

VOLUME TWELVE THE FALL OF ORPHEUS









THE MAYNARKH RISE FROM THEIR DREAD SLUMBER

> THE FALL OF ORPHEUS HAS BEGUIT





VOLUME TWELVE THE FALL OF ORPHEUS

By Alan Bligh





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14

CONTENTS

Introduction	
Darkness Falls.	
The Chronicle of the Orpheus Sector	
The Fate of the Angels Revenant	
The Battle of Amarah	

The Orphean Salvation Campaign	
Company Rules	- Warzone Five: The Void War
Eptional Campaign Rules	- Legendary Mission' City of the Damned
The Macrones of the Orpheus Sector	- Legendary Mission: The Walking Dead
Battone One: The Nightmare of Amarah	- Legendary Mission: From the Depths
Rattore Test: The Arcentis Cluster	Legendary Mission: The Haunted Palace
- Baccine: Thee: The Bounty of Hydroghast	- Legendary Mission: Tomb Raid

The Dark Harvest	
Dank Harvest Warhammer 40,000 Necrons Army List	102
	108
	108
Tateli the Binded	110
-Wanzeld Overland	
-Rout Court of Marrarkh	112
Trange	113
Remarkit Marrier Phalatx.	113
Warranth Flayed One Pack	113
Renald Innotals	114
Dedicated Transports	
Pre-	116
Caroptek Tomb Stalker	116

The Minotaurs Chapter. .

hootiguarters	
Cant Actimics Moloc. 14	
Windtaurs Chaplain Ivanus Enkorri,	46
Real Askes	47
Demoties Command Vehicle 14	48
Support	19
Replator Sergeant Hamath Kraatos. 14	

The Death Korps of Krieg. .

Death Karps of Krieg Assault Brigade Army List			172
Readquarters			183
Death Korps Marshal Karis Venner			183
Death Karps Company Command Squad			184
-Death Karps Quartermaster Cadre			186
376			187
Death Korps Combat Engineer Squad			187
-Griffon Strike Battery			188
Comman Russ Forward Command Tank			188
midta Flak Tank Battery			189
Death Korps Rapier Laser Destroyer Battery			189
Toops.			190
Death Korps Infantry Platoon			190
Death Korps Platoon Command Squad			190
Death Korps Infantry Squad			191
Death Korps Grenadier Storm Squad.			192
Dedicated Transports			193

Campaign Appendix: Zone Mortalis	210
The Zone Mortalis Assault Mission	216
The Zone Mortalis Encounter Mission	218
Zone Mortalis Stratagems.	220

E	89	27	Line X	1220
Charnel Lychouard		19280		17.14
ast Attack			******	119
		 ******	121212	
Canoptek Acanthrites		181000	Acres	119
Maynarkh Canoptek Scarab	Swarms.		A	1,20
Canoptek Tomb Sentinel			7. 1. 1. 1. 1.	121
leavy Support				122
Tesseract Ark.			and the	. 122
Sentry Pylon				123
Night Shroud Bomber				124
uper-heavy				127
Gauss Pylon		 	0	127
ortification			64 MRC	. 128
Nerros Tomb Citadal				129

..... 132

Storm Eagle Assault Gunship	150
Storm Eagle Assault Gunship - Roc Pattern	
Space Marine Sentry Gun Battery	152
Deathstorm Drop Pod.	153
Space Marine Predator Infernus	154
Space Marine Deimos Pattern Predator Executioner	155
Spartan Assault Tank	56

- Storm Chimera.	193
- Centaur Carrier	194
- Hades Breaching Drill	195
Fast Attack	196
	196
Death Korps Death Rider Platoon	198
	198
- Death Rider Squadron	199
- Salamander Reconnaissance Squadron	200
	201
	201
	202
- Death Korps Leman Russ Tark Squadron	203
	204
	205
	206

Apocalypse Rules Appe		 	 225
Appendix: Super-heavy Ve	ides		226

CLASSIFYING THE ENTRIES IN THIS BOOK

Separt of this book: we have included vehicle and unit profiles for many of the foress involved in the fail of Orghess to they can be used as of ficial additions to your games. Some of these units and the manisters are innered for use in Apocalyze games, which others are more suited for standard Warhammer 40,000 games. In order to make it clear at a glance which are which, give will find a number of standard Warhammer 40,000 games. In order to make it clear at a glance which are which, give will find a number of standard will be the site in this book. These are as follows:



Warhammer 40,000 Apocalypse Unit: Units with this stamp are intended for games of Apocalypse and larger games of Warhammer 40,000 where there is an agreement between players in advance to use super-heavies and other highly powered units.



Warhammer 40,000 Unit: This unit is intended to be used in 'standard' Warhammer 40,000 games, whin the usual imitations of Codex selection and force Organisation charts. As with all of our models these should be considered "official", but as they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forger World models before you start.

8

INTRODUCTION OF THE DEATH OF WORLDS AND DARK THINGS STIRRING IN THE VOID

Nelcome one and all to The Fall of Orpheus

To book, the twelfth in the series of Forge World's Imperial Amour campaign and expansion books for Wahnameter 200, a devoted to the Necrons. It takes the storp, it mand foremost, of the gavakering of the Necron Maynameter 2014 and the series of the series of the series of the series and the savage onstanght to rectain the vortils is overhords, seen and and exerimate the version surface series that now occupy them-antimative series and this case.

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Lady, as skywyj, I have a few thank yous to make, first and foremost to the Forge World Book Production team for their creativity, enthusiasm and excellence and without who all this would merely be words on a page. To Forge world's and Games Workshop's Design Studios for bringing these worlds to life by creating fantatic new models which bring further scope and depth to the Wahammer 40,000 universe, my play testers and of course to you, the hopkings, for your confined support and for clamouring on the sensors to take to wair.

14/1/2

Alan Bligh

anuary 2013

++ Imperial Celestial Wave Band Override/Interrupt ++

- ++ Clearance Osiris Black ++
- ++ Astropathic Burt unavailable/blocked ++
- ++ Realopare Signal Priority Maxima ++

- Message Bratms +++

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mightmary has come ... silence ... cold ... >>

Disorder widespread, Deluvian sub-sector, ontbreaks of maduess and mass suicide reported, civil collapse imminent on...

<<... the Mather of Oblinion comes...death comes... embrace...>>

.... urgent fleet annistance required from Begmeutum Beserve, reinforcement....

Emergency addendum: Kast communication ecceived from Drucilla Majoris indicates sources as abscrad by primary hivo ouerdue by scorators hours, repeat—the sun has failed to rise, catastraphic temperature dreames gladading on effert...

... may the God. Emperor have mercy upon our souls ... ++

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Emergency Broadcast System/ /Incoming Message/ /servitor nodes - Elassifyd Osiris Black +





Darkness Falls

Being an Account of the Invasion of the Orpheus Sector by the Neeron Host for referral to all Officers IC3 Imperial Field Command/Naval Ship Masters/Adeptus Astartes Officers/Clearance Umbra-Telos: Battlegroup Salvation/Orphean Cordon Exterminatus & Gorgon Quintus Cartam Forces.

Per selvaded within in domains would have believed the Orphone Starts study on the proceptical analysism. That his preserves also also historical procession of the Orbits Starts Imperiation which has endered for surry faster through your against the images of the Orbit and the practises of settlem, the destruction of circles are also demonstrated the could set procession of the additional settlem and the model and the practices of the Orbits and the practises of settlem, the destruction of circles are also demonstrated for label and the practises of settlem. The destruction of approximation of the orbits in the starts are handred standard darge generes of the Orphane works would be laid water and their paradiants, molecular in the billings, part to the owner. New that all other homestry had research andred them all dataset areas would be created with the homestry bad research and the dataset areas would be created within the for homeses and homester in the starts are compared and the start and the homestry had research and the dataset. Bad the other based areas at the homestry had research and the dataset areas would be created within the for homeses and homester inters. Bad the dataset areas would be created within the for homes and had model and the dataset. Bad the dataset areas would be created within the for homes and had model and the dataset. Bad the dataset has a model homester had areas at the and the dataset.

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The following calculating documents, associated group activation galaxy documents accounted of the program of

+++ Certified by my hand +++ +++ Scarman Ha Vass +++ +++ Inquisitor Ordo Xenos +++

Principal Celestial Domains of the Orpheus Sector

Domain	Classification/Notation	Domain	Classification/Notation	
Amarah	Bretar Throng-bald (Bine Warth /	Eusmarchus	Fartrese Warld	
	Fortrees Imperialis and Principal	fildminter	Andresterint World	
	Fiert Anchorage of Battledlert Grubenn	florres	Karbrunal Benitentiarn World	
Aurophel	Imperial World*		Access Cust due to an-going We Bigemi	
Apallgon	[Access Bestricted/Ordo filalleus Clearance Bequired]	stigre	Forge Worth	
Aruth	Neudal World	Hallasite .	Frontier Colony [Undesignated]	
Arrautts	Invertal World*	[lataru	Feral World	
E'syn'ad	Beite World/Orbital Naval Outpost/ Astropathic Selay Station	Kibasu.	Bine World [Population in Btate Errminal Decline]	
Chemarin (3-10	Industrial Meride (Maraina: On-	Belakhur	Fruntier Culony [Undenignated]	
	going Civil Revolt in Progress)	Buint filardink's Bune Imperial World"		
Decapolis	Hire Borld	Thangets	Abandourd World [former	
Orncilla Majoris	Impretal World* [Inquisitorial		Industrial World]	
	Notification: Extendsive Category Delta – Neur Anins Present]	Etalue	Quarantined/Death World	
Eptrus	Agri-morth			
Harrow Watch	Adeptus fleekanicus Observation Otation	<bestquation: *imperial="" colony="" equiv:="" po<br="" world="">1,000,0000 +: Mandated Imperial Commander - f Civilised Begister Terran Ordinance Cardinal Keni</bestquation:>		
Rigdroghant	Agrt-world [Ørrante Bubtupe]	Ministorum Ordinance/Mercantile Register Admin Chartered Ordinance, etc. Ore Addendum Vile> <merlds 37="" addeal<="" ant="" dee="" imperal:="" minuta="" shaam.="" td=""></merlds>		
Sorgon Quintus	Death World [Saperial Gitard Minster Btation]			
t der Khrad	Fendal World			
Libethra	Adeptus Antartes Fortress Monastern/Ohrine Morld			

++ Bub Category: Access Clearance Umbra Accepted++ Dead World/Prohibita Brad Morid Brobibita Bead World Brobibita Anomalous Criestial Mass/Prohibita Death World/Brohibita

Shought for the Bay: Batred to the shield of the righteous man.



Harcow Watch

Co Haxan Dector

Hesod Nebula

A,

Degmentum Sempestum terminal barder+

The Cold Veil

a Maioris

Orucillan Sub-se

Baint Marduk's Bane

Orphean Pilgrimage

The Outer Darkness (Entropic Zone)

The Deiled Region

Co Legak Bectar



THE CHRONICLE OF THE ORPHEUS SECTOR

required and hereby epitomised by the Writ of the Departmento Cartographica Imperialis; 2561997.M41, with marginalia, selection and addendum by Septima Tourqville, Inquisitor, Ordo Xenos.

EXTRACT DATUM

- Reference: Orpheus Sector, the Dark Marches Region, Segmentum Tempestus (hexref: 14/3/SG)
- Capital: Amarah Dominus, Amarah System [Class-III Hive World, Designate Sector Fortress Imperials, Primary Anchorage of the Battlefleet Orpheus]
- Administrative Sub-divisions: Three Primary
- Sub-sectors [Capitoline, Drucillan, Deluvian], Eleven Secondary Administrative Regions, Seven Exempted Divisions
- Sector Tithe Grade: Secundus-II
- Meridian Transit/Holy Terra: Priority 17 weeks Tellurian Standard
- · Carto-Celestial Navis Rating: Tenebrae-Golgol-1277
- · Spheres and Dominions Major: 26
- Spheres and Dominions Minor: 121
- Population Estimae: Epsilon-137/22b

"Blessed is he who dies as he has lived - in Ignorance"

What follows is the choralize of significant events that marks the selected hotory of the Orphal's Sector of the Segmentum Tempestus, a far fluing and solated beacon of the mighty impection on the deg of the beyond, bordering as it does that cold and wast wasteland of ignorance and studdows; knows and the Veiled Rejon, with particular note to windegrand events and potents of dark omen and mysterous clighting which have befallen this place in times past.

This extract is designated for the knowledge and dissemination of such servants of the God-Emperor of Markind who may be needful of its Wurnination, and is classified Magenta-seventeen in clearance by the Office and Ordinances of the Administratum Tempestus.

Inquis. S.T

THE MARCH OF AGES

[See Additional Listed Archives – not visible: 2,100,345 entries not matching criteria of investigation]

C.M30 - 570-750: The Voyages of Orpheus

During the latter years of the Great Crusse, typeval later has its hart he legending flops. Taket Lady Arkin Opheras conducted ranging excellations in the water eagence knows the Mandagares ratios on the exames balance of what Diplical voyages, intended to save as gaintified for later. Ophera voyages, intended to save as gaintified for later, displang these compromy Space Merrie (space) foreis and the millitest support, uncover a region voltrer a few displang these compromy Space Merrie (space) foreis and the millitest support, uncover a region voltrer a few the displang these compromised to save the foreign read/comprom the support, uncover a region voltrer a few the same save of 16 framps star systems. The majority of which are incapable of sustaining life, although this may not have always been the case, not its frequent celestable hazards. Surviving references to the floque Trader's later voyages, led in the great Coverant Nuisi Temple on Terra, also make cryptic references to numerous enginatic and sinster pre-human nums more than the second strategies of the second strategies and more than the second strategies of the second strategies of the second strategies and strategies for each of the of demonstrate and strategies for second strategies of the second strategies and strategies for second strategies of the second strategies and strategies for second strategies of the second strategies and strategies for second strategies of the second strategies and strategies of the second strategies of the second strategies and strategies of the second strategies of the second strategies and strategies of the second strategies of the second strategies and strategies of the second strategies of the secon

C.M31: The Sundering of the Imperium

The Great Betrayal, and the savage civil war that follows, rigs apart the failer of the imperium before the Advancegoran Stars can be fully pacified by the Crusade's forces. Throughout the war, and the decades of strife that followed it, the area remains a lawless borderland under enter side of the fratricidal war's control, and the haunt of renegades and remos cossist adwarts for the wounded timperium.

C.M31 – pre 100/The Scouring/Unknown: The Scourge of Dynat Crowbane

During the unending bloodshed of the Scouring, the traitor warlord Dynat Mal of the Alpha Legion, known as 'Crowbane' for his ambush and slaughter of Raven Guard forces during the Battle of Lyx, flees to the Mandragoran Stars and gathers to him a coterie of renegades, diabolists and traitors thousands strong. Imperial forces sent in pursuit are repeatedly out-manoeuvred and cut apart piecemeal as Dynat's forces, now known as 'The Shadowed Ones', employ guernila tactics and dark forces to extend their mastery of the region. After the vital Imperial outpost station at Amarah is attacked and destroyed, its entire population slaughtered and stockpiles plundered, any Imperial claim to the region is effectively severed. This sundered realm, caught beyond the light of the Imperium at the edges of the Veiled Region. becomes known as the Dark Marches and is benighted by ignorance and discord, and shrouded from human sight.

C.M32 circa 170: Vengeance Denied

A Raven Guard taskforce, under the command of Shadow Captain Kallengier, conducts a covert mission into the Dark Marches with the intent of finding their ancient enemy and taking their vengeance, but finds nothing but lifeless silence and long cold wreckage where once traitors plotted and built their strength. On the surface of the jungle-shrouded world of Apollyon, they find the broken-backed hull of the strike cruiser Occam's Razor-known to have been an Alpha Legic vessel-standing like a grave marker over a valley filled. thirty metres deep in places, with the bones and shattered armour and wargear of thousands. Alpha Legion, White Scars and Iron Hands relics are identified among the charnel pit's contents, as are mutant human. Eldar, Khrave and several unclassified xenos forms. The prognostications of the Raven Guard's Librarians foretell doorn should they linger and, with their vengeance denied, the sons of Corax leave the illfavoured stars of the Dark Marches.



