

# SPACE MARINE KILL TEAMS

## BADAB WAR CHAPTERS

### TIMELINE OF KEY EVENTS

#### 903.M41 [The Maelstrom Secession]

The Astral Claws, led by Luftg Huron, the Lamenters, and Mantis Warriors Chapters declare their secession from the Imperium. The Fire Hawks Chapter responds to the call for punishment of the wayward Chapters.

#### 904.M41 [The Badab War Begins]

The Mantis Warriors Chapter attack and capture a vessel belonging to the Fire Hawks Chapter.

#### 904.M41 [The Coming of the Executioners]

For unknown reasons, the Executioners Chapter join the rebellion.

#### 907.M41 [The Betrayal at Grief]

In an act of treachery, the leader of the Loyalists, Lord Commander Verant Ortyss of the Red Scorpions Chapter, is slain during a parlay. Carab Culln succeeds Ortyss as both Chapter Master of the Red Scorpions and leader of the Loyalists.

#### 907.M41 [The Wrath of the Minotaurs]

The Minotaurs Chapter arrives in full strength, joining the Loyalists.

#### 908.M41 [The Second Battle of Sagan]

A force drawn from six Loyalist Chapters drives the Secessionists from their fortresses on Sagan.

#### 908.M41 [The Destruction of the Lamenters]

The Minotaurs Chapter bring the Lamenters Chapter to heel in bloody ship-to-ship combat, effectively removing the latter Chapter from the war.

#### 910.M41 [Blood in the Dark Waters]

The Carcharadons Astra Chapter joins the Loyalists and defeats the Mantis Warriors on the worlds of Endymion.

#### 911.M41 [The Red Hour]

The Executioners and Astral Claws Chapters defeat the Salamanders near Calah, but the Executioners turn on the Astral Claws when the latter begin to slaughter the Salamanders.

#### 911.M41 [The Battle of Piraeus]

A massive Loyalist offensive at Piraeus ends in disaster when the Astral Claws counter-attack. Carab Culln is severely wounded.

#### 913.M41 [The Fall of Badab]

After a lengthy siege and final assault, the Palace of Thorns, the Chapter-fortress of the Astral Claws, is destroyed by a joint force of five loyalist Chapters, Astra Militarum regiments, and Adeptus Titanicus forces.

### SPACE MARINE KILL TEAMS RULES

The Chapters included in these rules follow the normal rules for Space Marine Kill Teams, except as noted herein.

### SPACE MARINE SCOUT KILL TEAMS

The Chapter Honours and Skills presented in these rules may be used for Space Marine Scout Kill Teams as presented in the *Shadow War: Armageddon Rulebook*.

After destroying an Administratum Tith Fleet in 901.M41 and two punitive expedition fleets in 902 and 903.M41, the Astral Claws Chapter of the Adeptus Astartes, under the leadership of Chapter Master Luftg Huron, self-styled 'Tyrant of Badab,' rebelled against the Imperium. They were joined by the Lamenters and Mantis Warriors Chapters of the Adeptus Astartes, also members of the Maelstrom Warders, Chapters charged with the protection of the Maelstrom Zone. The three Chapters were later joined by the Executioners Chapter of the Adeptus Astartes.

When a vessel of the Fire Hawks Chapter was attacked and captured by the Mantis Warriors Chapter, the Badab War began in earnest. Over the ten years of the Badab War, a dozen Chapters of the Adeptus Astartes fought on the Loyalist side. With the Red Scorpions Chapter acting as overall leader, the Loyalists were composed of the Carcharadons Astra, Exorcists, Fire Angels, Fire Hawks, Howling Griffons, Marines Errant, Minotaurs, Novamarines, Raptors, Salamanders, Sons of Medusa, and Space Phantoms Chapters at various times. In addition, the Loyalists were bolstered by Astra Militarum regiments, Adeptus Mechanicus (including Adeptus Titanicus) forces, and elements of the Holy Orders of the Emperor's Inquisition.

