

# Midnight's Spectres

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# Background and History

## The Creation of Midnight

**“Forget not those that have gone before you, lest their sacrifice be unheeded.”**

**Dexamenus – Professor**

### Founding of Midnight

Before the time of the invasion of the first hive fleet, due to high losses sustained from close combat with aliens, the highest members of the Imperium Administratum determined that a Space Marine chapter should be founded to specialize in long range combat, particularly firearm combat. The new chapter would be trained to kill, without risking its members to armor destroying close combat weapons. Instead, the new chapter would rely on the technical superiority of bolter weapons to lead them to victory. The committee picked a suitable planet, Klactoth IV, which was a agricultural jungle world about the size of Mercury with a small but sturdy population. The source of the geneseed that was used for this new chapter has been the source of much speculation. Records were either never made or were apparently lost over time. Although most scholars who speculate presume that like so many chapters it was that of the Ultramarines (although some presume the Imperial Fists), probably with some manipulation. The new Space Marine chapter was called “Midnight” on the premise of their dark and distant attack training. Their armor was painted the jettest black and covered with an overlay of stars. One star was awarded for every 100 ranged weapon kills by the Marine.

### Klactoth IV

Klactoth IV was a savagely beautiful world circling two suns and having two very small moons. The jungles proved invaluable to the newly formed chapter. The pitfalls of the landscape provided a natural training ground for some of the harshest conditions known to man. In addition, they provided a natural battleground for hit and run style firearm warfare practice. Many of the native animals were significant foes to even the best trained space marine engaging one in close combat. During the early days, many recruits died, ripped apart by the mandibles of an enraged beast, because their shots had been a few inches off the mark. In addition, the local population had provided good recruits for the founding chapter. The locals were a primarily agricultural society farming the native TinTukl plant. The TinTukl was a large, carnivorous plant providing large, melon-like fruits of delicate flavor. TinTukl fruits commanded an impressive price on Imperial markets to those with expensive tastes and helped the planet produce a thriving economy. As Tin Tukl farming also involved being able to hit the delicate reproductive organs on the plant with a small pellet launcher to stun it to retrieve the fruits, the native population were also particularly fine shots.

# The Fall of Night

The Day of Darkening was a special holiday for the native population of Klactoth IV. The Day of Darkening occurs when the two suns set at the same time and rise at the same time the following morning. It is the longest night of the year and tradition holds the previous day is a feast and celebration day to give praise to the Emperor for a successful crop. The night is when all the native farmers take to their fields to harvest the extremely valuable TinTukl seed pods and melons which are now mature. It was on this night, years ago, that Midnight entered into a new stage of its existence. On this night, the entire chapter of Midnight had returned from space and gathered in the monastery. The night held special significance for them as a chapter as it was an anniversary of particular merit. During a prayer to the "Ghost," which was the chapter's reference to the Primarch the Marines did not know, a mighty thunder tore through the air.

It was a sound so loud that the chaplains were unable to continue their liturgies and faltered in their recitations. Soon thereafter a rumbling earthquake shook the fortress, the ground surging and rolling. The main citadel absorbed the quake reasonably well although its walls were cracked in many places, but the large bell tower of the monastery was sent crashing to the ground. As then chapter Master Zethrudos strode to a window to see what dared interrupt the holy service he gasped to see the skyline interrupted by a new form. From scattered lights from the nearest agricultural settlement, Zethrudos could just make out ork invaders. The marines would only later realize that a small space hulk had exited warp space and careened into the surface of the planet, breaking into multiple pieces as it did so. Inhabitants near the nearby parts of hulk that had survived were being overrun by a wave of green as surviving orks exited their spacecraft.

As orks continued to pour from the hulk, Midnight quickly readied their weapons. Liturgies of battle were read, and the chapter prepared for siege. In a surprising show of mercy, the massive bronze gates of the main citadel were opened briefly to allow the nearest of the local farmers, many of whom were still carrying seeds and melons, to seek refuge from the coming onslaught. The farmers were led to the armory, where seeds and farm implements were traded for autoguns and chainswords. As equipment ran out, the last remaining farmers kept hold of their massive harvesting sythes. Large two-handed tools used to cut melons from the tough groping tentacles of the Tin Tukl.

Inside the monastery, Astropaths tried desperately to send a call for reinforcements and generally died for their efforts due to warp interference. During the night the fighting was confined primarily to firefights from the imposing wall surrounding the central tower which was the monastery of Midnight.

## The Dawn of Blood

When the twin suns arose the following morning, the marines inside the walls, who had yet to suffer significant losses, saw that piles of dead had been heaped around the monastery walls by the sustained fire of the night. At the same time, the marines also saw that for every dead ork there were 100s more still alive, utilizing their fallen comrades for cover and as crude siege machines and massing for an assault on the citadel's massive front gates. They now understood that they were massively outnumbered.

Commanders gathered the chapter. Realizing the end was near as ammunition stores were already horribly depleted, the chaplains performed final rights to prepare the marines for their last stand. In a desperate gamble, Midnight's Chapter Master Zethrudos ordered himself and his Terminator bodyguard locked into the lowest level of the monastery called the Sanctum, where the geneseed was stored prior to implantation and where those deemed worthy were implanted into dreadnought suits. The Chapter reluctantly agreed, and the 6 marines, the finest Midnight had, entered the room. Doors were then barred, hinges were broken, and the final

defenders were welded within to await reinforcements. The astropaths had long since died from their efforts to overcome the storm and scouts were pulled from still silent commlinks to man fire points. The assault came 2 hours after dawn and even through heavy fire the attackers breached the main gates of the citadel in fairly short order. After that occurred, information became scarce and what could be gleaned from observation cameras and servo skulls in the citadel is sporadic and confusing.

### **Imperial Understanding**

What was gleaned from the records recovered in the aftermath is that the invading forces made their way, inch by inch, through the citadel. Midnight bravely dying in their effort to keep them out. Marines racked up 10s if not hundreds of kills, before their life was sacrificed in the desperate defense. It is also clear that the vastness of the invasion forces numbers, as well as the lack of advanced assault training for the Marines, was simply too great for the besieged chapter to hold out forever. The last functional recording servitor ceased functioning less than 24 hours later. At that point, it is estimated the chapter had sustained greater than 90% total losses and Midnight was entrenched outside the sealed doors of the Sanctum.

### **The Arrival of Team Three**

Approximately 140 hours after the failure of recording devices, the 1-5 companies of the Sons of Medusa Space Marines, who had detected patches of distress calls from nearby warp space and had proceeded to the planet in all haste, arrived in orbit. As they neared Klactoth IV, they could see the large debris of the hulk spread across the major land mass from space. Prepared for a massive foe, they launched a huge recon assault, utilizing thunderhawk landers and precision drop ships deciding that planetary bombardment should be withheld until valuable information on the foe could be gathered and the possible evacuation of fighting equipment or marines could be accomplished. Further, the forces Techmarines were reluctant to potentially damage the information in the potentially valuable space hulk parts. They dropped directly into the main courtyard of Midnight's monastery hoping to support marines holding the main walls. What they found was quite a different story.

When the first lander opened, there were piles of dead around the monastery and the area appeared to be unnaturally quiet, with no sounds of fighting coming from anywhere. Bodies lay scattered everywhere and the ground was steeped red in blood and ichor. Team 3 of the second company, led by sergeant Geiger, decided to approach and enter the main monastery, which lay in ruins.

The scenes recorded by sergeant Geiger as he went through the tunnels deeper into the monastery are reserved for those particularly strong of stomach and faith. Silent bodies lay everywhere and blood in some places had pooled to feet deep. As they approached the sanctum, the Sons of Medusa expected to find only a desecrated chamber, but as they approached they saw the dead starting to pile ever higher. Many bodies burned by a superheated fire which had apparently come from lower down. Some had been so severely burned by the heat, they were reduced to ash shadows on the wall with no indication of what had happened to the rest of them. As they prepared to round the last corner, a trooper saw the battered and twisted doors from the sanctum, lying on the floor. Their meter thick armor melted and scorched into the rock below.