ORDO XENOS SEALED ADDENDUM 77//90/ CLASSIFICATION: MANDRAGORA

Reference for the eyes of the Ordos only. The "Mandragora" enigma': Consultation with any Dictionary Imperialis will throw up a great many definitions and printing for this ancient and portentous word. Meanings whose import and identity range from a sinister plant form said to be indigenous to Ancient Terra that had the reputed power to scream in pain when upropted, to a renegade Lorinar mercantile cartel of the pre-Apostasy Comerica Dominion period, to a lesser mendicant saint widely venerated across the second quadrant for his works among the poor. These three definitions only scratch the surface of this word's usage in our Imperial age, and are so far apart in meaning as to leave any true connection between them at best indecipherable, but for those with deeper and wider understanding, the word 'Mandragora' to we of the Ordo Xenos has a resonance of darker import, particularly when it refers to place and locale. Although the association's origin has been lost to the blackness of war and dead time long since before the rise even of our God-Emperor, the word 'Mandragora' and its derivations has been fastened to regions and lands, sometimes to whole worlds and indeed vast sweeps of the void, best left alone. It is a name given to seats of ancient alien power and to unhallowed and accursed places where the writ of Man has never extended, and whose shadows are tenanted with older and fouler intelligences than even legends dare allude to.

552.M32: The Child of the Beast

As the Orks rampage across the Imperium in unprecedented numbers and lay waste to many thousands of worlds, a vast space hulk called by the Orks that infest it 'Da Iron Worm marauds across the Uhulis Sector. Inexorably passing from world to world, nothing can stop the green tide unleashed from within its cavernous holds and Battleoroup Azezel the fortress worlds of Armstrong and Velgagrad and the Force World of Temaxia are destroyed one after the next, leaving the sector's core worlds in the UI-Seraph Cluster and their hundred billion souls prostrate before the Ork onslaught. Their doom is averted when a warp storm erupts and blasts the Iron Worm and its ramshackle fleets off course and deep into the Empyrean. Pursuit ships attempt to follow the vessel, but the storm is savage and many are lost. The last communication heard from them is that the Iron Worm has plunged into the heart of the Dark Marches. It does not return

610.M36: The Return of Orpheus

Is the wake of the Age of Apostary, the Segmentum Temperatures sets arrangement in power and a remissance of expansion, known to Imperial Instorians as the 'Raing Storm'. This fast a enabled by the fast that the Segmentum had been left relatively unscritted by the containes of turnit that proceeded this time and a concurrent time. If the Trequert all unselectade ways proms that Jan, in ages teldors, given the segmentation of the set of the set of the set of the set of the instrument of the set of the set of the set of the set of the theorem of the set of the set of the set of the set of the to destroy ingering threats within their dimana, and public date, and Ordy't work bookeds of the imperiation test. The most

Primary Order of Battle Armada of the Dark Marches Crusade

Imperial Fleet

Artra Braninas	Appealupse Class Battleehtp
Shunder of Hennes	Obreran Class Battleship
Cardinal Gogol	Getrareh Elass Grand Erniare
Belicosa	Armagedden Class Battlerruiser
Baldien	Brath Class Grand Assault Barque
	4
Breund Line Ceutorr Bquadeons .	7
Light Graiser Bquadrous	
Escort Bquadrain	215 22 20 20
First Eine Assault Bquadrons	12
Anxilturg, Privatere and Provende	r 129 (diverse and

Adeptus Astartes Forces Kin Champins C Compute Apple Krewat C Compute Namatice C Compute Namatice C Compute Statisticans Kink Course Kink Course

Notable Adeptus Mechanicus Units

Explorator Militant Ortachments	3 Covenants
Ergis Øsedax (Che Cockatrices)	1 Bemi-legio
Rouse Bublice	Honsehelds
Shitarii Praetorea	4 Sealments

Primary Imperial Guard Units

Ermpesta Bathannen Bafanteg	
Tempesta Buthawarn Reasy Infantry	
Cempesta Bathausen Meilsanited	
Tempesta Bathanorn Command	
Tempesta Penitent Legions	10 Center
Brens of Hurr (Feral World Auxilia)	
Koenin Heavy Armoured	
Kaenig Plozeer Corps	2 Corp
Hilmlan Rifles	
Bibnian Ordenners	4 Brgimrat
Mihalan Kancers	
Rihulan Command Cabre	
Bashatras 111" Bronelabs	
Nerromundan Gaard Jafantey	
Nerromundan Board Armoured	2 Regiments
Forster Blunderow Drop Tropps	
Carcastan Beregulars	
Commissariat Graining Cadre.	1 Company (ean.)
Militaris Otermirenpers	
Forsure Bluoderous Drop Grunps Carrastan Feregulars Commissariat Graining Cabre	



successful of these is the Dark Marches Crusade, commanded or card Tempestus Hal Orpheus, lineal descendant of the Topue Trader house that had first explored the region's similar maches millennia previously.

753-900.M36: The Dawning Years

A time more than a century and a half after its outset, the subset Natches Concussed is over. Declared a mighty victory time forces of the imperium, it has sociurged counties must and concurred over six hundred worlds for the Godimmenn dominion. There worlds and systems, spread in an or band accoss the border of the Welder Region, as by and social the border of the Welder Region, as by and social the social of the Welder Region, as by and social the social of the Welder Region, as by and social the social of the social the social the social context social to the social of the other social to the social to the other social to the social to the social to the social to the other social to the social to t

In scaling Ophies Sector is secured trough the ancer of concept and task Annah for is obtained link long means douglash having more recently served again a substantiation of the sector of the sector of the sector of sectors the sector of the ophies douglash and become the sector of the ophies douglash and become the sector of the ophies douglash and become the sector of the ophies of the sector of the sector of the ophies of the sector of a daptic Mechanica sector of the ophies of the sector of the sector of the ophies of the ophies and a daptic the sector of the ophies of the ophies and a daptic ophies of the ophies of the ophies of the sector of the sector of the ophies of the ophies of the sector of the ophies of the ophies of the ophies of the sector of the ophies of the ophies of the ophies of the sector which are derived, from the opercent of the ophies of the sector of the ophies of the opercent of the ophies of the sector of the ophies of the opercent of the ophies of the ophies of the opercent of the ophies of how works of the Uhula and Ware sectors, so the schot sould is been do inufficient. Soon further fungue thempanare redirected by the Administratium to the new sectors. Thom a doars war zone, and entire plantary populationed failing or opdieted works whitm more activitiation redirection. This are compared works whitm more activitiation region of the imperium are put under Edds of Transmission. This seccompany many millions on orther fails periodus gurrept to a still largely unknown fronter by the merciles steps of a quill.

817.M36: The Lost Fleet

A colonisation fleet of over a score of ark vessels, carrying some sixteen milion souls, dispatched to found an agreword on the verdant fen-covered plante of fillade disappears en route. No traces of the fleet are ever found. Taloc is later colonised by a much smaller expedition some thirty years later without any further inglet.

759.M37: The Orpheus Millennial

The thousand year antiversity of the ophysical Sectors (and ray a celebrated by the procession of the log ophysical of last Temperature Defines throughout the principal worth the normal Tables in the Acc Domma, which make the internande Tables in the Acc Domma, which make the the market Tables in the Acc Domma, which make the the Market all accounts in the Acc Domma, which are a the Market all accounts in the Market and the the the Market all accounts in the Market and the the Acket all Accounts in the Market and the accounts of table are reported in the wake of the relocation of table are reported in the wake of the relo-





976.M37: The Silence of Leyak

All contracts is day with the ineighbourds (park) Sector. Commanderse issued in this occurrence are availed under the are happed this cent and allowed on this entrat. Records which the park of parks and the interpletion of this entrat. Records which the parks of parks and the interpletion of this antibary then which the parks of parks and the interpletion of the interpletion of the larger comparison of the interpletion of the interpletion to basis the parks of parks and the interpletion of the interpletion to basis the parks of parks are provided under parts of basis to basis the parks of parks are provided under parts of basis and parks of the interpletion of the interpletion of the interpletion and and an antiparts of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interpletion of the interpletion of the interpletion of the section of the interpletion of the interplet

113.M38-955.M39: The Harrowing of Orpheus

Spurred on in part by the continued massive military expenditure mandated by the Segmentum authorities, discord, malcontent and privation plaque the sector. Revolts, cult activity and rebellions ferment on dozens of worlds, resulting in brutal crackdowns and purges against civilian populations, and the centuries that follow are dogged by bloodshed and tragedy, both apparent and unexplained. Matters worsen as the Black Crusade of Von Mallas, called 'The False Saint' and 'The Transgressor' sparks off a schismatic war of faith that spreads across the Segmentum Pacificus and Segmentum Tempestus. The heretic's creed finds its way into the Orpheus Sector, causing further major uprisings on Colkasth and Epirus, draining regiments and war materiel from the sector which had been requisitioned and reassigned to fight the ever-expanding war against the Transgressor's forces. The schismatic planets are eventually subjugated and

the pententiary world of Morros Lachymal is founded to take on the pentents, but the agriv-world of Errurs is rendered into a watshind that will take decades to recover to even a shadow of is former capacity. This is enough to disrupt the fragile web of the sectors commerce and supply, already over burdened and overstetched, and the time hereafter will see famine and pestilence strike many of the Orphean worlds each and pacing.

715.M38: The Cult Celestarii Rises

Born from the lamme and batterness of the proceeding system, a thread call known in the Cellster in risk system of the nobles the cellster of the system of the cellster of the system of the by both the Adapta, Adatas and the Odds Hearton. It thigh stamped cells, and the viewstam of a start time of law to the the system of the start time of the system of the cellster system of the start of the tellster of the time of the start time of the system of the start time of tellster of the start time of the start of the tellster of the series. The of the time of the start of the tellster of the series at holds of the start of the start of the tellster of the start of the sta

889.M38: The Death of Tialoc

Garbied distress signals from the outpost on Tialoc speak of massacre and impentable distriness before anyotty being cut off. A squadron despatched from Battlefleet Orpheus finds the world a charnel house, spattered with blood and burning ruins. No intact bodies are recovered houveer and all data storage devices on the world have been oblietetade. Whatever event has transpired to destroy its population, it is



estimated to have occurred over the course of only a handful in hours. Inquisitor Kussan of the Ordo Xenos peronunces in ack of human remains found as indicating the likely inclument of Eddar Kabalite Consars; others within the succons and the Orphena Admirally do not share his success. Death-haunted Tailoc is subjected to permanent another by order of the Lotd Commander of the sector.

160.M39: The Battle of the Gorgon Deeps

Lenders Orphina, added by field rocks of the Reviews field Sergel's Scatter Marce Routes, confronts and multiple address a mayor O'A invasion force in a ninetene control gase and the Abelen it can fully generate the services access and the Abelen it can fully generate the services access and the Abelen it can fully generate the services access the Abelen it can fully generate the services access the Abelen it can fully access the ment of the Abelen it can fully access the services a constant fully on the distincts, however, and go on ment access the toorter and prates and roders, concessing and the Abelen it behaven the access.

#60-903.M39: The Time of Revolt

In early a thousand years the Orphous Sector has been bled unsering stift and warfar, come between contributing are and more arms and mapover to nextly sectors accerdly to fight the endless than wars against the accerdent of fight the endless than wars against the accerdent of fight the endless than wars against the accerdent of the first, Study the priod, growing accerdent of the study. The priod, growing accerdent of the study of the priod, provide accerdent of the study of the priod, provide accerdent of the study of the priod. Prove Control Sectors rearest thread of these times, however. Is to come not from the devices blooked, and lead log-part devices that the over the devices the device of the authority of the sector prevence is viaming and let that the device of the sector prevence is viaming and let that the the device of the devices of the device of the introduce and process. Tensors operating and the costs of the device of the init in company of the device of the original and process. Tensors operating and the costs and events that the device of the device of the original and process. Tensors operating and the costs and events that the device of the device of the original of years oper on conduct operating costs of the the the non-operation of the device of the operation that the the the operation of the Device of the device the other the the non-operation of the Device of the device the other the the non-operation of the Device of the device the other the the non-operation of the Device of the device the other the the non-operation of the Device of the device the other the the non-operation of the Device of the device the other the the non-operation of the Device of the device the other the non-operation of the Device of the device the the other operation of the device the the operation of the device of the other operation of the device the the operation of the device of the other operation of the device the the operation of the device of the other operation of the device the the operation of the device of the other operation of the device the the operation of the device of the other operation of the device the the operation of the device of the other operation of the device the operation of the device of the other operation of the device the the operation of the device of the other operation of the device the device of the d

Exerviner, threatened by its neighbours, the governing parliament of Amaphel brings in zeros mercenaries to conduct a pre-emptive strike against its mask by proxy, only to find they have invited a splinter-web of the Khrave into ther mist. The foul alems decourt ther minds and signers the planets rules to stock their larders, until they are discovered and purged by an Adeptus Ministrum-led uprising).

903-922.M39: The Orphean War of Faith

With the military and ruling classes set against each other in bloody internecine conflict, and the Orpheus Sector itself balanced on the edge of the abyss, a ramshackle fleet arrives at Amarah bringing with it unexpected aid-a crusade force of Imperial zealots, militia, Guardsmen and pilgrims driven into martial fervour by the preachings and erstatic visions of the Arch-Confessor Marduk of Helvamon. Marduk declares a War of Faith for the souls of the Orpheus Sector, claiming the God-Emperor himself has warned him of a great and terrible threat to all of Mankind "...rising where the light of Orpheus falls forever into shadow". More important to the loyalists cause even than the one hundred thousand fanatics he brings with him is the presence of the Arch-Confessor himself; the Adeptus Ministorum preacher providing both a figurehead and a rallying point for the resistance against the dark powers. that have torn the sector asunder, quickly checking the tide. of heresy.

Once the unhallowed forces of the Daemon and factions of the Traitor Alpha Legion, Night Lords and Death Mongers Chaos Space Marines are conclusively identified among the rebels, more aid is quickly sought from elsewhere in the Imperium. Further reinforcements in the form of the Angels Advanced Space Manne Chapter in the enterer, as well as the Adaptus, Sporting Ortek of the Yakorova Heart and the Bigl S significant assistance from the Ordo Mallius of the inguid/the renghment methods and quantized solutioners from the outcome/ of those world as obegins the Ophean Wav of Fahra, a bittle conflict that will Lidig for many/toenty years and sea a Utility of those tworld as opposited path years and the path of the off the off the properties of the ophean the outcome of the ophean path off the ophean the outcome of the ophean opposite of the ophean ophean off the ophean o

921.M39: The Bane of Saint Marduk

By 921:M39 the Orphean War of Faith is effectively won by the forces of the Imperium, with all the major Traitor-held worlds either reconquered or laid waste save one, the Chaos stronghold of Colkasth. This hive world had been fortified and corrupted into a living hell, its population used as raw materials by the Death Mongers Warpsmiths to fashion flesh-weapons and mutilated and insane cannon-fodder to defend their prize with. Against these dark forces are ranged the besieging armies of the Arch-Confessor, who claims the final victory for himself and the pilgrim warriors of the Imperial Guard at his command. Instead of involving them in the siege, he dispatches his Adeptus Astartes and Adepta Sproritas allies to harry and destroy the other fleeing remnants of the Traitor forces elsewhere. It is known from the last signals received from the warzone that Marduk's forces were making headway, matching the fury of the warp-tainted defenders of Colkasth with faith and fire, and had succeeded in forcing multiple landing zones on the planet's surface, when Astropathic communication with the besieging Imperial fleet abruptly cessed and the alarm was raised.

