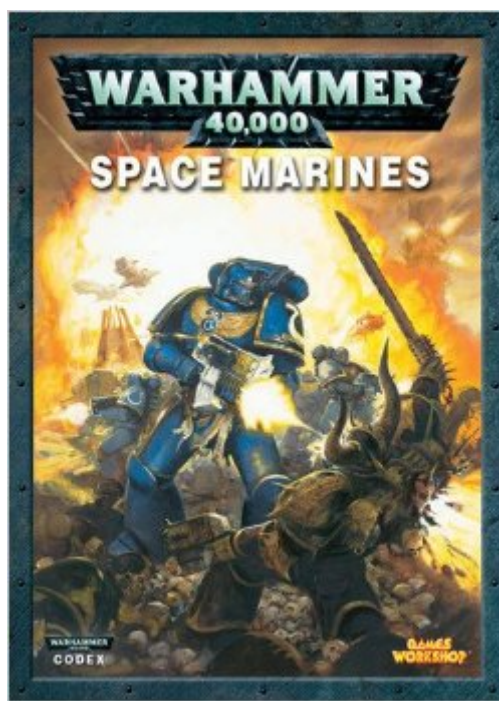


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Warhammer 40,000: Space Marines



Synopsis

The Space Marines of the Adeptus Astartes are Humanity's ultimate warriors, dedicated to the defence of the Emperor and the Imperium of Man. They are barely human at all, but superhuman, having been made superior, in all respects, to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Organised into small independent armies called Chapters, their unswerving loyalty is to the Emperor of Mankind and no other. This 144-page Warhammer 40,000 Codex contains all the rules you'll need to field a Space Marine army, as well as detailed background information, bestiary, accompanying artwork and 'Eavy Metal showcase. You must possess a copy of Warhammer 40,000 in order to use the contents of this book.

Book Information

Age Range: 3 and up

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Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (16 customer reviews)

Best Sellers Rank: #858,477 in Books (See Top 100 in Books) #35 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #138134 in [Books > Children's Books](#)

Customer Reviews

For those of you who are new to 40k, Mat Ward writes all of the codexes, and is Grigori Rasputin reborn. he pampers his favorite factions with amazing deeds and ridiculous characters, then writes everything else off as sideshows. the codex is great for space marine chapters that don't yet have their own codex, but for the love of the emperor, don't play Ultramarines. it's just better that way.

This is an exponentially better codex than my old 4th edition Space Marine Codex. It has so much more 'fluff', aka background information, and includes new paint schemes for new chapters. Even if you dont play the game but read the books and are a fan of the fiction, I would get this codex. It is also a well made book. High quality paper and artwork abound.

This latest incarnation of the Space Marine Codex is the largest one yet. It contains a large amount of background information on the Space Marines (Adeptus Astartes) and their combat structure and units as well as all the rules needed for playing Space Marines in games of Warhammer 40,000. There are many new units and rules added to this book when compared to all previous versions of the Space Marine Codex. Examples include Vanguard Veterans, Sternguard Veterans with special ammunition and the new Thunderfire Cannon. There are also new named "special" characters and new rules for characters that are old favorites. Like other Codex books of the past couple years, there is an annoying need to flip back and forth to find full details of the rules for units, equipment and spells, but other than that this is a fine and enjoyable book. Even if you don't play Space Marines, if you're into 40K, you'll want a copy of this book because Space Marines, their rules and background set the tone for the entire 40K game universe. Recommended.

I picked up a Space Marine and Ork Codex for me and my boyfriend who are getting into Warhammer 40k, this is basically a must if you are going to be playing the game. I have to say the Space marine book is very informative not only in the game playing sense but it also includes lots of great story/"fluff" and background information. The quality of the pictures is superb and there are some really great looking armies in there. It's also worth noting that there is a lot of examples of codex chapters in there as a guide for new players. The codex itself is of good quality for a softback book. The outside is "laminated" in a sense and it's light enough not to be a pain to carry around.

Without the proper codex to play your Warhammer 40k army, you aren't going to get very far. It's always good to own these to make sure you are up to date on your points, as well as knowing the rules that apply to your army. The book looks beautiful, provides backstory, and the pages are nice. The only issue is that the binding style is one of the weaker ones and does necessitate caution and care of the book for it to last a long time.

Great, however, this is the 6th edition codex, and is now no longer useful, as the 7th edition was released and is used at a majority of locations. However, talk to your local games workshop/wherever you go to play and see what edition codex they are using. The link to the new 7th edition is below. Enjoy your gaming!
http://www..com/Codex-Space-Marines-Robin-Cruddace/dp/1782530762/ref=sr_1_1?ie=UTF8&qid=1413930897&sr=8-1&keywords=warhammer+40k+space+marines+codex

I have always bought the Space Marine Codex for two reasons: 1. I need it for basic information on my Dark Angels army. 2. It has such great reading material inside. I rated the durability low on this product because it is a paperback book and creases easy. I have these all the way back to the 3rd Edition and they keep getting better and better. The only thing I don't like is how it doesn't show very many important hero's of the 2nd, 3rd, and 4th founding chapters. This Codex mainly focuses around the Ultramarines with a few mentions or other chapters of Space Marines with visual displays and color layouts, so if you don't want to collect Ultramarines then don't forget to buy the other chapter Codex (for you newcomers who didn't know). So if you are big on Warhammer 40k lore, collecting Space Marines, or just want to know your enemy then I recommend this Codex.

This is the simplest (imho) faction to play in WH40K. Very well organized and plenty of options for selection in customization and squad building.

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