



WARHAMMER
40,000

SPACE MARINES

UNAPPROVED



IN THE MOVIES

Movies are filled with outrageous acts of heroism performed in the face of apparently insurmountable odds. Such situations crop up in games of Warhammer 40,000 less frequently than they do in the movies – until now. Injecting the rules with a generous dose of steroids, Pete Haines ensures that, despite being outnumbered, Space Marines are never outgunned.

Anyone who has read any Space Marine fiction – from a few paragraphs that accompany a gaming article to an entire Black Library novel – may have noticed a tendency for the Space Marines to make light work of enemies that would cause them considerably more trouble in an actual game of Warhammer 40,000.

I know that people have noticed this phenomenon, as I occasionally receive enraged letters from players who are livid because their Space Marines can actually be defeated on the tabletop, when the background presents them as all-conquering leviathans of battle who deal two-fisted bolt-coughing death to all and sundry. No one should be startled by the exaggerations of fiction, however. For years, Hollywood has created characters capable of depopulating an entire metropolitan area without even having to aim, or indeed reload, their firearms.

Thankfully, most people understand the concept of dramatic license, an amusing little technique that involves exaggerating or ignoring facts, physical laws, and general plausibility to keep things entertaining. Space Marines are embellished in fiction, where their heroism and invincibility are accentuated. The use of dramatic license can be misleading to Space Marine players. Both game designers and game players generally regarded a balanced game in which both sides actually stand a chance as a good thing (call us old fashioned). The same rule of thumb doesn't apply to fiction, however.

That said, it does no harm once in a while to speculate what things might be like if we didn't have to fuss around with game balance and we could use Space Marines that are the very picture of puissant glory.

So let us speculate. On some Imperial worlds (those planets blessed by the Immortal Emperor with a high level of technology and

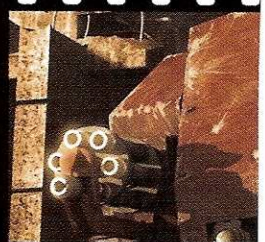
an understanding Imperial Commander), there are probably films or holos that depict the Adeptus Astartes in an exaggerated way. No one would suggest that these depictions were crude efforts at stringing together a tissue of lies for purposes of manipulative propaganda. No, not at all (ahem). It's just that, in a dangerous universe, the thought of the sky blackening with Tyranid mycetic spores or of finding oneself enslaved and condemned to eternal servitude by brutal Ork overseers can leave citizens stressed and concerned. These fears may result in a populace distracted from performing its vital day-to-day tasks, and that simply will not do.

Fortunately, such fears are unnecessary. A few well-conceived documentaries showing the Space Marines in action reduce the population's concerns and permit the people nights of untroubled sleep that prepare them for another day of bone-breaking labor in the service of the eternal Emperor.

So just how should you go about fighting the scenes from *Thunderhawk Down*, *We Were Space Marines*, *Galgar's Heroes*, and *Saving Battle-Brother Ryan*? First things first, you could develop a series of special missions, each of which uses unique terrain that you have built in anticipation along with cunningly conceived special rules. I wouldn't recommend doing so, however. It sounds like a lot of trouble to me. While the notion I am touting in this article is likely to result in a few fun games, it's not going to change your life or provide an alternative to regular ol' games of Warhammer 40,000.

The easiest way of playing this type of game is to get a member of the Games Workshop development staff to construct a

CGI Imagery taken from Warhammer 40,000: Dawn of War, provided by Blur Studios – www.blur.com



Space Marine list that assigns superior abilities in a considered and balanced fashion. You could do so yourselves, of course, but why should you? You are busy people.

IRRELEVANT RANT WARNING

Given the number of times I am asked for an "official ruling" on something, it would seem that the only permissible variants to the printed rules are those with an "official" stamp. This is, of course, total garbage. My secret wish is to have a week's diplomatic immunity from answering rules questions sensibly and politely (or even honestly). Then you would see carnage and anarchy on a level that would make Attila the Hun weep with envy. Global internet traffic would surge. Power grids would crash, and countless vital spam mails would not arrive. But fear not, dear readers. No such weeks are in the immediate plans.

