

PROGENITOR

<u>1d100</u>	<u>Progenitor</u>	<u>Geneseed</u> (+ boon/- flaw)
1-40	Ultramarines	+ high stability (-30 to MUTATION roll)
41-57	Blood Angels	-/+ Black Rage -/+ Red Thirst
58-69	Dark Angels	+ high stability (-30 to MUTATION roll)
70-80	Imperial Fists	- missing Betchers Gland - missing Sun-an Membrane
81-84	White Scars	
85-88	Iron Hand	- body dysmorphia
89-92	Raven Guard	- missing Betchers Gland - missing Mucranoid - Sable Brand (makes you fight recklessly at times and hear voiced of the dead) + may rarely possess the ability to Shadow-walk
93-94	Space Wolves	+ Canis Helix - Curse of the Wolfen
95-96	Salamnders	- Melanchromic Organ Malfunction - high instability (+30 to MUTATION roll)
97	Thunder Warriors	- very high instability (+50 to MUTATION roll) + much higher streangth and combat power - shortened lifespan (unstable, falls apart)
98	Chimeric Geneseed (roll 2 times again)	- very high instability (+50 to MUTATION roll)
99	Grey Knights (officially unknown)	+all are psykers + high stability (-30 to MUTATION roll)
100	Heretic Legion (Officially Unknown or Ultramarine)	*depends on Legion

FOUNDING

<u>1d100</u>	<u>Founding</u>	<u>Effect of Founding</u>
1-6	3rd (M32)	+40 to ARTIFACTS roll
7-12	4th (M32)	+30 to ARTIFACTS roll
13-18	5th (M33)	+25 to ARTIFACTS roll
19-24	6th (M33)	+25 to ARTIFACTS roll
35-30	7th (M34)	+20 to ARTIFACTS roll
31-36	8th (M34)	+20 to ARTIFACTS roll
37-42	9-12th (M35, Nova Interregnum)	+15 to ARTIFACTS roll
43-49	13th Dark (M36)	-they do not know who their progenitor is (retroactively) +15 to ARTIFACTS roll - bad reputation (-1 ALLIES roll)
50-55	14-20th (M35 975-991)	+15 to ARTIFACTS roll
56-62	21st Cursed (M35)	+remove 1 negative Progenitor Geneseed flaw - very high instability (+50 to MUTATION roll) - bad reputation (-1 ALLIES roll) +15 to ARTIFACTS roll
63-68	22nd (M37)	+10 to ARTIFACTS roll
69-75	23rd Sentinel (M37)	+ relentless crussaders + good reputation(+1 ALLIES roll) +10 to ARTIFACTS roll
76-82	24th (M39)	+5 to ARTIFACTS roll
83-90	25th Bastion (M40)	+flexible (+30 to CODEX ADHERENCE roll)
91-98	26th (M41)	
99-100	Outside of standard Foundings	

<u>REASON FOR FOUNDING</u>		
<u>1d100</u>	<u>Reason</u>	<u>Effect</u>
1-20	Attack Dog	Is attack dog of one of the other imperial Factions (+1 FRIENDS roll)
21-40	Counter	Made to counter a Specific Threat (+1 ENEMIES roll)
41-60	Standing Force	(+50 Rule over Homeworld Roll)
61-80	Crussade	(+1 MAJOR ACHIEVEMENT roll)
81-99	Experiment	(+30 to MUTATION roll)
100	Peaceful Divorce	Split off from another chapter due to ideological differences (Contrarian Values by default)