Around the corner they knew not what to expect, but it was definitely not what they saw, in the center of a blackened blast center stood 6 dreadnoughts, unlike any they had seen before. The dreadnoughts were battered and the remnants of banners hung in burned tatters. Paint was burned off and instead was now replaced with metal that had been permanently scored black, but they bore the Imperial eagle, so sergeant Geiger ordered his troops to hold their fire as one of the massive machines swung to recognize them. Twin assault cannons hung uselessly from its side having long ago run out of ammunition, an overheated plasma cannon also sat idly upon its bulk.

The massive power fist on its left side was joined by a massive cutting saw that was stained with alien ichor. Sergeant Geiger was astounded to see what appeared to be survivors. The dreadnoughts stood encircling a single geneseed vault, this one encased within the floor. At the outside of the blast 6 terminator armor suits lay where they had fallen, their bodies fused into the floor.

Sgt. Geiger, overcoming his shock, walked over to the lead dreadnought, identified himself and asked for the dreadnought's name and ID. The dreadnought identified itself as Zeus and claimed that this squad was the last survivors of Midnight. The dreadnought's voice was amazingly deep and powerful, and had to it a multi-faceted echoing rhythm. Zeus and the dreadnoughts, under heavy guard, were immediately transported aboard a battlebarge and taken to a nearby colony where they were turned over to the Inquisition. After 26 weeks of interrogation, the dreadnoughts were pronounced free of any taint of heresy and released back into the Emperor's service.

Meanwhile, on the planet the Sons of Medusa combed the citadel and the surface and found no remaining ork forces. Overall the battle had apparently been a victory for the Imperium. After certifying the planet cleansed, they departed.

Adepts of the Mechanicus arrived shortly thereafter to examine the hulk. While determined to be from the early part of the Imperium, the hulk was quickly determined to have sustained such massive damage from the impact, that there was no knowledge worth excavating.

# The Rebirth of the Spectres

**"We are built not upon the shoulders of one powerful Primarch, but instead upon the bones of thousands.**

**We owe no allegiance to an individual who could be corrupted, but instead owe an allegiance only to those who have already honorably died defending mankind.**

**We are a spectre of our former selves, but are all the greater because of it."**

**Excerpt From the Initiation Rites of the Midnight's Spectres**

## The Refounding

In honor of the warriors who had died in what was apparently a victory for the Imperium, and at the request of Zeus, a new chapter was formed using Midnight's original geneseed from the lone vat that had survived. The new chapter was dubbed Midnight's Spectres, the shadow of the original Midnight. The new armor was half black, in honor of their past, and half bright green to show a new birth. It is known that the chapter returned to Klactoth IV, which due to the violence and atmospheric havoc wracked by the impacting hulk as well as being knocked slightly out of orbit, is now a desolate, desiccated ruin of a world. The surface of the major landmass is still littered with the carnage of battle, along with a large amount of older pattern Imperial wrecks thrown from the hulk in its impact or previously desecrated by the greenskins. The monastery has never been externally repaired. It is unknown what cleaning and purging must have taken place within to clean it of gore. The surface of the world is dead, with no life other than the monastery and its living defenses. Although mostly desert, the planet sports strange outcroppings of bizarre rock formations, crystal forests and ruins of the prior settlement. In addition, the weather patterns have become brutal and hostile, the rain has become caustic, cleansing the surface, while even more bizarre occurrences such as bright purple hail occur regularly. Lighting also regularly flashes across the torn sky. The world is about as close to a daemon world that any sane human would dare set foot on.

Midnight's Spectres use this nightmare graveyard as a new training ground, and they have grown in stature since their refounding. Their monastery is mostly still in ruins and appears to those that approach it as a broken giant. The courtyard is filled with a sea of TinTukl plants where seed pods had been dropped by fleeing farmers and watered with the blood of the dead. These plants are said to now crave the living in a sick feeding frenzy and with their exposure to the devastatingly harsh environment are some of the most tenacious living things known to man. Their straining limb-like tentacles rising about the ruined spire and into the air over the outer wall and its rusted, and shattered main gate. A carnivorous garden barely contained by adamantium. Interspersed within the plants, one can see the massive barrels of lance defense turrets poking through the vines. These form a part of the monastery's defenses, the massive siege guns being able to fire at space borne attackers. Overall, the monastery has the appearance of a giant, tentacled creature engaged within a ruin, for that reason it is often referred to as "The Maw."

## New Chapter Organization

After their refounding, the Spectres modified their chapter organization. It was determined that the entire chapter could never again gather at one location at one time and that many of the sacred tenets of the Codex Astartes had actually led to the downfall of the chapter. Thus, the Codex Astartes holds very little sway to the marines of Midnight's Spectres in tactical organization, while much of its spiritual teachings are still very important. Most Spectres in fact view the teachings of what many consider the greatest primarch of all, to in fact be fundamentally

flawed. In the new organization, the chapter was broken down at the company level, and the companies were expanded into four grand companies and the permanent garrison. Each grand company, and the garrison, is officially 225 marines, although with command staff, scouts, and operators it is generally somewhat higher. There are no reserve companies in the Midnight's Spectres and all vehicles and troops are assigned to a specific grand company in addition to being assigned to the chapter. Therefore a Marine's identity is to both Chapter and Grand Company. All the Terminators of the Grand Company (other than a few commanders) are generally maintained in a single Guardian squad. These squads are very limited in number as most companies do not have many suits of terminator armor left. The 4<sup>th</sup> Grand Company has the unique distinction of having only a single suit of terminator armor, worn by an individual always addressed as "the lonesome guardian." Most commanders and veterans are maintained in the sanctum of each Grand Company, and there is usually a small squad of reserves to fill in casualties in the primary battle squads. When in space, no more than two grand companies ever travel together.

The physical squads of each Grand Company are also laid out differently from the Codex Astartes. The first ten squads in a Grand Company are somewhat similar to those laid out in the Codex Astartes, more for tradition than for anything else. Thus, numbered squads 1-6 are tactical, while squads 7-8 are assault squads, and 9-10 are devastator squads. Beyond this, the squad organization differs significantly. Each Grand Company has five additional primary or numbered squads. Squads 11-15 usually comprise additional tactical squads although it has been known for some grand companies to have squad 15 be an additional devastator squad. There are then two specialist squads unique to Midnight's Spectres which epitomize different parts of their firearm based combat. The Hailstorm squad are Marines extensively trained in using sniper rifles and are extremely deadly with those weapons. There are also the Dust devil squads. Dust Devils are small 5 man squads designed for rapid strike and causing confusion. These squads exclusively use razorback transports or drop pods, and often replace landspeeder squads which are rare in Midnight Spectres armies. The Protectors present with the Grand Company which generally number from 10 to 15 individuals and the 5-10 Guardians which are usually present in each grand company. The Grand Companies will also maintain at least three scout squads. One is a Hailstorm scout squad, one is a bolter scout squad, and one is a standard "codex" scout squad for each of the Grand Companies. There is also a professor squad of more senior marines.

To provide the layout of the approximately 225 fighting troops of each Grand Company when at full strength.

