

WARHAMMER
40,000

DATASLATE



SPACE MARINES

STRIKE FORCE ULTRA

DATASLATE:
SPACE
MARINES
STRIKE FORCE ULTRA

THE EMPEROR'S
FINEST

STRIKE FORCE ULTRA



The formation designated as Strike Force Ultra is made up of the elite of a Codex Chapter's 1st Company, a powerful force deployed to crush the enemies of the Imperium. Combining the might of Space Marine Terminators with the formidable strength of a Venerable Dreadnought, and supported by heavy armour in the form of a Land Raider and Stormraven Gunship, a Strike Force Ultra is a truly fearsome weapon of the Adeptus Astartes – one capable of defeating any foe known to Mankind.



CHOSEN OF THE CODEX

When success must be measured in the survival of whole worlds or the fate of star systems, it is to a Strike Force Ultra that a Chapter Master turns. Led by the Captain of the Chapter's 1st Company and comprising twenty of its finest veterans, a Strike Force Ultra is a lightning bolt cast into the heart of the Emperor's foes. Clad in unyielding Terminator armour and supported by a Stormraven Gunship, Land Raider and mighty Venerable Dreadnought, the warriors of the strike force hit with the strength of an orbital barrage. More than one army has been turned to bloody rout as its arrogant commanders and proud war machines were pulverised under the crackling power fists and roaring storm bolters of the strike force, the Space Marines crushing the morale of their enemies just as they smashed flesh and bone to ruin.

The origins of the Strike Force Ultra formation can be traced back to the dark days of the Horus Heresy, when the Space Marine Legions were tested as they had never been before in a war that engulfed the fledgling Imperium of Man. Following the Heresy, Roboute Guilliman, Primarch of the Ultramarines, created the Codex Astartes, a book which would become the foundation upon which all Space Marine Chapters would be built and organised. More than just a tome detailing the military formations of the Adeptus Astartes, the Codex was filled with strategic and tactical lore gathered by Guilliman as a result of the many brutal wars of the Heresy. Conflicts such as the Istvan V Dropsite Massacre, the Battle of Calth and the Siege of the Emperor's Palace all proved hard lessons which would further refine Guilliman's already superhuman military genius. The devising of the Strike Force Ultra was the result of but one of the innumerable tactical insights he reaped from the darkest point in the history of the Space Marines.

The Ultramarines were the first Chapter to master the use of the Strike Force Ultra and develop its potential as an effective tool of war, but in time, almost all of the Codex Chapters would adopt it. Following Guilliman's teachings on the use of extreme force, Codex Chapters would often gather together their most powerful weapons into single formations. Each Strike Force Ultra utilised the finest warriors of a Chapter's 1st Company, equipped with its best wargear and armour, and supported by its most potent war machines. These elite warriors or armoured squadrons were able to bring staggering amounts of firepower to battle, turning entire enemy armies into seas of mangled bodies or reducing towering alien war machines to piles of smoking scrap. The Strike Force Ultra became the ultimate expression of the Space Marines' superiority over their enemies; even greatly outnumbered or working in isolation, they were able to defeat their foes with sudden, brutal strikes, often appearing in a blaze of light before swiftly killing anything that moved. In this way, even a handful of veteran battle-brothers could effectively take on deadly and perilous missions that other Space Marine strike forces might have been hard-pressed to complete.

‘Strength is greatest when focussed into an unyielding fist.’

- Obsidian Glaives 1st Captain Dynares

AN EVOLUTION OF STRENGTH

The Codex teaches that a Strike Force Ultra should be comprised of the Chapter's elite formations and supported by its heaviest armour or assault aircraft. Originally, this meant squads of Terminators or veterans supported by Land Raiders or Thunderhawk Gunships, though in time the composition of a Strike Force Ultra would change as old technologies were rediscovered and the Space Marines gained a deeper understanding of the teachings within the Codex Astartes.

The first major change to the composition of a Strike Force Ultra can be traced to the 35th Millennium and the Ultramarines' long war against the renegade armies of the Obdurate Prince. The traitor warbands and human armies of the prince made extensive use of psykers to subvert local populations, mastering a particularly horrific method of propagating widespread neuro-hysteria that could turn the people of a world against their lords in a single bloody night. The only way to counter this threat was by swiftly crushing the psykers who were the source of the unrest, and so the Ultramarines used their own Librarians to home in on the Obdurate Prince's psyker conclaves before sending in Terminator Squads via teleportation. The Terminators' ability to strike instantaneously and with maximum force matched the purpose of the Strike Force Ultra – as outlined in the Codex – perfectly. So it was that, within the Ultramarines Chapter, all infantry in a Strike Force Ultra formation were to be equipped with suits of Tactical Dreadnought Armour.

The second notable addition to Strike Force Ultra formations came only a few hundred years later, as the most honoured of Dreadnoughts became a more common sight among the ranks of the Adeptus Astartes. For thousands of years the Space Marines had employed Dreadnoughts within their armies, each one a powerful war machine housing a mortally wounded hero, suspended in half-life through the technological wonders of the Adeptus Mechanicus. However, as the centuries of warfare ground on, so the number of truly ancient Dreadnoughts steadily increased. Gerius the Unbowed would become the first Ultramarines Venerable Dreadnought to join the ranks of a Strike Force Ultra, after he secured victory for his Chapter in the depths of the daemoniac labyrinth of Phyr. Gerius' tactical insights and cold battlefield logic, tempered by an age of battling the Imperium's enemies, proved instrumental in tracking down the Daemon Prince in the maddening pathways of the maze, and it was he who would ultimately destroy the Daemon Prince Dar'gule with his power fist. Locking his adamantium grip over the beast's head, its skull finally fractured under the unrelenting pressure applied by grinding servos, daemoniac ichor dribbling over the thing's shoulders to pool at the combatants' feet.

