, it would be their flat refusal to acknowledge the possibility of defeat, which can blind them to certain tactical and strategic risks. Now, this is something you too suffer from. No matter what endeavor you find yourself in, you will never anticipate your possible defeat, and as such will never plan for what to do should the worst happen.

Now, this doesn't mean you can't envision *certain* defeat—you aren't going to try to solo a Titan on foot—but if there is any remotely reasonable possibility of your victory, you won't consider the alternative.

Suffer the Plague (+200 CP):
Nurgle's blessings be upon you. You have lost any resistance or immunity to disease that you may have possessed. Furthermore, while Nurglites are normally immune to the pain caused by the sicknesses they have been gifted by the Plaguefather, you will find that you will suffer to the full extent of whatever disease(s) you possess. Your sole blessing is that those diseases born of Nurgle will not kill you… but as seen in Mortarion's fall to Chaos, you might wish you were dead, instead.

Striking Down the Bloodtide (+200 CP):
Once, the Grey Knights came to the world of Van Horne to fight against the rise of the Lord of the Bloodtide, the Bloodthirster Ka'jagga'nath. His Bloodtide was an inexorable tide of gore that corrupted all it touched and twisted them into mindless acts of violence. They found that a group of the Adepta Sororitas had managed to avoid corruption; so, wanting some extra spiritual power, the Grey Knights cut down the Sisters of Battle and anointed their armor and weapons with their blood to give them a boost in strength to take down the Bloodthirster.

The almighty powers of Game Workshop have since "retconned" this event, twisting history itself to present the Grey Knights in a better light, but you remember. Oh yes, you remember, and you have taken the Grey Knight's lessons to heart. You will not act foolishly where people can notice you and take umbrage to your actions, but you will desire to perform similar actions to attain greater "spiritual potency". Killing the innocent to grant your weapons greater piercing power, slaying the spiritually pure to grant yourself extra protection… such things come naturally to you. And at least once during this jump, you will succeed at your actions.

Should you be a follower of Chaos, you will instead seek the blood of those who have the greatest power in the Warp, which will pose a significantly greater risk, even if your fellows are less likely to condemn you for it.

The Marine Malevolent (+200 CP):
Your goals matter to you infinitely more than the lives of the innocent. If it would be even mildly beneficial to you, then you would casually condemn to death, or personally slaughter, massive numbers of civilian lives. If you're a Loyalist of any

Chapter save for the Marines Malevolent, expect to be punished harshly for your misdeeds. Even the Imperium has lines it won't cross.

If you're one of the Heretic Astartes, the effects of this drawback are reversed; now, you can't bring yourself to do anything bad to civilians. People who fight you? Sure, you can sacrifice those all you like. But you won't permit yourself or your allies to kill innocent civilians.

The Red Thirst (+200 CP):
Do you have the gene-seed of Sanguinius in you? If not, I can only imagine how came to bear this curse. You have a constant desire to drink blood. This is an ever-present drive. You can fight against it, but it will be draining to your willpower no matter how strong your mind is. Eventually—perhaps after years, but eventually—you *will* succumb to the Red Thirst, and drink your fill of blood (or die in the trying). This will satiate the curse… for a time, and then it will return, as strong as ever, and your vigil against the Thirst will begin anew.

Fortunately, you are not vulnerable to the Black Rage.

There is Only War (+200 CP):
Normally, even a Space Marine would experience some downtime in between conflicts. But for you? You'll never go more than a month at a time without seeing battle.

For another **+100 CP**, then you'll never go a week without combat—real fights to the death, not sparring or any of that tame stuff. For a final **+300 CP**, then you will never go a full 24 hours without engaging in battle.

Written by Matt Ward (Hatred Edition) (+200 CP):
A man named Matt Ward once wrote some controversial content regarding the Space Marines, and many in the fandom for Warhammer 40k went absolutely nuts in how much they hated him, no matter the good he did for the fandom elsewhere (such as making the Necrons into a faction of people instead of mindless killing machines).

At the first level of this drawback, this simply disables any charisma perks you might possess, and makes people more likely to dislike you. But for another **+200**

CP, you can face the full hatred that an unfortunately large amount of the fandom showed in regards to Matt Ward. You will get death threats, people you save will spit on you, and your battle-brothers will quietly loath you and be slow to support you or save you. Your allies will never outright kill you or abandon you to die, but they'll make dying a lot easier.

Beware the Heretic (+300 CP):
The powers you wield from other worlds are unnatural, to say the least. Demonstrating them is likely to have the confused with Warp powers—but now, the eye of those who might object to you using such abilities has fallen upon you. The Inquisition has long had a tumultuous relationship with the Astartes, and it seems that they have singled you out. Now, if you don't do anything unnatural, they won't act against you, but if you do, and they find out about it? No "normality" or "acceptance" perk is going to keep them from coming after your ass.

If you serve Chaos, this is even more dangerous, because now Tzeentch is directly interested in you. Spies will keep an eye on you at all times, and any usage of your powers is going to result in Tzeentch trying to test your limits, with no regard for your life.

From Whence the Blood Flows (+300 CP):
You might give Khârn a run for his money. You have made an oath to Khorne—every solar day, you will sever at least one head for his Skull Throne. If you have enemies, then wonderful—you'll kill them. Should you run out of enemies, then you must kill people unconnected to you. Should you run out of them, you must instead kill your allies.