The bloody rebellion lasted a decade, with thousands of casualties on both sides. The Executioners eventually turned on the Astral Claws when the latter violated their honour; and the Lamenters and Mantis Warriors were removed from the Secessionist side after terrible battles against the Minotaurs and Carcharadons Astra Chapters, respectively. Despite a setback at Piraeus, the Loyalists eventually succeeded in establishing dominance in the Maelstrom Zone.

After blockading the Badab system and laying siege to the homeworld of the Astral Claws Chapter, five Loyalist Chapters attacked the Secessionist Chapter and succeeded in destroying the Palace of Thorns, the fortress-monastery of the Astral Claws Chapter. Though a single Warp-capable ship of the Astral Claws broke through the blockade and escaped, the Badab War was brought to an end.

After a trial by a Consistorial Court of five non-belligerent Chapter Masters, the Astral Claws were declared guilty as traitors and surviving members of that Chapter were executed, their homeworld and responsibility for the safety of the Maelstrom Zone passing to the Star Phantoms Chapter. The remaining Secessionists, the Executioners, Lamenters, and Mantis Warriors, were judged guilty of breaking faith with the Codex Astartes and sentenced to 100-year penitent crusades. In addition, the Lamenters and Mantis Warriors forfeited resources to Loyalist Chapters, the Mantis Warriors losing their Chapter world and the Lamenters giving up space vessels.



## SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific tables depending upon their sub-faction and whether they are a trooper, specialist, or kill team leader.

The different characters of the sub-factions mean that they each have contrasting areas of strength and weakness. For example, the disciplined warriors of the Star Phantoms are very effective at shooting, while the Raptors favour stealth.

Similarly, a fighter's role counts a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New

recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Astral Claws	Trooper			✓	✓		✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Carcharadons Astra	Trooper		✓	✓		✓		
	Specialist		✓	✓		✓	✓	
	Leader	✓	✓	✓	✓	✓	✓	
Executioners	Trooper		✓		✓	✓		
	Specialist		✓		✓	✓		✓
	Leader	✓	✓		✓	✓	✓	✓
Exorcists	Trooper	✓			✓		✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Fire Angels	Trooper	✓			✓		✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓



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Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Fire Hawks	Trooper		✓		✓		✓	
	Specialist	✓	✓			✓	✓	
	Leader	✓	✓	✓	✓	✓	✓	
Howling Griffons	Trooper			✓	✓		✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Lamenters	Trooper	✓	✓		✓			
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Mantis Warriors	Trooper			✓			✓	✓
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Marines Errant	Trooper	✓			✓		✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Minotaurs	Trooper		✓			✓		✓
	Specialist		✓			✓	✓	✓
	Leader	✓	✓		✓	✓	✓	✓
Novamarines	Trooper	✓			✓		✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Raptors	Trooper			✓			✓	✓
	Specialist			✓	✓		✓	✓
	Leader	✓	✓	✓	✓		✓	✓



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Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Red Scorpions	Trooper		✓	✓			✓	
	Specialist		✓	✓		✓	✓	
	Leader	✓	✓	✓	✓	✓	✓	
Sons of Medusa	Trooper		✓	✓			✓	
	Specialist		✓	✓		✓	✓	
	Leader	✓	✓	✓		✓	✓	✓
Star Phantoms	Trooper			✓			✓	✓
	Specialist			✓		✓	✓	✓
	Leader	✓	✓	✓	✓		✓	✓

Rules for the Salamanders Chapter are included in the base Space Marine Kill Teams rules.

## CHAPTER HONOURS

### ASTRAL CLAWS

For more than five thousand years, the Astral Claws stood shoulder to shoulder with the finest of the Imperium's warriors, their deeds were legendary and their honour unquestioned. They were known as masters of rapid assault and encirclement, and their unyielding courage was legendary, fighting on even when hope of victory seemed all but lost and snatching triumph from the jaws of defeat. Pride was to be their undoing, however, and a canker of treachery took root in the Chapter's heart.