The Angels Revenant strike cruiser Intercessor, which first responded to the raised alarm, is attacked and severely damaged on its arrival on the system's edge by two small but extremely powerful void craft of unknown (presumed xenps) prigin. The Space Marine vessel is damaged before destroying one attacker and driving the other off. Those on the near crippled Intercessor witness a great star battle erupting across the inner system on their long range auguries, but are themselves unable to intervene. By the time they have limped into orbit around Colkasth, the unknown attacking force has departed, leaving a twisted field of burning hulks drifting in orbit around the world, its fortresses and cities shattered and seething with unearthly radioactive fire below. There are, however, scattered knots of survivors amid the wreckage and fallout. Those that bear the stigmata of Chaos and treachery. the Angels Revenant put to the sword, while those few survivors who had fought for the Emperor, wounded and often catatonic with shock, they carry away to salvation before a final ash-black winter claims the world. Colksath is forever afterwards to be named Saint Marduk's Bane, as the martyred Arch-Confessor himself was soon afterwards heatified by the Holy Synod of the Ecclesiarchy.



010-619.M40: The Sector Resurgent

After the successful prosecution of the Orphean War of Faith. the sector rebuilds under its surviving Imperial commanders and, by special dispensation, many regiments of the Imperial Guard and the survivors of Saint Marduk's pilorimage are allowed to settle its worlds, either laving down their arms or integrating fully into the local defence forces, greatly strengthening them. The Inquisition lays a heavy hand on the processing of refugees and purging of suspected taint from worlds that had been subjected to renegade conquest and Apolivon, which had seen several thwarted warp breaches and daemonic incursions, is given to their direct control in perpetuity. Likewise, the minor colony world of Libethra. upon which the saint had shown favour, is converted to a Shrine World in honour of Marduk and becomes a cemetery for the war's millions of glorious and blessed dead. Overlordship of the Shrine World is given over to the Angels Revenant, until now a fleet-based Chapter, as their domain, with a sacred charge of duty for the protection of its reliquaries and cerements-the Space Marines' permanent residence further strengthening the Orpheus Sector.

Centuries of consolidation and rebuilding are to follow and depite the constant intera posed by raises from without, and insidious company, and cuit activity from within, the Ophteus Sector and to fair they workds proper grading. Its matters and guardians remain ever vigilent, both against known dangers and against the univorus, which has incluse inform the darkines time and again leaving a formities a shadow of threat in to worke, but a she decades from once more to centuries, the name conted for them in the whispend of the manufable Court-Table into more hand derk leader of the manufable Court-Table into more hand derk leader of the manufable Court-Table into more hand derk leader.

319.M40: The Death of Badrok

The forces of the E-II Sunz wardos and infamous naider Badrok Gutopuog, who had unified the Xics of the Shatteed Deeps and threatened Vasaagh, are connered and brought to bathle at Lignarius, By counter-invariants on the Orks are encoded and crushed utterly under the tracks of the Imperial Guard X foreit, Amrunder regiments, backed up by Ophese Sector defence forces, in a gruelling seven-month campaign of annihiston. The wardos' token carsos is later taken to hang from the spine of the Bed Cathedral of Amraphel, and the Deluxian sub-sector's igen over to grane repicence.

580-591.M40: The Emperor's Due

In a great muster of armise, the workfo of the Ophrus. Sector give up over hittiny-nen million faithing men and women, forming new regiments to answer the call of the Great Several Working on the todere regions between the Segmentum Rempetus and Ultima Segmentum. Feve return, but there bissed of an marydroms is entimiden in the grean Basilica Severan on Libertina. A spart of this effort, the Morros Lachymal penetrating is converted from primarly being a mining facility to the creation and training of penal legion troops for the impressi Gaudi.

619.M40: The Decapolis Conspiracy is Uncovered

The hive world of Decapolis has grown over the centuries to the point where its economic output and population exceed any other world within the sector, including the Orphean capital world of Amarah. Nevertheless, by tradition and practice the sector's military and administrative power lie with its ancient throne-world and the noble families that have long ruled it. Decapolis remains eclinsed in Amaran's shadow and subjected to ever-increasing tithes, a situation against which the great powers of Decapolis, both military and mercantile, increasingly chafe. Jealousy and bitter rivalry in turn ferments conspiracy, and the Decarchs hatch a series of plans to weaken and destabilise the sector capital, with the long term aim of supplanting the oovernance of Orpheus. Such plans include the fostering and covert funding and arming of political dissenters nare smuggling rings, heretical groups, and the conducting ofcampaigns of targeted assassination. The wider conspiracy is discovered when the Ordo Hereticus of the Inguisition subject the members of a captured cult cell of the Celestar to interrogation, and heavy weapons in their possession are traced back to manufactora on Decapolis. The Inquisition sweeps down upon the hive world and conducts a systematic series of purges and show trials lasting bine years, which ultimately prevents outright revolt and civil wa only through ruthless oppression and speed of action

Punitive fines and trade and transit certrictors paced ontbecapoils and other works by a now paranoid Amaph agthe alternath of the purge serve only to increase already growing hardship in the sector. The deposare of the comparecy dees intile to alleviate the unrest II has failed on Amaah, which has now takin on a life of its your. Ducoid Amaah, which has now takin on a life of its your. Ducoid Amaah, which has now takin on a life of the your. Ducoid works, ending what many historians consider the Orpheus Sector's golden age.

672-990.M41: The Storm Tide

The Orpheus Sector, as with many others across the Segmentum Tempestus, sees a sudden and unpredictable rise in Warp squalls, Ætheric disruption and malignant phenomena during these years. This in turn leads to a dramatic increase in the number of ships lost in the Warp the region, with even major and established routes affording little protection from the fury of the Empyrean. With this comes an increase in disasters both of natural and unnatural origin across the sector, while psyker-daemon incursion and cult activity reaches its highest peak since the dark days of the Time of Revolt. On many worlds latent psykers and sensitives report recurring nightmares featuring common scenes of dead cities and rising darkness, of gale figures treading the dust of silent worlds and endless labyrinths haunted by unseen malignancy. Knowledge of this epidemic of nightmares is ruthlessly suppressed, and numbers of Ordo Hereticus and Ordo Malleus agents active in the region are greatly increased where practicable. The worlds of the Orpheus Sector grow ever more isolated and insular during this time and the control that Amarah holds over the sector wanes, despite its efforts to maintain its supremacy. Only the vigilance of Battlefleet Orpheus and the Angels Revenant Chapter, risking the perils of the Warp, sustain widespread Imperial rule and succeed in holding back resurgent Eldar Corsair attacks from the Hesod Neubla from overrunning outlying systems.

689 M41: The Howling Vortex

A selection but located warp-storm, designated the Howing, Widthe but location's Navigators, enaughts the region known as the Battern Stars, and in idong so completely cuts of the Morros cathymap beninensary work from contact with the region of the sector. All transmissions and void traffic from the tiponial penal coording costs and the fact of the last prison highlics enclose that of Morros threatment wincrows, as does that of Morros threatment prisoness.

744.M41: The Kellerman Murders

A firming of multiders and thetis at the Kaleman Scholar on Affanding are exposed as and of a work point on works the Cult Central many point of the second and the recover and the second second and the second and second and the second second and the second and the second and the second second and the second thesage the Scholar is at the norm than a charact run, with the second and the second second and the second and the second and the second second and the second thesage the second second and the second and the second and the second second and the second and the second second and the second second and the second the second second and the second second and the second second second and the second second and the second second second second and the second second and the second second second second and the second second and the second second second second and the second second and the second second second second second and the second second

766.M41: The Damnation of the Manticore

The Chartist freighter Manticore Agirus is befouled by a warp storm while undertaking passage from Arcantis to Ribasu. Driven by the storm, it suffers multiple breaches of its Gelier field and is assailed by Daemons. The screams and pleas of its orew and some three thousand passengers, along with the whispers and promises of those that devoured them, echo throughout the psychic effluvia of the Capitoline sub-sector for the next several decade.

811.M41: The Warning of the Wayward Son

819.M41: The Shadow of the Beggar King

lisig hive, on the industrial world of Chemarium II, is overcome by an outbreak of contagious madness and despair; thousands die, succumbing to suicidal mania by



hurling themselves into the machinery to which they are indentured, or simply making their way to the planet's toxin fogged surface and tearing open their breathing apparatus. Civil collapse swiftly follows and from the anarchy a figure, seemingly touched by the powers of Chaos, Ranker Nonesuch, the self-entitled 'Beggar King', arises to lead his insane followers to overthrow the manufactoracities of Chemarium II. Casting down the authorities and slaughtering or corrupting the planetary defence forces there, he takes his malevolence to the remaining three inhabited worlds of the system, madness riding like a contagion in his wake. Hampered in bringing in sufficient reinforcements by conditions in the Warp, Imperial forces manage to contain but cannot defeat the renegades who now infest the ash-wastes and underhives of Chemarium I and V, while murderous cults bearing names such as the 'Engless Tide' and the 'Crawling Darkness' conduct widespread campaigns of terror against those manufactora and hab-spires that remain in Imperial control. An exclusion zone is established around the Chemarium system and a grinding guerrilla war of attrition sets in, and Inquisitionled storm trooper regiments are dispatched to aid the suppression campaign.

990.M41: The Dying Stars

The violent Warp turbulence that has held sway across the western division of the Orpheus Sector for more than three hundred standard years is rapidly and suddenly extinguished by a 3 dockness in the Immaterium, leaving dory, the jacobia of eacies location of the provide and an experiment of eacies location of the provide and an experiment provide and the subject to location and mergical death or are hapteen ymmo-burned. Report provide and hybrides, usualization manufer, dockness of an ab hybrides, usualization manufer, dockness of an ab hybrides, usualization manufer, dockness of an ab hybrides, usualization manufer, dockness Cold Wei and the Onucline sub-sector. The Ordo Makeson of manimum equilates of a lamperial automates, believing the protunde of an experiment, subservant to the sector.

The Adeptus Mechanicus' deep range observation station at Harrow Watch reports the binary stars of the prohibited Caracol system at the edge of the Veled Region have both unrespectedly been destroyed by supernova, the event occurring roughly conconstantly with the storm-ending shockwave in the Warp. This report is largely ignored as insignificant.

This stellar catastrophe, an event portended in the hidden writings of the Cult Celestani, alongside the rise in bist ships at the sector's edge, can now be seen as unhered do meris of the nightmare to come, signs that if acted upon swiftly and with sufficient force may have mitigated or perhaps entirely prevented the deaths of billions.





ORDO XERIOS DEPARTMENTO ANALYTICUS



+++ Extract of the Master's Log of his Divine Emperor's vessel, Thetis, Cruiser of the First Rate, Squadron Vanguardseven, Battlefleet Orpheus++

Boute of the Chetis



[1] "Conditions in the Warp free made our properts for shower than stand, are Warparto invosite that a feel to more shown this region of the Tangorous to feeding of a mort are diffy that use might use to speed our passage. As wattress stand we are more three works our of E-prins flush edition of the stand of the stand of the prinsing should be the Schold was use might have expected to in a dired this period. A manyathic communication terms that the stand is directly constrained the prinsing should be the Schold works to see, and inclusion, constrained the angle communication that prinsing difficult wolftmility constrained the stand of the stand should be the Schold works and the stand and stand stand and the stand should be should be should be should be regioned as the stand standard standard and the standard standard and the standard standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard and the standard standard standard standard standard standard standard and the standard and the standard and the standard standa

". Notation of ourse change appended. We are now making best perch to Sessation on the nebulis bonder, having received an emergency astropathic distress signal that the colony is under sostained appension by zonos monular forex and is hard presed. Destroyer squadrum, Ajax brier has also signal fair in response and, Emperor willing, we shall earth the altern fifth forber then fifth to the darkness."

- glorino vistary! The Eddar owner vessels were anyood on the condit determing of an admoling to validowing in the glorino's point in units from fam gloring as its frain round voies. Second multi to engage us while their transports mude anong, but were no multi for a warship of the glorino 'Gloris and us see at its much all success that the expenditions fifth langerth in their attack. The second in a neurant of three seldom consumptions with them, spress from the glorino's surface second permuty from diligentity arguing the colony of every from soil. Devision and datart they could have are unit admongs in efficient of the meeting of provider.

(b) "as sidereal days out of Bessarion in promit of #theric trace of damagad corsair vessel, dosing on superiod auspect signal in the lifeless HexcKul-344-5 system...some worse fatte than the "Emperor's vergeance found them, the mider ship had been crippled and boarded, swappen



Bonte of the Chetie through the Warp

ORDO XERIOS DEPARTMENTO ARALYTICUS -SUBSTRATE EXTRACTION



signatures unknown ... all aboard were dead, xenos and human prisoner alike, flayed, meat stripped from bone... clearly the work of the servants of the Ruinous Powers...some of the Eldar found in a sealed compartment ... ritual suicide before their attackers could reach them, walls scrawled with some alien gibberish as if in wanding ... have ordered the hulk scuttled with charges proceeding on original course

- [v] "...making best speed to Harrow Watch, progress however slow and beset with mischance The Warp's silence continues to cause difficulty. Navigators report the Light of the Blessed Astronomicon unusually dim-an ill-omen indeed. No Astropathic communications received in 103 hours, whether our own signals are themselves heard remains unknown...Morale suffering marked increase in system malfunction and data-corruption interference detected, have onlered the rites of tech-exorcism to be increased and a series of high masses for the crew
- [wi] . Harrow Watch system cordon will be reached in six days sidereal if our current progress can be maintained. It is my immediate intention to petition the Magos of the Watch for their assistance in purging the vessel of whatever malefic presence has contaminated its systems, a presence that I feel sure latched onto us during our investigation of the corsair hulk. Enginseer Prime Fenwright assures me it is this machine-curse that is to blame for a string of malfunctions and calamities that have beset us, most recently the catastrophic failure of the life support systems in the ventral gun decks. It is only by the tireless pains of Fenwright and his acolytes that the primary power and drive systems have remained secure of contamination, and that our Gellar Field has remained thankfully strong
- [vii] "...I commend the souls of my brave crew and mine own unworthy spirit to the keeping of the God-Emperor, assured by the knowledge that in the hour that soon approaches we shall sell our lives dearly in the finest traditions of the Imperial Navy and the Battlefleet Tempestus. Fenwright, wounded as he is, has managed to restore weapons power and partial void shielding although our drive systems remain irrevocably dead-we cannot escape, but may yet make a fight of it ... we were led here, drawn to our deaths and crippled, I am sure of it ... Harrow Watch is destroyed and even now I see the auspex-ghosts of the strange sickle-ships dancing like carrion crows through the seething plasma fires and wreckage storm of this once mighty bastion station They have not come for us yet, but they surely will ...

Extract recovered from salvation pod by Adeptus Mechanicus Deep Range Infiltrator Unit Kobol-Sigma. Harrow Watch system ***

Her. V. 1. 742.

