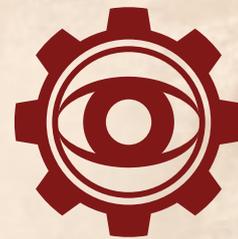


35k Codex Supplement

Codex: Space Marines 4th Edition v. 1.0



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Introduction

This supplement adds rules and units to the base 4th edition Space Marine Codex. It is designed to be short enough to print double-sided and slip inside your codex. Our aim is to increase the models available for you to play with in your armies, make referencing certain rules easier, and give more options to you when creating your own Space Marine chapters.

35k uses the 4th edition Codex: Space Marines due to the customisability and overall level of balance of 4th edition books. At the same time, we use a modified 5th edition ruleset to incorporate many features (such as running) that players of Horus Heresy and more recent editions of 40k will be familiar with, while fixing some of the issues with that edition through our core rules PDF. A consequence of using older rulesets is that many units and rules players will want to use are missing, something which this document rectifies.

New Units: In this supplement, we have included units that canonically fought in the 35th millennium and yet appeared in books that were later than the 4th edition Codex: Space Marines. In some cases, units that appeared after the Nova Terra Interregnum and Age of Apostasy, like Centurions, have not been included. In the case of the Thunderfire Cannon, we have given the option to take Rapiers as these are more easily available to players these days and in plastic. Players are welcome to use their Thunderfire Cannon as a Rapier Quad Launcher and add two generic Space Marines as crew members. Super-Heavy vehicles have not been included, as these would normally appear only in Apocalypse games. They may appear in future.

Relic Units: To differentiate the setting from the Horus Heresy, the relic rule has been introduced, limiting how many relic units you can include. Some models, such as Deimos Predators and Rhinos, can simply be used in place of normal Predators and Rhinos without the relic rule affecting them as these are simply alternate models rather than new units. Similarly, the Land Raider Proteus can be used as a normal Land Raider without the relic rule being required. The Nova Terra Interregnum takes place 4,000 years after the Horus Heresy, so relative to the 41st millennium there should be relatively more relic patterns of units, but not so many that it would be indistinguishable from the 31st millennium.

Many of the entries and weapons available are significantly less powerful than you would see in later editions. This is intentional, reflecting the wider balance of weaponry and units of 4th edition and aiming to avoid making beloved units like Dreadnoughts appear weak by comparison to their relic counterparts.

This supplement is designed to be printed in sections, minimising the number of pages players need to slide inside their Codex for reference. If you only want the core changes, you can print Part I (pages 1-4). If you want to include relic units from Horus Heresy, you can additionally print the units in Part II (pages 5-6).

Sections:

Pages 1-4 – Core Rules Additions and changes

This section includes the core rules changes to Codex: Space Marines 4th edition for use in 35k. This includes new rules, traits, drawbacks, units, and weapons. This is recommended for all Space Marine players.

Pages 5-6 – Relics of the Space Marines

This section details some of the rare relic units of the Horus Heresy that may appear in armies during the 35th millennium. This is intended to allow players to draw on their own wider collections or the range of Horus Heresy units available from Games Workshop. Use of this is optional to players.

*This is an **unofficial fan-made document**. A copy of Codex: Space Marines 4th edition (2004) is required to use these rules.*

Author: Calgacus, 12/2025.

