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CODEx ASTARTES

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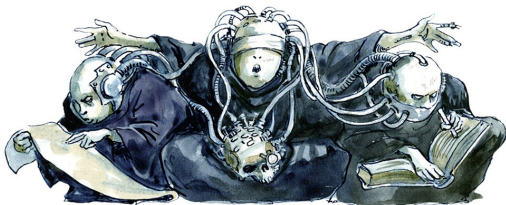
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CODEx ASTARTES

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CODEX ASTARTES



CODEX ASTARTES



The Codex Astartes describes the organisation, tactical operation and countless other aspects of Space Marine doctrine. Subjects as diverse as spiritual instruction and strategic supply are all covered in great detail within its thousands of pages. Over the following pages, we will look at the origins of this ancient tome and also how it states a Space Marine Chapter should be organised.



THE HORUS HERESY

Of the original twenty Primarchs, Horus was the greatest and most beloved of the Emperor and so was appointed his Warmaster. He was placed in charge of the entire northeastern battlefield of the Great Crusade, and only Lion El'Jonson and Leman Russ approached his tally of victories. Little did the Emperor know that Horus had come to serve dark masters. The gods of Chaos, malevolent beings from the warp, had corrupted Horus and his armies, turning them from the Emperor's light. Their plan was a foul and devious one. They would allow the Emperor to possess the galaxy for a fleeting moment only. He would be encouraged to stretch his empire further and further from Terra, until his forces were scattered thinly along the galactic fringe. Then the Dark Gods would strike and crush the Emperor with one swift blow. When rebellion erupted, Horus led more than half

of the Space Marine Legions into the bloodiest civil war ever to engulf the galaxy and laid siege to the Emperor's Palace. It would take many pages to describe the battle for Earth; suffice to say the war ended when the Emperor teleported onto Horus' Battle Barge and slew the Warmaster in single combat. This titanic struggle saw the Emperor mortally wounded and from that moment on he ceased to live in the conventional sense. Rogal Dorn, Primarch of the Imperial Fists, discovered the Emperor's dying body and carried it back to Earth where he was interred in the life-preserving mechanism of the Golden Throne. For ten thousand years since that day, the Emperor has ruled immobile and immortal from the throne of Earth.

Though the Horus Heresy was at an end, the galaxy was in turmoil once more. The armies of the Imperium were destroyed or scattered

and, worst of all, the Emperor could no longer walk amongst his warriors. The leadership and guidance he had given humanity for thousands of years was suddenly absent. To lead Mankind, a council was formed of the twelve most powerful individuals in the Imperium. They became known as the High Lords of Terra, and their role was to rule the Imperium on behalf of the Divine Emperor.



THE DARK FOUNDING

Not all the foundings of Space Marine Chapters are recorded in exact detail. However, the Adeptus Terra maintains a single bank of original gene-seed from every single Chapter ever created since the Horus

Heresy. There is one notable exception: the Thirteenth Founding, also known as the Dark Founding. No-one knows how many Chapters were created by the Dark Founding or what became of them. Perhaps the secret lies in some deep vault in the record office of the Adeptus Terra. Maybe the Space Marines of the Dark Founding are still out there somewhere, waiting to return to the world that created them.



THE CODEX ASTARTES

The newly created High Lords established the organisation of the Imperium, which remains familiar to this day. The first High Lords laid down the structure by which the Adeptus Terra operates, and described the feudal responsibilities and duties of

planetary lords. One of their most important accomplishments was the reorganisation of the Imperium's armed forces. This task was undertaken almost single-handedly by the Primarch of the Ultramarines Legion, Roboute Guilliman, who quickly and efficiently codified the structure of the Imperial Guard, the Imperial Fleet and the Adeptus Astartes – the Space Marines. Of all his works, the most influential is the Codex Astartes, the great prescriptive tome that lays down the basic organisational and tactical edicts for the Space Marines.

The Horus Heresy had revealed weaknesses in the gene-seed of several Space Marine Legions which, in some cases, had been exaggerated by the accelerated zygote harvesting techniques needed to keep the huge Space Marine Legions up to strength. The powers of Chaos exploited this growing physical and mental corruption to turn

Horus' troops against the Emperor. One of the prime objectives of the new Codex Astartes was to recognise and expunge these weaknesses.

The Codex decreed that Space Marines would be created and trained over a controlled period of time. The genetic banks used to produce implants would be carefully monitored, and cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo rigorous trials of physical and psychological suitability before they were accepted, and only those of the highest calibre would be chosen.