SHTMARE WAKES

(ass) M41 track came with sudden and total ferodity—an invasion default with sudden and total ferodity—an invasion not of a single Imperial world, or a dozen, but of scores of planets, outposts and domains; an act of extermination carried out with shocking power and deliberation across a vast swathe of the void. It was an assault of such speed. co-ordination and ferocity that to those beyond its frontline. its only sign was silence. Silence as if whole star systems had been plucked from the firmament by a death so total and abrupt there was not even time for them to scream. to cry out to their neighbours in agony or warning. Such indeed was the swiftness of the doom which fell upon the edgeward stars of the Orpheus Sector that it remains even now impossible to ascertain the true scope and meter of the destruction which befell them. Of the fate of the heavily fortified Adeptus Mechanicus outpost of Harrow Watch. of the frontier-colonies of Pallasite. Khatris and Borrus Landing, the feudal world of Avrith and the ancient agriworld of Epirus and of more than sixty others, nothing may be said for certain save that the invaders came, and they were silehoed

It was at the inquisitorial fortress world of Apollyon that the alarm was first raised. A needle-rake black ship, burned from stem to stern, broke free of the vortex of fury that had engulfed the system and survived long enough to transmit its warning to the sector capital of Amarah. The shock and dishelief of those who read it was quickly overcome by the seal of the Ordo Malleus appended in incontrovertible code to the Astropathic warning images and verified by the Inquisition's senior brethren on Amarah Prime, the general call to arms being immediately signalled. Planetary defence forces were activated, the Battlefleet Orpheus called to rally and Imperial Guard forces already mustering in preparation for a renewed assault on the rebel Chemarium system were quirkly retasked and redeployed. As the sector capital rose as one to war, increasing difficulties in communications ourkly necessitated the use of fast warp-capable ships to carry the drum-beat of warning to such worlds core-ward that slumbered in ignorance of what nightmare had already come to pass, and it was only as reports from these emissaries began to come in, that the true and almost unimapinable scale of the assault was revealed.

Still yet at this time was the true nature of the threat unknown-the authorities had no definite after-action reports of battle and, given the symbolic and allegorical nature fundamental to astropathic transmission, the face of the enemy remained hidden. Messages sent towards the edgeward worlds were swallowed up unanswered. while any vessel that attempted to pass a line of darkness that stretched across the sector in a curving scimitar-like arc from Tlaloc to Epirus simply did not return. Perhaps most disguieting of all was the silence of Libethra, fortressmonastery of the Angels Revenant Space Marine Chapter, a force of the Adeptus Astartes who have long served as the sector's stalwart defenders and most powerful of warriors For Libethra also to be struck silent by this mysterious doom sent a splinter of cold panic into the hearts of the Orphean Imperial commanders that they dared not acknowledge,

but it was this factor more than any other that threw them into a policy of panicked preparatory defence rather than responding with blind counter-aggression as they might have.

As preparations for war were hastily undertaken, long-range auspex systems, Ætheric surveyors and even optical scopes across the remaining Orphean worlds were turned upon the new dead zone with furious intent but saw nothing. Piquet squadrons and troops were sent to reinforce Drucilla Majoris and Midwinter, both vital and heavily populated systems that once had been deemed secure but now found themselves on a new frontier of darkness. Amarah, itself directly threatened, drew armies and warships to its breast hungrily from the coreward sector. By dictatorial command the sector governor-Calibron Laan-progressively stripped away the shielding forces of other worlds to bolster Amarah's own defences, and pulled warships and commerce vessels into a massing centralised fleet at the Battlefleet Orpheus anchorage at the Amarah system's edge.

The tense hours and frantic alarm that had followed the warning from Apollyon first stretched into days and the days then into weeks and then months, and nothing but silence followed. Tension-fraved nerves and the warlike impulse of the sector's military strained at the leash, and Laan faced increasing pressure from his nobles and commanders both to act, not simply wait for the next blow to fall. Plans were drawn up for every measure of appressive action, from fleet-scale reconnaissance in force by the Imperial Navy to all-encompassing counter-crusade by the generals of the Chemarium taskforce, some even suggesting striking out to Libethra where, the generals reasoned, the Angels Revenant no doubt fought on besieged and cut off by the foe. Sector Governor Laan was already minded to cast aside and block each of these plans in turn and gained stony support for this from Lord Inquisitor Hiram Ntshona of the Ordo Malleus. Ntshona was the only ranking member of his Order left at large in the Orpheus Sector, and one of the Chamber Apollyon-a great power in his gwn right. Ntshona was firm in his belief that the onslaught that had engulfed them was malefic in nature and the work of the Ruinous Powers: who else, he reasoned, could so becaim the Warp and command the tempests of the fathomless deeps to aid their plans? Who else could strike so swiftly and wrap the stars into silence like a corpse's shroud to hide their actions? As soon as Apolyon had fallen silent Ntshona had called for aid of his own, and now he counselled the Sector Governor in no uncertain terms that no appressive action was to be taken until that aid arrived

The Silence Rent 3806991.M41

Where the watching eyes of the Imperium had before spied only darkness, suddenly there was a blaze of savage light, an overwhelming tumult of signal and data-storm flaring across super-luminal auguries and blinding celestial watchposts in a blizzard of information. Astropaths reeled against a tangled, overlapping cacophony of distress calls and the echoing psychic screams of the dving, distorted to near incomprehensibility and folded in overlapping time, as if the panicked cries of the doomed had been frozen in ice only to

be unleashed in a single moment. Riding on this tide were other, far stranger, calls; blazing pillars of energy spiking into the Æther on the edge of the Veiled Region.

Along like becaron these fourtainteds of power golied of homing gails of radiation and davege parallel storms that seemed free to transcend the guils of distance between tasks the state distance gails gails and the store of the store coll first to the hulk of ships. The seeking electromagnetic coll first to the hulk of ships. The seeking electromagnetic and seave communication weeks, the failing scholes of opposed means following in their wakes within to the opposed means following in their wake to the toposed opposed means following in their wakes to display.

Havoc followed wherever the malign signal went as machinery was plaqued with sudden failure and malfunction, servitors were driven mad and cogitators were locked in terminal loops, their machine spirits shocked into stuttering apoplexy. The normal safeguards against malefic intrusion of the Machine God's works proved all but worthless against the tainting signal, and the Tech-Priests of the Adeptus Mechanicus took to the widespread use of galvanic purging to scour clean affected instruments, a method which, though damagingly crude, was at least effective in creating a firebreak against the malignancy. It was only now that the shroud was lifted that the true scale of the devastation was revealed. Libethra, where a hundred basilicas had been raised to honour the blessed dead and where the Angels Revenant Space Marine Chapter had served as sentinels, was now a black sea of shifting ash, riven by lurid red lava-all traces of the Imperium's hand obliterated. Apollyon, dominion-world of the Ordo Malleus, was shattered, the broken debris of its continents trailing behind it in orbit like spilled blood-its moon, Elohiem Mortua, having been smashed into its surface as if by a wrathful god.

As the news speed and the von networks of a docen works continued to intermitively turble and work with strange fluctures grantics and chang total of pars, for provide the speed of the sp

The Last Broadcast 4917991.M41

On Drucha Majors, hive word of sits bill on pouls, copied BJ the Drucha subsection and one of the sky works of the Orpheus Sector, the sun fielded to rise. All contact will load finet weaks was adoubly lost and the fainty work strafbradester by the Astropathic relay nearby spoke of a willing codi setting upon the low workd, which strange based obsistion and straged pyramits of backly attempt meter the clastropheus hand have all on the advection of the intercent provided the classification of the straged based from unknown since began to be heard from across the contral portion of the classification and the timer spokes of

Fortress Tarris, the powerful Ramilies class star fort that stood sentinel over the naval shipyards orbiting Midwinter, reported a massive assault on the system by unknown vessels, and of strange metallic figures "fashioned as spectres of death" materialising within its vaults and below decks, perpetrating great slaughter, before Midwinter itself was cut off and silent. Calibron Laan, governor of a sector now crumbling around him, still refused to take aggressive action and instead waited in the emergency bunkers deep below his court palace, the vast forces he had amassed-tens of millions of men and women under arms and hundreds of warshins-held at station, stood in impotent guardianship of the sector capital. One-by-one the systems around Amarah sent out cries for help and all went unanswered, their signals cut off into a silence that was soon replaced by a blazing corposant pulse of celestial fire that flared and died, marking each in turn as a realm where Mankind no longer held sway. Now the only cries for help that echoed from the Capitoline sub-sector were Amarah's own pleas for aid from the wider Imperium, as all other signals were themselves eventually corrupted ther cut off. The 'Bloody Hundred' was over, and the Orpheus' Sector had been cut in half

To Hasan Bector Harcow Watch

Hesod Nebula

The Cold Heil

Baint filerduk's Gane

Brucillan Bub-sect

So Cenak Bertor

The Outer Barkness (Entropic Zone)

The Beiled Megion



Capitoline Sub-sector

Deluvian Sub-sector

The Shattered Beeps

+ The Orpheus Sector/ /Segmentum Tempestus/ /servitor nodes - c23 through 87 +

to topribter i

The Fate of the Angels Revenant

f the final fate of the Angels Revenant Space Marine Chapter, little can be said for definite. Noble if aloof by reputation even for the warriors of the Adeptus Astartes, this Chapter of the 8th Founding, and of the proud lineage of the Ultramarines, had spent much of its long history on crusade throughout the western Imperium. During this time it had gained areat fame in the battles of the Great Purge of the Jakart Cluster and the Occlusiad War, the Chapter's fortunes waxing and waning over the millennia until it was given home at Libethra after its glorious role in the Orphean War of Faith. The Angels Revenant had taken this opportunity to rebuild their strength after the losses they had sustained against the forces of the Chaos renegades and the degenerate hordes they had put to the sword during the Saint Marduk's War and, as stern supporters of the Ecclesiarchy and the Imperial Creed, the bounty of the Ornhean Ministerum was given freely to the construction of the Chapter's fortress monastery, while the hardy feral worlders of Patara formed the basis of new generations of neophytes for the Chapter. The presence of the Anaels Revenant in the Orpheus Sector proved an Emperor-sent blessing, and contributed greatly to its stability and the defence and expansion of the human colonies at its edge-ward extent. While completely autonomous of sector authority they served as protectors, their shadow quarding the pilgrimage routes of the Cold Veil, while their strike cruisers and cobra squadrons plied tirelessly the borders of the Hesod Nebula and the Barren Stars, hunting down and slaughtering the xenos corsairs and marauders that had long made these trackless regions their lair.

Such control and fragmenerary obtained that have non-worder about their phall have superts source/pharms that the phage have the true as quarts the over-phase how the phage appears there in the bettern system term from the true and units of words and the orders and spranting the days of memory excitance. The thermal true and words will be of least to of the such there in the have in the server interca phase daiwee houses have the outperformance of the such thermal true of sprant shares when the true and the server intercases when the server inter have in the server intercase and the server intercases and the server intercases and the server intercase and the server intercases and the server intercases and the server intercase and the server intercases and universities of the server intercases and the server intercases and the server intercases and universities of the server intercases and the server intercases and the server intercases and universities of the server intercases and the server intercases and universities are intercases and the server intercases are intercases and the server intercases and universities of the server intercases and universities are intercases are intercases and universities are intercases are interc

When news of the Chapter's martyrdom reached the Synod Tempestus a Segmentum-wide day of requirem was decread, the bells of a thousand worlds tolling to mark their passing. It is thought now that no more than a few hundred Angels Revenant, far from the Orpheus Sector on crusside, perhaps survive.

> +++ See sealed file reference +++ +++ Ribasu Incident +++ +++ Case Omega Vermilion +++


THE ANGELS REVENANT CHAPTER

Battle-brother Nerio Marival Tactical Squad Brava, 3st Company. ingels Revenant Chapter

Presented here as an exemplar of his Chapter, this rendition of Battle-brother Marival is taken from records of an Ork marauder raid against the Pallasite system in 889.M41. In this action, the Angels Revenant destroyed the Ork terror ships in orbit around the planet before ships in our account the painter occurs descending to eradicate the remaining enemy forces that had made planetfall. During this battle, Marival received the Manus Prohibita for the single-handed destruction of an Ok dreadnought-class walker during a void assault action.

Chapter Wargear The Angels Revenant Chapter conformed closely to the tenets of the Codex Astartes in organisation and wargear. Thanks to its long history of independent Crusade operations, where resupply was uncertain, the Chapter preferred to rely on the more common patte of Adeptus Astartes wargear, and placed as high a value on restoring and repairing the wargear of its fallen as it did in venerating its dead. This served to provide a close spiritual link between successive generations of the Chapter's warriors.

1. 'Maximus' Pattern Power Armour: The Chapter maintained a venerated core of this relic armour throughout its long history.

2. Angels Revenant Chapter Icon: Common Armorial use.

3. Ultima MkIIIc Combi-flamer: Special issue. close assault and boarding operations.

4. Ultima Pattern Bolt Pistol: Standard Chapter issue







ORDO XERIOS DEPARTMENTO ARALYTICUS

120

- *** Testimony of Specialist 2nd Class Jobril Staltman [0123-AM-34/t/90/234] 9th Amarah Protectorate Legion. 6th Brigade, Lambda Company, Amarah Planetaev Defence Force***
- ** Annotations Testimony given under Level 3 Neocortical Stimulus and Chirurgic Grace**
- ** Interrogator: Master Silas Bolt, Ordo Xenos, Xeno-Conclase of Eurydice**
- ** Truthsawers Raducine Cantos, Sanctioned Psyker Tertio Grade, Ordo Xenos, Xeno-Conclave of Eurydice **

+* Testimony Begins++

0.54

"Mr out that been deployed as part of the due forces of Static Maldaer janesius, which we use out of the primary results of the methods of the static static

[Interrogator] - Describe your position before the attack.

"The junction! It was a service and cargo transfer area, made up of six mapler lines and three major arteria readoways passing through a hub. Aside from that there were cansice-handling how, repair slips, the proceed of control cover, and a couple of reforting stations. Three were underground promothium fuel tanks and generators as well 1 think, but I accer are those.

Me section had a fortified overpase looking enternals consult New Yanhung City to defend and we were dag in Alianall the junction hads, markes, a full domicientpasse, site to gigh handred near stuff DF light annour response of the lines. Control had positioned documents on taken patherns for air deformed and there were butteries of basiliak concering the readwares. We had a strong position mod serioson from the basiliar had been carried over the address you all day so morals was high, we were'r, wave'r funds. The Engence posteries.

[Interrogator] - Were you aware of the nature of the fee!

"Aware... aware... so, just that they were zenos scum. There were rumours, but just barrack room talk... the truth... inhuman... monsters... invaders."

** Subject's Heart Rate and Cortical Function Displaying Erratic Patterns: Porta-rack Alchem-time Compensatings Risk of Subject Spontaneous Termination Increased to 9%+*

[Interrogator] - How did the attack begin?

"In not use previdely thus, but from about 1700 transford the command west neutral to get real active with coded transmission. Then, all at once, everything seemed to become still, the wind coming of the date plates just fell aver and your could here the neutral to the boundaries of all a makeds. Everytheir here something was about to bargers. Then it stored to get the neutral transformation of the store of the store of the store of the store hours, and you just filt...coid storebutes.

I got hold of myself and got the squad to disable their referies and start the Presec of Munitims Nessing, but we got no further than the finite canno when all hell broke looses—the big eity defrets bare towers opened up and it was like the sky caught firm—the noise of the site screaming an it burned. I'd never heard anything like it. We were all founding to pull down our photoviewer against the filmles, but sill you ecoded see were the bare or digitabilising you.

Them.: Then the alarm kinons went off, the call to arms as if we hadn't pressed curvelyes. You could hear them echoing for kinometers around between the biases. The buildhead doors simumed abut behind us and the tanks started revving up below. We could be hear them over the dails, but was could feel the terms drough the 'cens.

The barrage must have gone on for six, maybe seven minutes, the sky was bealing black now, and the towers just kept on pouring out blast after blast. Then there were these crief flashes of lightning, genes and red like 1% access seen before, high wey, foster end faster they came, and I didn't know why but it reminded at o d beating barra, his/most barrain_miner." _____testimony._____

** Subject's Bio-psychic Stress Increasing: Subject Spontaneous Termination Likelihood Increased to 12% Compensating**

"There was a visid white flash over in the city, brighter even than before, and 1 thought at first one of the gen towere had overhand and blown. But them, one of the great bandwajerse of the city, sky-ndarc high----it just started to trapple, so slowly... it didn't even seem real... We could see over the lip of the city wall that it hit a dozen high-stack hab blocks and cityped the dog of the busilics as it came down, and they all just came apart like wave made so and.