**Reckless Courage:** An Astral Claws fighter may re-roll a failed Break Test.

**Tyrant's Legion Kill Team:** The Astral Claws may field standard Space Marine kill teams (both in Scout armour and power armour) or may field a Tyrant's Legion kill team. During the Badab War, the Astral Claws employed the Tyrant's Legion, auxilia troopers led by Adeptus Astartes overseers called Prefects. An Astral Claws Tyrant's Legion kill team replaces the normal Space Marines kill team trooper and specialist fighters with human auxiliaries. An Astral Claws Tyrant's Legion kill team consists of 3-10 models chosen from a Space Marine Veteran Sergeant and the following:

AUXILIA ARMSMAN	Trooper				Cost to recruit: 60 points					
	M	WS	BS	S	T	W	I	A	Ld	
Auxilia Armsman	4"	3	4	3	3	1	3	1	7	

Auxilia Armsmen are the elite professional troopers of the Tyrant's Legion and form the bulk of an Astral Claws Tyrant's Legion kill team. They are dependable and experienced fighters.

**Wargear:** All Auxilia Armsmen have a combat blade and flak armour. In addition, an Auxilia Armsman can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades, and Miscellaneous Equipment lists.

AUXILIARY	New Recruit				Cost to recruit: 50 points					
	M	WS	BS	S	T	W	I	A	Ld	
Auxiliary	4"	3	4	3	3	1	3	1	7	

Auxiliaries are the newest recruits to an Astral Claws Tyrant's Legion kill team. Usually drawn from the ranks of the PDFs of Badab and allied worlds, or from conscripts and prisoners, they have proved their ability in battle and have been inducted into the kill team to replace casualties suffered in earlier missions.

**Wargear:** All Auxiliaries have a combat blade and flak armour. In addition, an Auxiliary can be armed with items chosen from the Astra Militarum Hand-to-Hand weapons, Pistols, Basic Weapons, Ammunition, Grenades, and Miscellaneous Equipment lists.

### SPECIAL WEAPONS

AUXILIARY	Specialist				Cost to recruit: 70 points					
	M	WS	BS	S	T	W	I	A	Ld	
Special Weapons Auxiliary	4"	3	4	3	3	1	3	1	7	

Special Weapons Auxiliaries have been trained in the use of various specialized weapons that are used by the Auxiliaries of the Tyrant's Legion.

**Wargear:** All Special Weapons Auxiliaries have a combat blade and flak armour. In addition, a Special Weapons Auxiliary can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Special Weapons, Ammunition, Grenades, and Miscellaneous Equipment lists.

Tyrant's Legion auxiliaries (Auxilia Armsmen, Auxiliaries, and Special Weapons Auxiliaries) use the same skills chart as an Astra Militarum kill team. Tyrant's Legion auxiliaries only benefit from the **Reckless Courage** rule if they are within 12" of a friendly Astral Claws Veteran Sergeant, Space Marine, or Space Marine Gunner fighter that is not broken, down, or out of action. Tyrant's Legion auxiliaries do not benefit from the **And They Shall Know No Fear** rule.

If an Astral Claws Tyrant's Legion kill team leader is killed, the kill team may recruit a Space Marine or a Space Marine Gunner to replace the leader. Alternately, an Auxilia Armsman or Special Weapons Auxiliary may become the kill team's leader if there are no other Space Marines or Space Marine Gunners in the kill team.

An Astral Claws Tyrant's Legion kill team has access to the standard special operatives for a Space Marine kill team.





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### CARCHARADONS ASTRA

Until their sudden arrival in the midst of the Badab War, the sinister Carcharadons Astra Chapter was little more than a half-forgotten legend, a terror of the outer dark who many doubted existed until their bloody return. Their actions during the battles to depose the Tyrant of Badab re-established their reputation as chilling agents of slaughter and destruction, fit only for the task of eradicating the enemies of the Emperor far from the witnessing of sane men and women.