On Earth, the Adeptus Terra created genetic repositories to produce and store Space Marine gene-seed. These banks were used to provide all new gene-seed for Space Marines; to prevent cross-contamination, the genetic material of each of the old Legions was

isolated. Henceforth, the new Space Marine Chapters would receive gene-seed only from their own genetic stock.

The gene-seed of the Traitor Legions was placed under a time-locked stasis seal, even though, at the time, many believed these dangerous gene stocks should be destroyed. By taking direct control of the genetic stocks, the Adepts on Earth could ultimately control the Space Marines. Now, they alone had the power to destroy or create Space Marine armies at will.

The Second Founding of the Space Marines was decreed seven years after the death of Horus. The existing Space Marine Legions were broken up and refounded as smaller, more flexible formations. Where the old Legions were unlimited in size, the new formations were fixed at approximately one thousand fighting warriors. This corresponded to the existing unit called the

Chapter and, from then on, the Chapter was recognised as the standard autonomous Space Marine formation. No longer would one man have power over a force as powerful as a Space Marine Legion.

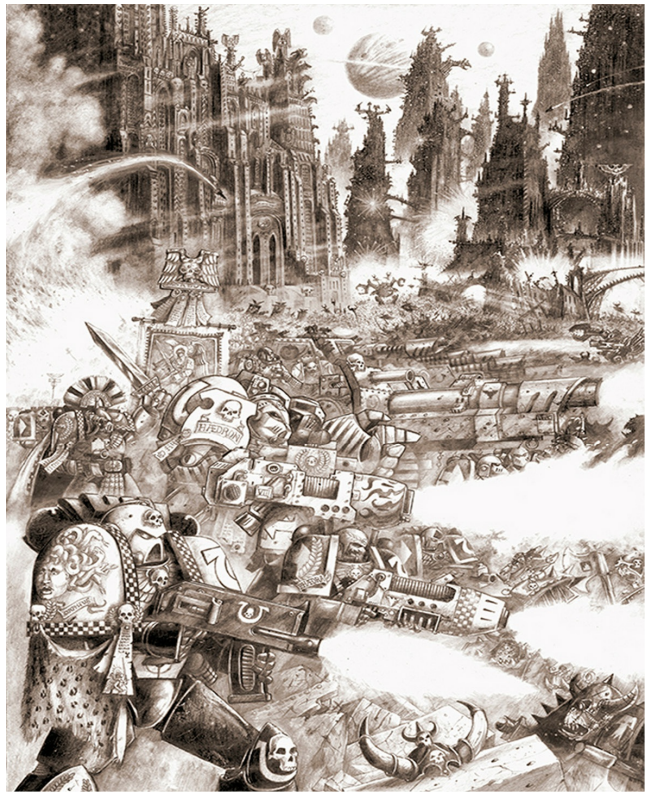
The existing Space Marine Legions were divided into new Chapters, one Chapter keeping the name and colours of the original Legion, while the remaining Chapters took new titles and colours. Most of the old Legions divided into fewer than five Chapters, (the Space Wolves divided into only two) but the Ultramarines were divided many times. The exact number of new Chapters created from the Ultramarines is uncertain; the number listed by the oldest known copy of the Codex Astartes (the so-called Apocrypha of Skaros) gives the total as twenty-three, but does not name them.

As a result of the Second Founding, the Ultramarines' gene-seed became the

favoured gene-seed of most subsequent Foundings. New Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born'. All the Primogenitor Chapters venerate Roboute Guilliman as their founding father and patron.

The Codex Astartes further defines the tactical roles, equipment specifications and uniform identification markings of the Space Marines. These guidelines have evolved over the centuries, and the Codex Astartes of the 41st Millennium is a highly developed treatise combining the wisdom of hundreds of military thinkers throughout history. Some of its contents seem petty and restrictive, hardly worthy of the great mind of the Primarch. Others describe actual battles together with comments on the tactics employed and the decisions of the commanders of the day. As such, the Codex

Astartes is revered as a holy text, and many Chapters regard its recommendations as sanctified by the Emperor himself.



THE CODEX CHAPTERS

The Chapters that rigidly follow the recommendations of the Codex Astartes are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation, identification markings and tactical doctrine. Of all the Codex Chapters, the most famous is the Ultramarines, the Chapter of Roboute Guilliman himself, and many of the other Codex Chapters descended from their genetic line adhere to the Codex's tenets just as loyally.