And if you run out of allies, you must offer your own head to Khorne if you have no one else to kill. Dying in this fashion will not fail your Chain, but simply force you to move on to the next world immediately.

Remember—one head every day, as time is reckoned on Terra.

KILL! MAIM! BURN! (+300 CP):
You are obsessed with killing. No, really obsessed. It's pretty much impossible for you to feel happiness outside of causing death and/or destruction. Violence is the

only gratification you receive in life, and taking this perk has pretty much addicted you to the experience. Going without killing for too long will make you start going through withdrawal symptoms.

Knowledge of the Fallen (+300 CP):
You have knowledge that may lead to the whereabouts of one of the Fallen Angels. The Dark Angels know this, and will go to any and every extreme for the sake of extracting this information from you, and then silencing you so you don't spread knowledge of their Legion's dark secret. The lives of others are a distant second to preserving the honor of the Dark Angels.

If you yourself are of Dark Angel descent, then you are instead hyper-vigilant to any possible rumor of one of the Fallen Angels, and will go to extreme lengths to follow any such information… and go to equal lengths to permanently silence those who may know of the Dark Angels' ancient dishonor.

Lord of Change (+300 CP):
The Architect of Fate, Tzeentch, has noticed you, and believes you would make for a masterful pawn. Your life will be wrapped up in Tzeentchian manipulations, and you will dragged into plot after plot seemingly without end, each twisted and complex in nature. You will be forced to engage in these plots if you wish to survive, and will be forced to engage in much more subtle and nonviolent interactions than most Astartes will have to experience.

Lord of Excess (+300 CP):
She Who Thirsts, the Dark Prince, Slaanesh, has deemed you worthy of his/her attentions, and now your every indulgence brings you closer to Slaanesh. The richer the food you consume, the more decadent pleasures you experience, the more drugs you take… the more you subsume yourself in sensation and enjoyable experiences, the deeper a grasp Slaanesh gets on your soul. And if you fully succumb, he/she will take your soul entirely. This is perfectly manageable if you live a life as austere and monastic as that of most Astartes, and even if you live the life of a normal person. But could the Jumper be content with the life that is ordinary?

Lord of Pestilence (+300 CP):

The eyes of the Plaguefather fall upon you, and have deemed that your despair is crucial to his eventual victory over the other Chaos Gods. He will endeavor to the fullest to drown you in despair. Disaster will befall your allies, pestilence will strike your communities, ill luck will plague your endeavors. This doesn't make success impossible, nor does it prevent you from resolving these problems. What it *does* do is suppress any perks you may possess that give you protection from sadness or despair.

Lord of Rage (+300 CP):
You have earned the attention, as well as both the favor and enmity, of the Blood God, Khorne. Khorne seeks for you to die; however, he also wants you to die gloriously. Conflict will spawn where you travel, ranging from arguments to fights to full-on wars, all so that you will spill more blood. You will never experience peace, and your presence will result in the Blood God's attention being drawn to your location, making Daemon incursions more likely.

Neophyte (+300 CP): [Requires **Space Marine Physiology**]
You aren't a Space Marine—not yet. However, you have freshly been accepted to the Chapter and passed most of the trials, and have freshly received your first implant. It will take a couple years for you to grow to full size as a Space Marine, and you'll have to serve your time in the Scout Marines of the 10th Company before you earn your Power Armor.

You do not immediately receive the benefits of the organs you possess from **Space Marine Physiology**, and you must be implanted with them. Furthermore, until you complete your training, you will not benefit from any purchases in this jump other than your 100 CP perks from your chosen Founding Legion, Scout Armor should you have it, and a single purchased weapon of your choice (as well as your Astartes Combat Knife).

If your Chapter does not normally possess a given implant that you decided to keep, you will not receive the organ until the end of the Jump. If you gave up an organ the Chapter would normally have, it is still implanted within you, but it will atrophy and not express itself. Although this would normally see you cast out of the Chapter or killed, no one will act against you for this, although you may receive some mockery and won't be trusted as much in combat due to your lesser abilities.

You are guaranteed not to experience rejection of the transplanted organs, and so long as you can keep up in the training, are guaranteed to eventually become a proper Astartes. *Eventually*.

Red Scorpions' Devotion (+300 CP):
You have conservative beliefs and complete and utter devotion to the Imperial Doctrine, past the point of reason—even by the standards of this Galaxy. Furthermore, when it comes to combat, tactics, and strategy, you will follow the rules outlined in the *Codex Astartes* to the letter, with absolutely zero flexibility to account for changing or unique situations.

Sable Brand (+300 CP):
Some amongst the Raven Guard were known to succumb to a strange blood-soaked ennui in battle, their eyes turning completely black as they became almost suicidal in their fighting style, no longer bothering to defend as they simply sought to kill as many enemies as possible. This isn't as extreme as the Black Rage of the Blood Angels—indeed, this affliction only occurs during combat, and other than your urge to kill you are quite in control of yourself—but whenever you are in lethal combat, you will make no attempt to defend yourself or make tactically sound decisions, only to try to kill the enemy as directly as possible.