The most recent alteration to the Strike Force Ultra was the inclusion of the Stormraven Gunship in the 41st Millennium – a vehicle that had been rediscovered only a few

centuries earlier but was quickly adopted for its impressive armour and devastating firepower. Faster and more agile than a Thunderhawk Gunship, the Stormraven is able to make rapid insertion manoeuvres whilst clearing a path with punishing salvos from its banks of hurricane bolters. Once landed, and while the enemy is still reeling from the sudden arrival of the aircraft, its Terminator cargo will charge out of its steel gullet to shred their foes with fire from storm bolters and heavy weapons, or crush them in close quarters with skull-shattering thunder hammers and arcing lightning claws.



ULTIMATE SANCTION

The deployment of a Strike Force Ultra is never taken lightly by a Chapter Master, as it involves committing all of his finest troops to battle in the same war zone. However, when the cost of defeat would be intolerable or a swift victory over the foes of the Imperium is demanded, then the order to deploy the formation will be given.

Perhaps the greatest advantage of the Strike Force Ultra, over and above that of other strike forces, is the speed with which it can be deployed. Utilising Stormraven Gunships, Land Raiders and the teleportation capabilities of its Terminator battle-brothers, the force has several ways to enter combat swiftly, taking their enemies by surprise and crushing them with overwhelming force before they can retaliate. Deployment by Stormraven or teleportation assault allows the strike force to bypass fortification defences or the bulk of an enemy's army, meaning that the Space Marines of a Strike Force Ultra almost always engage their primary targets at optimal combat strength.

When dangerous atmospheric conditions and enemy air superiority make the use of flyers unwise, or the enemy is weak on the ground and ripe to be crushed beneath the adamantium tracks of the Adeptus Astartes, a Strike Force Ultra will launch a ground-based assault. In this case, the Land Raider comes into its own, its heavy armour and potent engines giving it the speed and power to smash through ferrocrete ruins or crush enemy infantry to deliver its cargo of Terminators into the fray. Captain Dynares of the Obsidian Glaives 1st Company was recognised for his insights into the tactical advantages granted by the presence of the Land Raider *Valour Maximal* in the Strike Force Ultra. At the height of the Helrak Incursion of 548.M41, Dynares aggressively used the assault tank's capabilities to cleanse the space hulk *Mote of Darkness* of piratical Eldar raiders. The cavernous tunnels and chambers of the space hulk, apparently crafted by some gigantic xenos race, would have quickly swallowed a squad of Terminators on foot, but were still too confined to allow effective use of a Stormraven. *Valour Maximal* was the perfect size to thunder through the vessel, and the Obsidian Glaives Captain used it to tear one ragged path after another through the interior of the hulk, using shock tactics and the imposing bulk of the tank itself to flush out and destroy every last xenos brigand.



Sometimes, deployment via teleportation it is the only way to reach an elusive or distant foe. Most commonly, this method is used to send Terminators from orbit to a planet's surface, or onto another vessel in space. In the latter case, they excel as boarding troops, where their weapons and superlative armour make them well-suited to brutal close- to

mid-range combat. Quite simply, teleportation has the ability to deliver Terminators into combat faster than any other means. It is of course not without its peril; occasionally, daring assaults have ended in disaster when Terminators became lost in the Warp. The Red Scimitars are one Chapter known to have suffered significant loss through the perilous nature of the Warp-based technology. After a catastrophic failure of the rites of teleportation aboard their Battle Barge, *Edge of Rage*, a full squad of 1st Company veterans were torn asunder by the tides of the Immaterium, their remains painted upon the walls of the teleportarium. Even so, those members of the Strike Force Ultra who relocated without incident went on to complete their mission, materialising deep within a Black Legion stronghold and turning its warlord's throne room into a smoking graveyard.

It is not any one of these methods of assault that makes the Strike Force Ultra such a devastating weapon; it is the combination of all three. Such is its battlefield flexibility that, no matter the mission, opposition, or even the environment, the Strike Force Ultra will bring ruin and death to the enemies of Mankind.

'For the 1st Company! For Calgar! For the Ultramarines!'

- Ultramarines 1st Captain Agemman

A GALACTIC BATTLEFIELD

On countless worlds, the Strike Force Ultra has proven its potential for destruction against a myriad of foes. Utilising its full strength of arms, the force has broken the deadlock of battles that had fallen into grinding wars of attrition, and destroyed both seemingly unassailable fortresses and warships that would otherwise have been the death of worlds. In void combat, the Ultramarines have used the Strike Force Ultra many times to cripple or destroy enemy capital ships. During the Battle for Prandium, a Strike Force Ultra was responsible for the death of the bio-ship known as the *Eye of the Behemoth*. The Terminators of Squads Hyperos and Damalos, supported by the Venerable Dreadnought Ichrius, fought their way through a dozen living strata of the great void-beast, before detonating its bio-cortex with melta charges. The heavy armour plating of the Dreadnought and the formidable durability of the squads' Terminator armour was instrumental to the battle-brothers' success in that utterly hostile alien environment, enabling them to complete their mission whilst sustaining relatively few casualties.