I don't know, can't imagine how many it killed as it fell, but we felt it slam into the ground before we heard it-it shook us like a quale and we must have been thirty or forty kilometrus away, and thing grey dust came up like a shroad and stole the cire from sight, we the las flace coming through it like glow light.

We were all just staring at it, just couldn't believe what we seeing was real, it took the junction's air raid siren winding up to map us out of it and look up. There were just black hapes at first, rolling and falling out of the storm. I thought they were wreckage, they were slicing down so fast. I had never seen aircraft manoseuve like that, and it wave't until they started to pred off in groups and opend first tradied dow were attack hips.

They were all over us in moments. They were everywhere, they blurred past and the air screamed acound them, lightning following in their wake, humring men up, blasting enters in the forescrete. It was murder, just marder, the saltere didn't have a chance, there must have been a decore of them for every thig year we had."

[Interrogator] - Describe the attacking craft in more detail!

o ci

"I don't know, they moved so fast. There were disk or perhaps cressent-shape-d, 1 think burned-tated and becauce observed, with lights inside them that were green and crimono. Ob Emperee, their lightning hit mv squad and a docen of the menwere threas us pin in the size jecking like marionetes as they burned use, just greasa and als as they hit the greand.

Some of frees, the identifying the half herey beams of neural time $||u|| = \sqrt{1}$, $||u|| = \sqrt{1}$. The state bean is a since thick of the same point of the same bean is a since thick of the same bean is a since the same bean is

++ Respiratory Distress Increasing: Subject Spontaneous Termination Likelihood Increased to 28% Compensating++

"L. I had here may just due cover as both they could, wait can the sourd of a, conserve amount, any alow. It is not sure how how the due in the sourd of a conserve anoma, any alow. The not sure how how the due in the sourd of a conserve and and a conservation of the source of the procent canadities marks. There were badles and adopted of shall are and the badles covershorm, due analyses were repeated bandles, and any start of the source and the source of the source of the source and the source of the source and the source of the source and the source of the source of the source and the source of the source of

I couldn't raise anybody on the yos. It was just fogged with static and these awful, cold voices I don't think they were human... but I could see one of the commissar directing runners to shore up the squads, redeploying survivors to plug gaps that had been blown in the line... that's when I knew it wasn't over.

We shift vers them as fine: We could be use sampling pare a Likewiser σ we sound the laber. It way just a wall of dust and models, and dustates gaining in the Jack - handless streng performance and stores the sound streng dust of Buildest the task an oriended the real Applicate are to fining positions and stores theoring shafe dustates may as in fast a they are also also be the sound of the real Applicates are to fining positions and stores theoring shafe dustates may are in at a theory of the sound of the sound of the real and the sound the sound of the sound the sound of the sound of the Like functions are shafed but 1... Likely in the balance is, but reasond are more, Enspeece Protocol: Jack meaned are real of the sound of the sound of the sound of the sound the sound the sound the sound of the

** Maximum Recommended Dosage of Alchemy-neural Modification Reached: Subject Biophysical Distress Extremes Likelihood of Imminent Termination 57%+*



ORDO XERIOS DEPARTMENTO ARALYTICUS

[Interrogator] - What was the sound?

"No... I don't want to... no?"

20

[Interrogator] - What was the sound! Answer!

"Death! Walking death! Sawe us, there were so marr? Army of the dead, metal spectres, burning darkness, cold, they just kapt coming out of the smoke, one foot after the other, they didn't run, just sharthed forward, blank skull faces, glowing eves. Shape behind them, barges on the irvers of blood, funnel shadows), black angle coming for me..."

20

[Interrogator] - Staltman, you opened fire, the enemy was attacking, tell me of it! What happened! Report, Guardsman!

"What? Yes, yes... Std: The whole readway lit up with las fire, three were so many, you couldn't miss. We hit them with everything autocanon shells, mortar boots, studier counds, but if did no good. They just kept coming, like they were walking into a hailatorm. We blew them apart, but they didn't story you could see the bodies dragging themselves forward, reasonables these objects.

They get in close, dowe enough to see those cold open and then supped all at enos, just supped and raised their pass and there was a moment, just a moment where everything froze and then that make when they fired, like is hundred shear serum. The dotal light model over an and verything carso get are done. The torget enset to more, Have and in annu-Karé. The dotal light took how and at him away to rays and boxes, just agoing all dones. The coregrass, it backed and trained like it was turing to varier and 1 was using thing. - latter "recorder, durk", durk", of Regresser, I turiers".

** Subject has Suffreed Major Cardiac Seizures Biological Heart Temporarily Bypassed: Questioning Resumed after Three Hour Rest Period**

[Interrogator] - Staltman, continue your report. You had been rendered unconscious when the overpass you were defending collapsed. What was the situation when you regained your senses?

"I was... under the dust and ads when I came round, half buried, I couldn't believe I was still alive... Blood in pools like rain water... rubble, and fire buring wherever wu booked, broken bis of men and machinery arcent all avound. The junction complex was gone, and what was left looked like a sharred rombatone. I hurt... my shoulder was broken 1 think, are hand smaked on plot I know I couldn't exprime with the dealt. I block... I had to get our.

I don't know how long it took me to get up, get going, ten minutes, an hour? It was full dark by then, all you could see were the fires burning, strange flashes of light high up in the dey like green lightning. But you could all like at the hardsour guns thundering, the hoot of theirs firing-but it had moved on, wowr. I made a ling for my arm from a torn gan strap and hasded of north sour from the city, tried is for follow the downed magker line, use it for core.

I stambled on. I don't know how long. There was wreckage everywhere. There were things moving... out in the dark, not men, not them either, skittering, sounded like knises on storn. I started to run then, as much as I could, but the pain, I couldn't enty focused, came in and out of it.

** Subject Bio-psychic Distress Increasing Beyond Tolerance of Compensatory Systems: Warning+*

___testimony______

The price to use the prior with the short L hash as per cose, spiker or beelen, smoothing, most loss and loss of a short price prior hash does do and smooth prior prior the prior beelen does and loss of prior prior prior hash does also been discover, extra spikers, and the host of the short prior the prior beelen does also be high spiker prior the prior beelen does also be high spiker prior the prior beelen does also be high spiker prior beelen does also be also been does also be also been does also be also beelen does also be also been does also be also be also been does also be also be also be also be also been does also be also be also be also be also be also been does also be al

"No... I don't want to remember!"

0 cm

[Interrogator] - You must remember, Staltman, I command it. The Emperor commands it!

"The lock. do locd of datab...modiline burn or a machine, stranding there in his data theored with spent that glave in his hand, the fire glittering on his crimons among so olds, so very old. His shall mark was looking down at me and 1could be of the inter graving of him in sows, the contargue... I was been achina, no so small a thing to resolve with hilling... Journal of scenario, to vomit, to three morell down and beg to dow, but I ran again, ran like a frightened animal. I think I warm and there, for a time.

The guns, I could hear the guns out in the darkness, see the usurile lishes... our guns-that was the next thing I remembered, the next time ur thoughts worked again... our guns... our lines... the loving... not the dead, I had to get to them. I didn't care if I was stretch down, the death light, the lightning... yown my own side parting a las bolt through me... arything was better than the pir and....marthing?

I clambered over a crest of rabble and half-fell again down to a rouhowy track. The battle was all round me, all at once, I'd found our linus bur was caught between them and the essents. Our armoured first quada were getting blown all to hell but holding the linu, just barely. Out in the dark there were large spider-shapes, monuters as tall as battle tanks, at docen of them coming out of the mode, blanking our Chinners to shape with anticha-ser aroundhalg like them.

One... one of our lads laid a krak missile right on the leader, straight and true, but the beast just walked through the blast. It turned him and what was left of his squad to ashes. Emperor take their sculs.

The heat, the noise... too much... are legs gove way, I think I was hit, couldn't feel anything: I went down, between the lines. The spiders... I could see them, not monsters... fighting machines, they were up high controlling them... the cold death, the soulides ones... the Neurons."

[Interrogator] - Staltman! That name, how do you know that name?

"I know I was dead then, the syst of the beart above me, the reak of hor metal and blood all round use. But the angels cause... the Emperor's angels of gold and bronze, the giants... smote the basis and cast them down, just as promised... cause for m.c... He protects."

** Subject Terminated: Complete Neural Degradation Occurring, Nervous System in Full Collapse: Further Resuscitation or Reasonation Inconsible**

** Specialise 2nd Class Johen Stuftman recovered in critical condition from battle zone grid ref 23/436/771 - Northern Sector, outbring districts of Vaudourg Bior during the Minoturus Chapter Counter-small Interdiction** Only survive of inner defensive deployment forces recovered in warrone** Owing to importance of survive account was removed under priority order exhibitions' of Ondo Nenso during the terrent of rem Amarha**

++ Testimony Eads++

++ Unknown Dynast, Ordo Xenos Refilmdent 'House of Maynarkh'++ ++ Image patterned on several reports, Battle of Amarah, Amarah Prime Warzone++

NECRON OVERLORD

Information Clearance Ordo Xenos Umbra-VB-Omicron++
Jilam Technology 'Necrontye' collation/presumptive
Imagon Trantor - Adeptus Mechanicus Emissary
Immilogiste+

The Neccon Overload represents the supreme ruling class of memory of the sensoform on the battlefield Acting in both as wanfords, leading from the front lines of combat, and their marbules, directing their phalanows of Necron mon and war machines with execting precision, they are both the strategic mind and the motivating force of memory mades.

many major watches and conflict of the Ophese Mar. See Conflict March these reconstructs of and Viglent March and Article March March and Article March and Article Article March March March March and March March March March March March and March Mar

Such taxons Develop films is a towards guest of death bases in entit, even is redefining bear out why deathy and a work Develop displays in information. Ferromally in the second develop is the second second develop develop to the second develop is the second develop the second develop develop is the second develop the second develop develop develop the second develop is a develop develop develop develop the second develop develop develop develop develop the second develop develop develop develop develop develop extransmit and develop de

1. Neuron Exodermis

The manual and construction of the Recon Overloot) and noticit man are currently leaved the manufacture of the mark of the second the second the second the second second second second second second leaves to understand. Robulations you write a whore the leaves to understand. Robulations you write a whore the leaves to understand second second second second leaves to the second second



in fact prove superior even to that of Tactical Dreadnought Armour. Coupled to this is a phenomenal capacity for rapid self-regaric, complete environmental protection and physical strength so great, such a machine-creature has been observed to be able to tear a Space Marine bodily imb-fromlimb in single combat.

2. Resurrection Orb

So existed by the Adapta. Mechanica for their deterred balance to the adapta the transmission of the seminatory particular to the adapta the transmission of the seminatory the costs and the seminatory of the target of the adaptation whole functions and the electronic of the seminatory of the seminatory of the target of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory of the function of the seminatory of the seminatory

3. Necron Warscythe

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THE BATTLE OF AMARAH

of the face of of the enemy hear'est only lies, but he "that know eth the heart of the enemy, hath the wisdom to slav eth all before him in their measure."

> -The Sermons of Saint Marduk Cantos 12-84

he Battle of Amarah was to prove a crucial turning point in the history of the Orphean war, and the largest confirmed single loss of life in a confined engagement within living momory in the Segmentum Tempestus. It would also become the crux of what has since become known as the 'Orphean Salvation Campaion': the protracted counter-assault to hold back and defeat the Necron onslaught across the sector after the disastrous first stages of the Orphean War

The Bartle of Amarah confirmed, without a shadow of a doubt, the true identity and vast strength of the foe that was faced by the Imperium, and this account is therefore more detailed than those that have preceded it in this record, being comoved and collated from after-action reports of fighting units, survivor testimony and mimetic fragments recovered temportem via mori-cortical transcript by the Ordo Xenos

- Inquis Ha Vass

3964992 M41 The Eve of Destruction

The onslaught that had consumed more than half of the inhabited star systems that made up the Orpheus Sector had done so in just less than a hundred standard days, sowing panic and terror on a vast scale and ending the lives of billions. In doing so the invaders had thrown all before them into disarray, savage battles becoming desperate retreats and retreats becoming anarchic routs as the sector's forces were precisione and scattered, the invaders rayaging ever onwards to victory after victory. No Imperial force available was able to do more than delay the enemy's onslaught or stay their progress. Then, seemingly inexplicably, they stopped.

At Amarah, under the oversight of Sector Commander and Governor-general Calibron Laan and his military council, all forces that could be availed upon were concentrated and rallied with haste, none knowing just how long this pause in the attack would continue. As time wore on and no attack came, Laan's growing paranoia and seeming instability-at the time unknown in its particular cause-weighed heavily in the battle plans and dispositions of force that were enacted in Amarah's defence. The out-of-sector reinforcements that now began to arrive in response to Laan's calls for help were largely channelled directly to the build-up at Amarah. Other local units from the worlds of the Arcantis Cluster and eastern portions of the sector, as yet untouched by the war, were stripped wholesale from their defensive positions and likewise redirected to Amarah, weakening the protection of their home worlds: an act which damaged greatly morale and planetary political stability, leading to outright mutiny on several occasions which needed to be brutally dealt with by the Commissariat. Within a guarter-span of a standard year the forces arrayed at Amarah had grown to colossal proportions, with over nineteen million Imperial Guardsmen n place, with perhaps ten times that amount of reservists and militia raised under emergency edict and armed and equipped with the Cadian pattern to the strictest provisions of the Departmento Munitorum. Foremost among the offworld Imperial Guard formations in martial power, and one of the last contingents to arrive in-system, were two million troops drawn from the Death Korps of Krieg, spearheaded by the veteran 17th Line Korps under the command of Marshal Karis Venner.

Additionally, several Snace Marine Chanters had answered the Orphean Sector's call to arms, including the entirety of the Minotaurs Chapter, its vanguard elements now sweeping through the porthern Orpheus Sector alongside a company of the Marauders Chapter which had also deployed to the Amarah system, while detachments of the Red Seraphs and Nemesis Chapters were known to be en route. The armada massed in Amarah's voidspace at this time was no less impressive, comprising several hundred escort-class vessels and more than sixty rated cruisers and capital vessels of the Imperial Navy, including seven primus-grade battleships and four Space Marine battle-baroes, with the ancient and storied Arica Dominus as their flagship. Seldom in the history of the Imperium had such overwhelming force been seen in the defence of but a single star system.

MILITARIS TEMPESTUS BATTLE GROUP 'SALVATION'

Reinforcements Deployed - Amarah System 0364992.M41

- Adeptus Astartes Minotaurs Chapter 10 Companies
- Adeptus Astartes Marauders Chapter 1 Company
- Death Korps of Krieg: 17th & 60th Line Korps
- Tekarn Armoured Battalions 7 Battalions
- Jopal Indentured Guard 4 Regiments Synd Zan Bloodsworn - 2 Legions
- Necromundan Guard 2 Regiments

En Route/Responding - Amarah System

- Adentus Astartes 3 Chapter Contingents (Confirmed)
- Imperial Guard 16 Regiments [Confirmed]
- Adeptus Titanicus Legio Victorum (II) Demi-Legio
- Ordo Xenos Cadre [Classified]
- Deathwatch Kill Teams [Classified]

+++ Serret File Addendum /// The Amarah Gambit Preliminary Commentary +++ +++ Incorporating evidence from the decamentary archives of Lord Inquisitor Hiram Nitshana +++ +++ Released posi-movient in the Conslave of Eury alder +++ ++++ The solid of Samman Ha'Vass +++ ++++ The solid of Samman Ha'Vass +++

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By accident or design, Loan's paranois-driven concentration of force in the Amarah system was exactly what the Necrons had desired—an answer to their challenge to die like warriors.