While some have been known to recover from this ailment and no longer succumb to it, you are not one of these people. Every deadly combat you enter will see you afflicted with this same urge.

The Black Rage (+300 CP):
Like the sons of Sanguinius, there is an ever-lurking darkness within you. On the eve of battle, there is a chance that your mind will be overcome with visions of brutal death—perhaps of your Primarch, should he have been killed, but otherwise of the most vicious and merciless deaths to occur from those in the past of your Chapter or warband. You will, regardless of your normal mentality, be filled with a murderous rage—fortunately oriented at your enemies, but it is brutal and unrelenting and does not fade once battle is over. Normally, it would not fade at all—but for you, it will disappear after 3 Terran days after the battle is over. However, you will be ceaseless and remorseless in your attempts to find and

kill your enemies, even (nonlethally) striking down your own allies if they get in the way. This is not guaranteed to happen every time, but it *will* happen.

For an additional **+300 CP**, you will instead succumb permanently to the Black Rage once you are afflicted. Fortunately, you can still act with all your intellect—it's just that your mind is entirely focused on killing your enemies. You can still fight to your utmost—and you will need to, because you will basically become a machine seeking battle above everything else.

The Grim Darkness of the Far Future (+300 CP):
You cannot change anything while you're here. Oh, you might turn the tide in a specific battle, but the losing faction will still lose the war. You might save someone's life from what they experienced in canon, but they'll lose in just as tragic a fashion soon afterwards.

The Unfleshed (+300 CP): [Requires at least one Mutation]
The Unfleshed are Space Marines—of a sort—born from the Iron Warrior's Daemonculabula. Created without skin, those who pass the initial tests against mutation are provided with flesh flayed from the body of a slave, stretched to fit an Astartes' frame. You, however, failed this test, and were flushed through the sewers of Khalan-Ghol, left to die… but you survived. That said, you still have no skin, and are left in perpetual agony because of it… although perhaps you could grow used to the pain?

Undying Wrath (+300 CP):
Space Marines, as mighty as they are and as much as many of them distance themselves from "mortals", in truth remain mortal themselves and may still die or be maimed beyond recovery. However, so long as an Astartes still lives, they can fight. And if they can't fight with their own body, then they will be entombed within a cybernetic sarcophagus and placed within a Dreadnought, a powerful combat walker that are some of the most dangerous tools in the arsenal of the Space Marines, operated via a Mind Impulse Unit that allows an operator to use the machine as naturally as they once did their own body.

You are now a limbless torso, and have been interred into a Dreadnought; Castraferrum-pattern is the default, but you are free to pick whichever Dreadnought design you like. You will be revered and honored by your colleagues,

and unlike most will not need to spend much of your time in hibernation, waiting to be awoken for battle. For the duration of the Jump, you will not be able to switch to a different alt-form or otherwise transform, nor will you be able to heal your injuries or replace your limbs with bionics.

If you are a Chaos Space Marine, you will have the assurance that you will retain control of your mind and won't be driven insane, and also that you'll be left in your Dreadnought instead of removed to suffer as a limbless, undying torso when not in battle.

After the Jump is complete, you will gain both your hale and hearty Space Marine/Thunder Warrior body as an alt-form. However, you will also gain your limbless torso as an alt-form, which will come automatically interred within the Dreadnought chassis you chose. This Dreadnought and all of its component parts will disappear when you swift to a different alt-form.

If you purchased **Armor Modifications** or **Vehicle Modifications**, then you may apply those purchases to your Dreadnought body.

Unwitting Damnation (+300 CP):
Barabas Dantioch was a Loyalist member of the Iron Warriors who managed to survive Perturabo's purging of the Loyalists of his Legion. Eventually, he made his way to Ultramar, and helped to create the Imperium Secundus, which was centered around an alien artifact known as the Pharos. The Pharos was capable of projecting a beacon through the Warp even during the Ruinstorm that obscured the light of the Astronomican, allowing for interstellar travel through the Imperium Secundus. To prevent the Night Lords from seizing the artifact for their dark purposes, he ultimately sacrificed his life to overload and destroy the Pharos artifact.

However, so powerful was the psychic pulse emitted by the destruction of the Pharos artifact, that it sensed by the Tyranid Hive-Fleets in the space between galaxies, and this seemingly-noble sacrifice turned out to be the selfsame act that forced this galaxy to face the greatest threat it has ever known. So too are you damned, that your greatest actions and deeds will result in dangers that threaten to bring about the ruin of all you care for. For every grand success you achieve, expect it to visit equal danger upon you.

Blame the Bureaucracy (+400 CP):
Due to a bureaucratic SNAFU, a regiment of the Imperial Guard believes that it has been ordered to kill you. This is a fighting force of 10,000 men, each given equipment that would put to shame the soldiers of the 21st Century. And while that might not seem like much in comparison to a transhuman super soldier such as yourself, remember that there are a lot of them… and they also have tanks. Lots and lots of tanks. And when you defeat this regiment, that just means it's a matter of time until *another* regiment is accidentally sent to kill you, one equally as large.

For another **+400 CP**, this is increased to 100,000 men; regiments in the Imperium can vary drastically in size, you see.

