

Codex Ultramarines Update

This document is meant to allow players with newer models to use them when playing 2nd edition Warhammer 40,000.

Due to post 2nd edition weapon availability you will need to add a new category to the wargear list on page 61 of Codex Ultramarines:

COMMAND WEAPONS

Command Weapons may be carried by models indicated in the lists and each model may carry an unlimited number.

- Storm Bolter.....+4 points
- Lightning Claw.....+12 points
- Thunder Hammer.....+18 points
- Storm Shield.....+10 points
- Combi-weapon.....+10 points

Command Weapons are allowed to be taken by the following from Codex Ultramarines:

- Space Marine Captain
- Company Standard
- Chaplain
- Librarian
- Techmarine
- Veteran Sergeants

NEW WARGEAR CARDS

Combat Shield (Uncommon, 2 points)

A combat shield is a lighter version of the storm shield that is fitted to the arm of the wearer, leaving the user's hands free. The shield offers an unmodifiable saving throw of 6 to the model's front.

Artificer Armour (Rare, 10 points)

A model equipped with Power Armour may be given the Artificer Armour wargear card. This rare armour confers a 2+ save.

Servo Harness (Uncommon, 30 points)

Tech Priests, Techmarines/Master of the Forge and Squat engineers only.

A servo harness counts as a servo arm, plus incorporates a plasma cutter (which counts as twin linked plasma pistols) and a flamer. In the shooting phase a model with a servo harness may fire any two of his weapons.

CHARACTERS

0-1 Chapter Master.....146 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Captain	4	7	7	5	5	3	7	3	10

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save)

WARGEAR The Chapter Master may have up to 3 wargear cards.

The Chapter Master may be given additional equipment from the Command, Assault Weapons, Armour, Special Weapons and Grenades sections of the wargear list.

The Chapter Master may ride a bike at a cost of 20 points.

STRATEGY If The Chapter Master is taken he must be the army commander, and has a strategy rating of 6.

SPECIAL If the Chapter Master is taken any Space Marine units within 12" of him may use his Leadership when they take a Leadership test.

ORBITAL BOMBARDMENT A Chapter Master has the authority to call down a bombardment from a Strike Cruiser. This is dealt with exactly as if he were equipped with a comm-link. See page 71 of Codex Imperial Guard for details.

HONOUR GUARD.....43 points each

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran	4	5	5	4	4	1	5	1	9

You may include one Honour Guard Squad for each Space Marine Chapter Master in your army.

SQUAD The squad consists between 2 and 10 Veteran Space Marines.

WEAPONS Bolter, bolt pistol and frag grenades.

ARMOUR Artificer armour (2+ save)

WARGEAR Any model may replace his bolter with additional weapons chosen from the Assault Weapons, Special Weapons or Command sections of the wargear list.

The entire squad may be given Krak grenades at a cost of 3 points each.

The Command Squad may ride bikes at a cost of 20 points each.

COMMAND SQUAD.....33 points each

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Veteran	4	5	5	4	4	1	5	1	9

You may include one Command Squad for each Space Marine Captain in your army.

SQUAD The squad consists between 2 and 10 Veteran Space Marines.

WEAPONS Bolter, bolt pistol and frag grenades.

ARMOUR Power armour (3+ save)

WARGEAR Any model may replace his bolter with additional weapons chosen from the Assault Weapons, Special Weapons or Command sections of the wargear list.

The entire squad may be given Krak grenades at a cost of 3 points each.

The Command Squad may ride bikes at a cost of 20 points each.

0-1 MASTER OF THE FORGE.....68 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Master	4	6	6	5	5	2	6	2	9

WEAPONS Bolt pistol and frag grenades.

ARMOUR Power armour (3+ save)

WARGEAR The Master of the Forge may have up to 3 wargear cards.

The Master of the Forge may be given additional equipment from the Armour, Command Weapons, Assault Weapons, Special Weapons and Grenades sections of the wargear list.

The Master of the Forge may ride a bike at a cost of 20 points.

SPECIAL The Master of the Forge counts as a Techmarine in all respects, e.g. servitor numbers, vehicle availability, vehicle repairs etc.

SQUADS

SCOUT BIKE SQUADRON...37 Points per model
47 Points for sergeant

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Sergeant	4	4	4	4	4	1	4	1	8
Scout	4	4	3	4	3	1	4	1	7

SQUAD The squadron consists of 1 Space Marine Sergeant and between 2 and 4 Space Marine Scouts riding Space Marine bikes.

WEAPONS Each bike is fitted with twin linked bolters with a targeter. Each Scout rider is armed with a bolt pistol and frag grenades.

ARMOUR Scout armour (4+ save)

WARGEAR Any model may be equipped with a weapon chosen from the Scout Weapon section of the wargear list.

Up to one model may be equipped with a weapon from the Special Weapons section of the wargear list.

The Space Marine Sergeant may be equipped with additional weapons chosen from the Assault Weapons section of the wargear list.

The entire squadron may be equipped with blind grenades at a cost of 2 points per model.

The entire squadron may be equipped with Krak grenades at a cost of 3 points per model.

Up to 3 models may replace their bike's twin linked bolters with a grenade launcher for +25 points.

STERNGUARD VETERAN SQUAD.....410 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Veteran	4	5	5	4	4	1	5	1	9

SQUAD The squad consists of 1 Veteran Space Marine Sergeant and 9 Veteran Space Marines.