Part I - Core Rules Additions and Changes

Rules References and New Additions

Rule	Effect
And They Shall Know No Fear!	Add: Space Marines automatically pass tests to regroup and can take such tests even if the squad has been reduced to less than half strength by casualties. Usually, troops that regroup cannot move normally and always count as moving whether they do or not, but these restrictions do not apply to models subject to this special rule. If Space Marines are caught by a sweeping advance they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the No Retreat! Special rule in this round of close combat and might therefore suffer additional casualties. Units which include servitors are still subject to this rule, providing that the unit contains at least one Space Marine.
True Grit	Add: Bolters have a ‘pistol grip’ allowing them to be fired with a single hand. This takes considerable practice and skill and is not normally encouraged. Units noted as having the True Grit skill in their army list, however, have trained how to use their bolters in this manner. In game terms, this means that they may count their bolter as a bolt pistol in close combat and will therefore be allowed to roll an extra Attack dice as if they have been equipped with an additional pistol or close combat weapon. However, a model using their bolter in this manner does not receive the +1 attack bonus for charging, as a bolter is too unwieldy to be fired with one hand while simultaneously hurling yourself at the enemy. This ability is not usable with combi-weapons of any sort. It is useable with storm bolters, but only by Space Marines of the Grey Knights Chapter for whom this is a long-standing specialisation.
Combat Squads	Add: Several ten-man Space Marine units have the option of breaking into two five-man units called Combat Squads. For example, a ten-man unit of Tactical marines can either fight as a ten-man unit or break down into two five-man combat squads. The following units can form combat squads: Veterans Squads, Scout Squads, Scout Bike Squads, Tactical Squads, Assault Squads, Terminator Squads, Assault Terminator Squads, Devastator Squads, Bike Squads, Breacher Squads. The decision to split the unit into Combat Squads, as well as which units go into each Combat Squad, must be made when the unit is deployed. Both Combat Squads can be deployed in separate locations, except when arriving by Drop Pod. The unit may split into Combat Squads when leaving the Drop Pod. If you decide to split a unit into Combat Squads, then each Combat Squad is treated as a separate unit for all game purposes from that point.
Combi Weapons	Replace with: This weapon is a bolter joined together with another weapon. A Space Marine who is armed with a combi-weapon may choose which of the weapon he is going to use in the Shooting Phase. Note that you may not choose to fire both weapons at once.
Relic	Add: By M35, many units survive from the era of the Horus Heresy. However, over the intervening millennia and the fragmentation of Space Marine chapters, these units have become increasingly rare. Armies may only take one unit with the relic rule per 1,500 points.
Space Marine Transport Capacities	Change: Rhinos hold up to 12 Space Marines, and Land Raiders up to 12 Space Marines or 6 Terminators. (See: Page 35)

New Traits and Drawbacks

Stoic	Traditionalist	Diligent
<i>We march through hell</i>	<i>Those who honour the past bring victory</i>	<i>Through practice we find perfection</i>
Trait Advantages:	Trait Advantages:	Trait Advantages:
<ul style="list-style-type: none"> • Advance and breach • Cleanse and purify • Fear not the hail of fire 	<ul style="list-style-type: none"> • Honour the past • To the last breath • Trust your battle-brothers 	<ul style="list-style-type: none"> • Legendary marksmen • Steel rain • See, but don't be seen

Trait Advantages

ADVANCE AND BREACH – Breacher Squads may be taken as Troops choices as well as Elite choices. Elite Breachers may take the Stubborn special rule at +2 per model.

HONOUR THE PAST – This army may take up to two relic units for every 1,500 points of army size.

LEGENDARY MARKSMEN - For +2 points per model, any unit with this trait that does not move in the Movement phase of their turn may choose to gain the Rending special rule when firing in the Shooting phase of that turn with boltguns, combi-weapons fired as boltguns, or bolt pistols. These weapons count as being Heavy 1 weapons instead of Rapid Fire or Pistol weapons for the turn.

STEEL RAIN - Any unit in the army arriving via Deep Strike or from reserves may re-roll any Reserve roll of 1.

RECKLESS COURAGE - Any model with this trait has the Stubborn special rule and may never choose to automatically fail a Morale check.

TO THE LAST BREATH - If the army loses half (round down) of its units during the course of the game, then all remaining units in the detachment gain the Fearless special rule.

FEAR NOT THE HAIL OF FIRE - Models with this trait do not suffer Panic tests from shooting attacks and may re-roll failed Pinning tests.

Trait Disadvantages

NO RETREAT (Minor) – Even when the fight is lost, some chapters refuse to withdraw. Units in this army may never voluntarily lose any combat. May not be taken with Reckless Courage.