Alternatively, instead of the Imperial Guard, you can face the same number of the Lost and the Damned, the rank-and-file military forces of Chaos. They have fewer tanks, but have some reinforcement by Daemons and Daemon Engines to make up for it.

Calling the Hunger (+400 CP):
This is unfortunate. Genestealer Cults seem to pop up on every planet you go to. They won't come back if you stamp them out, but if you don't kill them all, any surviving genestealer could start a new infestation. The only good news is that it typically takes a long time for a Genestealer Cult to be advanced enough to summon their xenos masters.

But for **+400 CP**, the Cults are much more advanced. If you don't act swiftly, each planet you go to will turn into a beacon for the Tyranids, and a Hive Fleet splinter will arrive at that planet within a month, even if you slay all the Genestealers before they arrive—the beacon may be gone, but they still remember where it came from. Maybe more than a splinter, if you visit a planet close to a full-fledged Hive Fleet.

Clash of the Titans (+400 CP):
The leaders of the Adeptus Mechanicus (or alternatively, of the Dark Mechanicum) have determined that you are a threat to both the recovery of knowledge and the rightful progress of technology, and will periodically dispatch Titans to dispose of you. To begin with, you will only be faced with a single scout

class of Titan, such as the Warhound. Should you defeat them, however, you will eventually begin to face more powerful and more numerous Titans, until they are sending battleline maniples at you. These Titans will be accompanied by the specialized Skitarii group known as the Secutarii.

For an additional **+400 CP**, this lineup includes an Emperor-class Titan to begin with, in addition to the other Titans. Every time a new Titan or maniple of Titans assaults you, you will face an Emperor-class Titan as well.

Flavor of Suffering (+400 CP):
A number of the Kabals in Commorragh have heard of you, and Asdrubael Vect considered it amusing to manipulate them into going after you. After all, they've never experienced the pain of someone from another reality before. You will find yourself often fighting Drukhari raiders, as the Dark Eldar seek to bleed you dry, slowly. These hit-and-run raiders will often flee as soon as you start to fight back, focusing more on wearing you down and inflicting pain over time rather than trying to give you a fair fight. Their goal is to make you experience agonies beyond compare, not to engage you in battle.

For another **+400 CP**, they've also recruited a number of the Corsairs, independent Aeldari pirates, to fight against you, who are more willing to take part in upfront combat than the Drukhari are, and significantly bolster the number of Eldar you'll be fighting.

Giants and Dwarves (+400 CP):
Not too long ago, a some of the Kin of the Leagues of Votann got their hands on a relic of your Chapter/warband. When your Chapter Master found out about it, he was incensed, and your Chapter raided their hold and reclaimed your relic. While the Kin defended themselves well, it was a small hold and many died. Now, the survivors have called in debts owed by several larger holds, who have declared your Chapter or warband to be their enemies. They will leverage their best technology towards wiping you out… and your jump begins long past the point that negotiation could possibly prevent conflict.

For **+400 CP**, however, this can be a larger war that has swept up a full League of the Votann, who have decided that every single member of your Chapter needs to die.

HERESY! (+400 CP):
Your existence has been brought to the attention of the Ecclesiarchy, and your very life has been judged to be a violation of the precepts of the God-Emperor. You are branded as a heretic of the highest order, and one of the Orders Militant of the Adepta Sororitas—more famously known as the Sisters of Battle—has been rallied against you.

Now, you're certainly capable of beating just about any battle-sister in a straight up fight, but the Sisters of Battle are far more common than Space Marines are; in addition to their numbers, they also have Power Armor (if of lesser quality than yours), the best weapons the enormously wealthy Ecclesiarchy can afford, and most of all—an undying and endless font of faith.

Immaterium's Ire (+400 CP):
Did you piss off one of the Chaos Gods or something? Because the Daemons of one of the Ruinous Powers (Khorne, Nurgle, Slaanesh, or Tzeentch) have it out for you. And don't think hiding in the material universe will keep you safe from them; appropriate Daemon Weapons will find wielders and come after you often, and you will run across Warp rifts that unleash swarms of Daemons aligned with your enemy faction multiple times during the Jump.

For an additional **+400 CP**, this will include the enmity of a Greater Daemon, which possess incredible power sufficient to challenge Primarchs and many cults willing to summon them into the Materium.

You may take this multiple times for different factions of Chaos… although it really isn't recommended.

Jumper: Collector's Edition (+400 CP):
There's someone in this Galaxy who likes finding and keeping unique things, and you're just about as unique as they come. Trazyn the Infinite, Archaeovist of the Solemnace Galleries, now wants you captured and a part of his collection, to be a piece of history forevermore. If you are captured by Trazyn at the end of the Jump, your fail your Chain. Trazyn is clever, powerful, and has a host of resources at his command—and remember, of all the factions to exist so far in Warhammer 40k, none have ever been as technologically advanced as the Necrons.

For **+400 CP**, he has decided that he will be satisfied with whatever of your possessions he can scavenge from your corpse, and has utilized his connections to rope in other Necron Dynasties to fight against you.

Krumpin' Time (+400 CP):
Some Greenskins have been made aware that this jump is insufficiently Orky, and seek to remedy that by directing a small WAAAGH! right towards you. Be careful, as upon death an Ork will release spores that will later grow into more Orks unless disposed of, preferably with fire.