PROGENITOR VALUES

Ultramarines	<ul style="list-style-type: none"> > Strict adherence to Codex Astartes (-50 to CODEX ADHERENCE roll) > Strive towards common good (-50 in ATTITUDE TO MORTALS roll) > Moralistic (intollerant to corrupt behaviours) > Honourable
Blood Angels	<ul style="list-style-type: none"> > They are ashamed of their geneseed flaws > Perfectionism (+10 to ACHIEVEMENTS and ARTIFACTS roll) > Sanguinary Brotherhood - part of the greater structure of Blood Angel successors > Optimistic (they believe things can be changed for the better)
Dark Angels	<ul style="list-style-type: none"> > Secretive (few know their true history) > Ritualistic () > Unforgiven - part of the Greater structure of Dark Angels successors > Deathwing - has a company dedicated to hunting the Fallen (+10 to CODEX ADHERENCE roll)
Imperial Fists	<ul style="list-style-type: none"> > Obsessed with Order > Stern (-1 ALLIES roll) > Honour Duels > Pain Glove (meditation to conquer pain is practiced)
White Scars	<ul style="list-style-type: none"> > High Mobility (DOCTRINE is Mobile Warfare by default) > They value Poetry > Savage (-50 to HOMEWORLD roll) > Lancers (like to use power lances when on bikes)
Iron Hands	<ul style="list-style-type: none"> > Clans (Companies have a high degree of autonomy and instead of a Chapter master there is Clan Council (+50 to CODEX ADHERENCE roll) > Forgechain - alternate way to denote seniority > Worshipers of the Omnissiah (Mechanicus is an ally, they worship the Omnissiah as their faith) > Incredibly harsh (-1 ALLIES roll)
Raven Guard	<ul style="list-style-type: none"> > DOCTRINE is Lightning strike by Default > Autonomous Companies (+10 to CODEX ADHERENCE roll) > Trifold path of Shadow (reliance on Ambush, Stealth and Vigilance) > Liberators of Slaves (-50 in ATTITUDE TO MORTALS roll)
Space Wolves	<ul style="list-style-type: none"> > Use Runepriests instead of Librarians and despise psykers > Anti-authoritarian (+50 to Codex compliance roll) > Proud > Festival (enjoy feasting and storytelling)
Salamanders	<ul style="list-style-type: none"> > Promethean Faith is their faith > Compassionate (-100 in ATTITUDE TO MORTALS roll) > Codex Compliant (-20 to CODEX ADHERENCE roll) > Promethean Values (self-reliance, self-sacrifice and loyalty)
Gray Knights	<ul style="list-style-type: none"> > It's own Organisation (+50 to CODEX ADHERENCE roll) > Inquisitorial Connections (Inquisition is their ally) > Bane of Deamons (Chaos undivided is their enemy) > Harsh recruitment (-20 to chapter strength roll)

ADHERENCE TO PROGENITOR VALUES 1d100

*if unknown progenitor pick Unrelated by default

1-20	Imitator	All 4 values are same as Progenitor Values
21-50	Close	Choose 2 progenitor values and roll 2 random values
51-70	Unrelated	Roll 4 random values
71-90	Contrarian	Choose 2 progenitor values and invert them (make them the opposite), roll 2 values

RANDOM VALUES 1d100

1-3	Codex Adherent (-20 to CODEX ADHERENCE roll)	63-64	Non-compliant (+20 to CODEX ADHERENCE roll)
4-6	Art	65-66	Seekers of Knowledge
7-9	Selflessness	66-67	Hierarchy
10-12	Selfishnes	68-69	Blance
13-15	Secretive	70-71	Strength
16-18	Pride	72-73	Loyalty
19-21	Cruelty (+50 in ATTITUDE TO MORTALS roll)	74-75	Compassion
22-24	Bloodthirsty (+100 in ATTITUDE TO MORTALS roll)	76-77	Wealth/Greed
25-27	Martyrdom	78-79	Ritualistic
28-30	Honour	80-81	Premonition (Imperial Tarot)
31-33	Faith (take their religion to the extreme)	82-83	Sorcery Practitioners
34-36	Bureocracy	84-85	Smithing
37-39	Cooperative (+1 FRIENDS roll)	86-87	Ritual Cannibalism
40-42	Free thinkers (+20 to Codex compliance roll)	88-89	Oeathkeepers - keep once given oaths no matter what
43-45	Utilitarian	90-91	Relic Collectors (+40 to ARTIFACTS roll)
46-48	Stern	92-93	Raiders - not above raiding imperial worlds for what they need
49-50	Agressive	94	Non-combatants - the chapter holds a predominantly non-combat role
51-52	Thieving - if you need something steal it	95	Chaos artifacts- does not shy away from using demonic artifacts
53-54	Obsessiveness	96	Xenos Tech - does not shy away from using xenos tech
55-56	Order	97	Deamon-posession ceremonies - each new recruit needs to be posessed by a demon which is then exorcised
57-58	Justice	98	Cult of Personality (they venerate a single individual as some sort of saviour either a marine among them or a mortal (chaos) which tricked them)
59-60	Pride in the Colours - hate doing anything which covers their livery	99	They a practice a form of human sacrifice
61-62	Enemy within the Imperium (+1 roll on FRIENDS table, but they are your chapters enemy)	100	Roll twice