There are countless environments in the galaxy in which even a power armoured Space Marine can find himself at the mercy of his surroundings. In 910.M41, the Salamanders Chapter deployed a Strike Force Ultra to break the siege of Xaros against the awakened tomb world of Zykorak. For almost a hundred days, armoured regiments of the Astra Militarum had thrown themselves against the legions of the Sautekh Dynasty, but were driven back by the advanced weaponry of the Necrons and the unpredictable rad-storms that raged across the planet's surface. The Salamanders, already made hardy by their own world's treacherous conditions, were doubly shielded by their Terminator armour and the heavy hull plating of their Land Raider and Stormraven. The Space Marines were able to endure the worst of the world's deadly weather patterns and fight a path to the Necron Overlord, Aramakh, smashing his living metal form to scrap in a flurry of blows from their masterwork thunder hammers.

The Strike Force Ultra acts as the hammer and the blade of the Codex Chapters, able to strike with both brutal force and deft precision. Often, the only evidence for the allies of the Adeptus Astartes that a Strike Force Ultra has been deployed is the bloody remains of their enemies and a scattering of smoking bolt shell casings, the Space Marines having already moved on to war zones new.

THE CHAPTER'S FINEST

Many of those Space Marine Chapters that adhere to the Codex Astartes utilise the Strike Force Ultra. Some maintain it as a standing force that can be called upon swiftly should the need arise, while others form it only in the direst of circumstances. There are, however, a few Chapters that use the force more frequently than others. Many Strike Force Ultra formations have earned a lasting reputation, composed as they are of the

finest warriors of the Chapter, and they are often known by the name of the 1st Company Captain that led – or continues to lead – them.



Strike Force Ultra Agemman

Perhaps the most famous Strike Force Ultra is that led by Severus Agemman, Captain of the Ultramarines 1st Company. Composed entirely of hardened veterans from arguably the most celebrated of Space Marine Chapters, the force has several thousand of years' worth of collective combat experience; there is no known enemy of the Imperium or battlefield environment that it has not met with and emerged victorious. Strike Force Ultra Agemman has become an indispensable weapon in Chapter Master Marneus Calgar's war against the Tyranid hive fleets, winning many great victories in the Second and Third Tyrannic Wars. Often, an entire planet will owe its continued existence to the intervention of Captain Agemman and his Strike Force Ultra. During the Torlamuda Gambit, the Ultramarines detonated the crystal forests surrounding Hive Torlarok, shredding the entire first wave of a Hive Fleet Kraken invasion swarm in a cataclysmic storm of razor-sharp shrapnel from the exploding mineral formations. The precious time bought by the Strike Force Ultra gave the people of Hive Torlarok a chance to strengthen their defences, and though the war would last almost three years, they were ultimately blessed with victory over the ever-hungering Hive Mind.

As Hive Fleet Leviathan rises from beneath the galactic plane, Marneus Calgar has tasked Captain Agemman and his Strike Force Ultra with one perilous mission after another against the Great Devourer, often in league with the Holy Ordos of the Emperor's Inquisition. Though the 1st Company Captain's knowledge concerning the true extent of the xenos threat does not reach so far as that of his Chapter Master, there can be no doubt that soon, Strike Force Ultra Agemman will be needed as never before.

First Captain Severus Agemman, Regent of Ultramar

Severus Agemman has served his Chapter with honour for many years, earning his place as 1st Captain though the weight of his deeds and the respect of his Chapter Master. As part of his rank, he also bears the title of Regent of Ultramar, and is considered the lord of that realm should Marneus Calgar be called away to war.

As can be expected, Agemman is a proud warrior who lives for his duty; he is

utterly devoted to the Chapter, its master and the Emperor. However, Agemman lives under the shadow that many great men must endure; the knowledge that, as masterful a leader and warrior as he is, perhaps this is all he will ever be. It is no secret that Cato Sicarius, Captain of the 2nd Company, is favoured to become Chapter Master after Calgar, and that many within the Chapter consider Agemman too valuable in his current role to advance to higher command.

If this bothers Agemman, he has never shown it; the 1st Company Captain immerses himself in his duty so that none might ever say he has placed his own glory before that of the Ultramarines.

Strike Force Ultra Lysander

Captain Darnath Lysander leads the 1st Company of the Imperial Fists, and so it has fallen to him on many occasions to lead a Strike Force Ultra in the name of his Chapter. In many of the Imperial Fists' fierce conflicts with the Iron Warriors, Lysander has used the Strike Force Ultra to bring an end to the protracted sieges for which both loyalist Chapter and traitor warband are renowned.

One such battle was that of the Ironstar of Yorg, when a group of Iron Warriors captured the Ramilies Class Star Fort Divine Rampart, shackling its ancient weapons systems with Warp-corrupted scrap code. The Iron Warriors Warsmith known only as the Rust King used the immense firepower of the star fort to lay siege to Yorg's Tri-systems, cutting their worlds off from the aid of the wider Imperium. While the defenders fought a war of attrition on the ground against the Rust King's traitor armies, it was an Imperial Fists Strike Force Ultra that went after the Chaos Space Marines. Led by Captain Lysander, the force was comprised of 1st Company Terminators, each of whom was a veteran of the war on Malodrax, and the Venerable Dreadnought Eyranthos, who had fought at Lysander's side during the disaster at Haddrake Tor. Thus it was that every member of the force had cause to hate their foe above and beyond the Chapter's bitter enmity with the traitors, and a measure vengeance was within their grasp. In a battle that would rage from the vast marshalling decks of the star fort to the moons of Yorg, Lysander and his brothers would exact a bloody price from the Iron Warriors. Eyranthos would prove to be the doom of the Rust King, crushing the warlord's head in a burst of gore even as the Imperial Fists carved apart his bodyguard.