RANT ALL CLEAR, ARTICLE RESUMES

Getting back on-topic, I will, in this case, be glad to fashion for you a Space Marine list that will do all those twisted, gore-soaked, homicidal things you have always longed to do on the gaming table but have always suppressed. With this powerful list, all you need is a victim. Challenge your soon-to-be-wEEPing opponent to a standard 1,500-point game of Warhammer 40,000 and mention that you will be using a Space Marine army.

This line is a vital part of the deception. If anyone knows you are going to be using this list ("list" is a much nicer term than "gross abuse of game statistics," isn't it?), then you will find your opponent stacking up on troops and weapons that could spoil your fun.

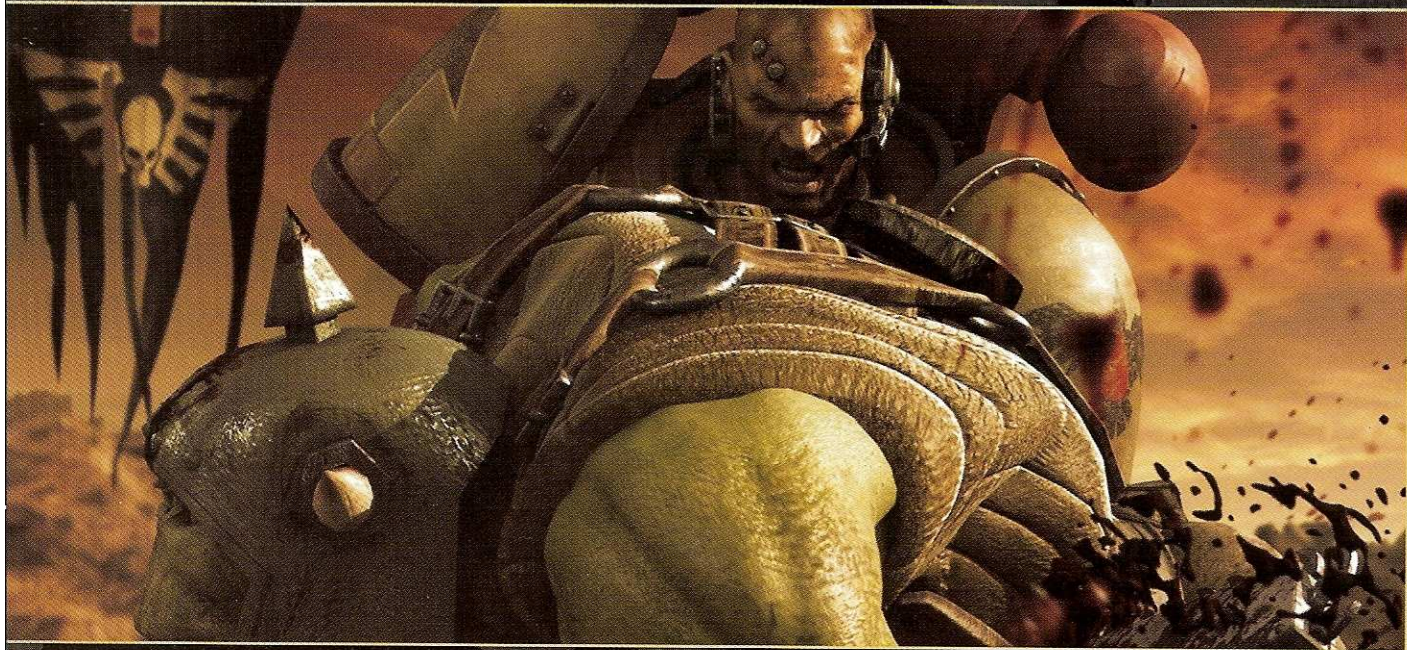
Before we continue, we should mention the ethics and good taste subclause. Obviously, the deception mentioned above is the first stage of a cruel hoax that may offend your opponent. This potential offense is not a major problem. You can't go through life worrying about every little bit of misery you inflict on your fellow man. With that attitude, Hiram Maxim (inventor of the machine gun) would never have become rich, and Alexander the Great would be remembered as a short Greek bloke with a nasty temper.

