

++ SPACE MARINES TECH CULT ++

RULES FOR FIELDING A BATTLE FORCE LED BY TECHMARINES - THE ADEPTUS ASTARTES' EMBODIMENT OF THE MYSTERIOUS CULT OF MARS

CVERY Space Marine Chapter has an Armoury, presided over by The Master of the Forge, a dedicated apostle of the Cult of Mars. The Armoury provides a Chapter's Techmarines and is tasked with the maintenance of all the Chapters' armoured vehicles and weaponry, invoking millennia-old mechanical practices as well as the ritual blessings and dedications to keep the Machine Spirits functioning.

But the Armoury also has a dark side. It is on a constant vigil to recover lost data and of the analysis and evaluation of alien technologies- the later sometimes causing mistrust and suspicion within a Chapter and often coming to the attention the Inquisition too.

The Master of the Forge will not hesitate to go to war when they're are technological prizes at stake, be it recovering a destroyed Dreadnought from mutilation or the capture of previously unseen warp drives or bio-weaponry. His exalted rank within a Chapter enables the Master of the Forge to call upon the Techmarines, battle brothers and any other resources he requires to accompany him on a technological crusade and with them will come huge amounts of vehicles and weapons to crush all who dare to try and come between him and his objective.

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Jophiel, Grand Master of the Techmarines (the Dark Angels' honourific title for the Master of the Forge) was stranded on the mysterious and unsurveyed Dradri II on the edge of the Eye of Terror with three squads after they became cut off from the rest of the force commanded by Codicer Librarian Gebril, whilst serving recovering an abandoned Orbital Defence Monitor. An invasion of Iron Warriors who, fleeing from the aftermath of the 13th Black Crusade had landed to repair damage and to exact revenge on the populace.

With the help of the local tribesmen, the Hidden Ones, Jophiel held back the invasion for ten months, inflicting considerable damage by running riot behind enemy lines with his small force, destroying vital supply and communications equipment and crippling the Iron Warriors teleport systems.

The Dark Angels mounted a counter-strike under the command of Interrogator Chaplain Regaliel, and with the assistance of the Harriconi Airhawks and the [+++deleted by inquisition. Name suppressed+++] eventually managed to link up with Jophiel. Over the next year the combined force finally eliminated the chaos threat.

Jophiel's role and that of his Techmarines played a major part in saving the Imperium's hold on the northern edge of the Eye of Terror.

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OVERVIEW

These forces often have to hold out for long periods in isolation whilst on Tech Crusades, with no link to the rest of their Chapter. As such they are small in number but can contain many vehicles and heavy weapons. They additionally feature more Techmarines than found in other battle-groups. Tech Cults can strike decisively at precise targets and similarly defend doggedly against more numerous enemies. They are a force to be reckoned with.

TECH CULT SPECIAL RULES

1. MECHANISED:

Such is the abundance a vehicles available to them, the Tech Cults will never leave without taking their treasured machine spirits to war with them.

All HQ, elites (except Dreadnoughts) and troops (except Assault marine squads and Scout squads) must start the game in a transport. (See unit entries in Codex: Space Marines). An independent character may join another unit and start in it's transport.

Terminator squads may only be transported in a Land Raider, a Terminator Command squad in a Land Raider Prometheus. Land Raider Crusaders may not be used as transports but may be used as a Heavy Support choices only.

2. STRANDED:

These Cults have often spent huge amount of time on a single mission. It is not unusual for them to spend well over a decade following up rumours about the location of an ancient data slab. This means that they will not be able to draw upon the rest of the Chapter for Strike Cruisers or Thunderhawks.

The army may not use drop pods and Terminators may not deep strike. But Assault Marines, characters with jump packs and Land Speeders may still deep strike.

3. TRAITS: 'THE MIGHT OF STEEL'

The Tech Cult army is highly specialised and has developed a unique style of warfare well suited to it's crusading nature.

The following restrictions apply to certain types of troops. All units and HQ's not mentioned below may be used as per Codex: Space Marines.

HQ's: Must take a Master of the Forge.

Elites: Must take one Techmarine.
Terminator squads are restricted to 0-1 choices.

Fast Attack: May only take 0-1 choices in total from the following list: Land Speeder squadron, Attack Bike squadron, Bike squadron

Heavy Support: Must take at least one choice.

SPECIAL CHARACTER: MASTER OF THE FORGE

A Master of the Forge is an independent character, and must be included in all Tech Cult armies, no more than one may be used.

Master of the Forge,
(1 per army, replaces the Commander HQ option)

Points	WS	BS	S	T	W	I	A	Ld	Sv
140	5	5	4	4	3	5	4	10	3+

WEAPONS AND WARGEAR:

Retribution from Mars (acts as a power weapon), bolt pistol, servo-arm, signum and an auspex. All weapons count as being master-crafted.

OPTIONS:

May upgrade his equipment to a full servo-harness for +50 points. This includes artificer armour (upgrades Armour Save to 2+), an additional servo-arm, plasma cutter (twin-linked plasma pistols) and a flamer. All weapons count as being master-crafted. This is in addition to basic weaponry. With a full servo-harness upgrade, he may re-roll the 'The Seal of Mars' (see right) when attempting to repair a vehicle.