For **+400 CP** more, however, you have the misfortune to have caught the eye of Ghazghkull Mag Uruk Thraka, leader of a WAAAGH! consisting of billions of Orks. Now, they aren't all coming at you at once, as Ghazghkull is far too interested in fighting defeating Commissar Yarrick and increasing the size of his WAAAGH! to actually fight you himself. However, he will frequently send Ork warbosses and their armies after you to make sure you don't get bored.

New Sphere Expansion (+400 CP):
The Ethereal Supreme of the T'au Empire has declared a new Sphere Expansion (the Sixth, assuming you're beginning in the 42nd Millennium), and the location they're expanding to is wherever you are. Indeed, it seems like you can't go to a single planet without finding the T'au already there, in varying degrees of force—and you will always be perceived as hostile. They have incredibly advanced technology for the short time they've been a spacefaring people, and have no qualms about supplementing their ground forces with AI. They are weak in melee, but make up for it through their incredible ranged prowess and marksmanship, making getting to close range in the first place a challenge even for a Space Marine.

For another **+400 CP** on top of what you already receive, however, you will find that the Ethereal Caste believes you to be a threat to the Greater Good (and their own control over their populace) and they have amassed the entire force of the T'au Empire to wipe you out.

Prime Specimen (+400 CP):

The Archmagi Biologis of the Adeptus Mechanicus have heard of you, and your extradimensional body is a source of profound interest for them. They have assigned Battle-Congregations and Skitarii Legions to capture you for vivisection… or simply to take in your remains to be dissected, if necessary.

Battle-Congregations consists of armies of cybernetic Battle Servitors, robots, and the Tech-Priests themselves—and don't think that just because they're mechanics, craftsmen, and priests, mean that they can't fight. The priests of the Cult Mechanicus can be so heavily augmented with cybernetics that they can overwhelm even Space Marines, and they wield the most puissant weapons in the Imperium of Man, tools that they hoarded to themselves for the potency.

And although the Skitarii Legions lack the knowledge of the Tech-Priesthood, they can be even more augmented—and are willing to use weapons that are suicidally dangerous to use for any appreciable period of time, such as Radium Weaponry.

For **+400 CP** more, this also includes the Centurio Ordinatus and the Ordo Reductor, which field vehicles approaching the size of Titans and siege weaponry, respectively.

Alternatively, rather than the Adeptus Mechanicus, you can have the more biologically interested of the Chaos-aligned Dark Mechanicum seeking to obtain you. They have somewhat fewer forces to throw at you, but a portion of their machines will be Daemon Engines, and although they don't have as many resources to work with, they're also more progressive in utilizing and discovering new technology.

The Emperor's Knives (+400 CP):
The High Lords of Terra have convened, and have determined that you are too great of a risk to the Imperium to be permitted to live… but also that it would be politically inexpedient to simply declare war on you. As such, they have dispatched the Officio Assassinorum to eliminate you. At first, you will only face a single assassin—and then more from the same temple. Eventually, however, you will face cooperation from multiple different clades of the Temple Assassins.

Callidus Assassins are masters of infiltration able to transform their body into different shapes. Culexus Assassins are Blanks able to completely shut down any

psyker abilities you possess, and are equipped with Etheriums that distort the mind and cause confusion in their foes. Vindicare Assassins can make kill-shots from far enough away that they shoot around the curvature of the planet. Eversor Assassins are killing machines made from the best augments and cybernetics the Imperium can afford, and then dosed with an insane degree of stimms until they are capable of killing multiple Space Marines in combat—and they explode when they die. And those are only the major temples—there are a number of more minor temples that also possess assassins of extreme skill.

For another **+400 CP**, all of the temples will work together from the beginning to take you out.

The Weight of an Aeldari Life (+400 CP):
Eldrad Ulthran, once-chief Farseer of Craftworld Ulthwé, has gazed into the future, and has foreseen (rightly or wrongly) that your continued existence will lead to the loss of an entire Craftworld. Considering the extremes he's willing to go to in order to save only a few dozen Asuryani, is it any surprise to learn that he's willing to manipulate all sorts of events around you to lead to your demise? You will face more direct attempts at assassination and saboteurs as well, and should you pass the halfway duration in your Jump, you may even start to fight Eldar forces face-to-face… although that's probably an illusion, and you need to look behind you.

For an additional **+400 CP**, he's also roped the Ynnari into this, so you will face even more Eldar, and from the very beginning of the Jump, as well. The Ynnari consist of forces from all of the myriad branches of the Aeldari. You will also face the occasional warrior willing to sacrifice themselves to become the Avatar of Khaine, the Eldar God of Murder and War.

We Were Here First (+400 CP):
It seems that the number of Maiden Worlds in this Galaxy have skyrocketed. It seems that every single world you go to with any level of natural beauty in it actually contains a secret population of Exodite Eldar, and these Aeldari will almost always consider your presence an intrusion and a violation, and will do their level best to kill you. They have potent beasts of war that are able to rival the war machines of the Imperium in their deadliness, and while they are close to nature and don't violate the planet, they are only low-tech by the standards of the

Eldar; although they perform most of their labor by hand, their weaponry is still capable of slaying even Space Marines.