Tactical squads 1-6	60 Marines
Assault squads 7-8	20 Marines
Devastator squads 9-10	20 Marines
Tactical squads 11-15	50 Marines
Veteran squad	10 marines
Hailstorm squad	5 Marines
Dust Devil squads	25 Marines
Protectors	35 marines

In addition to the Grand Companies, there is also a supreme command referred to as the Chamber which oversees the entire running of the chapter from Klactoth IV, the garrison are a Grand Company of reduced size that are standing troops stationed permanently on Klactoth IV. These Marines fight ferociously defending their monastery or their charge. The Protectors join Grand Company Command staff acting as bodyguards and command squads. This appointment to a particular commander is for life. Other than the Chamber and the garrison, no fighting Marines remain on Klactoth IV for an extended period of time. Instead, all the Grand Companies alternate through service on the home planet (with 1-2 different Grand Companies present at any given time when they are not called to battle from their home planet). The term of service is usually 6 years with transitions between the companies occurring approximately every third to

fourth year. The companies use this time on planet for extensive training in desolate and harsh condition warfare, as well as repairs and refitting. The training tends to revolve around mechanized and firearm based combat.

Further, Each Grand Company Maintains an Armored Reserve, other than those vehicles used as Transports for particular squads, additional tanks are maintained which can be fielded as a large armored force, if necessary.

# The Forces of Midnight's Spectres

## The Organization of the Brothers

The brothers of the Spectres comprise two separate groups, the homeworld forces who remain garrisoned on the homeworld, and the battle brothers who make up the battle companies who perform most of the combat operations of Midnight's Spectres.

### The Homeworld

Midnight's Spectres homeworld has gone from a verdant jungle, to a bleak graveyard. Almost all living things on Klactoth IV are no longer and the few remaining fauna have been warped and altered so as to be malicious evil beings suitable only for destruction. The surface of the planet is now a barren oxide desert and it is still littered with the detritus of the battle. Vehicle wrecks share the surface with skeletons and long abandoned suits of armor, weapons, and supplies. Further, the sky and atmosphere of the planet has been permanently disfigured providing for strange weather and an eerie ghostlike surrounding.

The Spectres use the wrecks both on the surface and from the hulk to drive their forges. Damaged but salvageable wrecks are brought back into service and carefully reconsecrated in the name of the Emperor. Those that are corrupted are destroyed and melted down to raw materials. Because of this, however, the Midnsight's Spectres have wargear from all generations of space marine combat. It is in fact considered a right of passage that A Midnight Spectre techmarine have reconsecrated an old wreck on his first homeworld assignment. The more prominent the wreck, the more likely the techmarine is to be seen as having reached his aspirations.

The monastery itself has changed dramatically as well, although the changes are not apparent from the outside. From the surface, the monastery still remains broken and toppled as it was after the Dawn of Blood. It has never been repaired by the Spectres. Instead, the Spectres have built down under the monastery so that what is on the surface is barely a fraction of the monastery's size. It has been said that the entire surface of Klactoth IV is cut through with tunnels. That the Spectres can appear virtually anywhere on the surface instantly by using a passage system of catacombs and secret doors. In addition, it has been rumored that the area under the Sanctum has been tunneled deep. The only thing that is known for sure is that in the central chambers, surrounded by armor rivaling that of the Imperial Palace on Terra, is the place known to Midnight's Spectres as "The Core." It is the original Sanctum and the most sacred place to a Midnight's Spectres Marine..

The final seeds of the TinTukl plant were unwittingly scattered outside the monastery and cultivating and tending the Tin Tukl plants (or more particularly in keeping them from overrunning everything) has become an art kept by a special group of Midnight's Spectres known as "Harvesters." In the time since the Dawn of Blood, the Harvesters have cared for and maintained the plants using much of the traditional methods of the native farmers. These plants have, however, become even more vicious as they were bathed in blood as they began to grow. These plants crave the blood of the living and the Harveters must keep them well supplied or else the plants will kill mercilessly. This characteristic has been manipulated by the Harvesters into a weapon called the "seed cannon" where an active part of the plant is launched in battle as a deadly weapon. The plants outside the Monastery have created an almost impenetrable natural barrier around it by being significantly fiercer and harder to control than those originally farmed. Traversing the area from the main barricades and gates to the monastery requires passage through a narrow series of plasteel tunnels through the forest of plants. The plants visibly watch visitors and the tunnels can be destroyed at a moment's notice by the Spectres to prevent access from the main barricades to the monastery itself.

“In my journeys to the various Marine chapters I have seen a lot of strange and wonderful architecture. The forbidding form of The Fang, and the sheer desolation of The Rock. In my travels, however, I have never seen a structure quite as disturbing as the Midnight’s Spectres fortress monastery, The Maw. It is something I hope to not recall in my nightmares. First, there is the approach to the main walls, weaving through wreckage of machinery and sightless helmets and skulls, all while eerie lighting flashes in the sky. Once through the gates, there are the tunnels. Walking through the clear plasteel enclosures where you can see those plants watching you, eyeing you, completely surrounding you. I can still remember them tracking my movement, almost as if they were waiting, knowing that the charges on the tunnel could be detonated and I would be a brief snack to their insatiable appetite. A living mass of teeth and vines only punctuated by the barrel of a massive gun reaching for the sky.”

Inquisitor Johanas in his memoirs

### The Chamber

The Chamber is the name given to the ruling body of Midnight’s Spectres which, as can best be divined, is divided into 9 members. The current members are not known to anybody other than a select few and the Chamber members are only rarely seen outside of the monastery, where they reside protected by their own Protectors. When seen, the Chamber members power armor is swathed in long deep purple robes bearing only the official seal of their office and accompanied by heavy guard. The 9 members correspond to the 9 offices. Those are in descending order of seniority: Supreme Grandmaster, Grandmasters (2), Warmasters (2), Faithmasters (2), Techmaster, and Grand Professor. The inner workings of the Chamber are beyond the comprehension of all but the chamber members but it is theorized that a complicated voting structure dominates how they sculpt the chapter’s destiny. The Chamber is so secret that many Marines of Midnight’s Spectres will die at their command, without ever knowing they exist, much less having seen them. It is further unknown how or when new Chamber members are chosen, or for that matter, if there have ever been any new Chamber members.

### The Protectors

The Protectors are the defenders of the leadership of the Grand Companies. The honor of joining the Protectors must be earned from one’s fellow Marine brothers and cannot be acquired through any pure martial skill. When the third year has passed of a company’s time on Klactoth IV an election is held. Any member having spent at least 10 years fighting with the Spectres is nominated and every other member has exactly four votes. In order to be selected to join the Protectors, a Marine must receive a vote from at least 50% of the brotherhood Grand Company. All votes are cast in secret, and only a yes or no verdict is returned. The Protectors protect the individual Grand Company’s Leadership and can assume command of the Grand Company if need be when the Grand Company is at war. Some protectors, however, remain on Klactoth IV as a permanent Garrison to protect the monastery from attack.

When Marines of the chapter are inducted into the Protectors they are first tested and challenged to the extent of their capabilities. If they are sufficiently strong, the recruits are then locked, with Zeus or one of the other true dark ones, in the Core. When they leave, the recruits are part of the Protectors. What occurs behind those doors is known to no one outside the Protectors, and they will not speak of it other than to say that they are now sworn to protect and defend the chapter at all costs.

One marine who enters The Core, does not leave just as a Protector, but instead swears a different oath. Instead of an oath to protect the chapter, this marine swears an oath of destruction to the enemies of the Chapter. This marine dons the blood red cloak of the Blood Oath. He trades his bolter for a massive blade, forged by Zeus himself on Klactoth from the remains of disgraced vehicles and known as the liturgy sword. Each chapter (barring combat

fatalities) will always include a single blood oath, and some may include up to three. The number will generally vary and it is unclear how or why the specific number is used.

A Blood Oath marine will join the Spectres on the battlefield as part of a commander's retinue. He protects the chapter by actively seeking out and destroying its enemies. Using their own steel against them.

On the blade of the liturgy sword is inscribed the liturgy of blood, recessed into the black metal, the only place its words are ever written. The meaning of the words is not known outside the Protectors. They may be the words of the blood oath, or may be something else. No one who knows will speak of it.