'The hammer will fail where the blade might triumph, but the wise warrior carries both hammer and blade.'

- Treatise on the Codex Astartes, Vol. XVI

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A LEGACY
OF MIGHT

A LEGACY OF MIGHT

The Strike Force Ultra is a powerful force within the ranks of the Adeptus Astartes, and has brought fire and death to countless enemies of the Imperium. In the records of the Codex Chapters, there are many examples of such heroism and glory, stretching back across millennia of blood and war.

766.M37 The Dawn Hammer

Strike Force Ultra Myriadon, led by the Captain of the Imperial Fists 1st Company, destroys the Ork space hulk of Warboss Sunspitta in the early stages of the Orks' assault on the Imperial world of Rylan. The Strike Force Ultra lands on the cratered surface of the hulk and fights its way into the vessel's rusted heart before destroying its crackling power core. Captain Myriadon times the explosion precisely to match Warboss Sunspitta's descent through the atmosphere of Rylan. The resulting meteor storm, created by space hulk's demise, accounts for more than half of Sunspitta's army.

477.M39 By the Dying Light

Daemonic servants of Tzeentch create Warp rifts inside each of the twin suns of Haark. Soon, the leering faces upon the stars drive the entire population of the system insane, but the Daemons' incessant bickering triggers a duel-nova event. With the fate of the system now measured in hours, the Black Consuls Chapter send in Strike Force Ultra Varnor to recover sacred relics from the time of their founding. Captain Varnor and his brothers brave both Daemons and madmen in the burning cities of Haark to collect the relics, narrowly escaping into the void only moments before the stars die spectacularly.

508.M40 The Raiders Raided

After almost a century of hunting down the power base of a band of Eldar pirates, the Raven Guard locate their quarry deep within the frozen reaches of the Subaron Rift. Mindful that any hint of attack will cause the raiders to vanish once more into the void, a Strike Force Ultra is dispatched to eradicate the Eldar with overwhelming force before they have time to flee. Captain Oradias manages to take the aliens by surprise after making opportunistic use of a nearby drifting asteroid to carry his force undetected through the Eldar's defences. When the Terminators storm their enemy's base they find the Eldar completely unprepared to face them, and soon the icy tunnels of the rift run red with xenos blood.

913.M41 The Six Hour War

Captain Severus Agemman demonstrates why he is Captain of the Ultramarines 1st Company when he leads a Strike Force Ultra in the destruction of a substantial Tau garrison in just six hours. In a sublime execution of the teachings within the Codex Astartes, Agemman invades the sun-scorched desert planet of K'ail close to the edge of the Damocles Gulf, where the disputed territories of the Imperium and Tau Empire

collide. Though the garrison is well-equipped with battlesuit and armour support, Agemman's twenty veterans perform a coordinated strike that cripples the Tau's central defence network. Whilst Stormraven-borne battle-brothers make a series of diversionary attacks on munitions caches around the garrison's perimeter, Agemman personally leads a teleport assault directly on the Tau command node previously identified by elements of the 10th Company. Thinking they face a much larger force, the surviving Tau retreat into the void rather than be destroyed.

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DATASHEETS

DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction, and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enables you to use special rules when you include them in your army).

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and Battlefield Role.

FORMATIONS

A Formation presents a collection of units that fight alongside one another in a particular way. Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The Army List Entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found on the unit's Army List Entry datasheet.

1st COMPANY HAMMERFALL ASSAULT FORCE



The Land Raider is a powerful weapon in the arsenal of the Space Marines in its own right, but when combined with the armour and firepower of Terminator Squads it becomes almost unstoppable. Often, conditions will be sub-optimal for the deployment of aircraft, or perhaps the 1st Captain may want to divide his forces to secure multiple objectives. So it is that the Terminators of a Strike Force Ultra may divide their strength, so that some enter battle supported by a Land Raider Redeemer or Crusader. The heavy assault vehicle complements the strengths of the Terminators well, delivering them directly into the ranks of their foes and then providing fire support with its impressive array of weaponry.

Faction

Space Marines

Formation

A 1st Company Hammerfall Assault Force consists of the following units:

- 1 Terminator Captain
- 1 Terminator Squad
- 1 Terminator Assault Squad
- 1 Land Raider Crusader or Redeemer

Designer's Note:

Instead of the Terminator Captain, this Formation may include Captain Lysander – for his rules, see Codex: Space Marines.

Restrictions

- This Formation's Terminator Captain and Terminator Assault Squad deploy or arrive from Reserves embarked in the Formation's Land Raider.
- The Terminator Squad must be composed of five models, and must be placed in Deep Strike Reserve.
- The Terminator Assault Squad must be composed of five models.

Special Rules

Maximum Impact: Units from this Formation have the Hammer of Wrath special rule on any turn in which they disembark from this Formation's Land Raider.

Swift Deployment: This Formation's Terminator Squad can Run and shoot on the turn it arrives by Deep Strike.

TERMINATOR CAPTAIN - 120 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator Captain	6	5	4	4	3	5	3	10	2+

Unit Type:

- Infantry (Character)

Unit Composition:

- 1 Terminator Captain

Wargear:

- Terminator armour
- Storm bolter
- Power sword
- Iron halo

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Independent Character

Options:

- A Terminator Captain may take items from the **Terminator Weapons**, **Special Issue Wargear** and/or **Chapter Relics** lists.