For an additional **+400 CP**, the Harlequins of the Webway have taken note of you, and after the first time you violate a Maiden World with your presence, will start to send assassins after you—and if you're a psyker, or have psykers in your retinue, this will include a Solitaire, one of the rare Eldar Blanks.

When a House Marches to War (+400 CP):
It appears that you have, on purpose or on accident, done something that is dreadfully insulting to one of the Questor Imperialis—the Knight Houses that field the mighty Imperial Knights, each one twice as tall as an Astartes Dreadnought, or even bigger. And, due to the labyrinthine politics of the Knight Houses, the only way for this House to reclaim their standing is to bring in your head. The number of Knights fielded by this house number fifty in total, greatly outnumbering the Dreadnoughts of any Chapter, and which are supported by a number of infantry men-at-arms.

However, for another **+400 CP**, they will be so determined to kill you that they will gather allies, and will have a force of 200 Knights with which to fight you. And should you defeat them, they will eventually return with an equally large force, having obtained more Knights from… somewhere.

Alternatively, these can be Chaos Knights if you would prefer not to fight the Imperium.

Bloody Magpies (+600 CP):
It looks like the Blood Ravens found their way into your Warehouse, where you generously gifted the Chapter all of your man-portable possessions. You don't remember giving them shit, but they will insist to their dying breath that it was a gift. Somehow, even if you try to get your stuff back, it will just end up in someone else's hands. All of your past equipment is unavailable to you until the end of the Jump, at which point it will reappear in your Cosmic Warehouse right where you left it. Oh, and they stole your Warehouse key too, so you can't access it anymore. That'll be returned to you directly once the Jump is over.

The Blood Ravens and anyone else who has your stuff are fiat-guaranteed not to intentionally or accidentally use any of your possessions that operate on a scale greater than the destruction of a planet.

Failbaddon the Harmless (+600 CP):
The mighty force known as Games Workshop decided that the mockery that Abaddon the Despoiler received for having attempted and failed at 12 Black Crusades was unconscionable, and used their mighty powers of "ret-con" to transform them into intentional attempts at weakening the Imperium before the 13th Black Crusade. But it looks like all that failure had to go somewhere, and it's settled into you.

You cannot succeed at any major endeavor. Oh, you can win a fight, but you can't win a war. You might win an argument, but you'll never succeed at changing the fate of this galaxy. If you happened to lead a crusade, or even join one, you're practically guaranteeing its brutal failure.

For another **+200 CP**, you also don't have any arms, cannot regrow them, and cannot replace them with cybernetics.

Luck of the Lamenters (+600 CP):
If there is any Chapter of Astartes who are the most iconic sufferers of the Cursed Twenty-First Founding, it is the Lamenters. Many other Chapters of that most unfortunate of Foundings have been completely wiped out, and others have turned to Chaos. The Lamenters have survived… barely. The Lamenters suffer the worst misfortune this grim, dark universe has to offer, and that they have survived at all is something of a miracle. Hopefully you will become acquainted with this miracle, because your luck is now truly horrific. This luck will never cause you to directly die, but it can put you in deathly situations and make you *wish* you had died.

Son of Malice (+600 CP):
Like the Sons of Malice, you are an enemy to both Chaos and the Imperium… and more importantly, they're aware of this, and consider you an enemy as well. The biggest factions in this Galaxy both want you dead. Your battle-brothers will not fight beside you, and will in fact turn you in or try to kill you themselves if they discover you. As such, instead of beginning on a location suited to your Chapter or

warband, you may begin in any location in the Galaxy. They are not actively searching for you, but you are wanted everywhere, and there is nowhere in human territory where you will be safe from persecution.

The Treachery of Sorcerers (+600 CP):
Khorne is infamous for his hatred of psykers and sorcerers, and like any good World Eater (even if you aren't one), you have disavowed the use of your powers. Specifically, you have lost your powers from other worlds, the perks and abilities that you once called your own have been disabled for the duration of the Jump.

Despite the name, you can actually still purchase and use psyker abilities from this document, although if you're actually a Khornate then using them might invoke your god's wrath.

There Are No Wolves on Fenris (+600 CP):
You are not a Space Marines of any sort; instead, you are a Fenrisian Wolf. Your shoulders reach nearly as tall as those of an Astartes, and with your length added into the matter, you seriously outmass them, to the point that you're one of the few creatures large enough for a Space Marine to ride as a mount. Your claws and teeth are hard enough to tear through steel. But genetically? You're still recognizably human, a descendent of one of the ancient settlers of the world of Fenris, transformed by some strange power into a beast. Unlike your fellows, you will retain your mind, but will take on a bestial nature, one made worse by your quadrupedal nature.

Conclusion

So, your time in this war-torn galaxy is at an end. You have but one more decision to make.

Do you stay here?:
It isn't an ideal endpoint on your journey, but maybe you've had time to improve the place?

Do you go home?:
Well, you can't be blamed for that decision. This hellhole would make anyone wish they were back in someplace more sane.

Do you continue forward?:
The chain calls you ever-onward, as it always has. Move to the next Jump.

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars on the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So it shall be for a thousand times for a thousand years, unto the very end of eternity and the extinction of mortal flesh."