Many Imperial archivists suggest that the Blood Oath/Protector ceremony is a variation on the well known ceremony of selecting a "Champion" simply adapted to the mythos of the chapter. Those who are already inclined to distrust the chapter, think it is something far more sinister.

**"When all suns set, When hope is extinguished, When the sky burns with unholy fire, only the blood of unknown heroes making the ultimate sacrifice can stop the storm."**

**Inscription on the liturgy sword**

Of the Core itself, very little is known. There is only one known entrance to the Core which is blocked by massive adamantium doors. The doors are only opened to allow the Protector elect to enter and the Protectors to leave or to allow the Company's Grand Master to awaken one of the True Dark Ones, who rest there. The exact size, depth or shape of the Core are all unknown as no non-Protector has ever been inside of the Core, and no Protector will speak of it although it is presumed to be of roughly the same size as the original Sanctum.

### **The Battle Squads**

**"Each squad is composed of your brothers, each of these brothers has a particular task. You will also be assigned a task, once you have proven yourself worthy of it."**

**Brother Lexicus, Professor**

#### The primary squads

The primary squads of Midnight's Spectres are the numbered squads 1-15. These are similar to those in any other chapter.

Instead of being in a primary squad, a particularly adept marine may be selected for a specialist squad. A marine can only ever be a member of a single specialist squad and each selection occurs for life. A member of a specialist squad will never enter either the Guardians or the Protectors.

#### The Guardians

The Guardians comprise most of the Marines armed with Terminator armor although Guardian status is different from Terminator honors. Guardians guard the chambers of the monastery outside the Core and protect the geneseed storage vats from enemies when the

Grand Company is on Klactoth IV. An honorary role held over from the terminators who were originally sealed inside the geneseed storage room and are now fused to its floor. In space and on patrol, Guardians tend to act as small Terminator squads providing extremely heavy firepower when needed and again as guardians of the Marines geneseed. Becoming a Guardian is the highest honor that can be bestowed on a Marine without the vote to join the Protectors and existing Guardians select brothers to join their ranks from those they feel are worthy. In the case of large battle damage to Guardians, replacements may be selected by the Grand Company command. Guardians always fight in the squads few remaining suits of terminator armor

#### High Guardains

Those few guardians also accorded protector status (they may only be nominated by other guardians once they have obtained that status) become high guardians. Their only job is to protect the high counsel of the their grand company. These three individuals, the Grand Lord, the Falth lord, and the Lore Lord form the command staff of the specfic Grand Company, guiding its actions.

#### The Hailstorm

Hailstorm Marines are like the hailstorms on Klactoth IV. They strike without warning and can be surprisingly violent. The Hailstorm is the most unique of the specialist squads and represents Marines that are highly trained in the use of the sniper rifle. Potential Hailstorm Marines are recognized early in their careers as scouts, and are separated from the scout squads into a single Hailstorm scout squad. Here they use only the sniper rifle and are trained on it extensively. They fight in battle with their rifles, picking out the most important targets and bringing them down with a single well placed shot. They are occasionally joined by a heavy weapon scout. A scout who is destined to be a devastator to try and insure their protection in battle from armored vehicles which pose them a threat. Once a Hailstorm scout has killed 100 enemy in battle, they may be promoted to the ranks of their battle brothers as a Hailstorm Marine. Here they continue to train with their sniper rifle, even supposedly with Vindicare assassins. The Hailstorms join their battle brothers on the field, sitting in a sheltered position and raining death on their foes.

#### The Dust Devil

Like any desert planet, Klactoth IV is plagued by small whirling storms called dust devils. These storms are more than an annoyance, here however. They can spring from anywhere and disrupt communications, formations, and even overturn tanks or carry space marines up to a mile away. The Dust devil squads are small squads of 5 marines. They are armed with one specialist weapon (generally either a heavy bolter or a meltagun) and will ride in a razorback transport or deploy by drop pod to disrupt the enemy in a particular way. Generally, each squad is armed with a particular weapon and pattern of razorback to meet its intended disruption. Dust Devil squads acting in forward positions can also call down artillery strikes from orbiting aircraft or allied Imperial Guard.

### **The Chapter in Battle**

The chapter does not fight as expected of other marine chapters, again seeing fault in the Codex Astartes. The chapter rarely utilizes stealth techniques preferring to shock an opponent in a sudden attack.

A Midnight's Spectres attack will generally be commenced by the drop pods or razorbacks of dust devil squads appearing in the command areas of the target as nightfall missiles also impact. As the dust devils fight a running battle within the enemies lines hidden by

the swirling mist, the main mass of troops will begin to advance upon the troops, banners waving and advancing with a storm of bolter shells raining from their guns.

### **The Chapter in Space**

The chapter maintains a fleet in much the same way as other chapters. The fleet of a Midnight's Spectres grand company is designed to be self sufficient. Generally the flagship of the Grand Company will be a battlebarge. Each Grand Company also generally maintains 3-4 strike cruisers and an assortment of smaller craft.

**“As Midnight’s Spectres on the battlefield you should always act in with the highest honor. You must honor the Emperor whose living death saved mankind, you must honor those who have died defending your cause before you, and you must honor those who will die with you on the field. For this reason you will make the mark of three in the ground before you on the field, and then you will rain death on the enemy.”**  
**From the Teachings of Spectres Scouts**

### **Relationships with other organizations**

Because of their shunning of many Codex Astartes principles, the checkered history of their homeworld, their less than standard tactics and chapter organization, and their secretive nature, Midnight's Spectres have attracted the eye and wrath of the Inquisition and some of the more puritan marine chapters on more than one occasion.

While many chapters in the position of the Spectres would probably have been declared heretics long ago and suffered the ignominy of exterminatus, such a recourse has never been sanctioned against the Spectres. There have been numerous occasions when the elimination of the chapter has been suggested by one inquisitor or the other, however, the most outspoken of these Inquisitors tend to die hours or even minutes before key votes leaving the movement without a champion and resulting in its defeat. At least some of these deaths appear to have been the result of sanctioned executions by assassins from the Vindicare temple but it is unclear who would authorize such a drastic action.

Inquisitor Shwartzgrund, the famed puritan inquisitor, actually openly proposed that the chapter was in league in with the Vindicare temple citing the prior disappearances and claiming that it was inappropriate for the Officio Assassinorum to have sway within the ranks of the Adeptus Astartes. He claimed he had found previously unknown records in the Administratum which linked the formation of Midnight with actions undertaken by that office and that both organizations were in dire need of inquisitorial investigation. However, the day after his impassioned presentation, Inquisitor Shwartzgrund was found dead in his chambers, apparently having passed on of natural causes. The records of which he spoke were never found and therefore, like so many other cases, the matter was let drop in favor of more pressing issues.

Because of the enmity between the organizations, Inquisitors are loath to utilize the Spectres in any of their investigations and will generally only be seen in conjunction with Spectres marines because they have been assigned to observe them, from a distance, for any taint of chaos. Further the Deathwatch will generally not provide troops requested unless there is a dire need for similar reasons.

# The Tome of Honor

**“The first lesson of the scout is to understand your relationship to your new battle brothers. You must understand who you are to respect, who you are to learn from, and who you are to teach and impart learning to. For that reason, you must first learn the structure of honor.”**

**Brother Lexicus, Professor**

## Training and Teaching

Midnight's Spectres place a higher value on knowledge and on invention than almost any chapter short of the Mentor Legion. Because of this, one of the fundamental tenants of their organization relates to the imparting of knowledge from the wizened veterans to the new recruits.