TERMINATOR SQUAD - 200 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	4	4	4	4	1	4	2	9	2+

Unit Type:

- Infantry. Terminator Sergeant is Infantry (Character).

Unit Composition:

- 4 Terminators
- 1 Terminator Sergeant

Wargear:

- Terminator armour
- Storm bolter
- Power fist (Terminators only)
- Power sword (Terminator Sergeant only)

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics
- Combat Squads

Options:

- May include up to five additional Terminators...*40 pts/model*
- Any model may replace his power fist with a chainfist...*5 pts/model*
- For every five models in the squad, one Terminator may choose one of the following:
 - Replace his storm bolter with a heavy flamer...*10 pts/model*
 - Replace his storm bolter with an assault cannon...*20 pts/model*
 - Take a cyclone missile launcher...*25 pts/model*
- The unit may select a Land Raider of any type as a Dedicated Transport.

TERMINATOR ASSAULT SQUAD - 200 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+
Terminator Sergeant	4	4	4	4	1	4	2	9	2+

Unit Type:

- Infantry. Terminator Sergeant is Infantry (Character).

Unit Composition:

- 4 Terminators
- 1 Terminator Sergeant

Wargear:

- Terminator armour
- Two lightning claws

Special Rules:

- And They Shall Know No Fear

- Chapter Tactics
- Combat Squads

Options:

- May include up to five additional Terminators...*40 pts/model*
- Any model may replace his two lightning claws with a thunder hammer and storm shield...*5 pts/model*
- The unit may select a Land Raider of any type as a Dedicated Transport.

LAND RAIDER CRUSADER - 250 Points

		Armour			
	BS	F	S	R	HP
Land Raider Crusader	4	14	14	14	4

Unit Type:

- Vehicle (Tank, Transport)

Unit Composition:

- 1 Land Raider Crusader

Wargear:

- Twin-linked assault cannon
- Two hurricane bolters
- Frag assault launchers
- Searchlight
- Smoke launchers

Special Rules:

- Assault Vehicle
- Power of the Machine Spirit

Transport:

- Transport Capacity: 16 models
- Fire Points: None
- Access Points: A Land Raider has one Access Point on each side of the hull and one at the front.

Options:

- May take items from the **Space Marine Vehicle Equipment** list.
- May take a multi-melta...*10 pts*

LAND RAIDER REDEEMER - 240 Points

	Armour				
	BS	F	S	R	HP
Land Raider Redeemer	4	14	14	14	4

Unit Type:

- Vehicle (Tank, Transport)

Unit Composition:

- 1 Land Raider Redeemer

Wargear:

- Twin-linked assault cannon
- Two flamestorm cannons
- Frag assault launchers
- Searchlight
- Smoke launchers

Special Rules:

- Assault Vehicle
- Power of the Machine Spirit

Transport:

- Transport Capacity: 12 models
- Fire Points: None
- Access Points: A Land Raider has one Access Point on each side of the hull and one at the front.

Options:

- May take items from the **Space Marine Vehicle Equipment** list.
- May take a multi-melta...*10 pts*



1st COMPANY SKYSPEAR ASSAULT WING



One of the few drawbacks of Tactical Dreadnought Armour is its sheer weight and bulk, which impacts upon the wearer's speed and agility in some battlefield situations. The Stormraven Gunship provides the strike force with the means to move its Terminator battle-brothers quickly into and out of combat, granting them unrivalled tactical flexibility. Though teleportation remains the swiftest means of planetary assault, it is a one-way trip for those who use it; the Stormraven, however, can hold position nearby, ready to extract its assigned squad once their mission is complete. Often, a Skyspear Assault Wing will combine both teleportation and aerial insertion, where one squad of Terminators is sent ahead to clear the way, with the next arriving as reinforcements.

Faction

Space Marines

Formation

A 1st Company Skyspear Assault Wing consists of the following units:

- 1 Terminator Squad
- 1 Terminator Assault Squad
- 1 Venerable Dreadnought
- 1 Stormraven Gunship

Restrictions

- This Formation's Venerable Dreadnought and Terminator Assault Squad deploy or arrive from Reserves embarked in the Formation's Stormraven Gunship.
- The Terminator Squad must be composed of five models, and must be placed in Deep Strike Reserve.
- The Terminator Assault Squad must be composed of five models.

Special Rules

Fury of the Storm: Units from this Formation have the Hammer of Wrath special rule on the turn that they disembark from this Formation's Stormraven Gunship.

Swift Deployment: This Formation's Terminator Squad can Run and shoot on the turn it arrives by Deep Strike.

VENERABLE DREADNOUGHT - 125 Points

	Armour								
	WS	BS	S	F	S	R	I	A	HP
Venerable Dreadnought	5	5	6	12	12	10	4	2	3

Unit Type:

- Vehicle (Walker)

Unit Composition:

- 1 Venerable Dreadnought

Wargear:

- Power fist with built-in storm bolter
- Multi-melta
- Searchlight
- Smoke launchers

Special Rules:

- Venerable

Options:

- May replace its multi-melta with one of the following:
 - Twin-linked autocannon...*5 pts*
 - Twin-linked heavy bolter...*5 pts*
 - Twin-linked heavy flamer...*5 pts*
 - Plasma cannon...*10 pts*
 - Assault cannon...*20 pts*
 - Twin-linked lascannon...*25 pts*
- May replace storm bolter with heavy flamer...*10 pts*
- May take extra armour...*10 pts*
- May replace power fist and storm bolter with one of the following:
 - Missile launcher...*10 pts*
 - Twin-linked autocannon...*15 pts*
- The unit may select a Drop Pod as a Dedicated Transport.

