

Warhammer 40,000 - Adeptus Astartes

By TikiTau

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

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

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

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

You'll need it.

Origins

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

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

1. **Dark Angels:** The 1st Legion, the secretive Dark Angels are the sons of Lion El'Jonson. From their mobile Fortress-Monastery, The Rock, they and their closest successor Chapters are known collectively as the Unforgiven.
2. **White Scars:** :The Vth Legion, the White Scars, sons of Jaghatai Khan, Khan of Khans, hail from their homeworld of Chogoris. Like the nomadic horse lords they draw their recruits from, they are masters of mobile warfare.
3. **Space Wolves:** The VIth Legion, the sons of Leman Russ. The Wolves of Fenris are renowned across the Imperium for their wild disposition, their savagery in battle, and their fierce independence. They base themselves from the Fang, their mighty fortress-monastery, with their Great Companies taking the fight to the enemies of humanity.
4. **Imperial Fists:** The VIIth Legion, the sons of Rogal Dorn. The Imperial Fists are honored as the Praetorians of Terra, being entrusted with the defense of humanity's homeworld.

Skilled at siege warfare and fortifications, they operate from the ancient mobile fortress known as the Phalanx, recruiting from Terra and across the Imperium.

5. **Blood Angels:** The IXth Legion, the sons of Sanguinus. Hailing from the radioactive world of Baal, the Blood Angels are plagued by the genetic memory of their Primarch's death at the hands of Horus, constantly forced to guard themselves from descending into a blood mad berserk frenzy as those memories overwhelm them. Their savagery in battle is matched only by their noble demeanour out of it.
6. **Iron Hands:** The Xth Legion, the sons of Ferrus Manus. The Iron Hands were one of the three Legions devastated at the Istvaan V massacre. Based on their homeworld of Medusa, they are known for their close ties to the Adeptus Mechanicus, their skill at using heavy ordinance, and their intolerance of weakness in themselves or others, favoring cybernetic replacement of weak flesh.
7. **Ultramarines:** The XIIIth Legion, the sons of Roboute Guilliman, the Primarch who penned the Codex Astartes. The Ultramarines were once one of the largest Astartes Legions, and even now they and their successors and descendants make up a large percentage of Space Marines active in the Imperium today. Their homeworld is Macragge, capital of their protectorate of Ultramar.
8. **Salamanders:** The XVIIIth Legion, the sons of Vulkan. The Salamanders were another of the legions devastated at Istvaan V. They rule the volcanic world of Nocturne, where they both protect and live among their people. Skilled craftsmen and artificer, they are known for the care and protection they show to the common citizens of the Imperium.
9. **Raven Guard:** The XIXth Legion, the sons of Corvus Corax. The Raven Guard were the third Legion devastated at Istvaan V. Hailing from the world of Deliverance, the Raven Guard prefer a more subtle approach than some, preferring covert assaults and wars of maneuver to head-on fights. They are known to give their commanders considerable initiative in how they prosecute war against the enemies of mankind.
10. **Successor Chapter:** While the Founding Legions are justly famous in the history of the Imperium, they are not the only heroes among the Space Marines. The Successor Chapters are numerous, formed from either one of the Legions being subdivided after the Heresy or in great Foundings at the orders of the High Lords of Terra, and have made their mark on history as well.

Specialty

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

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

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

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

Tactical Marine - The archetypical battle-brother, Tactical Marines have proved their mettle upon numerous battlefields as Scout, Devastator, and Assault Marine. Tactical squads form the backbone of the Chapter, and it is often from these same squads of proven marines that a Chapter's leaders are chosen. You are one of these Tactical Marines, a lord of battle, and while you can fight as well as any Space Marine, you demonstrate a notable talent for leadership.

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

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

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

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

Perks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Close Combat Specialist (100 CP) (Free Assault Marine) - While all Space Marines are expected to be lethal no matter the range, you have shown a commendable skill and

enthusiasm for melee combat. You are quite proficient with close combat weapons such as swords, two-handed melee weapons, and pistol. You also have a knack for dual-wielding, able to use a weapon in each hand and fight with each weapon independently.

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

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

Emperor's Fury (600 CP) (Discount Assault Marine) - There is one thing all can agree upon: When you are in the thick of melee combat, you are the Emperor's Fury made incarnate. You hit harder, faster, and more viciously the longer you fight in melee, cutting a crimson path through your foes, and you can shrug off lesser wounds that would slow down even a Space Marine until after the last of your foes hits the ground. You are sublimely skilled with a blade, and can make a claim to be one of the finest close combatants of your chapter, capable of going blade-to-blade with some of the most dangerous foes that oppose the Imperium of Man.

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

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

In addition, your wide ranging knowledge of weaponry has lead you to being able to apply those skills to new weapons. You can apply the skills of weapons you are familiar with to those you

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

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

Strategos (600 CP) (Discount Tactical Marine) - There is a distinct difference between leading on a tactical level and leading on a strategic level, Astartes. You have reached the second of those options. You are able to turn your powerful mind, optimized for war, further than the relative simplicity of the current battlefield. The logistics of running a Company, a Chapter, a Campaign, a Fleet... Dealing with such logistical and strategic issues comes naturally to you, and your allies will benefit from it as you optimize battle-plans, whether your own or others, cutting down on wastage of men and munitions.