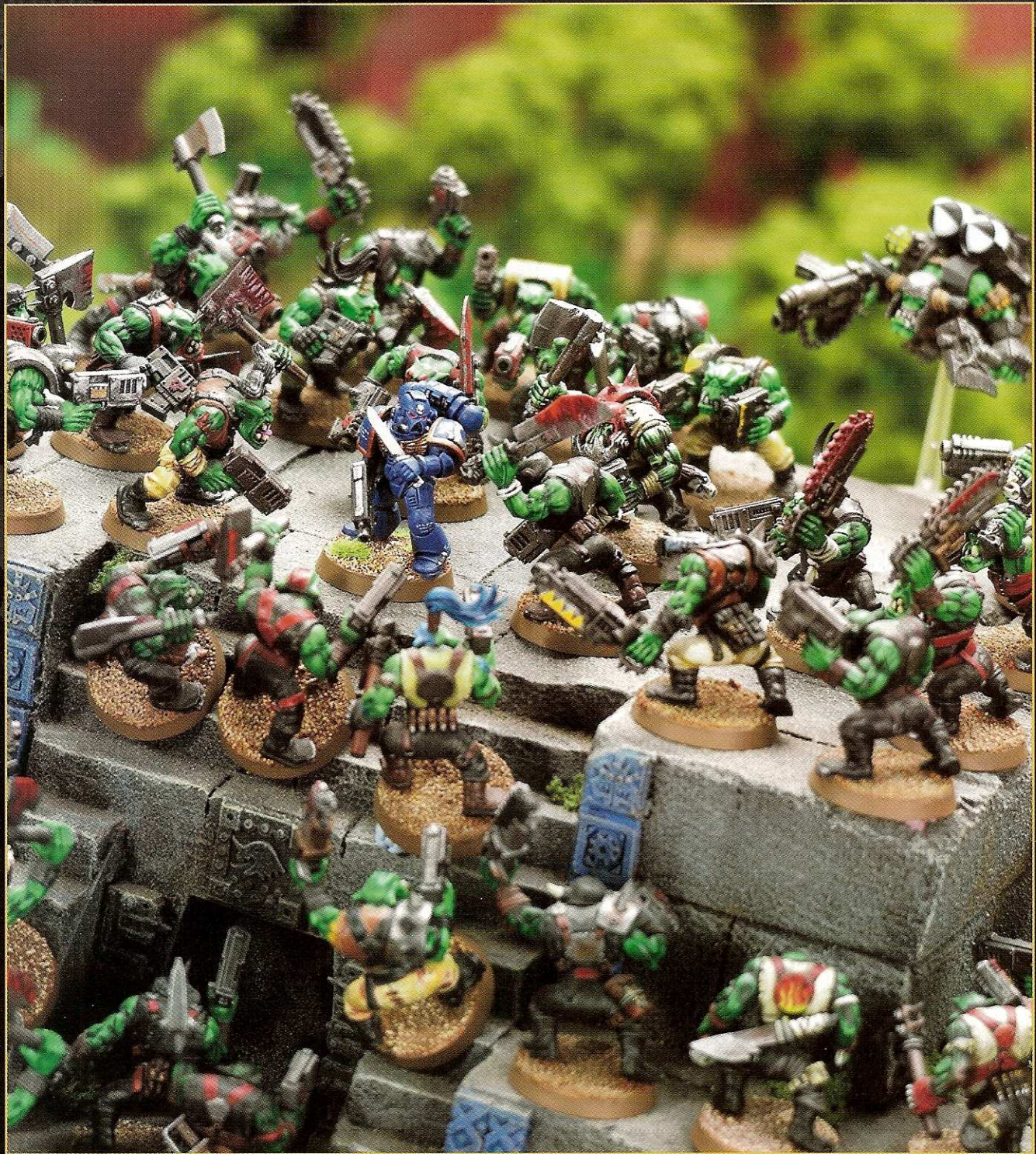
You should always be aware of the consequences of your actions, however. Given that, I am giving fair warning that neither I nor Games Workshop will take any responsibility for any consequences that stem from this list. If you want to use it, do so at your own risk. If you end up drinking soup through a straw in intensive care, don't expect any sympathy from me. I do like a laugh though. Feel free to send me any hilarious consequences at Chapter Approved. We've set up a special bulletin board for the letters we receive on hospital letterhead.