STORMRAVEN GUNSHIP - 200 Points

	Armour				
	BS	F	S	R	HP
Stormraven Gunship	4	12	12	12	3

Unit Type:

- Vehicle (Flyer, Hover, Transport)

Unit Composition:

- 1 Stormraven Gunship

Wargear:

- Twin-linked assault cannon
- Twin-linked heavy bolter
- Four stormstrike missiles
- Ceramite plating

Special Rules:

- Assault Vehicle
- Power of the Machine Spirit
- Skies of Fury

Transport:

- Transport Capacity: The Stormraven can carry two separate units: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples. If a Zooming Stormraven is wrecked or suffers an Explodes! result, the embarked Dreadnought suffers a Strength 10 hit on its rear armour; if the Stormraven is Hovering, the hit is Strength 4 instead. The Stormraven can carry Jump Infantry.
- Fire Points: None
- Access Points: A Stormraven has one Access Point at the front of its hull, one on either side and one at the rear.

Options:

- May replace twin-linked assault cannon with one of the following:
 - Twin-linked plasma cannon...*free*
 - Twin-linked lascannon...*free*
- May replace twin-linked heavy bolter with one of the following:
 - Twin-linked multi-melta...*free*
 - Typhoon missile launcher...*25 pts*
- May replace its two side Access Points with side sponsons with hurricane bolters...*30*

pts

- May take any of the following:
 - Searchlight...1 pt
 - Extra armour...5 pts
 - Locator beacon...10 pts



STRIKE FORCE ULTRA



Few formations of the Adeptus Astartes are as flexible or deadly as a Strike Force Ultra. As the Codex teaches, it is a perfect expression of the strength of the Space Marine Chapters, comprising its best warriors armed and armoured with the finest wargear the Imperium can provide. A Strike Force Ultra is considered by many Chapter Masters to be the equivalent of an entire company of Space Marines, and is accordingly often sent into war zones with no additional support, completing missions that would normally be entrusted to scores of Adeptus Astartes or entire regiments of the Astra Militarum. That a Strike Force Ultra seldom fails in its duty simply reinforces its reputation as the wrath of the Emperor incarnate.

Faction

Space Marines

Formation

Strike Force Ultra consists of the following Formations:

- 1st Company Hammerfall Assault Force
- 1st Company Skyspear Assault Wing

Restrictions

The units in this Formation must adhere to all of the restrictions detailed in each of the corresponding Formation datasheets.

Special Rules

The units in this Formation retain all of the special rules specified in the corresponding Formation datasheets. In addition, the following special rules apply:

Ultra Strike: As long as this Formation's Terminator Captain is still alive, the controlling player makes Reserve Rolls for any of this Formation's units from his first turn.



DATASLATE:
SPACE
MARINES
STRIKE FORCE ULTRA

GLOSSARY

GLOSSARY



CERAMITE PLATING

Melta weapons do not roll an extra D6 armour penetration when shooting this vehicle at half range or less.

CHAPTER RELICS

Only one of each Chapter Relic may be taken per army. A model can replace one weapon with one of the following:

- The Primarch's Wrath...*20 pts*
- Teeth of Terra...*35 pts*
- The Shield Eternal...*50 pts*
- The Burning Blade...*55 pts*

The Primarch's Wrath

Range - 24"

S - 4

AP - 4

Type - Salvo 3/5, Shred, Master-crafted

Teeth of Terra

Range -

S - +2

AP - 3

Type - Melee, Rampage, Specialist Weapon, Strikedown

The Shield Eternal

The Shield Eternal is a storm shield. In addition, the bearer of the Shield Eternal gains the Adamantium Will and Eternal Warrior special rules.

The Burning Blade

Range -

S - +3

AP - 2

Type - Melee, Blind, Incandescent

Incandescent: At the end of an Assault phase in which the bearer made a To Hit roll with the Burning Blade, roll a D6. On a roll of a 2+, nothing happens. On the roll of a 1, the bearer takes a Strength 4 AP2 hit.

CHAPTER TACTICS

When choosing a Space Marines detachment, choose one of the Chapters listed in this section. Mark the Chapter you choose for each detachment on your roster sheet. All models benefit from the appropriate Chapter Tactics for their detachment's Chapter, providing they have the Chapter Tactics special rule. Certain units and special characters have specific Chapter Tactics and can only be taken in detachments of the specified Chapter.

You must let your opponent know what Chapter each detachment is from, and what abilities it has as a result. In most cases, this will be obvious from the colour scheme and heraldry of your army, but with over a thousand Chapters to choose from, you can never be too careful.

Successor Chapters

If a detachment is from a successor Chapter, you must adopt the Chapter Tactics of the First Founding Chapter from which that successor Chapter descends. For example, a detachment of Storm Lords uses the Chapter Tactics of the White Scars, and a detachment of Crimson Fists use the Chapter Tactics of the Imperial Fists.

The Black Templars

The Black Templars are the exception to the successor Chapters rules; they are a successor Chapter of the Imperial Fists, but use their own Chapter Tactics as detailed later in this section.

Chapters of Your Own Devising

Many hobbyists choose to invent their own Space Marine Chapters, with their own unique colour schemes and heraldry. If you have done this with your own collection, you need to decide which First Founding Chapter your own Space Marine Chapter descends from, and adopt the correct Chapter Tactics accordingly.