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

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

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

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

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

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

Inspirational Oratory (100 CP, Free Chaplain) - The duty of a Space Marine Chaplain is to tend to the spiritual well-being of their battle-brothers, trusted with instilling in them the values of the Chapter. You are well-studied in the spiritual beliefs and legends of your Chapter, and have been well-trained in rhetoric. You are well-practiced in inspiring your fellow battle-brothers, as well as more normal humans. For example, you are able to whip a mob of demoralized civilians into a frenzy and focusing their righteous fury on the enemies of mankind. Your skill at rhetoric

and oratory also makes you something of a student of human psychology, which gives you a knack for telling when someone's lying to you. It's not necessarily infallible, but it still makes you a formidable opponent in a debate or interrogation.

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

Dreadful Mien (400 CP, Discount Chaplain) - A Chaplain is expected to lead from the front, his grim presence an inspiration on the battlefield to his brothers. When you are in the thick of combat, the combination of a Space Marine's martial prowess, the grim armor that you wear, and the constant war chants you recite as you strike down foes can give you an almost supernatural sense of dread clinging to you, intimidating your lesser foes and inspiring your allies. The greater the foe you have killed, the further this effect is spread. No one cares about you crushing a grot under your armored boot, for example, but even foul Traitor Astartes can be shaken by your murdering their foul Champions in open combat.

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

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

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

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

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

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

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

outside of a fight. Add assault cannons to a Land Raider to make it more deadly in urban fighting, or add lascannons to a Rhino to make it into a potent tank hunter.

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

Archivist (100 CP, Free Librarian) - While the Librarium is responsible for training those Battle-Brothers with psyker potential, they have another more mundane, but equally important job: Namely, the Librarium is the repository of the Chapter's history and lore. Keeping those records in order is a never-ending task. You have been blessed in two ways: The first is that you have a perfect memory, capable of memorizing vast amounts of lore and recalling it as needed. In effect, you are a walking library of your own. The second is that you are an able researcher, capable of working your way through piles of ancient texts, translating old dialects, and being able to reorganize such tombs of knowledge for easier access by others.

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

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

long as you do not actually USE said knowledge in any way other than the theoretical on how to defeat your foes.

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

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

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

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

Deathwatch Veteran (200 CP, Astartes Only) - The Deathwatch is the militant arm of the Inquisition's Ordo Xenos. With this perk, you have the experience of one of these vaunted veterans, and specialize in the death and destruction of the foul Xeno. In this and future jumps, you are more effective when fighting non-human enemies, having gained the combat experience to adjust your fighting style to deal with such foes. Your service also makes it so those associated with the Inquisition (or similar such groups in future worlds) will automatically

think highly of you, and be generally less suspicious of you. You also receive an extra 100 CP worth of Auxilia Equipment or Weaponry in the Wargear section, a relic of your service to the Inquisition. Add 20+3d10 to your Space Marine's age, as you spent that long on active duty to the Deathwatch and the Ordo Xenos before returning to the Chapter.

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

Senior Servant (200 CP, Chapter Serf Only) - While the degree varies by Chapter, a Space Marine is expected to devote most of his time and energies to war or preparing for war. In these days, they must serve as warriors, for the most part, not as administrators, builders, or managers of mortals. For such tasks, they depend on their Chapter's loyal servants, many of whom were considered for becoming Astartes themselves but were left unchosen in the end. You are elevated to the higher ranks of the Chapter's Serfs, and can expect to have an important position, such as a senior assistant to a Captain, a master armsman, a regent for a Chapter watch house or fortress, the personal servant of the Master of the Forge, or a high-ranking officer in the Chapter's Fleet, as a few examples. You gain skill related to the area you serve in, having about a century's worth of experience doing so. You are also provided with sufficient cybernetics and/or leonization treatments to ensure you can still perform your duties. Unlike Space Marines, mortals don't live forever, after all! Add 80+2d10 to your Serf's age.

Companions And Allies

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

Your Command Squad may either be companions imported from a previous jump or you may choose to have new battle-brothers created to fill out the ranks and to support you. Regardless

of how you decide, they are granted a free Specialty of your choice, that Specialty's freebies and discounts, 600 CP for Perks, and a 300 CP item budget. Serfs do get that extra 200 CP as well, if you choose to have mortal men accompany you onto the battlefield.

Combat Team (100 CP, may be purchased up to six times) - This team of five battle-brothers are willing to serve under your command, Space Marine. Choose from the Scout, Assault Marine, Devastator, or Tactical Marine origins. All five of them will have that origin, its discounts and free perk, 400 CP to spend on Perks, and 200 CP to spend on Items. In future Jumps, you may import a Combat Team as a single companion choice. Like other 'group' companions, they can purchase perks, both here and in the future, but the effect of said perks is 'diluted' among the five battle-brothers. (Note: If you're kitting a Combat Team with Terminator Armor, you can have one Heavy Support loadout per team. The others are either Assault or Tactical loadouts)

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

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

Even in Death, he still Serves.

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

Canon Marine (200 CP per purchase) - Is there an Astartes who has already become a legend that catches your eye, Jumper? I can arrange circumstances to ensure that you will find yourself on the same battlefield as they are from time to time, allowing you to make their acquaintance. After this jump is done, and assuming they agree to follow you across the multiverse, I'll allow them to take a small break from their duties, accompanying you for some time. When they tire of

your journey, I will return them to this galaxy of conflict in the same condition they left it, unchanged in body, but quite possibly enriched in experience. Want to team up with Ragnar Blackmane? Maybe go on an adventure with Chapter Master Tu'Shan? RIP AND TEAR with Gabriel Seth? Steal Bjorn The Fell-Handed for your own travels? Go for it.

Wargear

Ah, the other reason for a Space Marine's success and lethality. The superior equipment of a Space Marine gives them an edge over most foes in this galaxy, with powered armor enhancing their superhuman bodies and powerful weaponry striking down their foes. Your Chapter will generally do its best to keep you supplied with 'basic' ammunition for your Wargear choices during the course of this Jump.