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++ Necron Incursion - New Dassburg Hive Regio (Dynasty Ident: Ordo Xenos 'Alugnarkh' Casualties Total Est: 28.000.0003 ++

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++ Eastern Continental Necron Incursion (Imperial Forces Exterminated, Necron Comtnance Cotal) ++

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3970992 M41 The Black Fleet

The Battle of Amarah began without preamble or warning: no deep range augury foretold of the Necrons' coming and no Astropath or seer prophesied their presence in the currents of the Empyrean. At 1534202, local timescale, a massive pravitational flux sorang into being near the Amarah star, its shockwaves causing the sun to violently elect plasma and radiation into space in a series of massive solar flares. The fury of the injured star was such it reached. as far as the orbit of the system's innermost planet, Auric, and flash-incinerated everything on its day-side in an instant Across the Amarah system sensor-nets and auspex scanners were blinded, vox traffic was drowned out and unshielded instruments rendered useless in the electromagnetic howl of the tortured star. Such was the confusion and tumult created by the sudden solar storm that it was not until the Sentinel-4 battle station, in deep orbit around Amarah Prime, exploded in a rapidly expanding ball of burning gasses and molten wreckage, that it was realised that the long-looked for attack had finally come-the Necron host had unleashed their wrath

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3971992.M41 Planetfall

By the time the orbital defence batteries that shielded its hive cities, and the missile silos concealed beneath its grey seas. began to open fire wildly into the skies above, the enemy was already at Amarah's gates. Dark and unnatural storms boiled in the skies above, riven with vivid and corposant lightning. whilst eerie flashes of pale radiance flickered in the shadows between the hive spires and tunnels and passageways deep below ground. Tactical vox-nets, still mired in howling static and interference, were suddenly swamped with reports of attack both from the ground and the air. In the wide ceremonial plazas of the Callowsheen Hive, a spectral army of blackened iron had appeared between the lightning-strokes and was advancing through the city streets, slaughtering all before it. At Duneratd Star Port, swarms of ravenous metallic insects in their thousands had erupted from the subterranean access tunnels below, devouring everything in their path and tearing apart the troop shuttles and gunships on their slipways from within.



targets, ripping them into oblivion and rending great wounds. into the spires, which so undermined began to topple and crash down, bringing untold carnage upon the multitudes trapped inside. The half-submerged complexes of the Tritonus hive were likewise soon undone. The city's defences had long relied upon its labyrinth of flooded passageways and sub-levels to impede and confuse any attacker, but found they were poor barricades against the machine-dead things that came for them; creatures with no need to breathe and to whom darkness was refuge. Assailed by mournful funeral bargues that rose from the black waters bearing silent legions of skeletal metallic warriors and scissor-handed fiends that crawled from the shadows to do murder, soon the air-domes and coral-like heights of Tritonus were also splintered and falling, its watery streets echoing with the screams of the dving.

Beyond the othes that were the invader' primary targets, milliary outposits were also soon attacked by the referitess Necron invades. The foremost of these, the polar Baston Milliars, a juryching of the planets deferres, was suddenly businged by a phalani of hulking war machines that howered pointessity over the cliftows. Seeming unstappable the mountain holdfast with laiking blasts of nergy and unseahed waves of service force that brought down the grante faces of the fortness' curtain walls as if they were " made of sand. The kilometres of prefabricated barrack-block on the Marcovan Penirrula, built to house nearly a million Guardsmen, were simply annihilated from exstance, blazing inambert shats of light descending from ofth and leaving nothing but fine white ash and fused slica glass where once a vast army had stood railying for war.

Outmatched by an enemy that seemed to be suddenly everywhere and had the power simply to materialise out of thin air, the defenders of Amarah, though thrown into disorder, nevertheless fought back and fought back hard against the invader. At Callowsheen the massacring legions were met by the tanks of the Tekarn 234th Armoured Battalion, who quickly learned that even the small arms of the invaders proved lethal to their heaviest armour at close range. Knowing that to remain on the open battlefield would mean swift destruction, the commanders of the battalion therefore pulled their vehicles back into the wide concourses where they could hope to engage their foe at range, in places almost jamming the area between the hab-spires with Leman Russ drawn up in staggered lines abreast, Manticore and Rasilisk artillery tanks behind them providing barrage fire support. At the first sight of the unliving ranks of the Necron Warriors stalking towards them, the Tekarn opened fire in an unrelenting barrage of shellfire at long range through which



Induing could hope to survive. Even as just upon rate were subset apart and a survive to the survive survive survive language thermalies age from the backer ground and bage of assemble thermalies age from the backer ground and bage of the survive thermalies to hail wher melling back forward and groups on the hard back age. All back for word doing age nones than the dare main to back as, could not the the Backers and thermalies age that back and the back and groups on the hard back age. All the back and the survive survive survive survive the survive survive survive to glow all red with here as where the back and the market began as glow all red with here as where the the survive surviv

For the valiant guardsmen of Tekarn, death came from both above and below. Testimony from the single survivor of the action, a trooper named Yeon Bak, then employed as part of the shell-carrying train, reports that the danger went unnoticed at first owing to the thunderous din of their own guns. The first he saw of their plight was when a lance of burning heat-like the blast from a meltagun, only far more focused and prolonged-instantly incinerated the troopers in front of him and bisected a Sentinel power-loader nearby in a single sweeping arc. Bak attributes to luck the fact that he and his fellows were on the return to retrieve more shells or the munitions would have surely ignited and he would have been instantly killed. He describes a huge black shape buzzing past directly over his head as he threw himself into cover, and looking up in shock he saw the sides of the spire-towers around the armoured column crawling with multi-segmented robotic insects of nightmarish size. Identified by the logisters of the Ordo Xenos as 'Acanthrites', these machine constructs propelled themselves downwards onto the trapped Tekarn

forces on tenebrous wings of shadowy force, slicing apart armoured vehicles with their cutting beams before descending to smash and hack apart the survivors with bladed limbs and energy-wreathed stingers. Anarchy guickly descended on the Tekarn as, trapped so close to each other, their tanks could not manoeuvre or bring their weapons to bear without hitting one another and their own troops, with no less than general slaughter ensuing. Tekarn Commando units, attached to the armoured battalion, sought to counter the attack with concentrated bursts of beligun fire and man-portable plasma weaponry, but this counter attack was quickly overwhelmed when huge, rapidly moving arthropodlike constructs erupted from the ground beneath the Tekarn and sealed the trap. These killing machines, moving with blurring speed, were able to pass through solid matter at will. Swiftly they completed the massacre, smashing through the remaining battle tanks, the carcasses of the Tekarn Guardsmen dismembered and sent spinning away as the killing machines tore past. The entire 234th Battalion met its end in a span no greater than twenty standard minutes, with trooper Yeon Bak surviving by crawling into a sewer culvert and being swept away, later to be summarily executed for cowardice in the face of the enemy.

Krieg

In the days following the initial assault, Amarah Prime had been blasted into a burning ruin and each of the main hives had fallen to the invaders, the Necron hosts taking no prisoners and offering no guarter. Imperial resistance, however, was far from entirely spent, and as the havoc of the initial assault passed, ad hoc formations and rallying points soon formed on the ruins and in areas spared either by accident or design from the destruction that had been visited upon the world. Out on the Karalsa industrial plains, which ranged for tens of kilometres to the west of the shattered ruins at New Vassburg hive, the Death Korps of Krieg were waiting. A late arrival to the muster at Amarah, and with their reputation preceding them, the Death Korps had been deployed to several out-hive areas across the planet, well away from the local forces' barrack stations. On the Karalsa plains, the 17th Line Korps had taken over an area of a hundred square kilometres of warehousing and manufactora to house their forces. Finding these structures far less secure than was meted by their doctrine, they had proceeded to exploit the underground utility tunnels that criss-crossed the area, setting their engineers to further expand them to create arms dumps and refuges.

When the onlugatic care, this longisht saw the Line Kogo saw almost answard, they emerged from their imposed fracture has passed, they emerged from their imposed metals in their determination to skin back the invalues. The Death Korgo first dispersed in the versedage of the instantial plan, wergen prehidically account is hadhered and there they could be found in the Market Market memory and recovering amount and munitors where they could be found in the Market Market the Death Korgo who took charge of the lastifield at the Death Korgo who took charge of the lastifield at the Death Korgo who took charge of the lastifield at the Death Korgo who took charge of the lastifield at the Death Korgo who took charge of the lastifield at the Start Sta offering others the chance for plontus manyadom (sibe front lines. Venew's command quickly grow to proceed oner two hundred thousand Guardimen as wellies a covert sort do hundred thousand Guardimen as wellies a covert of dominated from stores, now dopensed into wantler groups of derimated from stores, now dopensed into wantler groups for this protection and using cleared mat/way concourses, despited for macro-crawlers as an stration.

The disciplined Death Korps troops, veterans of such broken battlefields as Amarah had become, used the shattered cityscapes as cover from which to fight, using every tumbledown ruin as an improvised strongpoint and concealing snipers and lookouts amid the mounds of the dead. In the days that followed, fighting against the Necron forces was fierce, the armoured bodies of the enemy proving all but impervious to las fire and their implacable war machines preternaturally resistant to most heavy weapons in the Imperial arsenal. The Death Korps, however, more than matched their relentless foe with their determination to fight, no matter the odds, and quickly they shifted tactics to a combination of long range indirect bombardments with artillery and extreme close assaults, deming the Nacrons' own long range firepower as much as possible, seeking to overwhelm the foe with sheer numbers and bloody determination. These tactics met with great success, but often came at a very heavy cost in lives. Likewise their combat engineers, skilled in generations of tunnel fighting, used seismic detectors to shield their bunkers and tunnels from the ravening assault of the Necrons' Canoptek Scarab swarms) with flamer and melta squads kept in permanent readiness to respond to any sudden incursion from below.

Marchal Venner Innew that such gains as his forces hard måde were at best transitiony and with no hogo of renforcements of arriving, and with the Necrons in command of much of mach planets Surface. It was only a matter of time before his forces were isolated, surrounded and destroyed as soon as they if, were devend a calificant timest. Venner develop that ratio than see his command bed and destroyed unigout gain. Fe would instead ratic and pulsure marryistion in the glorosis destruction of the Emperor's memise. All he negled was a tareat, and he would soon he provided with one.

Reconnaissance by elements of the Minotaurs Chapter. trapped on the planet's surface during the attack, had determined that in the rubble of New Vassburg hive something alien had manifested in the darkness. Where wreckage had been strewn hours previously, a step-pyramid of strangely-angled green-black stone, riven with yeins of pulsing emerald light, now rose up into the night, drawing bolt after bolt of lightning from the troubled skies above to strike its apex and causing it to burn with glimmering ghost fire. Around this ovramid had formed lesser citadels of the same maleficent stope, these being studded with arcane weapons emplacements and strange battlements connected to the main structure by angular trenches filled with glowing fog. Around the pyramid complex the skelet figures of Necrons moved in tireless patrol and tides of scarabs and other constructs swarmed in and out, dragging a multitude of corpses and wreckage fragments with them to feed the pyramid's hunger. Against this stronghold of





NECRON 'PYLON' TYPE ARTILLERY CONSTRUCTS

The principal static heavy antihumer deployed by the levents is a verse of automotion, serving weapon constructs, which display toth formdable realisers, and adaptability as well as frequence in orders of magnitude up to than-killing levels at extreme ange. The principal of operation of these weapon against the service of apartity of the Adaptas, Michanics to understand, and respons of their deployment to the battefield through teleportation of their deployment to the battefield through teleportation.

- 1. Gauss Pylon
- 2. Sentry Pylon

energy Marshal Venner ranged his forces for attack, a as intelligence came in from forward observers of alien ing seen in the rent-open storm above the pyramid through which blasted flares of emerald energy that surged up-from its apex with dealening reports. As they moved into position, each of the men of the Death Korps assault brigades knelt in silent ordered ranks, crouching in the rubble and ash, waiting for the call to battle as the alien lightning flashed and flickered in the shrouded night. Between the rulns in which the Death Korps marshalled and the Necron defences lay was a rough kilometre of open ground, blasted flat and scorched, marking the killing zone which they would have to cross to reach their objective. The signal was given at last and the Death Korps rose as one and began to advance across slowly evenly gathering page as they left the rubble and entered the blasted ground.

Immediately the curving arcs of sentry pylons materialised on the walls of the citadels and turned to track the advancing army, arcs of power visibly flaring along the strange Necron battlements. Then the killing began. Howling beams of emerald energy blasted great swathes of men from existence, while Tesla cannon spat volleys of lightning that left anything they touched as blazing cinders. Hundreds fell in the first moments but the Death Korps line did not waver in its advance and now, from deep in the ruins behind them, their own guns spoke, impassively, forward artillery observers had noted the range and disposition of the Necrons' own heavy weapons and marked them for destruction. Venner had ordered that no mun tions were to be spared, no calinon left in reserve, and the Death Korps Basilsks and Praetors answered his call with a furious bombardment, sending tonnes of shells into the air to fall like deadly rain on their targets.

Instantly the pyramid and its sub-citadels were wreathed in a mantle of flame as hundreds of shells burst against the alien structure. The pyramid flickered for a moment like a mirage on the horizon before becoming solid once again, one of its outlying obelisk towers blasted to fragments in a stream of arcing lightning. Soon, as the bombardment lashed out again, great chunks of black masonry were torn free from the structure and an eerie howl cut across the battlefield. clearly audible even over the thunder of the shellfire. The Necron firepower was quickly redirected upwards, sweeping the skies and blasting apart the shells before they could reach their target, and in the respite the Death Korps pressed their advantage, surging forwards while Venner's tank companies. held back until now, roared forth from the rubble at flank speed through the Death Korps lines towards their objective. As the Imperial troops closed to a few hundred metres, the ground before the citadels burst open, disgorging murderous Canoptek constructs directly into the oncoming Death Korps troops. The huge articulated bodies of the stalkers rose up and tore through the lines, whilst hundreds of smaller scarabs dragged men down, stripping the flesh from their bones. They were met with bayonet and lasgun, flamer and frag grenade, and the Death Korps flowed like a tide around the killing machines while the tank companies entered range and opened fire with their battle cannon into the ranks of the shambling Necron warriors that were beginning to stream from the citadels

On the left flank, a squadon of Machanus Omega plema tanks undexade black is ken minature sam towards the defence golychigheediess of their overheating cannon in their determination to strip the chadde to its defences. While on the right, Centalir cannels speed forth through a storm of gass file, which listest scores of horizontal content on deploy Their guid autorities as close as possible. A bitanist of helies while dagainst the black system which began to break and cack, smoke billowing and actine listing playing scleyk across its olitering sufface

Behind the imperial lines the consumity of troops left behind to defend the antilery position/fload hemalexis, behind and an disperiate battle to stake of the instead, blackbehind and the state of the state of the state of the instead theorematics, calculated from the state for their microbilism. The squadross of instead the state for their Angeliss shat to the theoremail lightnings and Angeliss of the Necross were few, but taway's they research table of the end of the end systems, the instead theorematics and the and of the end systems, the research table of the devices, such plot commending the final battle.

The die was cast, the battle was held in the balance and there could be no holding back. Already tens of thousands lay dead on the blasted plain before him, but Venner did not falter in ordering forth the second wave. Raising his sword high and leading the charge himself across the deadly ground, the Death Korps filled the battlefield like a living tide of steel and fire, and crushed and toppled the remaining Canoptek Stalkers that barred their path, trampling the scattered scarabs into the earth. The Death Korps reached the outer citadels of the pyramid complex just as their own shellfire began at last to falter, but for the Necrons it was too late, the enemy was already upon them, the human soldiers swarming like ants across the alien fortifications. Surrounded, the Necron Warriors were brought down in murderous crossfires and the machinecreatures were driven back and destroyed one by one, as for every Krieg the Necrons slaughtered, a dozen more took their place. Everywhere across the structure breacher charges were slammed into place and melta bombs were hurled into energy conduits and cracks in the armoured edifice. The violent detonation of the black pyramid blinded onlookers five kilometres distant and carved an ash-white crater out of the wasteland that was clearly visible to vessels in orbit above the battle-savaged world.