However, in order to prevent life-threatening beatings, you could try to give the victim (must think of a better "people-friendly" term) the following message.

Thank you for trying this set of Warhammer 40,000 amendments. Please forget the animal rage burning at your insides and relax. Your response is totally understandable and is the precise reason the army you have just faced will never be given any official status whatsoever. Rest assured that, by suffering today, you have saved millions of less stable gamers from suffering a similar fate. You are a hero.

If you suffer from any trace of sportsmanship and still want to use this list, all you have to do is give your opponent a little hint that you will be using this dastardly movie army. The hint can involve repeating, "Yes, a standard 1,500-point game, and I will be using Space Marines" in a Homer Simpson voice. Alternatively, you can hold your pinky finger to the side of your mouth "Dr. Evil style" as you issue your challenge. Anyone who doesn't catch your drift hasn't read this article and deserves all he gets. Bwa ha ha ha!





Brother Adamant cunningly lures the Orks into close combat to prove the superiority of human genes.



THE MOVIE SPACE MARINE LIST

I'm not a tough guy, but if I fight you in a movie that I'm starring in, I'll kick your ass.

Eddie Murphy

This list can be used to represent any Space Marine Chapter you like. The list remains the same regardless of Chapter. If I hear one moan that you should still get a Death Company or the option to arrive behind enemy lines, I swear I will do something nasty to the Ratlings next time. *Codex: Imperial Guard* is up for revision.

This list is based around a single Space Marine Tactical Squad, although be sure to read the stat lines to familiarize yourself with the changes. Try not to be drinking when you do so (can you say "spit take," hmm?). Use the Force Organization Chart as normal with the following entries. The list is designed to be used against a normal 1,500-point army in any of the Standard Missions. Personally, I wouldn't recommend using it against other Space Marine armies, but that's up to you.

HQ	1	Space Marine Sergeant
Elite	0-1	Space Marine Dude
Troops	0-6	Space Marines
Fast Attack	0-1	Rhino or Razorback
Heavy Support	0-1	Space Marine with Flamer
	0-1	Space Marine with Missile Launcher

SPACE MARINE SERGEANT

The movie army is led by a tough, grizzled Veteran Sergeant, leading in a resolute and uncompromising fashion. He is also a lethal man in a fight and more than eager to give Johnny Xenos a sound thrashing.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	200	9	5	6	6	4	6	5	10	3+

The sergeant is armed with a bolt pistol, chainsword, and grenades.

SPACE MARINE DUDE

The Dude gets the especially cool lines and designer purity seals. If there was ever a female lead in a Space Marine movie, then the Dude would be the one who rescues her all the time. The actor playing the Dude is the reason your girlfriend might go with you, without you having to waste a good painting day shopping for shoes with her in compensation.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Dude	150	7	5	6	6	3	5	4	9	3+

The Dude is armed with a bolter and grenades.

SPACE MARINES

This listing represents typical Space Marines – if you call 7' tall, genetically engineered, psychologically conditioned killing machines typical. They digest poison, spit acid, and can survive in a vacuum. Would you want to tangle with them?

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	100	5	5	6	6	2	5	3	9	3+

Space Marines are armed with bolters and grenades.

SPACE MARINE WITH FLAMER

Although some Space Marines carry meltaguns and plasma guns instead of flamers, there is something about the smell of promethium in the morning that puts the fear of the Emperor into heretics, aliens, and innocent bystanders alike.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	170	5	5	6	6	2	5	3	9	3+

The Space Marine is armed with a flamer and grenades.

RHINO

Points	Front Armor	Side Armor	Rear Armor	BS
130	13	12	11	5

Type: Tank

Transport Capacity: 10

The Rhino has extra armor, smoke launchers, and a pintle storm bolter.

RAZORBACK

Points	Front Armor	Side Armor	Rear Armor	BS
200	13	12	11	5

Type: Tank

Transport Capacity: 6

The Razorback has extra armor, smoke launchers, and a twin-linked lascannon.