### Recruitment

Marines from the Spectres go through a slightly more extensive training process than other chapters. Marines begin as scouts selected from planets visited by the respective Grand Companies in their travels. Generally, the scouts are selected from black powder or other primitive firearm era worlds where they have proven themselves as outstanding marksmen. Many of the worlds that are regularly visited hold special shooting contests when the “selectors” come from above. When the potential scouts are selected they are brought on board a training ship where they are each placed in a room alone. There is a table with a bolter with a standard scope and 10 rounds of ammunition, a single metal bed frame, and a kit for performing the necessary maintenance prayers on each weapon. The recruit is told they have until the professor returns to understand their new weapon.

After one ship day has elapsed (generally about 26 hours), the professor returns and enters each room in turn. The recruit is given another 10 rounds of ammunition and their first meal. The recruit is shown a small target which is barely visible through a small slat in the door of their cell, 100 meters away. The recruit is told that the professor will not return and the only way out of their cell is to hit the target before the timekeeper on their wall turns completely red (about 5 hours). Those that succeed will enter a new life, those that fail will die alone in their cell with nothing but their failure to comfort them, unless they wish to save a round for themselves.

If the recruit successfully hits the target, it activates a general transporter teleporting them from their cell to the reception chamber where the recruit is greeted by the professor, the assembled leadership of the Grand Company, and any other successful recruits. Once the time has expired, the successful recruits are led to a feast hall to meet the assembled Grand Company where they are welcomed as scouts. Traditionally, the first recruit to arrive is forced to serve the entire Grand Company, to drive out any ego he may have acquired from this success. Implantation and training begins the following day. The recruits who fail are left to slowly starve to death in their cells listening to the sounds of distant celebration, or to take their own lives with the weapon they were provided.

### Teaching

Scouts in the Midnight's Spectres are trained by Marines dubbed “Professors.” As opposed to most chapters, these marines are not the chaplains. Instead, the professors are battle brothers who have shown particular skill at a certain area of combat, they are then

awarded the honorary title of professor and take to teaching that skill to scouts. Most professors still fight when called upon, in their original units. A particularly skilled professor may bring their scout training squad with them to the battle to learn from experience. The highest of the professors in each Grand Company are the Lord Professors, elite individuals who have undertaken the task of training and the acquisition of knowledge full time. Lord Professors generally do not take to the battlefield and train scouts who have shown great promise early in their training on the homeworld.

Scouts in Midnight's Spectres always begin training on the bolter, although they are allowed to experiment with other weapons during their training sessions as professors explain how this battlefield differs from those they are used to. Some scouts will show an immediate proficiency in their new surroundings and these are quickly called out. These scouts are separated from the others and join a Lord Professor. These scouts are generally trained on the most complex and specialized weapons utilized by the chapter. Those that are discovered to be particularly fine shots early are moved to Hailstorm scout squads. Those that show ability with Hand to Hand weapons or assault weapons, are moved to a special close combat squad where they fight with bolt pistols, combat shotguns, and bolters to join assault squads. The remainder will continue to be trained on the bolter, with a few trained on heavy weapon use.

Because of the focus of most younger marines on their firearm studies, younger Spectres have a habit of neglecting close combat training, preferring to concentrate on firearm studies. This practice is accepted by the senior Marines, although Marines, who are not selected for the specialist squads, are encouraged to round out their abilities.

In addition to training their own scouts, the Midnight's Spectres are also known to train marines from other chapters in long range combat. Generally, such conscripts are picked up when the Spectres battlebarges arrive at worlds presently occupied by other marine chapters. The marines are trained in exchange for the Spectres being provided with provisions for the Grand Company's fleet and for the efforts of the marines themselves. For obvious reasons, some chapters are more willing than others to provide marines to the Spectres. In particular, both the Dark Angels and Ultramarines have never provided marines for training.

The Conscript Marines travel with their training Grand Company and can be called on to fight with the Midnight's Spectres Grand Company they are serving with as battle is often the best teacher. Newer conscripts will generally be led into battle by a Midnight's Spectres professor, while more seasoned conscripts are allowed to lead themselves to apply what they learned, returning to the classroom for an after-the-fact analysis.

## **Honor**

Midnight's Spectres have a very rigid and unshakable belief in a particular code of honor. That code mandates only one thing. In a marines past, their brother marines died defending the geneseed which made them, they must prove themselves worthy of that sacrifice. The Spectres give great significance to sacrifice which causes the Spectres' Marines to consider their own contribution to the chapter and to constantly determine if they are living, fighting, and dying as they should to honor their ancestry.

This attitude has also led to disputes over the threats of heresy that can be hurled on them by other Imperials. The Midnight's Spectres know where they stand, and they take very personally any statement against their loyalty. This stubbornness of pride has led to occasional strife with both imperial agents, and other marine chapters. Their shunning of Codex Astartes principles (which they see as inherently flawed) has also lead to a particularly large rift between themselves and the Ultramarines chapter.

As honor is an extremely important part of the Spectres lives, the award and presentation of battle honors has also become an institutionalized process. Whenever a squad performs a

particularly valiant feat, they are awarded an honor ribbon or medal. Honor ribbons are generally large ribbons in a multitude of colors whereas the medals are particularly large designs on special ribbons. The colors specifically represent the particular honor received. While the Midnight's Spectres have hundreds of tomes categorizing the honors represented by honor ribbons, some of the more interesting include deep red for defeat of a greater demon, white for an amazing act of faith in the Emperor, blue for having a professor in the squad, and yellow for having a member selected to be a Guardian.

Honor ribbons are carried by the sergeant of the squad on his back banner, and are maintained by the sergeant for the squad. In order to carry the ribbons into combat, all Midnight's Spectres sergeants wear back banners with the ribbons displayed thereon. If the sergeant is promoted to the Protectors, the leadership of the Grand Company, to become a Guardian, or to a specialized squad, he passes the squad's collection of ribbons to the new sergeant, and begins collecting in conjunction with his new squad or position.

As honor ribbons, and their banners, are very important to the squads, loss of a banner in combat is a terrible loss as the ribbons must be re-earned (allowing them to fall in battle being a terrible blow to honor). Therefore, if a sergeant falls in combat, the battle brothers of that squad will strive to recapture the honors so they may be passed to the next sergeant of the squad, generally with the brother who saves the honors advancing to become that new sergeant.

When a leader dies, a squad is destroyed, or a squad has earned so many honors as to require their retirement (for instance after a particularly successful campaign), the honors, if retrieved from the battlefield, are retired to a special chamber in the Maw called the Reflectorium. When a squad's honors are retired for anything but destruction, that squad is given a red and white striped remembrance ribbon to start their new banner and to indicate that it has more honors than those that are carried. Loss of this ribbon means that all honors associated with it are removed from the Reflectorium and burned before the squad. If the squad's colors are retired after a particularly honorable death, their banner, may be gifted with the black star field ribbon, the highest honor a squad can receive. This ribbon denotes a life, and death, in accordance with the dictates of honor and honoring the fallen brothers of Midnight. The award of such a ribbon occurs only in a solemn ceremony which takes place just outside the Core (at the far end of the Reflectorium) before the honors are retired.

A visit to the Reflectorium is a common occurrence for a Midnight's Spectres marine on homeworld. To view the honors of their squad, Grand Company and chapter before them, and to be reminded of that heavy weight of history. A visit to the Reflectorium by an imperial citizen is a humbling and awe inspiring sight as there are literally miles of ribbons of all patterns and colors and new ribbons are being added regularly.

There is one other important honor to discuss in the Midnight's Spectres. In ceremony and in battle, Midnight's Spectres always refer to each other as "brother" or "brother marine." As opposed to most other chapters, however, where this is logical as all marines are male, the Spectres include female members. In the Spectres the term has taken on a largely honorific to refer to members of the chapter. Marines from other chapters are generally addressed by rank (such as sergeant or soldier) and are never referred to as brothers.