-Opening passage of the *Codex Astartes*

Notes

I like Warhammer 40k, but I'll be the first to admit that there's a lot about it I don't know. If I missed an obvious perk or got something wrong, I apologize for it. Sorry if I didn't include a reference to a specific thing you were interested in; I'm sure some people are creative enough to come up with 12 or more perks for every chapter, but I'm not one of them. I also had to leave out a goodly number of Chapter Relics; there's just too many of them across all the Chapters and warbands.

My apologies to the person whom I told I would be separating the followers into Loyalist and Chaos categories; it turned out that there are vastly more Chaos followers than Imperial, so it ended up looking just too unbalanced between Chaos and Loyalist for me to use.

Tons of thanks to everyone on Reddit and Spacebattles for their suggestions and spelling/grammar corrections.

And to thank you for reading the notes, have a little something special; perks for the Lost and Forgotten 2nd and 11th Legions. These are based off of what little is known about those legions, some popular theories and fan content about them. They are available to anyone who cares to take them, but are discounted to both the 2nd and the 11th Legions. However, if you take any of these discounts, you do not receive the additional stipend for being part of those two Legions.

> **Taken By Mutation (-100 CP)**:
> One of the most prevalent theories about the fate of the Lost Primarchs is that they and their Legion had succumbed to mutation, taking on deviances in appearance or behavior that were unacceptable; Sanguinius was terrified of the Emperor discovering the flaws in his own gene-seed, for fear that his Legion would be similarly erased.
>
> You, at least, have the assurance that it would never happen to you… assuming it's a physical mutation, at least. Your appearance, species, and genetics simply don't seem to matter to other people. Even if you were a hunchback grievously riddled with obvious mutations, nobody would cringe back from you in fear or disgust, and even people who are rabidly opposed

to the mutant would treat with you fairly. This does nothing to protect you from the consequences of deviant *behaviors*, however…

Mastering the Pariah Gene (-200 CP):
The Wardens of Light are a fan-made Legion that was remarkable for the high number of Blanks amongst their number—but even more remarkable for how their superhuman Astartes physiology allowed them to control the Pariah effect, to the point that they could halt the enemy's psychic abilities, while leaving allied psykers unaffected.

You have a similar level of control over all your abilities. Whenever you would use a power that affects a number of people at once, or that targets an area, you may selectively exclude locations or individuals from the effect. For instance, if you possessed the **Blank** mutation, you could repeat the feats of the Wardens of Light, and completely exclude your allies from the effects of your abilities.

Never Forgotten (-400 CP):
Subject to a declaration of *Damnatio Memoriae*, the Emperor of Mankind wiped out the Lost and Forgotten Legions to the last man, killed their Primarchs, and erased every record that they ever existed—even swearing the remaining Primarchs to silence to ensure that they never spoke of their fallen brothers. To the Imperium at large, they never existed.

Such a fate will never happen to you, because information about you has a way of sticking around. If someone burned every book with your name in them, the ashes would just disappear and the books would eventually find their way back into the library; if someone destroyed a statue of you, soon that statue would repair itself. Even if you were wiped from someone's memory, you are guaranteed to return.

This doesn't make you any more memorable—you aren't going to be constantly in people's minds. But it does mean that records of you can never be erased. Although you may selectively disable this perk if there is something you want to disappear.

Spark of the Lost (-600 CP):

Another theory on why a Primarch had been purged was because he was something truly anathemic to this war-torn Galaxy; a pacifist. It is suggested that his pod traveled through the Warp to a peaceful planet, where he was raised as a well-adjusted and beloved son—someone who approved of the idea of a united Galaxy, but was appalled by the Emperor's methods. And so he, and his Legion, were purged by Emperor's command.

By taking this perk, you become well-suited to bringing peace. Your words are your weapons, and with them you can deftly disarm even the most well-equipped opponent. You can dissect any argument, and force even the proudest of men to face their flaws. A conversation with you can evoke empathy and caring in even the most callous of psychopaths. Your speeches move people to tears, and can drive a person to truly try to change their lives for the better. But most of all, you are skilled at talking down violence, convincing warriors to lay down their arms and discuss their differences in a nonviolent manner. Even in this war-torn galaxy, you could give peace a chance.

Changelog:

- Version 1.0:
    - Corrected the black text issue.
    - Spelling and grammar corrections.
    - Clarified in **Un-Indoctrinated** that the machine will read as though you had been properly psycho-indoctrinated, so you don't stand out as someone who was immune (and thus might need to be gotten rid of more permanently).
    - No idea what that super-annoying footnote error was, but it's not in this version.
    - Changed an example Death Guard warband from the Corpsemakers to the Glooming Lords, because there's also a Black Legion warband called the Corpsemakers.
    - Clarified that **Reclusiarch** benefits carry over between jumps, and that it is best served on a small number of objects.
    - Improved **Ancient** perk
    - Expanded **Tastes of the Wrath** to be a tiered drawback.
    - Expanded **Suffer Not the Alien** to be a tiered drawback
    - Created **The Grim Darkness of the Far Future** drawback