Similarly, if the origins of your Chapter aren't clear (if you've chosen an army whose past is shrouded in mystery, such as the Death Spectres, for example), then simply choose the set of Chapter Tactics that you feel are most appropriate, and inform your opponent accordingly.

Allies

Space Marines can be taken in an Allied Detachment (see page 122 of *Warhammer 40,000: The Rules*) even if your army's Primary Detachment contains units with the Space Marines Faction, provided that they have a different set of Chapter Tactics. Units in these Detachments are treated as Battle Brothers.

Note that you may field models from two different Chapters that have the same Chapter Tactics (such as Ultramarines and Praetors of Orpheus) in the same detachment – these Chapters are so closely affiliated that they count as a single army on the battlefield.

Ultramarines Chapter Tactics

Combat Doctrines

This detachment can utilise each of the following Combat Doctrines once per game. To do so, at the start of your turn, state which doctrine you wish to use (if any) – that doctrine is in effect until the beginning of your next turn. You can only use one Combat Doctrine per turn.

Tactical Doctrine: Models in this detachment re-roll all To Hit rolls of 1 made in the Shooting phase. Models in the detachment's Tactical Squads instead re-roll all failed To Hit rolls made in the Shooting phase.

Assault Doctrine: Units in this detachment can re-roll their charge range. Models in the detachment's Assault Squads, Bike Squads and Attack Bike Squads instead have the Fleet special rule.

Devastator Doctrine: Models in this detachment may re-roll To Hit with Snap Shots (including Overwatch shots). In addition, models in the detachment's Devastator Squads have the Relentless special rule unless they disembark from a Transport in their Movement phase.

White Scars Chapter Tactics

Born in the Saddle: Models in this detachment with the Bike unit type automatically pass Dangerous Terrain tests and receive +1 to their Jink cover saves. In addition, they add 1 to their Strength when resolving their Hammer of Wrath hits.

Fight on the Move: Models in this detachment have the Hit & Run special rule. Note, this does not apply to models in units that include models in Terminator armour, Devastator Centurions or Assault Centurions.

Imperial Fists Chapter Tactics

Bolter Drill: Models in this detachment may re-roll all To Hit rolls of 1 made with bolt pistols, boltguns, storm bolters, heavy bolters, or combi-weapons that are firing as bolters. This rule does not apply to Hellfire, Kraken, Vengeance or Dragonfire rounds.

Siege Masters: Models in this detachment's Devastator Squads and Centurion Devastator Squads have the Tank Hunters special rule and add 1 to the result when rolling on the Building Damage table.

Black Templars Chapter Tactics

Accept Any Challenge, No Matter the Odds: When engaged in a challenge, Black Templars characters re-roll all failed To Hit rolls and have the Rending special rule.

Crusaders: Black Templars models have the Crusader and Adamantium Will special rules.

In addition, Black Templars detachments have access to a special unit called a Crusader Squad.

Iron Hands Chapter Tactics

The Flesh is Weak: Models in this detachment have the Feel No Pain (6+) special rule. Note that, if they benefit from more than one instance of Feel No Pain (because of a Narthecium, for instance), they use the best version available.

Machine Empathy: All vehicles and characters in this detachment have the It Will Not Die special rule (even though vehicles do not have the Chapter Tactics special rule). Furthermore, Techmarines and Masters of the Forge in this detachment add 1 to their Blessing of the Omnissiah rolls.

Salamanders Chapter Tactics

Flamecraft: Models in this detachment can re-roll their saving throws against Wounds caused by flamer weapons (as defined in the *Warhammer 40,000: The Rules*). Furthermore, flamer weapons used by models in this detachment may re-roll failed To Wound rolls and Armour Penetration rolls that do not result in glancing or penetrating hits.

Master Artisans: During army selection, each character in this detachment may upgrade one of his weapons (even one purchased as an upgrade) to have the Master-crafted special rule at no additional cost.

Raven Guard Chapter Tactics

Strike from the Shadows: Models in this detachment have the Scout special rule. In addition, on the first game turn, models in this detachment have the Stealth special rule. Note that units that include models with the Bulky or Very Bulky special rules do not benefit from either rule.

Winged Deliverance: Jump Infantry models in this detachment may use their jump packs in both the Movement and Assault phases of the same turn. Furthermore, they must re-roll failed To Wound rolls caused by their Hammer of Wrath hits.

COMBAT SQUADS

A full strength, ten-man unit with this special rule can break down into two five-man units, called combat squads, considered to be two five-man squads of the same type. For example, a ten-man Tactical Squad can split into two, five-man Tactical Squads using the Combat Squads special rule.

You must decide which units are splitting into combat squads, and which models go into each combat squad, immediately before determining your Warlord Traits. A unit split into combat squads therefore is now two separate units for all game purposes, including calculating the total number of units in the army and determining the number of units you can place in reserve. Then proceed with deployment as normal. In an exception to the

normal rules, two combat squads split from the same unit can embark in the same transport vehicle, providing its Transport Capacity allows. Once you have decided whether or not to split a unit into combat squads, it must remain that way for the entire battle. It cannot split up or join back together later on in the battle, nor can you use a redeployment to split up a unit or join it back together.

Note that Bike Squads count as being at full strength when they have eight Space Marine Bikers and one Attack Bike. If split into combat squads, one combat squad will have five Bikers, the other will have three and the Attack Bike.

CYCLONE MISSILE LAUNCHER

A Terminator can fire his cyclone missile launcher in addition to his storm bolter.