You will also receive 400 additional CP to spend on Wargear, and only wargear, Astartes.

Weaponry

Basic Loadout (Free) - Every character receives a basic loadout dependant on their origin.

- Chapter Serfs start with a suit of carapace armor, a combat knife and a bolt pistol, in addition to maintenance kits suitable for maintaining Astartes weaponry and power armor. Many of the weapons they purchase are assumed to be 'scaled down' for mortal hands.

- Scouts begin with an Astartes Combat Shotgun, a Combat Knife, a Bolt Pistol, and a suit of Space Marine Scout Armor, which is a non-powered suit of high-quality carapace armor.

- Astartes begin play with a suit of Power Armor, an Astartes Combat Knife and a Bolt Pistol, in addition to any freebies granted by their origin.

- Everyone receives robes suitable to their rank and station. They're also made of flak weave.

Bolt Pistol (1 Free all Astartes, 50 CP to make it a pair. Discount Assault) - The Astartes Bolt Pistol is the standard sidearm of the Space Marine Chapters. While shorter ranged than a bolter or heavy bolter, it still packs a tremendous punch within its effective range, and is the favored weapon of Assault Marines.

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

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

Bolter (Free Tactical Marine, Discount Devastator. 50 CP) - The iconic weapon of the Space Marine. The bolter fires a large rocket-propelled .75 caliber round with a mass-reactive fused warhead. When it penetrates a target, the warhead detonates inside the target for maximum damage. There are a large amount of variant ammo types available for the Bolter, making this weapon a flexible choice for any Battle-Brother.

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

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

Special Weaponry (Discount Tactical Marine, Serf. (Varies)) - Bolters are not the only weapons one can find in use by the Astartes. There are a large number of specialized weapons that are often used in the field.

-Flamer (50 CP) - Flamers are a common weapon across the Imperium. Generally used as an anti-personnel weapon, these weapons spray gouts of burning promethium fuel to set an area alight.

-Melta Gun (50 CP) - Melta Guns are high-tech weapons that work by inducing a fusion reaction using a number of unstable gases. This is then directed down the weapon's barrel, resulting in a short range but intense burst of heat that can easily slag tank armor.

-Grenade Launcher (50 CP) - Although not often used by the Astartes, as they often have access to more powerful weapons, Grenade Launchers are used from time to time by their forces, especially by Combat Bikers and in combi-weapons. A launcher propels a grenade farther than most humans can throw it, adding flexibility to the use of grenades and explosives.

-Plasma Gun (100 CP) - An arcane, valuable, and dangerous weapon, Plasma Guns consist of a bottle of hydrogen fuel and a fusion core. The weapon introduces the hydrogen to the core, then directs the resulting bolt of burning sun-stuff via magnetic fields. This bolt of energy is dangerous, able to sear through weapons a bolt gun would have trouble with. The plasma gun can also be overloaded, firing a more powerful bolt that bursts upon impact, but that does carry the risk of the weapon malfunctioning.

Heavy Weaponry (1st Free Devastator Marine) (100 CP)

-Heavy Bolter - A devastating weapon, the Heavy Bolter is large, durable, reliable, and features a greater rate of fire than either a bolt pistol or bolter. Heavy Bolters also fire a much larger bolt than bolters or bolt pistols, using .998 calibre bolts as opposed to the 'smaller' .75 calibre shells.

-Heavy Flamer - A larger, more powerful version of the smaller Flamer, a Heavy Flamer can spray massive gouts of burning promethium over wide areas of a battlefield, engulfing entire

squads of enemies at a time. Often favored by Terminators, due to their tendency to fight in tight quarters, as well as those expecting to fight lightly armored troops.

-Missile Launcher - An Astartes Missile Launcher is a flexible weapon capable of launching ordinance at great distances. A Space Marine is strong enough to carry both the launcher and its reloads on his own, eliminating the need for a separate loader. Missiles are usually either fire-and-forget or laser designated.

-Lascannon - The Lascannon is the elder sibling of the humble lasgun, and is a dedicated precision anti-tank weapon, blessed with a long range and great stopping power. This powerful beam will blow right through lesser armor as if it were not even there. Generally horrendous overkill to use on infantry, however. Normally.

-Multi-Melta - The Multi-Melta is a dedicated anti-tank weapon. A large, multi-barreled weapon that works off of the same principle as a Melta Gun, this short-ranged weapon can produce a blast of heat powerful enough to burn through just about any material known to the Imperium of Mankind.

-Plasma Cannon - One of the more powerful and dangerous weapons to be found in the arsenals of an Astartes Chapter. Plasma Cannons are up-scaled versions of the smaller Gun and Pistol, and work off of the same principle. However, their greater size allows for even more powerful blast, each shot having an area of effect, and should a Space Marine require it they can overload the Cannon's safety and fire an even more powerful blast.

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

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

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

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

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

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

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

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

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

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

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

Master Crafted Weapon (50 CP) - While all Astartes equipment is forged to some of the highest standards that can be found within the Imperium of Mankind's armory, there are stand out weapons even among those finely forged artifacts of war. Master-crafted weaponry is often

custom-fit for its wielder by the Chapter's Techmarines or forged as a commendation of sorts. As such, it is often a step above even normal Astartes gear, often possessing rare upgrades or components to make the weapon more dangerous in a skilled user's hands.