WEAPONS Bolter, bolt pistol and frag grenades.

ARMOUR Power armour (3+ save)

WARGEAR Up to one model may replace his bolter with a weapon chosen from the Heavy Weapons section of the wargear list.

Up to one model may replace his bolter with a weapon chosen from the Special Weapons section of the wargear list.

The Space Marine Sergeant may replace his bolter with additional weapons chosen from the Assault Weapons and/or Command sections of the wargear list.

The entire squad may be given krak grenades at a cost of 30 points.

Each boltgun armed model in a Sternguard Veteran squad comes with several special ammunition types. Declare which type of ammunition is being used before rolling to hit. The rounds are exactly the same as regular boltgun ammunition, except where stated in the following description.

Dragonfire Bolts: These hollow shells explode with a gout of superheated gas. When shooting ignore penalties for targets behind cover.

Hellfire Rounds: These shells, originally developed for the heavy bolter to combat Tyranids, contain a mutagenic acid which always wounds on a 2+ regardless of the target's toughness, and causes 1d3 wounds. Vehicle penetration is 1d3+4.

Kraken Bolts: The adamantine core and improved propellant of these bolts can penetrate the thickest hide, even at extreme range. Long range is increased to 36", and has a -2 save modifier.

Vengeance Rounds: Originally developed to breach the armour of Traitor Marines, vengeance rounds employ unstable flux core technology that makes them hazardous to use, but incredibly effective against armoured targets. Range is reduced to 0-6 short and 6-18 long, and has a -3 save modifier.

VANGUARD

VETERAN SQUAD330 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Veteran	4	5	5	4	4	1	5	1	9

SQUAD The squad consists of 1 Veteran Space Marine Sergeant and 9 Veteran Space Marines.

WEAPONS Bolt pistol,krak and frag grenades.

ARMOUR Power armour (3+ save)

WARGEAR Any model may be equipped with a weapon chosen from the Assault Weapons and/or Command sections of the wargear list.

Up to two models may be equipped with a weapon chosen from the Special Weapons section of the wargear list.

The entire squad may be equipped with Jump Packs at a cost of 50 points.

The entire squad may be given blind grenades at a cost of 20 points.

The entire squad may be given melta bombs at a cost of 50 points.

SERVITOR SQUAD15 points each

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Servitor	4	3	4	3	4	1	4	1	7

You may include one squad of Servitors for every Techmarine or Master of the Forge in your army. They form a bodyguard as described in Codex Ultramarines.

SQUAD The squad consists of between 1 and 5 Servitors.

WEAPONS None

ARMOUR Mechanised body (5+ save)

WARGEAR Any Servitor may be given a Servo Arm for 10 points.

Any model may be equipped with a weapon from the Heavy Weapons section of the wargear list.

SUPPORT

CONVERSION

BEAMER.....80 points

The Space Marine army must include the Master of the Forge in order to have a Conversion Beamer.

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Servitor	4	3	4	3	4	1	4	1	7

CREW 2 Servitors

WEAPONS Conversion Beamer with targeter. The Servitor crew have no additional weapons.

ARMOUR Mechanised body (5+ save)

THUNDERFIRE

CANNON.....115 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Techmarine	4	5	5	4	4	1	5	1	9

CREW 1 Techmarine

WEAPONS Thunderfire Cannon with targeter. The Techmarine also has a bolt pistol and frag grenades.

ARMOUR Power Armour (3+ save)

WARGEAR The Techmarine may have up to 3 wargear cards.

The Techmarine may be given additional equipment from the Armour, Command Weapons, Assault Weapons, Special Weapons and Grenades sections of the wargear list.

The Thunderfire Cannon is unusual that it is crewed by a Techmarine. This is to allow it to fire indirectly. If the Techmarine is killed and Servitors take over it may no longer fire subterranean shells.

The weapon is so heavy that it may only move under its own power, and is usually mounted on tracks. It may move up to 4" in the movement phase so long as the crewman remains within 4". As the weapon is a distinct piece of equipment it is considered to be a separate target from its crew. At short range an enemy may select either the crew or the weapon itself as a target, whilst at long range shots are randomised. If the crew are killed the weapon is effectively useless. If the weapon is shot at it has an armour value of 10 and if penetrated is destroyed.

The Thunderfire Cannon can fire 3 different types of shell. Declare which type you are using before shooting.

All shells have the following range, with no modifiers to hit:

Short 0 - 20 Long 20 - 60

SURFACE DETONATION

Strength: 6

Damage: 1

Save Modifier: -2

Armour Penetration: 1d6+6

Special: Move or fire; Sustained fire, 3 dice.
1 ½" blast radius.

AIRBURST

Strength: 5

Damage: 1

Save Modifier: -1

Armour Penetration: 1d6+5

Special: Move or fire; Sustained fire, 3 dice.
1 ½" blast radius.

Ignore modifiers for targets in cover.

SUBTERRANEAN BLAST

Strength: 4

Damage: 1

Save Modifier: none

Armour Penetration: 1d6+5

Special: Move or fire; Sustained fire, 3 dice.
1 ½" blast radius.

Any model hit will count as if in difficult terrain in their next movement phase.

May fire indirectly. See the Whirlwind entry for details.

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