Frag missile

Range - 48"

S - 4

AP - 6

Type - Heavy 2, Blast

Frag missile

Range - 48"

S - 8

AP - 3

Type - Heavy 2

FRAG ASSAULT LAUNCHERS

Any unit charging into close combat on the same turn as it disembarks from a Land Raider Crusader or Redeemer counts as having frag grenades.

Frag Grenades

Frag grenades are assault grenades.

FURY OF THE STORM

Units from this Formation have the Hammer of Wrath special rule on the turn that they disembark from this Formation's Stormraven Gunship.

HURRICANE BOLTER

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

IRON HALO

An iron halo confers a 4+ invulnerable save.

LOCATOR BEACON

Friendly units do not scatter when they Deep Strike, so long as the first model is placed within 6" of a model with a locator beacon. The locator beacon must have been on the battlefield at the start of the turn in order for it to be used.

MAXIMUM IMPACT

Units from this Formation have the Hammer of Wrath special rule on the turn that they disembark from this Formation's Land Raider.

SKIES OF FURY

If the Stormraven has moved more than 6" passengers can still disembark, but they must do so as follows:

Nominate any point over which the Stormraven moved that turn and deploy the squad as if it were deep striking onto that point. If the unit scatters, every disembarking model must immediately take a Dangerous Terrain test. If any of the models cannot be deployed, the entire unit is destroyed. Models that disembark using the Skies of Fury special rule cannot charge in the turn that they do so.

SPACE MARINE VEHICLE EQUIPMENT

A model can take up to one of each of the following:

- Storm bolter...*5 pts*
- Hunter-killer missile...*10 pts*
- Extra Armour...*10 pts*

SPECIAL ISSUE WARGEAR

A model can take up to one of each of the following:

- Auspex...*5 pts*
- Melta bombs...*5 pts*
- Digital weapons...*10 pts*
- Teleport homer...*10 pts*

Auspex

A model with an auspex can use it in place of making a shooting attack. If he does so, target an enemy unit within 12" (this does not count as choosing a target for his unit to shoot at). A unit that is targeted by one or more auspexes has its cover saves reduced by 1 until the end of the phase.

Digital weapons

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

Teleport homer

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of the teleport homer's bearer. For this to work, the bearer of the teleport homer must have been on the battlefield at the start of the turn.

STORM SHIELD

A storm shield confers a 3+ invulnerable save. In addition, a model equipped with a storm shield can never claim the +1 Attack gained for being armed with two Melee weapons in an assault.

STORMSTRIKE MISSILES

Range - 72"

S - 8

AP - 2

Type - Heavy 1, Concussive, One Use Only

SWIFT DEPLOYMENT

This Formation's Terminator Squad can Run and shoot on the turn it arrives by Deep Strike.

TERMINATOR ARMOUR

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.

TERMINATOR WEAPONS

A model wearing Terminator armour can replace his storm bolter with one of the following:

- Combi-flamer, -melta or -plasma...6 pts

- Lightning claw...10 pts

- Thunder hammer...25 pts

A model wearing Terminator armour can replace his power weapon with one of the following:

- Lightning claw...*5 pts*

- Storm shield...*5 pts*

- Power fist...*10 pts*

- Chainfist...*15 pts*

Thunder hammer...*15 pts*

TYPHOON MISSILE LAUNCHER

Frag missile

Range - 48"

S - 4

AP - 6

Type - Heavy 2, Blast

Krak missile

Range - 48"

S - 8

AP - 3

Type - Heavy 2

ULTRA STRIKE

As long as this Formation's Terminator Captain is still alive, the controlling player makes Reserve Rolls for any of this Formation's units from his first turn.

VENERABLE

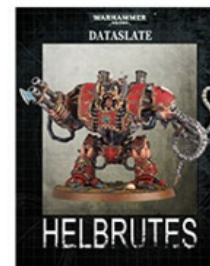
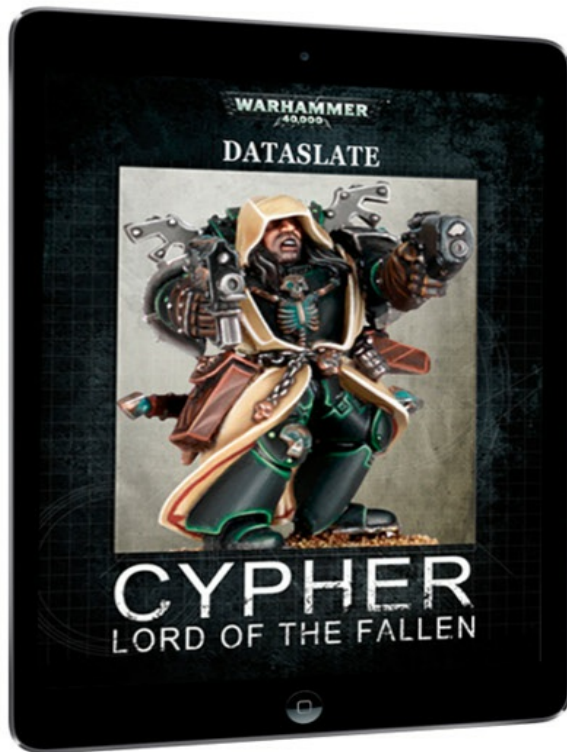
If a Venerable Dreadnought suffers a penetrating hit, you can make your opponent re-roll the result on the Vehicle Damage table. You must accept the second roll, even if it is worse than the first.

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