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

Armor

Power Armor (1 suit free to all Astartes origins. 50 CP to buy extra suits) - A suit of Mark VII 'Aquila' powered armor. The iconic suit of a Space Marine, this armor is durable, environmentally sealed, and enhances a Marine's already impressive strength, allowing them to fight foes that could swat a mortal aside without noticing. If you wish, you can swap this for a different Mark of Powered Armor. While the Mark VII is the baseline suit that others are compared to, you may choose to wear a different variant if you wish.

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

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

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

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

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

-Mark VI 'Corvus' Power Armor: Mark VI armor was designed as the proper replacement for the Mark IV armor at the end of the Heresy. This suit is easy to repair, much like the Mark V, and can easily integrate older parts or be upgraded with new parts as well. However, unlike the Mark V, Mark VI armor is built to a standard plan. It is also fully interchangeable with the newer Mark VII armor, and has a reputation for being the lightest suit of Power Armor with the smoothest movement, making it possible to actually move stealthily with such suits, as well as being popular among Assault Marines. The left shoulder pad, which is traditionally the one that takes the brunt of incoming fire, is usually built with the older molecular stud bonding technique used in the Mark V, making replacement simpler.

-Mark VII 'Aquila' Power Armor: The most common variant of Power Armor used by the contemporary Space Marine Chapters, it was developed at the very end of the Horus Heresy from the Mark VI armor, and parts are fully interchangeable with the Mark VI.

-Mark VIII 'Errant' Power Armor: The newest variant of Power Armor, only recently beginning production in the 41st Millennium, Mark VIII armor is a further refinement of the Mark VII. It fixes a few of the vulnerabilities to be found in that suit (such as adding a heavy gorget around the neck to prevent incoming fire from being 'shell-trapped' and deflected up into the underside of the Space Marine's neck or chin) as well as additional armor plating, making it a bit more durable than the Mark VII. It also tends to be issued to Veterans or other outstanding Astartes, giving it a bit of an air of authority, and full suits are still quite rare. Of note, it is not as easily backwards-compatible with earlier suits.

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

Artificer Armor (Requires Veteran) (100 CP) - While Power Armor is a fantastic suit of equipment that is made to high standards, Artificer Armor goes above and beyond even that. This suit of armor is built to an even higher quality than 'basic' Power Armor, providing more protection from superior materials used in its construction, better systems, and the like. Some

suits approach the protection offered by Terminator armor. Such suits of armor are highly personalized, usually reserved for only the most skilled members of the Chapter such as officers and exceptional Veterans, and are rightly considered to be relics of the Chapter.

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

-Assault Loadout: Designed for breaking through sieges and fortified structures and clearing paths for lighter armored follow-on troops, Assault Centurion Warsuits are designed for use in close-in fighting against hardened targets where sight lines and terrain make the use of tanks problematic. Each Assault Warsuit has a pair of Siege Drills, which have a trio of powerful drill heads. These drills will make short work of the barricades, walls, and other obstructions. Once a fortification has been breached, the attached Flamers on each drill can be unleashed on the unfortunate occupants. The Flamers can be replaced with Melta Guns, giving a Centurion a deadly punch against armored targets. The chest of the exosuit is equipped with an Ironclad Assault Launcher, essentially point-blank shrapnel launchers. The Assault Launcher can alternately be replaced with a Hurricane Bolter, which is a set of six linked bolters firing in tandem.

-Devastator Loadout: Devastator Centurions are designed to break enemies from a distance, slowly but steadily advancing while laying down a withering barrage of fire and breaking charges upon fortifications they defend, aim and recoil assisted by the armor's Machine Spirit. Their standard weapon loadout consists of a pair of Heavy Bolters, one on each arm. They may choose to swap these weapons out for a pair of lascannons, turning them into precision anti-tank specialists. Like the Assault warsuit, the Devastator Centurion's chest mounts weaponry as well. The default weapon is a Hurricane Bolter, consisting of six bolters firing in tandem. The Hurricane Bolter may be swapped out for a missile launcher system, giving the Centurion a long-range punch with Frag and Krak missiles, as well as any specially purchased warheads.

-Omniscopes: +50 CP. An Omniscopes is an advanced targeting system that integrates with a Centurion Warsuit. Its advanced augurs and sensors help detect targets in less than ideal situations (smoke, darkness, murk), as well as assisting with target acquisition and prioritisation.

Tactical Dreadnought Armor (Requires 1st Company Veteran) (200 CP) - Reserved for only the skilled veterans of the Chapter's 1st Company, Tactical Dreadnought Armor, more

commonly referred to as Terminator Armor, is one of the most durable suits of armor to be found within a Chapter's armory. Consisting of ceramite plasteel plates mounted on a powered adamantium exoskeleton, Terminator armor is large, bulky, and extremely heavily armored, excelling at situations where strength and durability are more important than maneuverability, such as clearing Space Hulks. Choose one of the Terminator Loadouts below:

-Standard Terminator Loadout - The 'standard' loadout consists of a Power Fist and a Storm Bolter, and is the most common. If you prefer, you can take a melee weapon you own instead of the Power Fist. The Power Fist may be upgraded to a Chainfist for +50 points, which in addition to a Power Fist's stopping power and ability to punch through vehicle armor is ideal for carving through obstructions such as bulkheads, walls, and enemy troops.

-Assault Terminator Loadout - Assault Terminators are usually deployed armed with either Twin Lightning Claws or, for +50 points, a one-handed Thunder Hammer and a Storm Shield, instead.

-Heavy Support Loadout - Taking advantage of Terminator Armor's enhanced strength, this loadout consists of either swapping out the Storm Bolter for a Heavy Flamer or an Assault Cannon (a multi barreled fast-firing weapon that is usually mounted to vehicles and puts a barrage of shells downrange), as well as a Power Fist. Alternately, a Heavy Support Terminator may be equipped with a Storm Bolter, Power Fist, and a Cyclone Missile Launcher, a back-mounted auto-reloading support weapon that fires up to a dozen Krak or Frag Missiles per volley. The Power Fist may be upgraded to a Chainfist for +50 points.