The ability to include females within their ranks appears to have occurred due to a spontaneous mutation of the Spectres geneseed during that fateful battle. Some Tech Adepts have proposed that the proximity of the hulk caused the mutation. While the geneseed has been extensively studied by Tech Adepts, the mutation does not seem to be easily duplicable. Even the Spectres have been known to have problems with female recruits with a much higher percentage of them rejecting the organ implantation and dying while undergoing the procedure.

Those that do survive the procedure are treated identically in almost all fashions as their male counterparts. They are expected to perform to the same standards in battle and are treated

in exactly the same fashion. In the Spectres own words which are inscribed above the entrance to their fortress: "the memory of sacrifice haunts all." While Space Marine implants render all Space Marines sterile, open relationships are encouraged within the Spectres ranks as they feel it encourages a feeling of brotherhood.

## **Innovation**

Even above the value the marines place on teaching, Midnight's Spectres value invention. They are always seeking to have new knowledge in the methods to defeat the Emperor's enemies whether from ancient technologies, or new ones. One way this manifests is through the equipment used by the Grand Companies. Most Grand Companies acquire, through some manner, just about every piece of equipment available to any chapter as well as constantly evolving new ones of their own. These they experiment with and refine to their liking. Some they simply reject as poorly designed (the Baal configuration predator being a notable example).

The other driving force of innovation is the chapters own weaknesses and fighting style. Much technology was lost by the Spectres during the destruction of Midnight. In particular, the Spectres are severely short on suits of Terminator armor, leading to them giving those suits almost exclusively to Guardians. The Spectres also lost the ability to construct the anti-grav devices that power landspeders and have stubbornly resisted being provided it by the forces of Mars.

The desire for innovation has also led to a significant number of new devices and technologies discovered and utilized by the Midnight's Spectres.

The first of these is the so-called "Nightfall" missile a modified hunter-killer body carrying a dense payload of a charcoal-like substance. Nightfall missiles are encased in permanent launchers throughout the Midnight's Spectres' citadel. The missile is called the "Nightfall" as its explosion creates a swirl of darkness that causes confusion upon the unit it hits. It has been rumored (although no accurate Administratum records exist) that if all the Nightfalls were launched from the Maw, Klactoth IV would be entirely shrouded in darkness. The Nightfall in combat is brought to the battlefield on a small computer controlled launcher towed behind a commander vehicle so that if the missile takes damage, the detonation does not impair fighting marines.

Midnight's Spectres have also developed an alternative design for the famed "predator" battle tank. This is a design commonly referred to by the Midnight's Spectres as the "banshee" from its high pitched howl when firing its main armaments. This vehicle is built for long range anti-infantry support and has so far only been seen in the their chapter armory. It's style of weaponry is, however, believed to be the basis of the Leman Russ exterminator, and is probably itself a modification of the baal pattern predator of the Blood Angels.

## The Story Within the Story

**“Since you donned the armor of your predecessors you all have lived your lives trying to prove their sacrifice worthwhile. These distinguished individuals before you have been selected by their brother Marines as being the most faithful to that memory. I, and they, appreciate your recognition of their traits and the brotherhood you have provided. However, at this time they must learn to honor the past on their own and in a different capacity from their brothers. They must leave you now until they return as Protectors of the Spectres.”**

**Zeus - to the 2<sup>nd</sup> grand company on a group of Midnight's Spectres elected to join the Protectors**

All Midnight's Spectres know of their chapter's near extermination. Because of this history, Midnight's Spectres fight with a dedication to not let their past battle brothers sacrifice have been in vain, to show that Midnight's determination to preserve their geneseed led to a powerful and honorable legacy. The motto of Midnight's Spectres is “never forget,” a command to always endeavor to prove themselves worthy of the sacrifice made by their forebears.

### The Dark Ones

To this day, Midnight's dreadnoughts are above the veneration of any others. Seen as living embodiments of the original heroes of the chapter. In many respects, dreadnoughts almost take the place of a Primarch for the Chapter, they are the true living embodiment of its history. The Dreadnoughts are called “Dark Ones” as an honorific to the black metal coloring the original six.

When a Dark One takes the field of battle, they are the ultimate manifestation of the Spectres history given form. As such, they generally walk as giants among men.

### The Secret of the True Dark Ones

What is unknown is the secret that the true Dark Ones hold, those few Dreadnoughts that were there at the founding of the chapter. They are believed to have preserved the full memory; the true sacrifice made by the last staunch defender's of the geneseed and just what happened in the Sanctum in the final hours of the battle. Whether this true or not, nobody but the armored forms can know.

# Modeling Guide

**“Your armor is not only your protector, it is also a spiritual link to your past.”**

**From the Teachings of Spectres Scouts**

## Chapter Layout

As discussed previously, Midnight's Spectres use a slightly different chapter organization. They are split into four grand companies with none of them as reserve companies. Instead the grand companies exist as small chapters unto themselves. Each has 15 basic squads and each of the specialist squads. Each Grand Company perpetuates itself and thus new recruits are recruited into the 3rd grand company (or any other grand company) in addition to being in Midnight's Spectres (sort of like the great company organization of the Space Wolves). Thus, each Grand Company includes all types of squads available to the Spectres.

## Painting Guide

Space Marine standard units (used when playing any Army). Remember ALL sergeants carry back banners with the honor ribbons for the squad (this includes scouts, assault marines, and all other units) and all independent characters have a back banner (with the exception of the Blood Oath who alone does not seek honor).

### Tactical Squads

Armor is painted half black and half scorpion green. White is used on the shoulder pad trim, weapon casings, and sergeants' banner poles. The Imperial eagles are always bright gold. The left shoulder has the chapter marking, a dancing skeleton (on undead decal sheet 4), the right shoulder shows the squad designation using standard Dark Angel markings (1-6 or 11-15). The left kneepad is painted with the grand company designation.

### Dust Devil Squads

Armor is painted half black and half scorpion green. White is used on the shoulder pad trim, weapon casings, and sergeants' banner poles. The Imperial eagles are always bright gold. The left shoulder has the chapter marking, a dancing skeleton (on undead decal sheet 4), the right shoulder shows the squad designation which is an inverted triangle with appropriate numbering. The left kneepad is painted with the grand company designation.

### Assault Squads

Painted identically to tactical squads. Sergeants again always have banner poles. Squad markings are the same as Dark Angels squads 7-8 and utilize the traditional assault marking. Assault squads may be modeled as traditional assault squads or may be armed as tactical marines and used as tactical squads

### Devastator Squads

Painted Identically to tactical squads with appropriate squad markings (same as Dark Angels) (9-10).

### Protectors

Armor is painted identically to basic troop type except that the shoulder pad trim is painted in bright gold. The right shoulder pad has a skull on it with no number.

### Veteran squads

Veteran squads will bear a knife on their shoulder pad and the trim will be the basic white.

#### Scouts

Armor is painted the same as basic troops with no shoulder pad trim. In addition their chapter marking is a plain black scythe as opposed to the standard skeleton and the grand company mark replaces the squad marking on the right shoulder.

#### Guardians

Armor is painted entirely in gold, with the right shoulder pad in scorpion green with the chapter marking. One kneepad bears the grand company marking. The Imperial eagle is done in white with red trim, as are the weapons casings. The Crux is black and red.

#### Headquarters Units

Chaplains, Librarians, Techmarines, and Apothecaries - painted Codex standard. Imperial Eagles are always bright gold.

Commanders - always painted in the Sanctum members colors with individual markings on their right shoulders.

All - have the grand company markings on one kneepad

Standards - always contain the words "never forget" along with grand company markings.

#### Rhinos/Razorbacks

Painted as other vehicles, they show dust devil squad markings for their assigned squad.

#### Bikes and Attack Bikes

Painted in the basic (tactical squad) colors. The squad marking is two crossed swords, white for regular bikes red for attack bikes, which is repeated on the bike itself, the grand company marking is above the front wheel. Scout bikes are the same bikes, with scouts on them.