MUTATION

<u>1d100</u>	<u>Mutations</u>
1-40	No additional mutations
41-60	1 minor Geneseed mutation
61-80	1 major Geneseed mutation
81-100	1 major + 1 minor Geneseed mutation
101-120	1 major + 2 minor + 1 misc mutation
121-140	2 major + 2 minor + 1 misc mutation
141-150	2 major + 3 minor + 1 misc mutation
151+	2 major + 3 minor + 2 misc mutation

MUTATIONS

Example: you roll for a minor organ mutation and roll 28, so a hyperactive Haemastamen, that could be interpreted as the marine producing too much blood so they require periodic bloodletting. If it was a major mutation the organ might produce acidic blood instead making the marine's flesh rot, but their blood is an acid which hurts enemies. If you roll 29 so a regression the organ either produces less of the specialised blood or is completely lost (major usually means complete loss of Organ)

	Regression of Organ (odd) - reduces it's effectiveness		Hiperactivity of Organ (even) - changes how the organ works, either just increasing it's efficiency or completely changing it		<u>Misc Mutations</u>
1d100	Minor	Major	Minor	Major	
1-10	Secondary Heart - increases bloodflow + backup heart				Uncontrolable rage
11-21	Ossmodula - responsible for superhuman streangth and size of a Space Marine				Hightened resistance so something (heat, acid etc.)
22-27	Biscopea - stimulates muscle growth				Missing (human) organ
28-32	Haemastamen - increases oxygen carrying capacity (alters blood)				Poison/Acid Sweat
33-37	Larraman's Organ - allows for instantaneous forming of scar tissue when wounded				Symbiotic relationship fith a type of plant/fungi/bacteria
38-42	Catalepsean node - allows for a space marine to not sleep for long periods of time				Seismic sense
43-47	Preomnor - allows for eating of poisonous or otherwise indigestible food				Electric sense
48-52	Omophagea - allows for gaining memories of people ad other creatures when they are eaten				Hightened body temperature
53-57	Multi-lung - allows to breathe in oxyfen poor enviroments and to breathe toxic air				Lowered body temperature
58-62	Occulobe - allows undergoing optic therapy, improves eyesight				Weakness to Chaos
63-67	Lyman's Ear - removes motion sickness and improves hearing				Resistance to Chaos
68-72	Sus-an Membrane - allows to enter suspended animation to survive otherwise deadly injuries				Vissions from the live of progenitor Primarch
73-77	Melanochrome - adapt's a marine's skin colour to the level of radiation				Lack of Emotions
78-83	Oolitic Kidney - removes toxins and regulates the working of other Space Marine organs				Holy Radiance

84-87	Neuroglottis - allows to judge any food for if it's poisonous and increases the sense of smell	Webbed limbs
88-91	Mucranoid - allows a marine to cover themselves in wax and enter a state of suspended animation	Bone Growths - claws spikes, armor etc
92-96	Betcher's Gland - makes spit into acid	Very bad luck (+1 MAJOR FAILURE roll)
97-98	Progenoid Gland - can be gestated into other geneseed organs (to make more Space marines)	Animal traits - teeth and skin of a certain animal
99-100	Black Carapace - allows to directly connect the powerarmor to the nervous sytem	Self-immolation - can cover themselves in fire(or another substance) at will which does nto hamr them but harms the enemy

<u>ATTITUDE TO MORTALS</u>	
1-15	Protectors of Humanity - we need to protect mortals at all cost
16-30	Cordial - mortals deserve to live and be respected
31-45	Cooperative - we need to work with them for the good of the Imperium
45-60	Pity - they'd be useful if only they were marines
61-75	Neutral - they exist good for them
76-80	Dismissive - if they were worth anything they'd have become Marines
81-95	Elitist - they only hold us back we do not work with them
95-110	Hostile - don't come near me you disgusting barely sentient thing
111+	Genocidal - they are everything that is Wrong with the Empire of man

<u>CODEX ADHERENCE</u>	
1-10	Breaking the rules of the Codex Punishable by death
11-30	Is considered a generally useful and adhered too, exceptions are made.
31-70	Organisation somewhat resembles what is found in the Codex.
71-90	Playing loose with the rules, but nothing that would tick off the Inquisition.
90-100	Yeah. Let's hope no-one comes to investigate. (+50 to STRENGTH roll)