Many Chapters, however, do not stick so rigidly to the patterns laid down in the Codex, either for organisation, tactical roles or other processes. These Chapters are largely organised according to the Codex but are further shaped by their home world and the personality of their Primarch. The Blood Angels and Dark Angels are prime examples

of this. There are also a small number of Chapters that are vastly divergent from the Codex, and owe almost nothing at all to it. The most famous of these 'wild' Chapters are the Space Wolves, whose strong-willed Primarch, Leman Russ, moulded his Chapter very much in his own image, irrespective of other influences.

The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed, it is doubtful whether it could. However, with subsequent Foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of time, some of these Chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles laid down by Roboute Guilliman many thousands of years before.



‘To die without purpose is not a service to the Emperor. It is a heresy to waste lives entrusted to you as an Imperial officer. There is nothing shameful or disloyal in righteous retreat. But in withdrawing from the enemy’s presence, allow him no succour. That which cannot be saved must be destroyed. Leave no weapons, armour, transport, food or water in your passing. Scorch the earth at his feet, and leave him desert and desolation as his victory gifts.’



SUBSEQUENT FOUNDINGS

The history of the Imperium since the Heresy is not a continuous story. There have been periods of rebellion and anarchy, times when the balance of power has suddenly changed and history has been quite literally rewritten. Many of the subsequent Foundings of Space Marines belong to these troubled times, making it almost impossible to be certain when some Chapters were created or even how many Chapters have been created in total. It is believed that there are approximately one thousand in existence today, scattered throughout the galaxy. Of these, more than half are descended from the Ultramarines, either directly or through one of the Primogenitor Chapters of the

Second Founding.

THE SECOND FOUNDING

It is not certain how many new Chapters were created by the Second Founding. Many Imperial records were lost during the Age of Apostasy, a troubled time that lies across the history of the Imperium like an impenetrable veil. In all likelihood, some of the Chapters created during the Second Founding have since been destroyed, leaving no record of their deeds. Others have been lost in more recent times and their names are now all that remain of them.



THE CURSED FOUNDING

The Twenty First Founding was the largest since the Second Founding. It took place sometime immediately before the Age of Apostasy, a time of civil war which divided and almost destroyed the Imperium. The new Chapters were dogged by bad luck right from the start. Several disappeared mysteriously whilst in action or in warp space.

Every surviving Chapter of the founding is affected by spontaneous genetic mutation of its gene-seed. As a result the Chapters have gradually dwindled in size as their inability to raise and induct recruits means that battle casualties cannot be replaced. Worse still, some Chapters have developed genetic idiosyncrasies, mutations which strain the tolerance of the Inquisition and threaten the Chapters' survival. Few Chapters have suffered as ignominious an end as the Flame Falcons whose spontaneous and extreme

physical corruption turned them into a race no longer human or sane. The Chapter was declared Excommunicate and driven from its homeworld of Lethe by the Grey Knights.



CHAPTER ORGANISATION

Following the Horus Heresy, the Space Marine Legions were divided into Chapters consisting of roughly one thousand warriors. A large section of the Codex Astartes is dedicated to structuring the organisation of these Chapters. A Chapter consists of ten companies each numbering one hundred Space Marines. A company consists of ten squads of ten men including a sergeant, and is led by a Captain.

Every company, with the exception of the Scout Company, maintains Rhino transports for their squads and officers. The 1st Company is also equipped with Land Raiders to carry Terminator squads. It is customary

for Dreadnoughts to remain with their company, as their fearsome presence bolsters the company's fighting strength.

CHAPTER ORGANISATION

HEADQUARTERS

HEADQUARTERS STAFF

Master of the Chapter

Senior Officers

Administrative Staff

Support Personnel

ARMOURY

Techmarines & Servitors

LIBRARIUS

Chief Librarian

Epistolaries

Codiciers

Lexicaniums

Headquarters

A Chapter also includes a number of officers and specialists who stand aside from the company organisation. These individuals are known as the Headquarters staff and they may be assigned to fight with a company in battle. Included amongst them are psychic Librarians from the Chapter's Librarius and Techmarines, together with their servitors.

Although the Codex describes a number of ranks and responsibilities within the Headquarters staff, only a very few of these officers actually accompany the Chapter to war. Many are non-combatants of advanced years whose roles are to recruit and train new members or administrate the Chapter. Some ranks described by the Codex include the Chapter's Ancient (or Standard Bearer), the Master's Secretarius, the Lord of the Household, the Chapter's Armourer, the Commander of the Fleet, Victuallers, the Commander of the Arsenal, Commander of Recruits and Commander of the Watch.



ULTRAMARINES CHAPTER BANNER

THIS BANNER, WITH LAVISH DESIGNS DEPICTING THE VICTORY AGAINST HIVE FLEET BEHEMOTH, CARRIES THE NAMES OF THE GREAT HEROES FROM THE WAR, AS WELL AS THE PIVOTAL ENGAGEMENTS.

