



Space Marine Upgrades

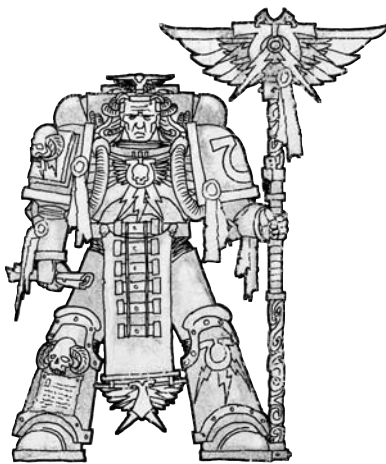
House rules for a few additional Space marine units based off the latest Codex

By Greg Bak

The Following are some additional Space Marine Army upgrades. All are in keeping with the most current Space Marine Codex, and offer the ability to add yet more detail and character to your Space Marine Army. I hope you enjoy the rules as much as my friends and I do.

Note: these are purely house rules my gaming group uses they are not official additions to the Space Marine list nor are they Experimental – they are purely for fun!

LIBERIAN EPISTOLARY



Space Marine Army's may now upgrade "1" Librarian per army to an "Epistolary" for +25 points. The Epistolary Librarian maintains his Smite ability (sometime refereed to as Storm of the Emperors Wrath). In addition, the Epistolary gains a 2nd random ability. Roll 1d6 and consult the chart below.

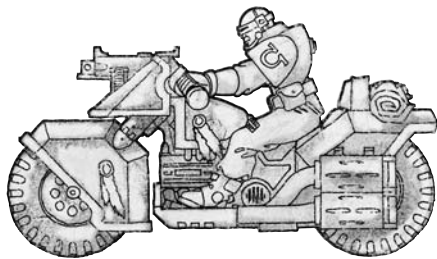
Powers	Power used	Effect
All) Storm of the Emperor's Wrath	Firefight	Librarian FF +1 (note: same as Smite)

Roll 1D6 for 2nd ability

1) Fury of the Ancient	Weapon	45cm – AP5+ / AT6
2) Fear of Darkness	Weapon	30cm – 1 BP, Disrupt
3) Might of Heroes	Close Combat	Gain " <i>Inspiring</i> "
4) Veil of Time	Any time	Librarian unit can re-roll one die
5) Vortex of Doom	Weapon	30cm – 1D3 BPs
6) Special Chapter power (below) or players choice from 1-5 above if no chapter special powers.		

Space Wolves		
Storm Caller	Shooting	Librarian's formation treated as " <i>in cover</i> "

Salamanders		
Fury of the Salamander	Firefight	Librarian gets 2x FF rolls



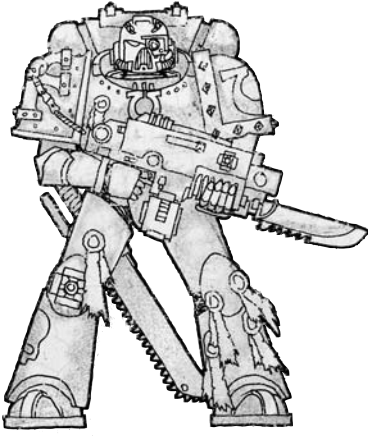
SPACE MARINE SCOUT BIKES

Scout Bikers often range ahead of Space Marine armies, locating enemy forces, gathering intelligence on their movements or secreting themselves in order to ambush them.

Space Marine Bike Detachments can be converted to Scout Bikes at no point cost. The Scout bikes use the following characteristics.

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault weapons	-	
<i>Notes: Mounted; Scout.</i>				





SPACE MARINE VETERANS

Even Space Marines have those in their number whose skills, battle-calmness and experience exceeds those in the rank and file. These are usually the Space marines who have survived the longest and have fought on many worlds. For the Space Marines the Veteran units of the Chapters 1st company are the elite.

These battle hardened veterans are renowned for their discipline under fire. To reflect this, a Veteran unit may re-roll any failed initiative test for action or rally. The second roll must be used. Further, a dice roll can only be re-rolled once, so supreme commands should use their re-roll ability on other units. For every 1500 points worth of units, a Space Marine player may upgrade one Marine Tactical unit to Veteran status for 50 points. Terminator units are already first company Veterans, so will automatically have Veteran Status if you are using these house rules. However, to reflect their improved abilities they cost 25 points more than normal.

Designer Note: Veteran units are rare (in a perfect world 10% of a chapter, the reality is often less). Having only one tactical unit for every 1500 points keeps the amount of veteran units limited and in balance with their background.

ABOUT THE AUTHOR

Greg has been playing Epic since 1989, and served as part of the Epic Armageddon play test team. He has many previously published Epic articles (check out the Epic article section) and was also a regular in Epic Magazine.