#### Support Vehicles

Painted in the basic (tactical squad) colors. Each vehicle is numbered in no obvious order and the number is placed on the shoulder pads of the operators as well as the vehicle body.

#### Dreadnoughts (Dark Ones)

Painted in standard colors.

#### True Dark Ones (special Characters).

Painted all black, with a pattern of stars

#### Additional Special Units (used when playing from this codex)

##### Hailstorm squad

Painted identically to tactical squads. The right shoulder pad has a white star. The star harkens back to the original Midnight days as a scout must score 100 kills with a sniper rifle before being allowed to join a Hailstorm squad.

##### Harvesters

Painted entirely in grass green except for the left shoulder pad which is painted in scorpion green. The left shoulder pad has the chapter markings, the right shoulder pad is a strand of grain in yellow on the green background. grand company markings are on the left kneepad

#### A Blood Oath

Painted as the marine was before becoming the Blood Oath. Therefore generally standard tactical appearance. The right shoulderpad will have an inspirational symbol of the Imperium (Eagle, etc.) or a winged skull. They wear a blood red cloak and carry the liturgy sword.

#### Nightfall launchers and Predator Banshees

Painted the same as other support vehicles. Nightfall launchers do not have a designation number

## Playing Option Rules

- Midnight's Spectres can be fielded as a standard Space Marine Army using the Space Marine Codex with the following changes.
  - Command SQUADS should contain Protector figures
  - Terminator SQUADS consist of Guardian figures
  - Terminator Command squads accompany characters in Terminator Armor and are painted as Guardians (High Guardians).
  
- Midnight's Spectres can be fielded as a tournament legal army very close to the attached codex. In particular, the force is Space marines with traits
  - Traits: Heed the Wisdom of the Ancients
  - Disadvantages: Have Pride in Your Colors
  - The following units may not be used
    - Hailstorm Squads
    - Harvesters
  
- Midnight's Spectres can be fielded according to the Army list following.

Regardless of the list used, Midnight's Spectres should never be joined by any allies

# Midnight's Spectres Army List

## SPECIAL RULES

**In League with Assassins?:** As discussed, the Inquisition at best has a grudging indifference to the Midnight's Spectres and at worst has it outright for them, for this reason no Inquisitor or Inquisitorial unit may join the Midnight's Spectres for any reason unless a vindicare assassin is also selected. In such a situation the Inquisitor is effectively a representative of the officio.

**Whites of their Eyes:** Because of their love for the bolter, Midnight's Spectres troops will only cease using them when they absolutely have to. What this means is that when a squad of Midnight's Spectres Marines assaults another squad, they will ALWAYS shoot first.

## Midnight's Spectres Armory

Each Midnight's Spectres character may pick up to two single-handed weapons, or one single-handed and one two-handed weapon, plus up to 100 points of Wargear, either from the Space Marines Armory or the Midnight's Spectres Wargear below. NOTE that Midnight's Spectres do not have access to a Chapter Banner, terminator armor, or jump packs as wargear.

### **Wargear**

In addition to the Wargear included in Codex: Space Marines, the Midnight's Spectres may also pick items as indicated from the list below.

Harvest Scythe (Heroes only).....	25 points
Grand Company Banner (Standard Bearer only).....	20 points
Nightfall Launcher (HQ unit with Transport vehicle only) .....	50 points

## HQ

### Midnight's Spectres Commander

**Use the rules for a Commander from Codex: Space Marines with the exception that only a Master may take terminator armor.**

### Midnight's Spectres Faithkeeper

**Use the rules for a Chapter Chaplain from Codex: Space Marines with the exception that the chaplain may not take terminator armor.**

### Midnight's Spectres Recordskeeper

**Use the rules for a Chapter Librarian from Codex: Space Marines with the exception that the Librarian may not take terminator armor.**

### Midnight's Spectres Protector Squad

**Use the rules for a Command Squad from Codex: Space Marines. A company champion is replaced by a Blood Oath and is 0-1.**

# Elites

## Midnight's Spectres Dark One

Use the rules for a Venerable Dreadnought from Codex: Space Marines.

## Midnight's Spectres Techmarine

Use the rules for a Techmarine from Codex: Space Marines.

## 0-1 Midnight's Spectres Guardian Squad

A Guardian squad may use the rules for either a Terminator Squad or a Terminator Assault Squad from Codex: Space Marines.

## 0-1 Midnight's Spectres Professor Squad

Use the rules for a Veteran Squad from Codex: Space Marines.

## 0-1 Midnight's Spectres Hailstorm Squad

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	30	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	4	2	9	3+

**Squad:** The squad consists of one Space Marine Sergeant and four Space Marines

**Weapons:** Bolter Rifles. The Sergeant may have a close combat weapon at +1 pts.

**Character:** The Sergeant can be upgraded to a Veteran Sergeant with Terminator honors for +15 pts.

### SPECIAL RULES

**Bolter Rifle:** The Bolter Rifle is a long barreled version of the bolter which incorporates an integral silencer and M.40 Targeter. In the hands of a skilled space marine, they are used like a sniper rifle.

Weapon	Range	Str	AP	Type	Special
Bolter Rifle	24"	4	5	Heavy 2	Causes Pinning

## 0-1 Midnight's Spectres Harvester Squad

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Harvester	46	5	4	4	4	1	4	2	10	3+

**Number:** A Harvester squad consists of 3-5 Harvesters.

**Weapons:** A Harvester carries a Harvest scythe and a bolt pistol.

**Options:** One Harvester may carry a seed cannon for +25 points.

**Seed Cannon:** A single Harvester may carry a seed cannon for +25 points which launches seeds of a TinTukl plant from those surrounding the maw. Having been originally raised in blood,

these seeds grow rapidly in blood or other body fluids. The seed cannon has the following profile:

<u>Weapon</u>	<u>Range</u>	<u>Str</u>	<u>AP</u>	<u>Type</u>
Seed Cannon	36"	6	6	Heavy 3

While Armor can stop the seed from penetrating, if it impacts flesh there is virtually no saving from it. Therefore, the seed cannon ignores invulnerable saves as the plant converts their body mass into its own form but armor saves are taken as normal.

**Harvest Scythe:** As part of their duties Harvesters utilize harvest scythes or other long staffed blades to tend the TinTukl plants. These weapons are large blades that require two hands to use, but grant a +2 strength bonus and count as power weapons.

**Quick on Their Feet:** In order to dodge the groping tentacles of the TinTukl they handle every day, Harvesters are amazingly quick on their feet. This has the game effect of giving them a 5+ invulnerable save.

# Troops

## 0-1 Midnight's Spectres Conscript Squad

Use the rules for a Tactical Squad from Codex: Space Marines with the following changes

**Made up of Trainees:** The conscript squads are made up of those individual Marines who are training with Midnight's Spectres. They must not be painted as Midnight's Spectres, each will bear the heraldry of it's chapter. The only exception is a veteran sergeant will be a Midnight's Spectres Professor. As such, Conscript squads are not subject the "Whites of their Eyes" special rules, may not be provided with any Midnight's Spectres wargear, and may not be joined by a Midnight's Spectres character for any reason.

**Have to be Learning:** Since a conscript squad must always be fielded as training. They cannot be fielded unless there are at least twice as many Midnight Spectres tactical Marines also present. Thus to field a squad of 5 conscripts, there would need to be at least 10 Midnight Spectres tactical Marines already present.

**Transports:** Conscripts may take a rhino or razorback of their own so long as at least one Midnight's Spectres tactical squad also has a rhino (otherwise there would be no reason for them to be learning transport based combat). This rhino will generally be in Codex Grey to separate it from the chapter rhinos on the battlefield. Conscripts may not enter a Midnight's Spectres vehicle capable of transporting marines even if they otherwise could.