<u>FAITH 1d100</u>	
1-30	Veneration of the Emperor (Not as a literal God)
31-55	Veneration of progenitor Primarch
56-65	Local Faith - either a religion picked up from mortals or unique to the chapter
66-75	Imperial Cult (veneration of Emperor as literal God)
76-85	Imperial Tarot (yeah read met hat future)
86-90	Ancestor Worship (prayer to fallen Battle brothers)
91-95	Veneration of the Omnissiah (members of cult Mechanicus)
96-100	Imperial truth (adherence to The Emperor's original vission)

<u>HOMEWORLD TYPE</u>		
1-30	Hive World	
31-60	Feral World	+10 on homeworld biome roll
61-70	Feudal World	
71-80	Civilised World	
81-90	Uninhabited World	+50 on homeworld biome roll
91-100	Fleetbased chapter	don't roll a homeworld biome, +50 to FLEET roll

<u>PREDOMINANT HOMEWORLD BIOME 1d100</u>	
1-10	Plains
11-20	Swamp
21-30	Urban/Human Ruins/Xenos Ruins
31-40	Jungle
41-50	Desert
51-60	Tundra
61-70	Mountains
71-80	Ocean
81-90	Frozen Wasteland
91-100	Catachan-like-Jungle
101-110	Poison World
111-120	Boiling World
121-130	Dead
131+	Airless

<u>RULE OVER HOMEWORLD 1d100</u>	
1-33	Direct Rule - the Chapter is the government
34-66	Stewardship - mortals rule mortals, but according to our rules
67-100	Distant Rule - just pay the tithe

RECRUITMENT		
<u>1d100</u>	Inhabited Homeworld	Uninhabited Homeworld or Fleetbased
1-33	Volunteers only	Tythe
34-66	Tythe/Feudal Obligation	Raiding of Planets
67-100	Kidnapping	Farming Humans

DOCTRINE			
1-10	Close Combat	61-65	Terror
11-20	Ranged Combat	66-70	Deception
21-25	Armoured Assault	71-75	Combined Arms Approach
25-30	Stealth	76-80	Ambush
31-35	Lightning Strike	81-85	Fort defense
36-40	Drop Pod	86-90	Sniping
41-45	Thunderhawk Assault	91-94	Overwhelming firepower
46-50	Siege	95-98	Mid range Combat
51-55	Shock and Awe	99	Charges
56-60	Mobilie warfare	100	roll 2 and combine

TRAINING 1d100

1-10	The Holy Bolter: The chapter undertakes drill with the bolter and meditative prayer daily, and may combine the two
11-20	Mental Bulwark: The chapter's hypno-indoctrination is more thorough than most, leading to strong-willed if inflexible astartes
21-30	Warrior Angels: Astartes of this chapter are famously skilled with both gun and sword, but sometimes lacking in more abstract skills
31-40	Mens et Manus: This chapter believes in building their brother's minds and bodies to peak performance, the better to be ready for anything.
41-50	Endure Anything: Training in this chapter emphasizes the need for any squad to be ready to endure any trials they find themselves in. They produce tough, durable brothers with diverse specialties.
51-60	Duty Unto Death: Astartes of this chapter will readily take on missions others see as suicidal, and soldier through any pain they encounter on the way.
61-70	Shatter the Foe: This chapter considers the best way to combat the enemy to be fast, powerful strikes which demoralize enemies and inspire allies.
71-80	Scholar-Knights: All Astartes of this chapter are expected to be well-read and treat gathering intelligence as a duty of equal importance to direct destruction of the foe.
81-90	Shepherd-Marshals: The chaplain's arts are spread well beyond the reclusiam in this chapter, and its brothers inspire those they fight alongside with their stirring rhetoric and skill with the blade.
90-100	All Paths to Victory: This chapter encourages an unusual degree of freedom in its training, with a result of very diverse skillsets and aptitudes among its astartes.