FACE THE ENEMY (Major) – Some chapters prefer simple frontal assault of their enemies. Armies with this drawback may not place units in Reserve or Deep Strike unless the mission requires that units arrive from reserve. This cannot be taken with Steel Rain.

THE HONOURABLE TRAVEL ON FOOT (Major) – This chapter may not train with mechanised warfare or simply may have opted for other tactics due to historical necessity. May not take Rhino or Razorback transports.



New Units



Breacher Squad

18 points/model

Unit Name	WS	BS	S	T	W	I	A	LD	Sv
Breacher Squad	4	4	4	4	1	4	1	8	3+

Squad: A Breacher Squad consists of a Sergeant and between 4 and 9 Space Marine Breachers.

Wargear: Breachers are armed with bolters and Boarding Shields.

Boarding Shield: Units with a Boarding Shield have a 5+ invulnerable save, but a model with a boarding shield cannot claim bonus attack for having more than one melee weapon.

Options: The squad may be equipped with frag grenades at +1 point per model and/or krak grenades at +2 points per model. Up to two Space Marines can be armed with a weapon from the following list: flamer at +6 points; las-cutter, graviton gun, meltagun or plasma gun at +10 points.

Character: The Sergeant may be given Terminator Honours at +15 points. If so, he may select equipment from the Space Marine Armoury.

Transport: A Breacher squad which numbers ten models or less may select a Land Raider Transport. They may not use Rhinos or Razorback transports.



Rapier Cannon Battery

30 points/unit

Unit Name	WS	BS	S	T	W	I	A	LD	Sv
Rapier Gunners and Battery	4	4	4	4	1	4	1	8	3+

Type: Artillery.

Squad: A Rapier Cannon battery consists of either one or two Rapier Cannon platforms, each with two Rapier Gunners.

Wargear: Rapier Crew are armed with bolters and close combat weapons.

Options: A Rapier Cannon choose one of the following guns: a Quad Launcher for +40 points, a Heavy Lascannon for +65 points, a Quad Heavy Bolter for +40 points, or a Graviton Cannon for +25 points.

Weapon	Range	Strength	AP	Special Rules
Quad Launcher	60"	5	5	Heavy 4, blast, barrage
Heavy Lascannon	48"	9	2	Heavy 1, lance
Quad Heavy Bolter	36"	5	4	Heavy 6, twin-linked
Graviton Cannon	36"	*	4	Heavy 1, large blast, graviton



Land Raider Redeemer

240 points

Use the base Land Raider Profile and make the following changes:

- Replace Twin-Linked Heavy Bolter with Twin-linked Assault Cannon.
- Replace Two Twin-Linked Lascannons with two Flamestorm Cannons.
- Add Land Raider Redeemer to the Flesh Over Steel drawback.

Weapon	Range	Strength	AP	Special Rules
Flamestorm Cannon	Template	6	3	Heavy 1



Ironclad Dreadnought

140 points

Unit Name	WS	BS	S	Front	Side	Rear	I	A
Ironclad Dreadnought	4	4	6(10)	13	13	13	4	2

Type: Walker

Weapons: The Dreadnought's left arm is equipped with a seismic hammer that has a built-in meltagun. The Dreadnought's Right arm is equipped with a dreadnought close combat weapon with built-in storm bolter.

Options: The Dreadnought's storm bolter can be replaced with a heavy flamer for +10 points and its meltagun may be replaced with a heavy flamer for +5 points. The close combat weapon and storm bolter can be replaced with a hurricane bolter for free. The seismic hammer may be replaced with a chainfist for free.

Venerable: The Ironclad Dreadnought may use the Venerable rule for Dreadnoughts (pg. 32 Codex).

Upgrades: Dreadnoughts may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: extra armour, searchlight or smoke launchers. For +15 points the Dreadnought can be armed with Ironclad Assault Launchers. A Dreadnought with Ironclad assault launchers counts as being armed with both defensive and assault grenades.