Vehicles

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

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

-Attack Bike (+50 CP, Discount Assault) - For an additional 50 CP, a sidecar can be added onto an Assault Bike, mounting either a Heavy Bolter or Multi-Melta plus a gunner.

Land Speeder (100 CP, Discount Assault) - A fast moving anti-gravity skimmer, Land Speeders are ancient, fairly arcane devices recovered back in the 31st Millennium by the Adeptus Mechanicus. Generally used for reconnaissance or for hit-and-run tactics, Land Speeders have

a pilot and a gunner. The standard Land Speeder mounts a pintle-mounted Heavy Bolter or Multi-Melta for the gunner.

-Land Speeder Tempest (+50 CP) - For an additional 50 CP, the Land Speeder can be upgraded to a Land Speeder Tempest variant. In addition to the pintle-mount, it adds a nose-mounted Assault Cannon or Heavy Flamer to the craft.

-Land Speeder Typhoon (+50 CP) - For an additional 50 CP, the Land Speeder can be upgraded to a Land Speeder Typhoon variant. In addition to the pintle-mount, it has a pair of rapid firing Typhoon Missile Launchers mounted on the rear of the craft, turning the speeder into a light, fast moving artillery unit.

Rhino APC (100 CP, Discount Tactical, Serf) - Robust and common across the Imperium, the Mars-Pattern Rhino Armored Personnel Carrier is one of the most common vehicles to be found on the battlefield. It is capable of carrying up to ten fully armored Space Marines plus their equipment, and is armed with a pintle-mounted Storm Bolter. The Rhino is extremely easy to repair, being an STC technology, and can be built from just about any locally obtained material as well as having an engine that can be fueled by anything from pure Promethium to wood. While not actually amphibious, Rhinos can handle surprisingly deep water, given a skilled driver. Rhinos are also extremely easy to modify. Instead of a normal Rhino, you may select one of the Rhino variants below.

-Predator Destructor Battle Tank - The main battle tank used by the Astartes, the Predator is based off of the Rhino chassis. However, it has been upgraded with heavier armor and weaponry, turning a simple transport into a reliable, dangerous battle tank. Standard armament consists of a turret-mounted Autocannon or set of twin-linked Lascannons, a Searchlight, and Smoke Launchers. For an additional 50 CP, the Predator is upgraded with sponsons mounting either twin-linked Heavy Bolters or Twin-Linked Lascannons.

-Razorback Transport - Razorbacks are an interesting vehicle, which fill an odd niche in the Astartes armory. Suspected to have originally been an intermediate development between the Rhino and the Predator, Razorbacks are heavily armed while still retaining transport capacity for up to six marines. Razorbacks are also known for having the largest number of weapon choices available to them, and many Chapters will modify a Razorback to fit their own needs and still have such changes approved by the Adeptus Mechanicus. The standard armament of a Razorback is a twin-linked set of Heavy Bolters in the turret, a searchlight, and smoke launchers. The turret armament can be replaced with a pair of Heavy Flamers, Lascannons, Assault Cannons, or a single Lascannon with a pair of Plasma Guns.

-Whirlwind Artillery Tank - Whirlwinds are, compared to the heavier artillery pieces of the Imperial Guard, much shorter range. However, they can fire much faster and are just as mobile as any Rhino variant, suiting a Chapter's needs for a fast moving tank that can provide tactical fire as opposed to the Guard's need for constant, heavy barrages. Whirlwinds commonly come in two main variants, the Helios and the Hunter. The Helios is the artillery model, capable of launching ordinance across the field to lay down devastating barrages. The Hyperios is an anti-air model, swapping out the Whirlwind Launcher for a dedicated anti-air Skyspear launcher, firing surface-to-air missiles at enemy aircraft intruding into the battlefield. You may also choose to take a Stalker-variant Whirlwind instead, which swaps the missile system out entirely for a

pair of dedicated anti-air autocannon. If you purchase missiles later on in the Auxilia section, most of them have a larger, heavier Whirlwind Variant that will be made available as well.

-Vindicator Siege Tank - The Vindicator Siege Tank is used by the Space Marines when they require the destruction of obstacles in their way, such as debris, barricades, cover, small buildings, and fortifications. Generally only deployed in heavy, short-ranged fighting, the Vindicator is armed with the powerful, but short-ranged Demolisher Cannon, which is large enough that it requires a hull-mount, not a turret. It also carries a Storm Bolter for defense.

-Rhino Upgrade Package (+100 CP, Discount Serf) - While the Rhino and its variants are nice on their own, there is no denying that the battlefields of the 41st Millennium are a dangerous place to try and survive. This standard STC-approved package upgrades your Rhino to make it a bit more survivable, adding additional armor, an obstruction clearing dozer blade, a second pintle-mount Storm Bolter, and a single Hunter-Killer Missile to your Rhino-based armored vehicle.

-Land Raider Heavy Transport (200 CP, Discount Serf) - The Land Raider is one of the largest, heaviest, and most iconic vehicles of the Space Marine Chapters. This massive vehicle is heavily armed with heavy weaponry, armored with bonded Adamantium and Ceramite armor, and large enough to transport a squad of five Astartes in Tactical Dreadnought Armor or ten in Power Armor. The standard Phobos variant Land Raider is armed with two sets of twin-linked Lascannons in sponsons as well as a centrally mounted set of twin-linked Heavy Bolters. Of note, Land Raiders, compared to most tanks, are VERY heavily armored, and their rear armor is just as impressively thick as their front or sides. Unlike lesser tanks, Land Raiders also have a Machine Spirit capable of piloting the vehicle should the crew be incapacitated or deceased, making it hard to stop a Land Raider short of total immobilization or destruction. The Phobos-pattern has been modified by many Chapters over the years, and while some of those designs are used by only one Chapter, there are some that have wider dispersal.