<u>ROLE OF NON-ASTARTES 1d100</u>	
1-10	Useless - we tend our forges we, steer our ships. We have servitors and neophytes for the rest.
11-30	All-but slaves - chapter serfs are trusted to perform only the simplest of tasks
31-50	Standardised role - serfs do whatever is required of them usually cleaning, management of documents and other menial tasks
51-60	Aid the librarians - the Librarians, Astropaths and Navigators cooperate unusually closely
61-70	Reserve - serfs will be called to aid in combat if a need arises, but are no explicitly trained to do so or used often
71-80	Craftsmen and Artisans - serfs serve an important role helping maintain weaponry, or in creating various artistic designs within our ships
81-90	Medical Aid - serfs aid Apothecaries in tending to wounds among astartes and maybe even among mortals if we're feeling nice
91-100	Combat Duty - there is a delegation of chapter serfs, serving as a mini Imperial Guard detachment helping patroll and oversee already captured areas. Some serfs are very well trained and may even aid in training of Neophytes in early stages of recruitment.

SPECIAL EQUIPMENT 1d100

1-10	Traditional Weapon: The Chapter favours one specific weapon over all others. Choose one specific weapon to serve as the Chapter's traditional weapon. Examples: Power Sword, Bolt Pistol, Melta Gun
11-20	Totemic Charm: This Chapter has strong beliefs in the icons of either the Emperor or their Primarch. A Battle-Brother from this Chapter would never be caught without such an icon on their person. Example: Chapter Heraldry on a necklace, Imperial Aquilla tattooed over the right eye
21-30	Modified Jump-Pack: Primarily seen in Chapters that favor the Assault Combat Doctrine, Battle-Brothers from this Chapter modify their Jump-Packs (with a Tech-Marine's help of course) to provide a more glorious sight to their allies and a more terrifying one to their enemies. Examples: Jump-Pack's created in different shapes such as angel wings
31-40	Bestial Companion: More common among those Chapters whose origins come from Feral Worlds, this Chapter prides itself on raising hunting animals to assist in battle. Examples: Fenrisian Wolf, hunting birds
41-50	Rare Weaponry: Whether through the blessing of the Adeptus Mechanicus or sheer good fortune, this Chapter has a large stock of weaponry that is considered rare amongst the other Chapters. It is seen as a symbol of honour to wield one of these weapons in battle. Examples: Astartes Assault Cannon, Digital Weapons
51-60	Blessed Wargear: It is common for members of this Chapter to have their Wargear blessed by a Chaplain before battle. Doing so puts the Battle-Brother's mind at ease and more focused on the task at hand
61-70	Special Mount: While other Chapters may keep animals as companions, this Chapter uses them for what they were intended for — transportation. Examples: Fenrisian Wolf, Carnodon, very angry Grox
71-80	Special Vehicle: This Chapter prefers to ride into battle in more modern conveyances. While the traditional Space Marine vehicle is the Rhino, other Chapters may use more rare vehicles as primary transport. Examples: Modified Rhino, Land Raider, or Land Speeder
81-90	Preferred Fighting Style: The Chapter has a specific way in which it prefers to go about killing the enemy in the name of the God-Emperor of Mankind. Examples: Bolt Pistol and Chainsword, dual Power Swords, special Bolter pattern or ammunition
90-100	Modified Weaponry: When the Chapter's forges produce a weapon, they produce them in a style that is specific to their Chapter. Examples: Power Sabre, Bolt Pistol with weighted butt for clubbing

FLEET 1d100

1-10	1 battlebarges + few strike craft and support craft
11-20	1 battlebarges + some strike craft and support craft
21-30	1 battlebarges + a lot of strike craft and support craft
31-40	2 battlebarges + few strike craft and support craft
41-60	2 battlebarges + some strike craft and support craft
61-80	2 battlebarges + a lot of strike craft and support craft
81-95	3 battlebarges + some strike craft and support craft
96-130	3 battlebarges + a lot of strike craft and support craft
131+	Rare type of ship + 2 battlebarges + a lot of strike craft and support craft

ARTIFACTS

Over their years of service the chapter collected various artifacts. Some of which they do not even use just keep safe due to their corruption.