VETERANS

1ST COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

20 Terminators or 10 Veterans

SUPPORT

Dreadnoughts

Rhinos

Land Raiders

First Company - Veterans

Of the ten companies comprising a Chapter, the 1st Company consists of veteran troops and is invariably the most powerful. The 1st Company

is the only one trained to use the treasured suits of Terminator armour.



ULTRAMARINES 1ST COMPANY BANNER

1ST COMPANY KNOWN AS THE 'WARRIORS OF ULTRAMAR'

THIS BANNER BEARS A CRUX TERMINATUS AND HONORIFIC EMBLEM
FOR THE FALLEN OF THE BATTLE FOR MACRAGGE.

BATTLE COMPANIES

Battle Companies

The 2nd, 3rd, 4th and 5th are Battle Companies, each consisting of six squads of Tactical Space Marines, two of Assault, and two of Devastators. These four Battle Companies form the main battle lines and generally bear the brunt of the fighting. The Assault Squads of the Battle Company may be deployed as Bike Squads or Land Speeder crews.

2ND COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

6 Tactical

2 Assault

2 Devastator

SUPPORT

Dreadnoughts

Rhinos

Land Speeders

Bikes



ULTRAMARINES 2ND COMPANY BANNER

2ND COMPANY, THE 'GUARDIANS OF THE TEMPLE'

THE BANNER BEARS MOTIFS, SUCH AS LAURELS AND SKULLS, ALONGSIDE THE SYMBOL OF THE ULTRAMARINES.

3RD COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

6 Tactical

2 Assault

2 Devastator

SUPPORT

Dreadnoughts

Rhinos

Land Speeders

Bikes



ULTRAMARINES 3RD COMPANY BANNER

3RD COMPANY, THE 'SCOURGE OF THE XENOS'

THE 3RD COMPANY'S BANNER DISPLAYS A BATTLE HONOUR WON IN THE FIRST TYRANNIC WAR.

4TH COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SUPPORT

Dreadnoughts

Rhinos

Land Speeders

Bikes

SUPPORT

Dreadnoughts

Rhinos

Land Speeders

Bikes



ULTRAMARINES 4TH COMPANY BANNER

4TH COMPANY, THE 'DEFENDERS OF ULTRAMAR'

THE BANNER SHOWS THE IRON GAUNTLET OF ITS FORMER LEADER, CAPTAIN IDAEUS, WHICH INDICATES HE WAS A MIGHTY HERO.

5TH COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

6 Tactical

2 Assault

2 Devastator

SUPPORT

Dreadnoughts

Rhinos

Land Speeders

Bikes



ULTRAMARINES 5TH COMPANY BANNER

5TH COMPANY, THE 'WARDENS OF THE EASTERN FRINGE'

CAPTAIN GALENUS IS ALSO THE MASTER OF THE MARCHES.

THE BANNER DISPLAYS THE EAGLE THAT IS HIS BADGE OF OFFICE.

IT IS A SIGN OF HONOUR TO DISPLAY SUCH RANKS ON THEIR ARMOUR WITHIN THE COMPANY.

6TH COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

10 Tactical

SUPPORT

Dreadnoughts

Rhinos

Bikes

6th & 7th Companies

Companies 6 and 7 are Tactical Companies, each consisting of ten Tactical Squads. These are intended to act as a reserve and may be used to reinforce the main battle line, launch

diversionary attacks or stem enemy flanking moves. The 6th Company is also trained to fight on bikes and the entire company may be deployed as Bike Squads. Similarly the 7th Company squads are trained to fight from Land Speeders, enabling the company to fight as a light vehicle reserve formation.



ULTRAMARINES 6TH COMPANY BANNER

THOUGH ONE OF THE ULTRAMARINES RESERVE COMPANIES, THE 6TH COMPANY HAS WON MUCH HONOUR, NOTABLY IN THE DEFENCE OF THE GENO SECTOR. CAPTAIN EPATHUS IS THE MASTER OF THE RITES, AND HIS SHOULDER GUARD BEARS THE SKULL INSIGNIA OF THE COMPANY.

7TH COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

10 Tactical

SUPPORT

Dreadnoughts

Rhinos

Land Speeders

6th & 7th Companies

Companies 6 and 7 are Tactical Companies, each consisting of ten Tactical Squads. These are intended to act as a reserve and may be used to reinforce the main battle line, launch

diversionary attacks or stem enemy flanking moves. The 6th Company is also trained to fight on bikes and the entire company may be deployed as Bike Squads. Similarly the 7th Company squads are trained to fight from Land Speeders, enabling the company to fight as a light vehicle reserve formation.