-Land Raider Crusader - The Crusader, originally developed by the aggressive Black Templars, is a close-assault variant of the Phobos, and forgoes its long-ranged firepower in favor of short-ranged barrages. Instead of Lascannons, the Crusader mounts Hurricane Bolters in its sponsons, while the Heavy Bolters have been replaced by a pair of Assault Cannons. Finally, a Multi-Melta turret has been added near the Commander's position, giving the tank an impressive short ranged punch. Despite the additional turret, the removal of the heavy generators needed to power the Lascannons actually improves the Crusader's transport capacity, as it can hold up to seventeen Astartes in Power Armor or nine Terminators.

Thunderhawk Gunship (300 CP, Discount Serf) - The Thunderhawk Gunship is one of the linchpins of an Astartes Chapter, capable of service in air or the void of space. This multi-role craft can serve as an orbital drop ship, a heavy ground attack gunship, or as a bomber. It has a small crew, consisting of a pilot, co-pilot, gunner, and navigator. These complex craft can carry up to thirty Marines in Power Armor or fifteen Terminators, or even fit smaller vehicles such as a Dreadnought (takes up about as much space as five Marines), Assault Bikes (each Assault Bike takes up as much space as 3 Marines), and Attack Bikes (each Attack Bike takes up as much space as 4 Marines), deployable via the forward ramp. The armament varies depending on the

mission that the Chapter's artificers have configured the Gunship for as well as the Chapter's personal strategies, but the basic, 'standard' Armament is four sets of twin-linked Heavy Bolters, two wing-mounted Lascannons, six anti-air Hellstrike missiles, six sets of triple bombs, and a dorsal mounted heavy weapon (Either a heavy Thunderhawk Cannon or a Turbo-Laser).

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

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

Auxilia Equipment

Grenades and Missiles (Varies) - Bolters and blades aren't the only way that the Adeptus Astartes combat their foes: They put explosives to good use as well, and over the centuries, the Imperium has developed a large number of useful explosive devices. Purchasing an ammo type here will provide you with access to both grenades, and, should you possess a Missile Launcher, missiles as well. As a rule of thumb, a missile will generally have a larger payload than a grenade. During the jump your chapter will ensure you have a reasonably steady supply in the field. After the jump, an auto-manufactorum will be installed in your warehouse to churn out replacement munitions on a regular basis.

-Frag (Free!) - The humble fragmentation grenade is produced in huge quantities across the Imperium, used by every fighting force from the PDF to the Astartes. While not generally suitable for dealing with armored foes, it does an excellent job at flushing foes from cover and inflicting wounds and casualties upon lightly armored enemies.

-Krak (Free!) - Another common explosive found throughout the Imperium of Mankind, the Krak grenade can be found in almost any armory. Krak weaponry consists of a shaped charge with a minimal area of effect, making the weapons good versus enemy armor, bunkers, and heavily armored infantry.

-Flakk (25 CP, Missile Only) - Flakk Missiles are anti-aircraft munitions, allowing even a humble infantryman, or a Space Marine Devastator, to threaten enemy aircraft. Flakk missiles may be

dumbfire, heat-seeking, or radar-guided. Upon detonation, a large cloud of shrapnel is dispensed, hopefully wreaking havoc on relatively lightly armored airframes.

-Blind (25 CP) - Blind grenades and missiles are simple in concept, but actually fairly sophisticated in practice. In addition to simple dense smokescreens, said smoke is also full of infrared scrambles and ECM jammers, providing highly effective, if short-lived, concealment for advancing forces.

-Minefield (50 CP, Missile Only) - The problem with a missile or grenade is that it fires once, and that's it. That's why some bright cog invented this missile variant. The payload is filled with simple submunitions that have two pressure sensors. The first, set off when the bomblets hit the ground, arms the explosives. The second, set off when someone steps on them, detonating the mine.

-Tanglefoot (50 CP) - Despite the simple sounding name, Tanglefoot grenades and missiles are surprisingly sophisticated. Upon detonating at the target area, the warhead's arcane mechanisms produce an area of conflicting gravity arcs, knocking infantry prone and creating a zone of impeded movement until the warhead's generator burns out.

-Haywire Missile (50 CP) - Haywire payloads are the natural enemy of mechanical devices. Upon detonating, they produce an intense electromagnetic pulse, disrupting nearby electrical devices such as energy weapons, vehicles, bionics, force fields, and power armor.

-Plasma (100 CP) - Plasma grenades are devastating weapons, working on the principle of the grenade inducing the deliberate failure of a plasma containment system, creating a sphere of white-hot plasma that will inflict heavy damage to everything in the vicinity. That dangerous area of effect, of course, does make it a bit dangerous to use them in close quarters. Plasma Missile Warheads have a tendency to linger upon detonation, as they have more robust plasma containment systems. Very good against heavily armored targets.

-Virus (400 CP) - These are horrendously dangerous payloads. Upon detonating, they release a highly powerful and highly dangerous mutagenic virus that, upon infection, will quickly induce death via tearing the body apart with toxins. On the upside, the virus will also quickly limit how far it can spread, either by mutating into a non-lethal strain or simply killing everything in the area. Very rare, very dangerous. Use with caution.