## Midnight's Spectres Tactical Squad

Use the rules for a Tactical Squad from Codex: Space Marines with the following changes.

**Tactical Means Ten:** Only one tactical squad in an army may have less than 10 members.

## Midnight's Spectres Dust Devil Squad

Use the rules for a Tactical Squad from Codex: Space Marines with the following changes.

**Small:** Dust Devil Squads always have a sergeant and 4 marines

**Disruption:** Dust Devil Squads may only select a heavy weapon or an assault weapon, not one of each

**Razorback:** Dust Devil Squads can only use a Razorback or drop pod if they use a transport. They cannot take a rhino.

## Midnight's Spectres Scout Squad

**Use the rules for a Scout Squad from Codex: Space Marines with the following changes**

**Specialized:** Midnight's Spectres use specialized scout squads, so a unit will only have troops with particular armorment. The sergeant may always take a Bolt Pistol and Close Comabt Weapon regardless of if the squad can:

Close Combat: Bolt Pistol and Close Combat Weapons, Shotgun, or heavy bolter.

Tactical: Bolter, heavy bolter, or missile launcher

Hailstorm: Sniper Rifle or missile launcher.

**Back Banner:** because of the large back banner worn by sergeants, the scouts may not infiltrate.

# Fast Attack

## Midnight's Spectres Assault Squad

**Use the rules for a Assault Squad from Codex: Space Marines**

## Midnight's Spectres Land Speeder Squadron

**Use the rules for a Land Speeder Squadron from Codex: Space Marines with the following changes**

**Limited Use:** Midnight's Spectres make limited use of Land Speeders and therefore may only have 0-1 total Squadrons

## Midnight's Spectres Bike Squadron

**Use the rules for a Bike Squadron from Codex: Space Marines**

## Midnight's Spectres Attack Bike Squadron

**Use the rules for an Attack Bike Squadron from Codex: Space Marines**

## Midnight's Spectres Scout Bike Squadron

**Use the rules for a Scout Bike Squadron from Codex: Space Marines with the following changes**

**Back Banner:** because of the large back banner worn by sergeants, the scout bikes do not qualify as scouts.

# Heavy Support

Midnight's Spectres Devastator Squad

**Use the rules for a Devastator Squad from Codex: Space Marines**

Midnight's Spectres Whirlwind - See Codex: Space Marines

Midnight's Spectres Land Raider - See Codex: Space Marines

Midnight's Spectres Vindicator - See Codex: Space Marines

Midnight's Spectres Predator Annihilator - See Codex: Space Marines

Midnight's Spectres Predator Destructor - See Codex: Space Marines

Midnight's Spectres Predator Banshee					
	Points	Front Armor	Side Armor	Rear Armor	BS
Predator Banshee	150	13	11	10	4

**Type:** Tank

**Crew:** Space Marines

**Weapons:** The Banshee is armed with a turret mounted twin-linked autocannon and a turret mounted assault cannon along with two side sponsons armed with heavy bolters.

The Banshee can have any vehicle upgrades for the cost listed in Codex: Space Marines.

# The Midnight's Spectres

## Midnight's Spectres Wargear

The rules below describe how all the specialized equipment used by Midnight's Spectres works in the game. Any items not listed here function exactly as described in the Warhammer 40,000 rulebook or Codex: Space Marines.

**Grand Company Banner:** The Grand Company Banner is the honorific banner carried by the grand company standard bearer. It bears the words "Never Forget" prominently and depicts a scene related to the destruction of the original company of Midnight that is now this Midnight's Spectres grand company designation. The grand company standard may also show particularly high honors of that particular grand company. When carried into battle, the grand company standard inspires those around it to willingly lay down their lives for their past battle brothers. Thus, all Midnight's Spectres within 12" of the banner are stubborn.

**Harvest Scythe:** The harvest scythe is a weapon based on the device originally used by TinTukl farmers for tending their crop. It is large scythe with the blade either of a vibrating electrometal or made from a whirling array of teeth made from a TinTukl Plant. It is still used by Harvesters in caring for and pruning the Tin Tukl plants. In battle the Scythe carves through opponents. It counts as a power weapon (no armor save) and in addition gives the wielder +2 strength when it is being used. It does, however, take two hands to wield and thus this bonus cannot be used with the additional attack granted from an additional hand weapon. NOTE the harvest scythe does not prevent a character from carrying another two-handed weapon, or one handed weapons. They just simply cannot be used simultaneously.

**Nightfall Launcher:** If a nightfall launcher is taken as wargear it will be represented as a small launcher sitting on the battlefield. The character that takes it as wargear has a remote to fire it and must have an assigned transport vehicle that originally towed it onto the field. The nightfall launcher may be attacked and does not require line of sight. If attacked, the launcher has armor 10 and is destroyed on any glancing or penetrating hit. At the beginning of any Midnight Spectre turn, or at the very beginning of the game (before any turns), the character (if still alive) may fire the launcher, this immediately places the rules for night fighting in effect. The effect lasts until the start of the Midnight's Spectres next turn or the end of the first turn (if triggered at the start of the game)..

# Special Characters

## The Command Staff of the Third Grand Company

Brother D'armont Grand Lord of Midnight's Spectres Third Grand Company										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brthr D'armont	145	5	5	4	4	3	5	3	10	2+

Brother Bracchus Faith Lord of Midnight's Spectres Third Grand Company										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brthr Bracchus	130	5	5	4	4	3	5	3	10	2+

Brother Thresh Lore Lord of Midnight's Spectres Third Grand Company										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brthr Medivus	190	5	5	4	4	3	5	3	10	2+

Any or all members of the Command Staff may be fielded in a single battle. However, they will always be members of the same squad. The command staff therefore takes up a single HQ choice and may be used without your opponent's permission.

**Options:** Brother D'armont carries a harvest scythe and a storm bolter. As the Grand Lord of the Third Grand Company he wears a suit of terminator armor.

Because of his ability with the Harvest Sythe, Brother D'armont's can strike a killing blow taking his enemy's head from his shoulders. If Brother D'armont rolls a 6 to wound and the wound is not saved, a multi-wound model is killed outright by the blow.

Brother Bacchus Carries a Crozius Arcanum and a Storm Bolter, and as the Faith Lord of the Third Grand Company he wears a suit of terminator armor.

Brother Medivus Carries a Force Weapon a storm bolter and Wears a Psychic Hood, and as the Lore Lord of the Third Grand Company he wears a suit of terminator armor. He is also an Epistolary class Librarian and has the abilities: Veil of Time and Fear of the Darkness along with a familiar.

**High Command:** Because of their stature, the High Command Present will generally be accompanied by his bodyguard of 3-9 High Guardians using the rules of a Terminator Command Squad.

### SPECIAL RULES

**Masters:** The Command Staff may only be fielded in armies of 3000 or more points.

**Command Track:** Brother D'armont's personal transport is a land raider crusader for +265 points which may be used by the command staff if he is present. If not, the remaining staff may select a Land Raider at +250 points as their transport.

"He is a riddle without solution. If you ever have opportunity to speak with the ancient dreadnought the Midnight's Spectres call Zeus it is highly recommended that you do so. His voice speaks with a resonance of Millennia. There is so much knowledge within that armored shell, and so much pain. In just the brief time I spent with him he showed me scenes from thousands of battles on hundreds of worlds. I saw alien sunsets, and far away seas. I realized how insignificant any one individual is in the universe. At the same time that voice speaks with

an unimaginable sadness. A desperate sense of longing so strong it felt as if my heart were to burst in grief. He is timeless. Even his physical appearance is awe-inspiring. The battle scorched black armor. He is like no other, perhaps he is even the Emperor reborn.”

Inquisitor Herus awaiting execution for heresy