- Created **There is Only War** drawback
- Removed the requirement of the **Stubborn as a Fist** drawback so you don't auto-lose.
- **"It would have been too easy."** no longer forces you into sabotage, but instead makes you perform at a lower level to make it artificially challenging.
- Reduced the cost of **Time Changes Everything**, but changed how the timing works so the full 10,000 years gives you more points. This is a pretty awful place to stay for so long.
- Created **Honor and Duty** drawback
- Created **Sell Those Miniatures** drawback
- Created **Beware the Heretic** drawback
- Increased the price of **KILL! MAIM! BURN!** drawback
- Created **Lord of Rage** drawback
- Created **Lord of Change** drawback
- Created **Lord of Pestilence** drawback
- Created **Lord of Excess** drawback
- The **From Whence the Blood Flows** drawback no longer fails the jump.
- Renamed **Unending Crusade of the Black Templars** to simply **Unending Crusade**
- Resorted same-tier options to be alphabetically organized.
- The **Deathwatch Shotgun** can now convert Bolter rounds into Shotgun rounds.
- Reduced price of **Hunter** variant of the **Rhino**.
- Reduced price of **Forgeship**.
- Expanded **Master of Possession**.
- The **Neophyte** drawback now guarantees that you won't experience rejection by the gene-seed implants.
- Clarified that **Librarian**, **Apothecary**, **Techmarine**, **Chaplain**, **Sorcerer**, **Apothecary Biologis**, **Warpsmith**, and **Reclusiarch** can either give you the position, or just give you the powers.
- Added **Potentia Coil** to **Bionics**.
- Reduced the price of **Fenrisian Wolf**.
- Increased price of **Crown of Prospero**.
- Reduced price of the maximum tier of **Psychic Hood**.
- Reduced price of **Standards**.

- Reduced price of **Rosarius**.
- Reduced price of **Iron Halo**.
- Reduced price of **Vestments of the Warp**.
- Reduced price of **Artificer Armor**.
- Reduced price of **Warp-Forged Armor**.
- Created **Double Up** modifier for melee and ranged weapons
- Rephrased **Combi-Weapon** to allow for more personalization.
- Reduced cost of **Accursed Crozius**.
- Reduced cost of **Dreadaxe**.
- Reduced cost of **Withertouch Pistol**.
- Increased cost of **Daemon Eye Bolter**.
- Reduced cost of **Astartes Anti-Plant Grenades**.
- Reduced cost of **Toxin Bombs**.
- Reduced cost of **Cluster Mines**.
- Increased cost of **Dragonfire Bolts**.
- Reduced cost of **Land Speeder Vengeance**.
- Reduced cost of **Damocles Command Rhino**.
- Reduced cost of **Medical Rhino**.
- Reduced cost of **Predator** Rhino variant.
- Reduced cost of **Razorback** Rhino variant.
- Reduced cost of **Stalker** Rhino variant.
- Reduced cost of **Sabre Strike Tank** Rhino variant.
- Reduced cost of **Vindicator** Rhino variant.
- Reduced cost of **Whirlwind** Rhino variant.
- Reduced cost of **Gladiator** Impulsor variant.
- Renamed Basilisk to **Basilisk/Medusa Siege Tank** to account for the other option.
- Renamed Stormbird to **Stormbird/Skylance Gunship** to account for the other option.
- Reduced cost of **Chogoris Lightning Blade**.
- Increased cost of **Armor of Faith**.
- Increased cost of **Dreadbringer's Plate**.
- Increased cost of **Malleus Argyrum**.
- Increased cost of **Armor of the Word**.
- Reduced cost of the maximum tier of **Crossbreed**.
- Clarified that **Mounted Warrior** provides an attachment in your Warehouse for the super-horses.

    - Created **Vehicle Bay/Voidcraft Docking Station** warehouse attachment
    - Renamed Chapter Serfs to **Chapter Serfs/Warband Slaves**.
    - Created **Character Insert**.
    - Increased value of **Curse of the Wulfen**.
    - Made **The Burden of Doubt** less continuous.
    - Increased value of **The Marine Malevolent**.
    - Made **Unyielding** a tiered drawback.
    - Made **Written by Matt Ward (Hatred Edition)** a tiered drawback.
    - Created all of the +400 CP drawbacks.
    - Clarified that voidcraft receive a crew if relevant.
    - Renamed the "Unknown" Legions to the [Lost and Forgotten].
    - Expanded the Notes section.
    - Created the Scenario
    - Renamed Primaris Astartes to **Primaris Physiology**.
- Version 0.5
    - Added 4 more perks to the Dark Angels perkline, and adjusted their discount rules so that 2 perks of each price tier are discounted.
    - Adjusted let the 2nd and 11th Legions keep the General Perk stipend, and also gave them a greater stipend for perks to make up for only getting to discount 1 perk of each price tier.
    - Removed the Adeptus Custodes; you're right, they aren't really like Space Marines. The Thunder Warriors stay though; even if they're very different, they're still the direct predecessors to the Astartes.
    - Added the Deathwatch origin
    - Removed cost of the Grey Knights origin
    - Filled out all the missing stuff; descriptions for the origins, perks for every origin, general perks, items, companions, mutations, scenario, and created the largest portion of the drawbacks
    - Added a closing quote from the Codex Astartes.
- Version 0.1:
    - Created a very incomplete Jump