-Vortex (600 CP) - These are some of the most dangerous weapons produced by the Adeptus Mechanicus for use in the constant wars of the 41st Millennium. Vortex weapons are extremely rare, the design dating back to the Dark Age of Technology, and work by inducing a tear in reality, creating a tiny rift that creates a vortex that leads directly into the Warp itself. Matter drawn into the Warp is quickly ripped apart and destroyed by the nature of the Warp itself. These weapons are ***EXTREMELY*** dangerous to use, as the vortex they create is quite unpredictable: It may grow or shrink without warning, move about the battlefield, subdivide, or simply vanish. Still, the ability to annihilate anything caught within the area of effect is seen as worth the risk to some.

Speciality Bolter Ammunition (Varies) - Ah, the Holy Bolter. One of the most iconic weapons of the Space Marine. The Lasgun may serve as the mainstay of the Imperial Guard, but the Bolter is the weapon most associated with the Space Marine Chapters. There are a large number of specialty rounds one can use with a bolter. If you purchase any your chapter will

ensure you have a reasonably steady supply for use in the field, then after this jump, an Auto-Manufactorum will be installed in your Warehouse to produce replacement ammunition.

- Standard Bolts (Free!) - The standard bolt round, featuring a solid-fuel rocket propellant base, an outer casing with a conventional charge, a gyro-stabiliser, a mass-reactive fuse, a diamantine penetrator tip, an explosive charge, and a depleted uranium core.

- Kraken Penetrator Rounds (25 CP) - Kraken Rounds are designed for punching through heavy armor, with a heavier explosive charge and an adamantium core to increase weight and penetrating power.

- Inferno Bolts (25 CP) - Inferno bolts replace the heavy depleted uranium core of a bolt round with promethium, which will ignite upon exposure to air. This does lower their armor-penetration, but ensures that what they hit will be set on fire.

- Metal Storm Frag Bolt (25 CP) - Metal Storm Bolts have had their mass-reactive fuse replaced with a proximity detector, while the diamantine tip and uranium core have been replaced with high explosives and a fragmentation casing. When the bolt detects it is nearing a target, it explodes into a cloud of shrapnel.

- Stalker Silenced Shells (25 CP) - Designed for use with Stalker-pattern bolters, Stalker bolts use a gas cartridge instead of the propellant charge and main payload of a standard bolt, with the warhead replaced with a solid mercury slug. These shells are much quieter than the standard bolt.

- Hellfire Bolts (50 CP) - Originally designed as a weapon against the foul Tyranid, Hellfire bolts replace their uranium core with a vial of extremely dangerous mutagenic acid, which can eat its way through carapace, chitin, and flesh with ease. This also makes them horrendously lethal against many other foul xeno species throughout the galaxy.

- Dragonfire Bolts (50 CP) - Generally used by veteran marines, Dragonfire bolts have a hollow gas-filled outer shell that ensure that when the bolt detonates, a rush of superheated gas erupts around it, harming foes that are in cover.

- Tempest Bolts (50 CP) - A rare bolt shell type, Tempest Bolts replace the mass-reactive core charge and tip with a powerful proximity charge and fragmentation shell, resulting in a spray of heavy shrapnel shards. They are quite effective at damaging or destroying electronic devices and combat machinery, although they are a bit shorter ranged than most bolt shell variants.

- Antiphasic Shells (100 CP) - A rare bolt shell type generally used by Deathwatch Kill-teams, these bolts have been designed to deal with the threat of the Necron. These shells utilize arcane and secret technologies to prevent a Necron from 'phasing out' and returning to their tomb complexes when damaged, ensuring they actually stay dead.

- Vengeance Rounds (100 CP) - A rare bolt shell designed with Traitor Astartes in mind, Vengeance rounds are, essentially, tipped with plasma held in a flux containment unit. This makes them an excellent choice for dealing with Chaos Space Marines.

Personal Auspex (25 CP) - The Auspex is a relatively short-ranged scanner used by Imperial Forces. While the helmets of the Space Marines have a variant built in as part of their auto-senses, this auspex (hand-held or mounted on the side of your helmet) is a more powerful version of the built-in model. The auspex has a range of about fifty meters, picking up enemies

using a number of sensor types: Heat, motion, radiation, emissions, radar, and the like. It can even see through walls!

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

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

Cybernetic Limb (50 CP) - The problem with flesh is that, well, it's not very durable sometimes, even for a Space Marine. Whether due to a past injury or due to a belief that you should transcend such weak flesh you have had a limb, major bodily system, or sensory organ replaced with a cybernetic replacement. This replacement offers increased function, such as arms being stronger and more durable, an eye having a built-in auspex, and lungs having even stronger poison filters.

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

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

Narthecium (50 CP, 1 Free Apothecary) - The Narthecium is the signature tool of an Astartes Apothecary. It is usually wrist-mounted and often heavily customized, with many of the tools

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

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

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

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

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

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

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

Drop-Pod Designator (100 CP) - Once per battle, this targeting designator will summon a full squad of ten Astartes in your Chapter's colors, who will approach the battlefield via Drop Pod,

slamming into the fray. They will be either Tactical, Devastator, or Assault Marines with a loadout suitable for the situation, and will fight by your side without question in this Jump or the next. After the battle has ceased, they will exit the area. It will require some time before the Drop Pod is ready to use again, roughly seven times as long as the marines fought by your side.