**Reavers of the Outer Darkness:** All Carcharadons Astra fighters cause Fear when charging an enemy fighter.

**Blood Hunger:** A Carcharadons Astra fighter gains the Rage special rule after they have defeated an enemy fighter in Assault. Any Carcharadons Astra fighter that has the Rage special rule may pass a Ld test to lose that rule if they end their turn without any enemy fighters within 12".

### EXECUTIONERS

Since the terrible lost age of the Scouring, the Executioners have reaved a bloody chronicle across the history of the Imperium, seeking out and slaying nightmarish threats and foes uncounted. A macabre, proud, and barbarous Chapter, there is little now to connect them to their noble forebears in the Imperial Fists Legion of old, save an unflinching will to triumph and an unbreakable devotion to honour. It was debts of honour that drove them to side with the Tyrant of Badab during his rebellion, and honour once more which broke that fealty and unleashed bloody ruin on the renegades in turn.

Executioners fighters with access to the Space Marine Hand-to-Hand Weapons list may take an axe or chainaxe.

**Bitter Mettle:** Executioners fighters ignore all negative modifiers to their Leadership values, regardless of their cause.

**Headhunters:** When an Executioners leader or special operative wins an Assault with a critical hit, the enemy fighter is automatically out of action.

### EXORCISTS

The secretive brethren of the Exorcists have taken it as their mission to hunt down and destroy the most terrible of Mankind's foes, and a shroud of impenetrable mystery surrounds their operations and their ties to the more radical factions of the Inquisition. Undergoing arduous and unorthodox rituals and training regimes, the Exorcists are rendered resistant to the taint of Chaos and its debilitating effects. So dangerous are their training methods, however, that the Chapter must maintain two companies of neophytes in order to support their frontline battle-brothers and replace combat casualties.

**Suffer Not the Daemon to Live:** Exorcists fighters become frenzied (see the Frenzy rules on page 51 of the Shadow War: Armageddon rulebook) when within 8" of any daemon model or model with a Mark of Chaos.

**Orisons of War:** At the start of the battle, before deploying, an Exorcists kill team chooses any Chapter Honours. All fighters in the kill team benefit from the same Chapter Honours, but do not gain access to any special weapons or equipment as a result of those Chapter Honours, nor may the kill team take any non-standard special operatives or kill team types.

In addition, instead of being limited by the normal Skills charts, each Exorcists fighter may take any of the skill types available. An Exorcists kill team leader may take up to six skill types, an Exorcists specialist may take up to four skill types, and an Exorcists trooper may take up to three skill types.

### FIRE ANGELS

A Chapter with long standing links to the Ecclesiarchy and the Adepta Sororitas, the Fire Angels consider themselves to be holy fighters in the God Emperor's service whose foremost duty is to defend the Imperium from those who would assail it. They are known to favour the sword as the epitome of a warrior's arsenal and the incarnate focus of his honour.

Fire Angels Veteran Sergeants and Scout Sergeants have access to storm shields and combat shields. Fire Angels Vanguard Veteran special operatives may exchange their bolt pistol for a storm shield.

**Duelists:** Holding such high regard for the sword as the ultimate symbol of a warrior's craft, the Fire Angels remain accomplished swordsmen. Fire Angels fighters that are armed with swords may parry if their opponent's highest scoring Attack dice is equal to their own highest scoring Attack dice.

**Shield of the Emperor:** Once per mission you can use this ability. When you do, you can re-roll all Armour Save rolls of 1 for all members of the kill team for the duration of the turn.





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### FIRE HAWKS

Though some records list the Fire Hawks as descendants of the line of Roboute Guilliman, there are few similarities between the wild Fire Hawks brethren and the more disciplined warriors of the Ultramarines, who have refuted any kinship with them. Renowned for the ferocity of their assaults and the devastation left in their wake, the Fire Hawks are one of the few Chapters to have survived the destruction of two former home worlds and have played a key role in several of the darkest episodes of Imperial history.

Fire Hawks fighters gain access to the hand flamer as a pistol option. A Fire Hawks Apothecary, Vanguard Veteran, and Sternguard Veteran special operative may exchange his bolt pistol for a hand flamer.