Although elsewhere the Imperial defenders also saw degrees of success, holding off if not repelling the invaders, the Necron invasion had been murderously effective. Each of the three major hwc cities was in ruins, the planet's principal star port was overn and its keystone defere facilities had been reduced to rubble. The death toll had climbed into billions and Amarah Prime burned.

3977992.M41 The Minotaur and the Reaper

With its lethal caroo deployed to the surface and the conquest of the planet well underway, the Necron fleet had turned its attentions again to interplanetary space, leaving Amarah Prime covered in boiling black storms and riven with the fiery streaks of wreckage re-entering its atmosphere in their wake. The Imperial armada ranged against them, now arrayed in a vast echelon formation and on full burn towards the inner system, detected their movement and its captains cursed momentarily, believing the invaders would flee before the armada's cataclysmic gathered might, leaving them no chance to avenge their failure to prevent the black fleet from bringing about the deaths of so many on the planet's surface. They were wrong. The Necron ships, turning with almost contemptuous grace, formed themselves into a perfect crescent-shaped attack formation and locked onto a direct intercept trajectory with the heart of the Imperial armada. exhibiting sudden unearthly acceleration no human ship could ever have hoped to match.

On the flag bridge of the Apocalypse class battleship Arica Dominus, Grand Admiral Georg Carew, Knight-commander of Battlefleet Orpheus, watched the holo-sphere before him showing the onrushing energy with growing apprehension. Although his desire was to avenge the losses his fleet had suffered in the past months and the affront to the world he had been solemnly sworn to protect, unlike many of those under his command he would not let his wrath blind him. The firepower of the fleet at his disposal was of an unimaginable order of magnitude and more than capable of shattering entire worlds through brute force alone; a fact that he believed his foe was more than aware of. Now, with the Imperial battle auspexes repaired, he could ascertain that the black fleet possessed less than a quarter of his own number of vessels and, by Imperial standards, far less in tonnage, the bulk comprising what would comparably be of the escort class in Imperial terms. The larger vessels, some twenty in number, were, according to the intelligence provided to him by the Ordo Xenos, identified as 'harvest ships', while the foe matched his eleven greatest warships with two monsters of their own. Together, anchoring the centre of the attacking crescent, these 'tomb ships' were gigantic; each being over fifteen kilometres in span and surmounted with strange pyramid-like structures that threw off incomprehensible energy readings which baffled and alarmed his Magos. They had already been codified the 'Sun Killer' and the 'Dead Hand' by the Imperial Strategos and marked as the highest priority targets to all within the armada. The force represented the largest concentration of xenos Necron vessels on record, and Carew determined to give them the respect they deserved. Having conferred with the sinister Asterion Moloc. Chapter Master of the Minotaurs Space Marines, the Minotaurs Chapter's fleet, commanded by the lumbering relic assault ship Daedelos Krata, itself shielded by a dozen escorting strike cruisers, had deployed into a second echelon some way behind the armada's main line of battle; poised either to deliver a killing blow after the lines had clashed or to intercept any breakthrough force were the enemy's plan to punch straight through rather than engage. To his own command he issued the direct order to all vessels to maintain formation and engage only as directed, on pain of death, and although

the captains of many battle-hungry destroyers and cousers bauked at the order, they knew that their lives would be forfeit to their own shipboard commissars should they dout

With reference in proceedings and the feedored like fields on the rest of a set of the rest of the thermal set of the rest of the rest of the rest of the rest of the manual descriptions and near the like the rest of the manual descriptions and near the like the rest of the manual descriptions and near the like the rest of the manual descriptions and near the like the rest of the rest and a description of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the rest of the rest of the rest of the like the rest of the like the rest of the like the rest of the like the rest of the like the rest of the re

On the flag trading of the Arcia Common, and Logaed can transmiss science as the tradepoles entered term that arrange Spakiesky, where hundreds to Elaise (see Sind Kinke) of the transmission of the science of the science of the transmission of the science of the science of the transmission of the science of the science of the properties by grame appropriate human science of the roll event enterty while others and destinated as a sup science of over notice of the science of the science of the transmission of the science of the roll event enterty while the science of the

Within mere moments the two fleets neared the edge of lance range and the Necrons fired. On the bridges of the Imperial ships alarm sirens howled as massive gravitational distortions were detected hurtling towards them at speeds barely below that of light, and too late the struggling machine spirits and cogitators of the Imperial ships identified them for what they were-fragments of dead stars. These bolts of oblivion shattered void shields in bright actinic flashes and tore open the ships within with savage ease, and up and down the Imperial line, ships both great and small simply flashed out of existence. Alongside the Arica Dominus the battlecrusier Richtenback, which had served the Imperium since before the Great Crusade, was struck amidships and exploded, bathing the armada's flagship in fire and debris, shaking her to her core. Despite the turnult around him Carew issued the order for the armada to come about to broadside and fire at will, and the closing unid between the two fleets became a blinding storm of blazing lance beams and plasma fire, hurtling macro-cannon shells and roaring missiles whilst the Necrons answered with a fury all of their own as blasts of emerald and amber light flickered out to splinter hulls and strip away decks. The two fleets interpenetrated and parted, raking each other mercilessly as they passed and Carew, watched in horror as the holo-sphere resolved the chaotic details of the battle into some semblance of order, the casualty lists flickering on it as strange Mechanicus-cant runes which only a trained and augmented



LORD ASTERION MOLOC

Commander in chief already of the Space Marine forces drong the Bittle of Annach, Astron Molkon Led groom backness a dark legend among he sind long alreaders the drong the Bittle of the hypertal and long alreaders the second second second second and the Space Marine, he was also marked by this actions in a same of variances are the 41⁻⁴ Millermin as a skyword with an alread second second second second and advertagable by this percentant the transit of the Space Marine, he was also marked by this actions in a same of variances access the 41⁻⁴ Millermin as a skyword with the service of the Golden Thiore. As such, by the marked the special milliary Interactly, come to symbolize and the degraments and all access that, by marked was also all defenders of the market deservice and market the degraments and as a contreport to darket market the degraments and as a contreport to darket market all without evidence discretes and market all adversions.

Of the two character and history of Asterion Moloc the man time known to analised desires, are not hove in the rands of the hequilition and Mittaris, save at the higher-mast heat, and a with trund h Tile Chapter south table that abole are shoulded in mystery, runnour and contradiction. What can be said for carries in bath le is a goveril combatant and is shown to have personality sian several reinguide Chapter Matters of the Adeptis Astatus, alongoide the ranks of OK wathooses, wrons corear princes and chamption of the Data Gods who have all tibe holdree him.

In the void battle which raged in the Amarah system, he personally led the desperate assault on the command vault of the Necron tomb ship designated 'Dead Hand', where he configured, struck down and severely damaged the Necro Dierlord present there, believed by the savants of the Ord Nenos to be none other than 'Kutlakh', war leader of the silaynarkh, before he was himself cast badly wounded into the word and later recovered by the remaining ships of his first in this last incident. Moloc himself was reported initially have been lost and remained so for some time, white corresponds to at least six other incidents known to wider Imperial record over the last five centuries where the Chapter lillaster is thought to have been killed only to later reappear. minotaurs' Chapter's insularity and the very high level of cybernetic rebuild their master is known to have undergone, has led to the rather extreme supposition by some observers that Asterion Moloc has not been one Space Marine, but many down the centuries, each inheriting not only a name and panoply as some have suggested but also, and somewhat biasphemously, an engramatically enforced personality and memories Others dismiss this as a slanderous accusation of the use of Enbidden technology designed to smear a Chapter whose



actions and use have already garnered them many enemies both in the Imperium's political and martial spheres.

1. Artificer Terminator Armour

Moleck customary panoply of war is a highly modified artificer suit of Tactical Dreadnought armou, considered to be based upon the Tartaros pattern Terminator suit design. The Tartaros itself is a relic design among its kind, developed in the latter stages of the Great Craade, and is marked for being lighter and more streamlined in its construction without reduction in its phenomenal durability.

2. Heraldic Storm Shield

Further improving the amount valeway formidable defence, Molec carries as part of the surgeas are sum held which generates a defensive energy field capable of annuling termendous lineire, mayst and determagnetic energy attacks. The shield bases the heraday of the Minotaus Chapter and, as part of this headay and the Minotaus Chapter and, as part of this headay and the Winotaus Chapter and as part of this headay and the Winotaus Chapter and as part of this headay and the Chapter However, these do not translate deriver, not High or tow Gortic as expected and all Kieldy once again to reflex some arean and idiognoratic use by this secremic Chapter

3. The Black Spear

A truly deadly relic-weapon of unknown provenance, the Black Spear is similar in some regards to the sacted arms of the Adeptot. Costodes. The spear is a power weapon of remarkable pottency, able in Moloc's hands to parce even Terminator battle plate and also incorporates a single-shot laser weapon sufficiently potent enough to be used as an anti-tank weapon if needed

MINOTAURS CHAPTER ARMOURED VEHICLES

Below: Mars Pattern Spartan Heavy Assault Tank

"Seatus" attached to the Arcantis Cluster Redemption Force. A relic of the Great Crusade era, the Spartain is an immencely resilient armoured assault carrier in the used to carry Terminate siguads and other elite assault troops into battle and is capable of withstanding fire that would annihiate most armoured wehicles. Right: Damocles Variant Mkilk: Command Vehicle 'Scylia'

Attached from Chapter Armoury to the Amarah Prime Taskforce, Lost in Action, New Vosburg Hive Counter-Assault. The Damodes is equipped with extensive auspex and communications equipment, and is used to co-ordinate search and destroy and orbital assault operations.







The share of being about to interprive at such speed, they have a to be high some registering as destroyed or other handling compared to so few of the energy, so very handling they are also as the second second second second leads have a second second second second second second leads have a second sec

The second Necron attack run was even more devastating than the first. The Imperial ships, caught unexpectedly from pehind in their vulnerable rear arcs-blind spots created by ter own drive flares-and already reeling in many cases from battle damage, were easy prey and dozens died before they realised the danger or heard Carew's emergency order to break formation. The Retribution class battleship Talisman of Grace was caught before the Sun Killer and sheared in half by its gauss rays, while the heavy cruiser Mendicatus was pulled apart mercilessly by a pack of Necron raiders like a wounded herd animal caught between predator-beasts. The armada's Inc of battle quickly fractured and broke apart, ships flaring and exploding like stars in the darkness, the survivors now lashing valinly all about them with broadside and battery fire, or spilling fighters and bombers into the void, often to be cut apart by the defensive fusillades put up by their own brethren. The Arica Dominus herself turned as closely as her expert crew could grant her and caught a harvest ship broadside, the black hull rippling like water and finally failing before the fury of energy poured into it. The harvest ship detonated with a flash of pale green flame, leaving nothingness in its wake, but the roars of triumph on the flagship's bridge were short lived as the venerable battleship was rocked anew as a triad of Necron raiders passed close longside her. Her void shields down, the dirge-ships

hammered her from stem to stern, gutting her starboard lance batteries and consuming her main engine deck in fire. Unable to answer her helm, the Arica Dominus tumbled wildly in the darkness, the bodies of her crew and frozen air trailing behind her as she fell.

Through the camage the Necron shops wheeled and fell like carriso birds at the feast. The two great tomb ships globel majestic and involute through the heart of the storm, annihating anything that care near while the plicts and crews of lesser craft that drew close were driven mad with feast or found their ships had become cold tombs for them, their power draining away to nothing. It was into this bloody make that the Mindaurs Chapter their planged headlong

Having observed the battle on his own holo-sphere, Asterion Moloc, the bleak master of the Minotaurs, quickly realised that engaging the Necron ships with their superior firepower, manoeuvrability and range was suicidal folly, and instead issued orders for close assault without quarter or reservation of force. Their target was to be the Dead Hand, which the machine-animus of his own ancient assault ship had discerned had been the first vessel to leave the orbit of stricken Amarah, and the first to fire upon the fleet. This Moloc knew in his warrior's heart was the master of the foe, their flagship, the throne of their commander, and it was this the Minotaurs meant to destroy. Adopting an attack formation in the shape of a bull's head-with the Daedalos Krata forming the protected skull, the Chapter's three battle barges the jaw, and its eight strike cruisers the horns-the Chapter fleet smashed into the heart of the battle, engines at full burn and fire held until the last moment. As they unleashed hell from their bombardment cannon and plasma batteries, the Chapter's war vessels did so heedless of



whatever lay in their path, as stricken Imperial ships caught between them and their goal were shredded just as were any Sector raiders smashed aside on the fleet's headlong plunge towards the Dead Hand. Two Necron harvest ships turned and opened fire into the onrushing Space Marine vessels. The battle barge Daughter of Tempests, once the pride of the Lamenters Chapter's fleet and taken as a prize during the Badab War, was blasted asunder and fell from the formation, ts entire armoured foresection disintegrating in the Necron mostine But the Minotaurs did not relent, even when the Dead Hand's own weapons spoke and shattered the portside hull of the Fedelitas Lambda, and sent a trio of strike cruisers into fiery oblivion. At point blank range boarding torpedoes, bays of the Minotaurs fleet and crashed into the hulls of the Dead Hand and its close escorts, the ships at their backs still firing remorselessly at the prey, hoping to open up hull rents for the boarders to exploit.

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All but does enough now to do the most the torth ship, the Dardeko Schu, ally wounded and with the shift of damage school and would would with the shift of damage school and shift of the shift of the damage school and would would would be macro-shift ngtured the Dark Andra Tulu, exposing the damage school and shift of the shift of the decompression. The Dark Andro School and with a wounded and charther writh the Dark Andro Tulu, exposing the damage school and shift of the shift of the decompression. The Dark Andro School and with a wounded school and the shift of the shift of the shift of decompression galax and school and would be shift of shift of the shift

As the pulsing shockwave of the teleport transit cleared, Asterion Moloc and his bodyguerd of thirty of his Chapters' Terminator amound veteraria, alongside two Contemptor Dreadnoughts of the Chapter, stood amid the black gale of venting atmosphere and confronted the lord of the Nerron host. Between them there was no preamble, no warriors' sulter or declaration of challenge or intent, instead Moloc



The second test that a special part universities in the dest at the enders tapes high the test test result was the golden whiteadd strong exolution to piece the armout of a battle tank, attract tain another organizes that and and checked the figures base, based and the more than either housing hours, not of abate tains that any test test and the second test test abates that an either the second test and the test abates that any test and the second test and the test and the second test and test and test and test and the second test and test and the test and test and test and test and the second test and the test and test and test and the second test and test and test and the second test and test

So was the battle joined and in a moment all in the vast chamber was fury, the sound of churning storm bolters and roaring assault cannon bleeding away with the air into the open void above. From the darkness the Necron Praetorians and tomb quardians came, hulking armoured forms twice the height of a man, their gilded and corroded death masks glimmering gold and crimson in the fire-flash light of the Minotaurs' weapons. In their hands they bore arcane staff weapons blazing with ghostly flame with which to blast their foes to ashes, or great cleaving blades and tall segmented shields able to repel the deadliest fire. Soon the Minotaurs were hard-pressed, a shrinking circle of warriors who had already accounted for twice their number only to see the fallen drag themselves back up from ruin or be replaced by another of their kind stalking implacably from the darkness Moloc raged and slew as tirelessly as any machine-warrior that rose up before him, and with a far greater cold fury, his storm shield resounding with the blows of enemy weapons while the Black Spear tirelessly slashed and stabbed, punching through armoured torsos and severing mechanical limbs as he went.