1d100	(Result of roll-50)/20 rounded up decides how many artifacts the chapter possesses. Roll for each artifact. Example: a roll of 90 is 2 artifacts so roll 4d100.
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2d100	TYPE OF ARTIFACT	CHARACTERISTIC
1-10	Grenade	Mastercrafted
11-20	Boltgun	Holy
21-30	Banner	Exotic/Advanced Material
31-40	Chainsword	Psychically Infused
41-50	Shield	Ancient
51-60	Power Sword	Heresy Era
61-70	Power Spear/Lance	Contains Bodyparts of an Imperial Saint
71-80	Cloak	of Progenitor Primarch
81-90	Vehicle	Dark Age of Technology
91-93	Tome	of Malcador
94-98	Jump Pack	Xenos Origin
98-99	Armor	Demonic
100	Spaceship	Emperor's (not literally his maybe he used it once, or something)

<u>STRENGTH 1d100</u>	
1-10	Endangered
11-40	Under Strength
41-90	Normal
91-100	Over Strength

<u>ENEMIES</u>	
1-2	Roll on FRIENDS table
3-21	Orks
22-30	Tau
31	Farsight Enclaves
32-42	Craftworld Eldar
43-51	Tyranids
52-60	Genestealer cults
61-70	Chaos Space marines (roll on CHAOS TABLE)
71-75	A particular disciple of Chaos (roll on CHAOS TABLE)
76-80	Another Chaos aligned group (roll on CHAOS TABLE)(roll minor faction-chaos table)
81-90	Dark Eldar
91-97	Necrons
98-100	Minor xenos (roll minor faction-xenos table)

<u>MINOR FACTION TABLE</u>		
1d100	XENOS	CHAOS
1-10	Kroot, Vespid (other T'au aligned Xenos)	Pirates
11-20	Hrud	
21-30	Fra'al	Renegade Imperial Guard regiment
31-35	Uluméathic League	
36-40	Yu'Vath/Rak'gol	Dark Mechanicus
41-50	Enslavers	
51-60	Barghesi	Traitor Titan Legion
61-65	Thyrrus	
66-70	Hellgramite	
71-75	Loxatl	
76-80	Saharduin	Rebelled secessionist human empire fallen to chaos
81-85	Xenarch	
86-90	Cythor fiends	Chaos Sisters of Battle
91-95	Nightmare-Engines of the Pale Wasting	
96-100	Chaos Xenos. Roll on this table again and then CHAOS table	Chaos Xenos. Roll on Minor faction-xenos table and then CHAOS table

<u>CHAOS 1d100</u>	
1-35	Chaos Undivided
36-51	Khorne
52-68	Tzeench
69-83	Nurgle
84-99	Slaanesh
100	Minor Chaos entity

FRIENDS

1-5	Administratum
6-15	Adeptus Arbites
16-30	Another Space Marine Chapter
31-35	Adeptus Astra Telepatica
35-45	Adeptus Mechanicus
46-50	Adepta Sororitas Militant Order
51-53	Adeptus Titanicus Legion
54-55	Imperial Knight House
56-58	Astropaths
59-60	Charist Captains
61-65	Ecclesiarchy
66-75	Imperial Guard Regiment
76-79	Imperial Navy
80-85	Inquisition
86-88	Navigator House
89-91	Officio Assassinorum
91-93	The local PDF
94-98	A Rogue Trader Dynasty
99	Schola Progenium
100	Scholastica Psychana

<u>MAJOR ACHIEVEMENT 1d100</u>	
1-10	General history of an efficient and honourable service
11-20	Put down a secessionist rebellion
21-30	Rescued Dark Eldar captives of another faction (+1 roll on FRIENDS table)
31-40	Grievoud casualties were inflicted to an Eldar craftworld
41-50	Conqured many formerly Xenos Worlds for the Glory of the Imperium
51-60	Protected a Fortress world against unimaginable odds longer than expected
61-70	Chapter Master has slain Ork Warboss in Personal combat
71-80	Exterminated a Chaos/Genestealer Cult
81-90	Stopped a WAAAAGH from destroying a planet
90-100	Slaying of a Demon Prince

<u>MAJOR FAILURE 1d100</u>	
1-10	Failed to Uphold an Oath
11-20	Battle brothers were kidnapped by Dark Eldar and never retrieved
21-30	Was sent on a Penitant Crussade
31-40	Botched evacutation of a planet being attacked by Tyranids
41-50	Arrived too late to a major battle causing it to have been lost
51-60	Former Chapter master died from a trap laid out by the enemy
61-70	Destroyed or lost a valuable artifact
71-80	Is considered to have acted dishonourably by another Chapter
81-90	Previous Chapter homoeeworld defected to T'au Empire
90-100	A portion of the Chapter fell to Chaos