**Speed and Fury:** If a Fire Hawks fighter is within 8" of an enemy fighter at the start of the Fire Hawks Movement phase, the model must pass a Ld test or is subject to Hatred against the closest enemy model until the start of the following Fire Hawks turn.

### HOWLING GRIFFONS

Staunch traditionalists, the Howling Griffons closely follow the strictures of the Codex Astartes as laid out by Roboute Guilliman, though they do not assign it any religious significance and see it as simply the finest treatise on warfare so far compiled by the hand of Mankind. As such, the Chapter is expert in a wide variety of strategies and is able to swiftly adapt to face any foe.

A Howling Griffons kill team follows the rules for the Ultramarines Chapter Tactics as found in the Space Marine Kill Team rules.

### LAMENTERS

The Lamenters, scions of Sanguinius that are rumoured to have avoided or at least mitigated the detrimental effects of their ancient sire's gene-seed, are famed for the ill-fortune that follows in their wake. Despite being unfortunate participants in more last stands and desperate campaigns against overwhelming odds than any other Chapter in Imperial records, they have maintained a record of dedicated service to the Imperium.

A Lamenters kill team follows the rules for the Blood Angels Chapter Tactics as found in the Space Marine Kill Team rules.

### MANTIS WARRIORS

One of the rare descendants of the White Scars, the Mantis Warriors' millennia of isolation on the far edge of human space has left them much changed from their origins. Experts in the art of guerrilla warfare and the sudden application of violence from concealment, the Mantis Warriors are subtle and cunning killers, wreathed in mysticism, who strike with the fury of an unexpected storm.

The Mantis Warriors player may re-roll the dice when determining who gets to take the first turn; and the Mantis Warriors kill team may choose who gets to take the first turn on a tie.

**Shadow Killers:** A Mantis Warriors fighter that charges from any location in which they gained a cover save has a +1 Str bonus during the rest of the Attack phase.

### MARINES ERRANT

Decreed at their founding to 'forever quest and give battle, knowing no home but the grace of the Emperor's mercy,' the Marines Errant are a fleet-based Chapter whose skills in boarding actions and rapid deployment from orbiting void craft are justly celebrated. Their close links to the Rogue Trader family of Ecate have only bolstered their expertise in the field of void warfare, and have no doubt helped to keep the vast fleet maintained by the Chapter space-worthy and the terror of the Emperor's foes.

Marines Errant fighters have access to storm shields. Marines Errant Vanguard Veteran and Sternguard Veteran special operatives may exchange their bolt pistol for a storm shield.

**Doctrines of War:** A Marines Errant fighter can re-roll one To Hit or Attack roll of 1 during a turn. The player announces the use of the doctrine after rolling To Hit or Attack with the fighter. Each Marines Errant fighter may use this special rule only once during a game, though each Marines Errant fighter may use this special rule during different turns.

### MINOTAURS

Brutal and unrelenting, the Minotaurs Chapter has a history enshrouded by contradiction, myth, and deliberate suppression of the truth at the highest levels of the Imperium. The Chapter has developed a well-deserved reputation for matchless ferocity in deadly wars – from the Macharian Heresy to the Defense of Hermetica; a reputation writ not only in the blood of the Imperium's traditional foes, but also in the blood of wayward brothers of the Adeptus Astartes, and there are those who whisper darkly about the Chapter's origins and deeds because of this.

**Unrelenting Assault:** Minotaurs fighters automatically recover from being pinned at the start of their turn.

**Trample and Crush:** Minotaurs fighters move an additional 1" when charging.





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### NOVAMARINES

A Second Founding Chapter descended from the Ultramarines, the Novamarines are noted for their strict adherence to the precepts of the Codex Astartes, Roboute Guilliman's great tome detailing the organization of a Space Marine Chapter. Such is their respect for this work that they have been known to take up arms against those who disdain its strictures. Their respect for the Codex Astartes is equal only to their hatred of the xenos breeds that threaten the Imperium from both without and within.