SPACE MARINE WITH MISSILE LAUNCHER

At those times when they absolutely, positively have to kill every mother's son in the hemisphere, Space Marines fire the missile launcher, which has a range of really nasty missile types. Of course, if the missiles don't work, the Space Marines simply club the enemy to death with the launcher tube.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	250	5	5	6	6	2	5	3	9	3

The Space Marine is armed with a missile launcher (equipped with super-krak and super-frag missiles) and grenades.

MOVIE WEAPON CAPABILITIES

Chainsword. Counts as a power weapon. A model with a chainsword counts as double its Wounds for calculating outnumbering in close combat.

Combat Knives. All Space Marines have a combat knife. These knives are more than mere blades, however, and have multiple layers of composite carbon to give them edges that could saw through concrete. When used by Space Marines in close combat, these knives count as rending weapons.

Remember that bolt weapons fire rocket-propelled explosive bolts. As soon as they start being fired in four-round bursts, we can be sure there will be plenty of alien insides flying about.



GUNS

Bolt Pistol	Range 24"	S6	AP4	Assault 4, Rending
Bolter	Range 36"	S6	AP4	Assault 4, Rending
Storm Bolter	Range 36"	S6	AP4	Assault 8, Rending
Grenades	Range 6"	S8	AP3	Assault 1, Blast
Flamer	Range 24"	Special		Assault 1

When the flamer is fired at a unit (other than a vehicle) in range, every model in the unit in the firer's line of sight is hit and wounded on a roll of 4+. If the model is wounded on a roll of 6, it gets no armor save against the attack. Because the promethium sticks and continues to burn, multi-Wounded models wounded by the flamer must roll an armor save at the start of each of their subsequent turns. If these models pass, the fire goes out, and they do not need to roll again. If they fail, they take an extra Wound. Models may not make cover saves against a flamer.

When the flamer is fired at a vehicle, the weapon has no effect unless the vehicle is open topped, in which case each model in the unit takes a penetrating hit. No modifiers are applied if the target is obscured or moving fast.

Missile Launcher	Range 60"			Assault 2
(if firing super-frag)		S6	AP4	Large Blast
(if firing super-krak)		S10	AP1	
Twin-Linked Lascannon	Range 60"	S10	AP1	Heavy 1, Twin-Linked

The lascannon fires in a direct line from the firer. Every model in the weapon's path is attacked in turn, as the shot bores its way through until it either misses or fails to penetrate the armor of a vehicle model or fails to kill a model that is not a vehicle. Subtract 1 from the Strength for every vehicle or monstrous creature the shot hits on the way. The lascannon inflicts *Instant Death* on anyone it hits regardless of Toughness. Against vehicles, roll two separate D6 for penetration and take the best.

SPECIAL RULES

Force of One. Each model functions as an individual infantry unit. Each is treated as a separate unit for deployment, and any mix of models

may ride in a transport. Some may disembark, while others remain embarked.

Do You Want Some of This? If a Space Marine is removed because of the *No Retreat* rule, then he will go crazy ape bonkers as he gets dragged down. He can fire either a bolter or bolt pistol at his enemies (make the attacks normally) or pull the pin on a grenade (center the blast over the model) and take his foes with him.

Fleet. Space Marines on foot can make a *Fleet* move.

Move Through Cover. See the universal special rules in the Warhammer 40,000 rules.

Infiltrate. Any model who does not deploy in a transport vehicle may *Infiltrate*.

Auto-Senses. Every model counts as having an auspex.

Space Marine Power Armor. Space Marine power armor confers a 3+ invulnerable save and a 3+ armor save. If Space Marines would normally get an armor save against an attack, they may reroll the save if it fails. Thus, if a movie Space Marine gets hit with a multi-melta, he gets only his invulnerable save. If he gets hit by a heavy bolter, then he gets an armor save of 3+ and a reroll if the first save fails.

The Script Writers Hate Us. All the revised weapon stats here apply only to the movie Space Marines. Similar weapons used by the victims use their normal capabilities.

Stunt Doubles. A movie Space Marine army may include 0-10 Stunt Doubles at 10 points each. Before making a saving throw (armor, invulnerable, or cover), the Space Marine player may call for a stunt double to make the save instead. If he fails, the double dies and the real Space Marine is unhurt. If he passes, then he makes his way to the refreshments trailer with a jaunty step but cannot be used again.

peterson



"Remember: short, controlled bursts."