New Weapons and Wargear Rules

Special Issue Ammunition: This can be chosen by **Veteran Squads** for +5 points per model. Each Boltgun-armed model in a Veteran Squad automatically comes with several ammunition types. Each time a Veteran Squad fires, the controlling player can choose which type of ammunition the squad uses. Each special ammunition replaces the Boltgun profile (including Boltguns part of a combi-weapon) with one shown here. All models in the squad must use this ammunition type during the shooting phase.

Weapon	Range	Strength	AP	Special Rules
Dragonfire Bolts	24"	4	5	Rapid Fire, Ignores Cover (Cover saves cannot be used against this weapon).
Kraken Bolts	30"	4	4	Rapid Fire
Vengeance Rounds	18"	4	3	Rapid Fire, Gets Hot!

Las-cutter: Las-cutters are often used by **Breacher Squads**. A las-cutter can forgo their usual attacks in assault (including any bonus for charging) and instead make a single strength 9 attack allowing no armour saves, at initiative 1.

Graviton: Instead of rolling to wound normally, any model caught in this blast must roll equal or under their Strength on a D6 or suffer a wound (a roll of a 6 always counts as a failure). Targets with an Armour Value instead suffer a glancing hit on a roll of a 5+ instead. After the graviton gun has been fired, leave the blast marker in place. This area now counts as dangerous terrain for the next turn for thanks to the gravity flux. Unlike most weapons, the using player need not specifically target an enemy model; they may simply target a point on the board within range and line of sight instead.

Weapon	Range	Strength	AP	Special Rules
Graviton Gun	18"	*	4	Heavy 1, Blast, Graviton.

New Dreadnought Weapon Options: The following can be added to a Dreadnought to make it a **Siege Dreadnought**. Other upgrades for Dreadnoughts can be bought as normal.

Weapon	Points	Range	Strength	AP	Special Rules
Assault Drill with built-in Heavy Flamer	+12	Melee	User x2 (up to 10)	-	This is a Dreadnought Close Combat Weapon with Rending, with Rending also applying to buildings.
Flamestorm Cannon	+15	Template	6	3	Heavy 1

Seismic Hammer: A Seismic Hammer is treated as a Dreadnought Close Combat Weapon that adds +1 to rolls on the vehicle damage chart.

Part II: Relics of the Space Marines

Relic Dreadnoughts

Relic Dreadnoughts are considered upgraded versions of the relevant dreadnought in brackets. You should use the relevant dreadnought model sold for the upgraded unit, even if it results in the model having a larger base.



Relic Contemptor Dreadnought (Dreadnought)

125 points

Type: Walker, Relic. This dreadnought uses the profile of a Dreadnought but gains +1 to their Weapon Skill and a 6+ Invulnerable save. It may additionally choose from the following:

Options: The Dreadnought may replace its twin-linked heavy bolter with the following: A multi-melta or heavy flamer for free; twin-linked autocannon for +5 points; plasma cannon for +10; assault cannon for +15 points; twin-linked lascannon for +25 points; dreadnought close combat weapon with a built-in storm bolter for +10 points; chainfist with built-in storm bolter for +15 points. The Dreadnought may exchange its built-in storm bolter with: a heavy flamer for +10 points; a plasma blaster for +15 points; a graviton cannon for +20 points (one only).

Venerable: The Contemptor Dreadnought may use the Venerable rule for Dreadnoughts (pg. 32 Codex).

Upgrades: Dreadnoughts may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: extra armour, searchlight or smoke launchers.



Relic Deredeo Dreadnought (Dreadnought)

165 points

Type: Walker, Relic. This dreadnought uses the profile of a Dreadnought but gains +1 to its Ballistic Skill and a 6+ Invulnerable save. It comes with a hull-mounted twin-linked Heavy Bolter and two twin-linked autocannons, one on each arm. It may additionally choose from the following:

Options: The Dreadnought may replace its two twin-linked Autocannons with two Plasma Cannons or two Lascannons for +20 points. It may replace its twin-linked Heavy Bolter for Twin Heavy Flamers for +10 points. It may be fitted with a carapace-mounted Missile Launcher for +30 points.