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

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

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

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

Astartes Supply Cache (200 CP) - This large armored vault is gene-locked to your genetic code and other biometrics, and is durable enough to survive being dropped from orbit on its own without damaging the contents. Inside, you can find a large amount of spare supplies suitable for Astartes use. There are numerous spare parts for Power Armor in good condition, usually consisting of newer suits such as Mark VI or VII, allowing you to cobble together a full suit or two per month. There will also be times when you will find numerous damaged components of older models of Power Armor that might be repairable. Even more rarely, the occasional component or part of a suit of Terminator Armor may be found in the Cache, allowing you to have enough spare parts to build a single suit of Tactical Dreadnaught Armor once per year. Finally, there will also be large supplies of basic ammunition for weapons you own, both from this Jump and others.

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

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

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

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

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

Drawbacks

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

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

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

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

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

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

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

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

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

In The Grimderpness of the 41st Millennium (+200 CP) - ...Really? Well, okay then! Welcome to the 41st Millennium! Where, well... things are kinda silly. I mean, even I'm a little ashamed.

It's like someone, who totally wasn't me on a bet, went and kind of... 'tweaked' things when your meddling benefactor wasn't looking. This is a galaxy where things have just gotten a bit too over the top, even for my tastes. Endless hordes of Chaos Marines attack from the Eye of Terror, doing lots of terrible, bloody, murderous, disturbing things to everyone they can find, and despite this, never seem to run out of victims. The Imperial Guard is always doomed and fighting a desperate holding action, like normal, except the Commissars execute entire squads for not saluting, they prefer to use bayonets to lasguns, artillery always arrives late... You get the idea.

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

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

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

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

Irritating the Inquisition (+200 CP) - The Astartes and the Inquisition have a very interesting and amusing relationship. After all, while on the one hand those fuddy-duddies often need Space Marines to fight their greatest foes, on the other they distrust you and your kind intensely, for your innate power and highly independent nature makes Space Marine Chapters difficult to reign in. Whether it's because of the Chapter you are a member of or simply a very suspicious reading of the Corpse God's Tarot, the Inquisition has become highly suspicious of you, and you will often be under covert surveillance.

As long as you act the proper dog of the Corpse Throne, they will refrain from taking any action, but should you act out or start displaying odd, unusual powers that can't be explained by your status as an Astartes... Well, let's just say you might end up on the run from the Imperium

you're supposed to defend! Or just having to worry about lots of **snicker** "Ork Snipers" **snicker**.

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

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

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

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

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

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

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

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

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

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

Your out of jump powers, Warehouse access, and items are all locked. This applies any Companions, as well. Be wary, Jumper. If you take this drawback, you are giving up the protection offered by the history your patron would have woven for you in return for more power, and must spend more time here to earn those powers. Fair warning.~

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

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

The Aftermath

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

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

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

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

Author's Notes

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

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

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

there at the top tiers of being a Space Marine Psyker with a century plus of experience smiting things with your mind.

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

-Yes, 'In The Grimderpness etc, etc...' is pretty much (almost) a joke drawback. It basically makes the setting the Memetic Warhammer 40k, where things are even more depressingly over the top than they actually are in the game. And then you have to put up with that sort of hopeless deathfest for however long you're stuck here! ^_^

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

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

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

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

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

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

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

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

15. Neuroglottis - Enhances a Space Marine's sense of taste and smell, and helps greatly with tracking and the like.
16. Mucranoid - Covers the skin in a wax that seals skin pores. Used in conjunction with the Sus-an Membrane to safely survive vacuum or low temperatures.
17. Betcher's Gland - Space Marines spit poison.
18. Progenoid Glands - SUPER important to a Chapter. These are designed to grow, then be harvested. Each Space Marine develops two of them, one in the neck and one in the chest, and each set can be implanted in a recruit to grow another Space Marine.
19. Black Carapace - Final implant. Cybernetic interface for Power Armor.

Changelog

V2 Changelog

-Round 2 of spelling tweaks

--Added a brief list of what the Space Marine organs you get from being an Astartes actually DO.

-Cut back the CP for Command Squad to 600 CP. It's maybe a little high, but I do like the idea of having the option to make the entire Command Squad Vets/Terminators and play Space Hulk in-jump. It just amuses me.

-Clarification on Librarian Capstone added to Notes. In short, if you have Non-Psyker psychic powers from outside the Jump, decide which variant you want for the duration of this jump and then keep 'em both afterwards.

-Clarified that purchased vehicles come with Generic Crews that remain post-jump. Up to you if they're well-trained professional Serfs or Spess Mareens, tho', I can see it going either way, depending on Chapter.

-Tweaked descriptions of Drop-Pod Designator and Flawless Teleport Homer a bit. Now is 'summon allies, allies last for fight, require 7x the time spent fighting before being usable again'. So if you have a month of pitched combat, they're not coming back for seven months.

-Added Astartes Supply Cache. Basically a big armored vault that can survive being dropped from orbit, provides a constant supply of spare parts for Power Armor and the like, pops out enough parts to fully build 1 or 2 suits of Power armor per month and 1 suit of termie armor per year, give or take. Not counting actual assembly time, of course. Also includes ammo for owned weapons.

-Tweaked how Master-Crafted and Artificer weapons work. Artificer is now an upgrade of Master-Crafted. Pulled the 'Veteran Required' bit from them. Kept it on the Iron Halo and Artifice Armor because those just don't feel right issued to every Jim, Bob, and Tim Marine.

-Tweaked wording of Lord Apothecary. It's now a 'medical boost applies to things you are personally doing or at least overseeing.'. Example: The hospital you administer won't get the boost. The surgery ward you're head surgeon of will.

-Punted 'Strategos' discount off of the Space Marine Strike Cruiser. Felt weird to only have one item in there that was discounted by Perk, not origin.

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

V3 Changelog

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