ULTRAMARINES 7TH COMPANY BANNER

7TH COMPANY, THE 'DEFENDERS OF CAESEREAN'

THEIR NAME DERIVES FROM THE MEMORY OF THEIR
CRUSHING DEFEAT OF KORUS THE DEFILER.

8TH COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

10 Assault

SUPPORT

Dreadnoughts

Rhinos

Land Speeders

Bikes

8th Company

The 8th Company is an Assault Company consisting of ten Assault Squads. This is the most mobile company and is often used

wherever a strong hand-to-hand fighting force is needed.



ULTRAMARINES 8TH COMPANY BANNER

8TH COMPANY, 'THE HONOURBLADES'

THE CROSSED SWORDS INDICATE THE COMPANY'S DESIGNATION
AS A DEDICATED ASSAULT COMPANY.

9TH COMPANY

Captain

Chaplain

Apothecary

Standard Bearer

SQUADS

10 Devastator

SUPPORT

Dreadnoughts

Rhinos

9th Company

The 9th Company is a Devastator Company, consisting of ten Devastator Squads armed with heavy weapons. They anchor defence points and provide long range fire support.



ULTRAMARINES 9TH COMPANY BANNER

9TH COMPANY, THE 'STORMBRINGERS'

THE 9TH COMPANY'S BANNER CARRIES THE TRADITIONAL
ULTRAMAR LIGHTNING BOLT BLAZON.

SCOUTS

10TH COMPANY

Captain

Chaplain

Apothecary

SQUADS

Scouts

SUPPORT

Bikes

10th Company Scouts

The Chapter's 10th Company is its Scout Company consisting of a number of Scout Squads. Scouts are youths who have been recruited and partially transformed into Space Marines. Until their physical transformation and training is complete they fight as Scouts.

There is no formal size for a Scout Company as the rate of recruitment is not fixed.

SQUAD ORGANISATION



According to the Codex Astartes, Space Marines are organised into three different types of squad: Tactical, Assault and Devastator. Each of these squads has a unique battlefield role and they are designed to operate together to provide mutual support and maximum flexibility. In addition to these three squads the 1st (Veteran) Company can be formed into Terminator or Veteran Squads while the Scouts are always fielded as Scout Squads.



Tactical Squads are the most commonly found squad in a Chapter. A Tactical Squad is led by a Sergeant and includes nine other Space Marines. Of these, seven Space Marines are armed with boltguns, whilst the remaining two can be armed with boltguns or, alternatively, one may carry a heavy weapon and the other may carry a special weapon. This combination is the most tactically flexible and offers a good mixture of capabilities within the squad.



Assault Squads are specialists at fighting in hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines equipped. They are equipped with jump packs and commonly armed with a close assault weapon in each hand; usually a bolt pistol and chainsword. Optionally, two of the Space Marines may carry plasma pistols or flamers. This combination is ideal for fast-attacking, close-quarter fighting assault troops.



Devastator Squads consist of a Sergeant and nine Space Marines. Up to four of the Space Marines may be armed with heavy weapons, whilst the remainder will carry boltguns. This is the most heavily armed type of Space Marine squad and they are deployed wherever extra fire support is needed, especially when the Chapter faces enemy tanks or fortified positions.



Terminator Squads wear the uniquely powerful Terminator armour. These are massive in construction, virtually turning a Space Marine into a one-man tank. Every Chapter has a limited number of Terminator armoured suits, and each is an ancient artefact crafted many thousands of years ago. Terminators are less mobile than other Space Marines and are primarily used in boarding actions or at extreme close quarters when heavy firepower cannot otherwise be brought to bear.



Sternguard Veteran Squads follow the same organisation as Tactical squads, though the Sergeant and the Space Marines under his command are all Veterans, and bear a variety of potent close-range weapons. These squads are rarely deployed en masse but are sometimes used to strengthen an attack.



Vanguard Veteran Squads usually consists of nine Veterans, led by a Veteran Sergeant. They sport jump packs and a plethora of deadly melee weapons, and lead assaults or provide the Chapter with flexible,

hard-hitting reserves.



Scout Squads consist of a Space Marine Sergeant and four to nine Scouts. The role of the Sergeant is to train the Scouts and lead them in battle. Only Sergeants of considerable experience and status are designated for this role.

All Space Marine squads, with the exception of the Scouts, are nominally of ten troopers, but can be divided into two separate combat squads in battle, giving each unit a further degree of flexibility in action.

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