Venerable: The Deredeo Dreadnought may use the Venerable rule for Dreadnoughts (pg. 32 Codex).

Upgrades: Dreadnoughts may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: extra armour, searchlight or smoke launchers.



Relic Leviathan Dreadnought (Ironclad Dreadnought)

190 points

Type: Walker, Relic. This dreadnought uses the profile of an Ironclad Dreadnought but gains +1 Weapon Skill and +1 Ballistic Skill and a 6+ Invulnerable Save. It comes with two Siege Claws, each with a built-in meltagun. It has two torso-mounted Heavy Flamers. It may additionally choose from the following:

Options: The Dreadnought may replace either or both of its Siege Claws with in-built meltagun for Assault Drills with in-built meltaguns for +5 points. The Dreadnought may exchange either or both of its Siege Claws with in-built meltaguns with a Storm Cannon for +35 points, a twin-linked multi-melta for +15 points, or a Graviton Cannon for +20 points.

Venerable: The Leviathan Dreadnought may use the Venerable rule for Dreadnoughts (pg. 32 Codex).

Weapon	Range	Strength	AP	Special Rules
Siege Claw	Melee	User x2 (up to 10)	-	This is a Dreadnought Close Combat Weapon. In addition, it may re-roll failed rolls to wound.
Assault Drill	Melee	User x2 (up to 10)	-	This is a Dreadnought Close Combat Weapon with Rending, with Rending also applying to buildings.
Storm Cannon	24"	7	4	Heavy 4, twin-linked.
Graviton Cannon	36"	*	4	Heavy 1, Large Blast, Graviton.

Relic Tanks

Deimos Predators, Rhinos and Land Raider Proteus tanks that follow the weapon profiles of the main Codex can simply be used as alternate models of the Predator, Rhino, or Land Raider, respectively, without counting as relic units.



Relic Spartan Assault Tank

340 points

Type: Tank, Relic.

A Land Raider Spartan uses the profile of a Land Raider with the following changes:

- A Land Raider Spartan has a capacity of 22 Space Marines, or 11 Terminators.
- The Spartan Assault Tank is armed with four twin-linked Lascannons, instead of two twin-linked Lascannons.



Land Raider Proteus Explorer

250 points

Type: Tank. This does not count as a relic unit.

A Land Raider Proteus Explorer uses the profile of a Land Raider with the following changes:

- It loses the front ramp for deploying troops.
- It gains a dozer blade.



Relic Predator Tank

100 points

Type: Tank, Relic.

This uses the profile for a Predator Destructor but the tank must replace its turret-mounted autocannon for one of the following:

- Graviton Cannon for +5 points.
- Plasma Cannon for +20 points.
- Multi-Melta for free.
- Flamestorm Cannon for free.



Relic Sicaran Battle Tank

120 points

Unit Name	BS	Front	Side	Rear
Sicaran Battle Tank	4	13	13	13

Type: Tank, Relic.

Weapons: A Relic Sicaran Battle Tank is armed with a twin-linked Autocannon and hull-mounted Heavy Bolter.

Options: The Relic Sicaran may be armed with two side sponsons of either heavy bolters for +10 points or lascannons for +25 points. It may take a pintle-mounted Storm Bolter or flamer for +5 points, a pintle-mounted meltagun or plasma gun for +10 points. It may take a hull mounted a multi-melta for +10 points or a heavy bolter for +5 points.

Vehicle Upgrades: Relic Sicaran Battle Tanks may have any of the following vehicle upgrades at the cost listed in the Space Marine Armoury: dozer blades, extra armour, hunter-killer missile, pintle-mounted storm bolter, Power of the Machine Spirit, searchlight, smoke launchers.