A Novamarines kill team follows the rules for the Ultramarines Chapter Tactics as found in the Space Marine Kill Team rules.

### RAPTORS

One of the few known successors of the Raven Guard, the Raptors maintain a spirit of independence, with their individual companies often spending centuries apart developing unique tactics and strategies that are later incorporated into the Chapter's flexible combat doctrine. Even amongst such expert marksmen as the Adeptus Astartes, the Raptors are rightly famed and feared for their ability to place lethally accurate bolter fire onto enemy units, a skill often practiced from ambush to devastating effect.

**Strike from the Shadows:** Models in a Raptors kill team can begin any mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e., so that they are in cover and not within an enemy model's Initiative range, etc.).

**Legendary Marksmen:** A Raptors fighter that does not move in the Movement phase of their turn may add 1 to the Strength of their weapon when firing any boltgun, combi-weapon fired as a boltgun, or bolt pistol during their Shooting phase.

### RED SCORPIONS

As reclusive and distrustful as they are zealous in the prosecution of the Imperium's foes, the Red Scorpions are obsessed with maintain the purity of their gene-seed – to the extent that they refuse to fight alongside those they consider impure. In battle they are known to be utterly disciplined, forthright, and intransigent foes, disdaining stealth and concealment as the tools of cowards.

The Red Scorpions' obsession with the purity of their gene-seed has resulted in the members of the Apothecarion holding positions of authority that are unique among the various Chapters of the Adeptus Astartes. As an alternative to a Veteran Sergeant, a Red Scorpions kill team may take an Apothecary as its Leader.

#### APOTHECARY

Kill Team Leader      Cost to recruit: 250 points

	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4"	4	4	4	4	1	4	2	9

Unlike their counterparts in other Chapters, the Apothecaries of the Red Scorpions may lead squads in battle, the better to ensure the gene-seed of the fallen can be harvested.

**Wargear:** A Space Marine Apothecary has a combat blade and power armour. In addition, an Apothecary can be armed with items chosen from the Space Marines Ammunition, Grenades, Pistols, and Miscellaneous Equipment lists; and the Apothecary may be armed with one item chosen from the Space Marines Hand-to-Hand Weapons or Basic Weapons lists.

**Field Medic:** Fighters within 3" of a friendly Apothecary subtract 2 from their recovery phase Injury roll. Injury rolls may be reduced to a minimum of 1 (including for injuries caused by toxic weapons or toxic rounds). In addition, after the battle, you can choose to re-roll any Serious Injury rolls.

**Fortitude and Contempt:** Red Scorpions fighters may re-roll all failed Pinning tests, but cannot Hide and cannot be equipped with camo cloaks.

### SONS OF MEDUSA

Created in the aftermath of the turbulent years of the Nova Terra Interregnum as part of the Moirae Schism, the Sons of Medusa remain stalwart followers of the teachings of Ferrus Manus despite the discord with their parent Chapters that marked their creation. They are known for their unity of purpose and drive to confront and cast down renegades and traitors wherever they are found, as well as their extraordinary skill in restoring and maintaining damaged and arcane wargear.

A Sons of Medusa kill team follows the rules for the Iron Hands Chapter Tactics as found in the Space Marine Kill Team rules.





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### STAR PHANTOMS

A formerly fleet-based Chapter which has long operated on the fringes of the Imperium, the Star Phantoms Chapter's many glories in the service of the Emperor have been marred by rumours of indiscriminate use of force and dark tragedies that have dogged them across the stars. Uncaring of anything but their service to the Golden Throne, to the Star Phantoms it is a simple truth that those martyred in the prosecution of the Emperor's wars are vital stepping stones to the efficient destruction of his foes.

**Hail of Destruction:** Once per game, the player may declare the use of this ability and its effects last from the start of the controlling player's Shooting phase until the start of their next Shooting phase. During this period, all Star Phantoms fighters may re-roll failed To Hit rolls when shooting a weapon that doesn't use the flamer template.