SELECTIONS FROM THE ARMOURY:

He may take terminator armour for +25 points (but not combined with a full servo-harness). He must then be accompanied by a Terminator Command squad, and start the game mounted in a vehicle in accordance to the 'Mechanised' special rule. The only transport available to a Terminator Command squad is a Land Raider Prometheus. This Command squad then counts as your Terminator choice for the army. See 'Stranded' special rule.

A Master of the Forge may select additional equipment from the Space Marine Armoury as per any other Master or Captain. But he may NOT select Chapter-specific items usually reserved for a Master or Captain (so for instance a Dark Angels Grand Master of the Techmarines may not select either the Sword of Secrets or the Lion Helm).

SHOOTING:

In the shooting phase, the Master of the Forge may fire either both harness-mounted weapons or one harness mounted weapon and his personal weapon.

THE SEAL OF MARS:

As the Master of the Forge, his knowledge of the Machine Spirit is far in advance of normal Techmarines. As such, he will be able to repair damaged vehicles with relative ease. To repair a vehicle, the Master must start his movement phase in contact with the vehicle in question, but not be inside it (although he can disembark and begin repairs), locked in combat or pinned. Roll a D6 and if the result is a 5 or 6, then either an Immobilised or Weapon Destroyed result is repaired. The Master (including any unit he leads or has joined) and the vehicle being repaired may not move for their entire movement phase. Repairs will be completed before the Shooting Phase starts.

LEADER OF THE CULT:

The Master of the Forge will always lead the Tech Cult. Nothing will stand in his way and no other Marine will accede his command of the Techmarines. The Master of the Forge replaces the Commander option. Techmarines given the 'Scions of Mars' upgrade, Librarians and Chaplains, may form additional HQ choices if required.

RETINUE/COMMAND SQUAD:

The Grand Master of the Techmarines may select either a retinue of Servitors or a command squad but not both. See Codex: Space Marines

rites of Battle:

See Codex: Space Marines.

All other special Chapter-specific rules still apply. Consult relevant Codex.

SPECIAL SCENARIO: SAVE THE TECHNOLOGY

Your force has successfully found items of immense importance to the Imperium and must be secured immediately. You must fight the enemy to capture the artefact(s) to allow you to carry out further examinations.

OBJECTIVE: ARTEFACT

Set up as per the Secure and Control game scenario. Place a suitable item to be used as an objective marker in your opponents deployment zone, but not on impassable terrain, and roll a scatter die. On a hit result, move the marker D6 inches in the direction of the small arrow. On a scatter result, move the marker 2D6 inches in the direction shown. If the scattering would take the marker onto impassable terrain or off the board, reduce the scatter by the minimum distance required to stop either of those results happening.

If you are playing with more than two independent armies (e.g. a three way battle) simply place the marker in the middle of the board.

The Tech Cult must try and capture this marker. To achieve this, at the end of the game, the Tech Cult must have more scoring units within 6" of the centre of the marker than the opponent(s). Use outnumbering values for the purposes of resolving model count.

Capturing the objective earns victory points (in a scenario that uses them) to the value of one-tenth of the game points limit. If victory points are not used, then the winner is determined by whichever army has more units over half-strength nearest the objective.

SPECIAL RULES AND SET-UP

As per Secure and Control game scenario.

1500 SAMPLE ARMY LIST (DARK ANGELS)

HQ

Grand Master of the Techmarines *Jophiel*

Stubborn, Retribution from Mars (power weapon), bolt pistol, servo-arm, signum, an auspex and full servo-harness. All weapons count as master-crafted.

7-man Command Squad *Omnissiah*

Stubborn Veteran Sergeant with power weapon and plasma Pistol; 3 with bolt pistols/close combat weapons and Terminator Honours; 2 with plasma guns and Terminator Honours; and Standard Bearer with Banner of the Omnissiah (Chapter Banner)

Rhino *Speed of the Lion*

Storm bolter, extra armour, smoke launcher, power of the machine spirit and searchlight.

ELITES

Techmarine *Kallas*

Combi-flamer, power weapon, signum, auspex and servo-arm.

(Attached to Tactical Squad Combustion)

TROOPS

Tactical Squad 1 *Combustion* (8 men)

Stubborn Veteran Sergeant with lightning claw and storm bolter; 5 with bolters; 1 with plasma gun; 1 with plasma cannon.

Rhino APC *Devotion*

Storm bolter, smoke launchers and searchlight.

Tactical Squad 2 *Ignition* (6 men)

Stubborn Veteran Sergeant with combi-melta; 3 with bolters; 1 with melta gun; 1 with lascannon.

Razorback APC *Revolution*

Twin-linked lascannons, smoke launchers and searchlight.

Tactical Squad 3 *Immolation* (6 men)

Stubborn Veteran Sergeant with plasma pistol and power fist; 4 with bolters; 1 with flamer.

Razorback APC *Thunder Strike*

Twin-linked heavy bolters, smoke launchers and searchlight.

HEAVY SUPPORT

Predator Annihilator *Roar of the Lion*

Twin-linked lascannons, lascannon sponsons, power of the machine spirit, smoke launchers and searchlight.

TOTAL= 1500 POINTS

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Members of the Dark Angels section of the **Bolter and Chainsword Forum** who replied to my original topic and gave the support to help me continue on from my daydreaming in a chemistry lesson to this.

Codex: Space Marines and **Codex: Dark Angels** by Games Workshop. A lot of the special rules are directly from or modified from these two books.

Isiah: For picking up on my original topic, editing and producing the finished version here!

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