The dark Overlord fought and killed his way towards the Minotaurs Chapter Master, leaving a trail of rent and severed Terminators in his wake, until suddenly the tomb ship shook to a resounding blow and it began to tilt crazily the artificial gravity field within it rippling and bucking. The Necron Overlord was thrown unceremoniously to his knees and looming there above him was Ancient Gervon, the Contemptor Dreadnought's great fist raised to strike, the lethal energy field that enwrapped it churning soundlessly in the now airless vault. The hammer-blow fell but the reaper's blade was there to meet it and the Dreadnought's forearm exploded in flame and spinning shrapnel. The tomb ship tilted further still and Geryon reeled and staggered. the Dreadnought's huge armoured feet skidding and losing purchase. The Overlord sprang bonelessly from the ground and laid into Gervon with his great blade in a rapid series of two-handed slashes, sending splintered ceramite and showers of sparks fountaining from the wounded Dreadnought. Gervon fell, one knee actuator severed, brackish blood and silver amniotic fluid leaking from the rents in his armour. The Overlord rose up to deliver the final blow and the Black Spear found him. Moloc punched the ancient relic-weapon clean through the Overlord's back and it exploded from the ankhghiph that was blazoned across the Necron's chest, wreathed in pale flame and amber lightning. Transfixed, the Overlord spasmed upon the spear, its death-mask thrown back as if in a silent scream.

Asterion Moloc smashed the dark Overlord off his spear-blade using his storm shield to deal the blow just as the tomb ship rocked again with fresh impacts, the white flame of plasma weapon fire licking around the aperture in the vault chamber from the void beyond. By a warrior's instinct earned on a thousand battlefields. Moloc reacted before his conscious mind detected the reaping blade falling from on high, raising his storm shield as the dark Overlord's blade came down, the ancient device blocking a blow that would have cleaved Moloc's head in two before it finally shorted and spat, quickly coming apart under the repeated wild blows of the Necron's glittering blade. The world tilted once more and they narted Molor feeling the burning cold hate of the deathless creature's haleful crimson eves as the broken, skeletal figure retreated into the darkness. The master of the Minotaurs Chapter himself was swept out into the void, surrounded by the bodies of his dead warriors as if caught in a whirlpool.

The distances simmered as the ward tupe of the stricten back index that and a solution of the strict of and began to accelerate away, revealing the burning hink, and the strict of the strict of the strict of the strict solution of the strict of the strict of the strict solution of the strict of the strict of the strict solution of the strict of the strict of the strict only distant and fine behind them, which is a more completion only distant and fine behind them, which is a more completion unstractivity of the strict of the black their and random complete the strict of the strict of the strict the strict complete the strict of the strict the strict of the strict strict of the strict of the strict the strict of the strict strict of the strict of the strict strict of the strict the strict strict of the strict strict of the strict strict of the strict strict strict strict of the strict s

The rest of the survive preconcisions and the wonded Data's therad imply variable subtract trace from the surgives of the handbul of imposite warehous stall able to tack them, one sound they registered and the next they ware good. The concernity and the survives of the survives of the survives of the survives that was a cymine variable state. Easthetiest of the survives that was a cymine variable state that the openators that was a cymine variable state. It is the survives stall in anything meeting in the survive state anything meeting in the survive state of the survive state of the survives of the batts. As a for the rest of the survives stall in anything reseminising bipting order and every states and the survive state of the batts. As a for the rest of the survives was any meeting cloud of stall burning hasks and states variable states are shown in the survive states of the states and states are states and the states and the states of the survive states are states and the states and the states of the states and the states and the states and the states of the states are states are states and the states and the states are states are stated as the state and the states are states.

Amash Prime, although rd of is principal invision force, burned still and van orw the graveval of billions; such victories that had been clarmed there had been bought at the most terrible price of all. Any surviving imperial forces were exacuted as quickly as possible from the shambled ruits and pulled back to the outer works of Lamon and Calama to regroup, while the reinnants of the civilian population there were coertable left to their face.

The Battle of Amarah was over.



the Lords Temporal, Martial and Ecclesiarchical of the Most Divine and Righteous Imperium of Mankind, Witness and Obey:

By the express order of the Chamber Mori of the Ordo Xeous of the Inquisition, and ander the writ and yeal of the Inquisitorial Representative to the High Lords of Terra, should the following Edict Imperialis, henceforth Known as the Orphican Decree, he observed and enacted

By the Act of Discorporation shall the Sector Orpheus of the Segmentian Tempestus he no more, its rights, tithes and titles annualled, and its history be sealed and unremembered, save for those whose duly it is to bear the burden of truth and the sorrow of watchfulness.

Of the largest imperial currently containing its remaining dismatrix of the distanced active shall the girls of matrixed and by given such that the distanced active shall the girls of the distance of the block of prime the file of humanium; it is at cardin and matther and any their scales in the file of humanium; it is at cardin and matther and any their scales in the forbidden run noise of the distance of the distance and a scales of the outper and the scales of a start by his decree that if a corden the outper and the scales of a start prime of Europtics, where scales the forbidden run of datarit, and the sector of Europtics Let (others worlds and places of attraction) the forbid maturation of the outper and the scales of the other in the forbid scales of the outper and the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scale of the scales of the other in the scales of the other in the scales of the other in the scale of the scales of the other in the scale of the other in the ot

Addendum the First:

That the forces of the Minotaurs Chapter of the Adoption Systems and the remaining survivation of the Battleford Deprines, upon their simulatize refitting and presenting the the purpose of this sole command and micross study, or force the purposition and Externitiation of the worlds. It creates exposure a telesci of the and herming with one and view of the terms of the terms in the and present and the second second second second second second and the second second second second second second second second and the second secon

Addendum the Second.

That the Forge World of Myre shall be abandoned and scoured, and its chararries, data-atoms and forges be relocated to the colony world of Jirgath, whose system, domains and peoples are ceded henceforth to the Adentus Mechanicus in compensation for their loss.

Let all this be done

By the Throne of Terra 0266999.M41 *** At of 955 M41 the Orphean Wer has reached an unternable statement imparts forces remaining all America Comparison of the statement of the output of the statement of the output of the statement of the statement causes of battlefield attrition impovement. The Charation system and served outputs of the statement comparison of the source of the human Charation forces are now engaged in warfare against Becon revision forces on managing from the charameter of another and theorem statement are statement of the statement of the charation forces are now engaged in warfare against Becon revision forces on managing from the the charameter of another of the statement of the statemen

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*** Recommendation: Activation of Exterminatus Friebreak Protocol by petition of Holy Terra, with concomitant retrenchment of the Eurydice Sector with existing Imparial Guard Forces as engaged, plus requisite reinforcements to be sarchifted for achievement of this strategic goal +++

+++ The Emperor Protects +++

Ja Haxan Bector

Harrow Match

Hesod Nebula

nun Tempestus/ ingl burder+

The Cold Beil

Baint Storbuk's Gane

Brphean Dilgeimage

Drucillan Sub-s

Co Legak Beeter





Capitoline Sub-sector

Beluvian Sub-sector

The Shattered Deeps

+ The Orpheus Sector/ /Segmentum Tempestus/ /servitor nodes - c23 through 87 +

NECRON PHALANX WARRIORS OF THE ORPHEAN WAR

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This symbol-icon has been witnessed across known space in reference to the xenos species designated as the Necron. Ordo Xenos scholars have identified it through tentative translation as the 'Ankh' or glyph' of the 'Silent King'. The full meaning and importance of this epithet remains unknown.

THE ORPHEAN SALVATION CAMPAIGN

The following section is despirative encours in Site to its values and section particular sections particular and other war in particular sections patients and the definition of the sections of the section of the section of the section of the section of the encourse in the section of the section

CAMPAIGN RULES

They think it does us down to destroy and entraise ust These we and souldes beings, these moststrus fabrications of altern halfed DD thyprofind from who are any protection if Vera and the charen of the Emproc, the scores of Tera. We are dominion and we are numberlies: We are war heaf and the desth of all who oppose us. We are Humanity and we shall educate our ignorant like's at publicities meaning of that word!

Lord Inquisitor Aedrick Mantel of the Ordo Xenos
Address to the Council Militant at the outset of the Orphean Salvation Campaign

The Orphean Salvation campaign is a narrative campaign system designed for use with 6th edition Warhammer 40.000 It is a variant of the popular 'phase' based narrative campaign system provided in earlier Imperial Armour books. and if you have already played our Badab War campaign, for example, there is much here you will find familiar. Rather than fighting a series of battles 'over time' in a sequence of phases however, a number of separate 'warzones' are fought over. These warzones represent the great sweep of warfare and battle taking place across a score of star systems at roughly. the same time, and each has their own unique characteristics and particular value. Here then the sides are caught up in a desperate and deadly conflict, the true outcome of which will not be fully known until the results of each warzone's fate is determined, and even then the fickle hand of Fate may undo the overconfident.

Unique missions and ways of using standard Battle mission games of Warhammer 40,000 and Forge World's Zone Mortal's rules are presented here as the core means of plaving

What do you need to run this Campaign?

The Orphean Salvation campaign can be used with a variable number of players and time constraints. At its simplest all you need to run the campaign is two willing players with two appropriate Warhammer 40,000 forces (or their stand-insl), but it is expandable enough to Be used by large groups such as dozens of players at a garning club or more, for example. It is possible to complete the campaign by playing a single game for each of the warzones listed and so, at minimum, you will need the time to play five games. Of course if you have more players, and more time, you may expand the number of games to resolve each warzone exponentially. At its maximum, the campaign structure can comfortably accommodate more players of varying levels of involvement, and can be run for several months' worth of games if desired. This large scale campaign requires a larger collection of terrain, gaming facilities, player commitment, and a greater amount of effort to bring to a satisfactory conclusion. Such a large campaign will also benefit from having one participant as referee and organiser, rather than player, to help things run smoothly and record the results impartially (who everybody else involved should be at pains to help out and support, not to mention thank!). Of course the result of such a grand campaign can be truly memorable and is one of the most satisfying of gaming experiences.

out the campaign. The campaign system in this book also encompasses just about any kind of game of Warhammer 40,000 you might want to play, as well as other games such as Battlefleet Gothic, and presents a number of different options for you to choose from.

Note that the particular narrative focus of this campaign is the part of the Orphean war known as the Orphean Salvation; this was the massive Imperial reinforcement and counter attack in the 'eastern' Orpheus Sector designed to hold back the nightmarish onslaught of the Necron invasion after the disastrous events of the "Bloody Hundred", and the ominous lull in the fighting that followed it. Historically-so to speak-the Imperium's forces principally involved in these battles were the Minotaurs Space Marines Chapter (alongside elements of the Marauders and later the Red Seraphs and Nemesis Chapters) and more than a score of Imperial Guard regiments, most notably the Death Korps of Krieg, Tekarn and Necromundans. But there is no reason that you couldn't use your own chosen cast of armies to valiantly hold back the Necron onslaught instead. Just as equally, by creating your own warzones using the framework presented here (and the information in the Warhammer 40,000 rulebook) you could shift the focus of the action to the terrible days of the Bloody Hundred during the initial Necron attack or even fight for the fate of the Chemarium system or the Shattered Deeps, where it is not the Imperium that must do battle against the horror of the Maynarkh war machine, but the forces of Chaos and the Orks respectively!

HOW THE ORPHEAN SALVATION CAMPAIGN WORKS

The Orphean Salvation campaign is played in a faction format between two sides (or teams) of players - one side represents the Imperial defenders and the other side represents the Necron invaders. The campaign is fought across five warzones representing the front lines of battle for the Orpheus Sector. and the two sides play one or more games against each other, representing the battle to control each of these pivotal warzones; each zone having its own particular characteristics and value to the wider campaign. At the end of the predetermined number of battles fought for each warzone, the results of the games played determine which side has won overall control of it. Each warzone is fought for separately and this structure allows advantage to swing between the two sides without one side being certain of victory before the campaign's conclusion. In war, little is certain and so the overall strategic worth of each warzone is not determined until all the warzones have been fought for, and unless the unlikely outcome of a single side taking victory in every warzone occurs, overall victory is far from predicable till the last.

Note: Because of the campaign's faction structure, in practice the number of players' per side' in the campaign doesn't actually have to be equal (although it is somewhat elager to attain the case). An odd number of players just means that the side with the fewer players's agoing to end in hungs to play more games per player, which we're same players who att though and have a "pick-lot" game during players who att though and have a "pick-lot" game during the campaion. So how at their results are boged correctly

THE ARMIES

All players in the Orphean Salvation campaign must have an army ideally drawn from either the Necron (Invader) or Imperium (Defender) side. The particular 'historical' forces involved in this savage invasion are, on one side, the benighted Necron dynasty of the Maynarkh and their client and subservient Necron forces, represented by the Dark Harvest army list found on page 102 of this book and the army list found in Codex Necrons. The defenders of the Orpheus Sector, on the other hand, are the forces of the Imperium. In particular these are represented by the Minotaurs Space Marine Chapter, as detailed on page 131, and the massed forces of the Death Korps of Krieg. These may be represented by the Assault Brigade army list found on nace 172, and the Death Korps Siege Regiment and Armoured Company lists found in the Imperial Armour books that cover the Siege of Vraks (ie, Volumes 5, 6 and 7). Regular Imperial forces represented by Codex Imperial Guard, as well as contingents from other Space Marine Chapters can also be drawn into the rapidly escalating conflict as you wish.

When starting your campaign, you may want to consider how struct (or not you wink to be in gravit to Jaylevs tabler) ammes from forces other than those lated previously, but you should strive to have a roughly equal number of players on each side. For example, while the Neccons are the great for that has lain wate to the Orpheus catcot, they have allow danse before them a number of nation and corsal forces construct to reveal hanco on the imperjuin, effectively string wate no classes of the orpheus, effectively string the collapse of Imperial fuel has afforded.

Excellent candidates for additional forces involved in the Ornhean war are the Dark Eldar and Eldar Corsairs driven from the Hesod Nebula. The Orks of the Shattered Deeps could also be stroog enough to take an active part in the war and might see this as an almighty scrap they refuse to be left out of, as well as a chance to repay the Imperium for their previous defeats. Another option may be the widespread use of captured or enslaved human forces by the Necrons taken from the worlds they have conquered. While this features already in the Legendary mission - The Walking Dead on page 80 you might, with the agreement of your fellow players, make more widespread use of the 'The Walking Dead' special rule found in that mission and apply it to an entire force in your campaign, representing fallen regiments of the Imperial Guard, the lost Angels Revenant Chapter, or even horrifically enslaved members of the inquisition taken. at Apollyon, or perhaps members of the Adepta Sorontas overrun while defending the holy shrines found along the Orphean Pilgrimage route.

On the side of the defenders, the full sweep of the Imperium's military can conceivably be called on in so measure. Also, to the Craftworld Eldar the Necrons reprean ancient and unutterably bated foe, whose destruction of at least frustration will serve their own inscrutable purpose irrespective of any collateral 'benefit' that becoming involve in the fighting might have to the beleaguered Imperial defenders. Perhaps the most unlikely fellow combatantsa sort-on the defender's side might be the renegades of the Chemarium system. Chaos has long dug its poisoned talons into the sector's underbelly, and in recent years has all but wrested this star system from the Imperium's control. To the Necrons these are merely more human vermin to be conquered, but the Ruinous Powers and their servants might not be willing to give up the souls of the Orpheus Sector so lightly to the soulless invaders.

"Hear us... listen.... jour corpse god will not save you, the reapers come for you. As the summer crop shall you be cut down, your like blood spirt asleeds abandoned by your cold masters... We, ... we are your only hope... make her sign... say the words and we shall come for you... save you... make you forever... embrace... us... cail and we shall, come..."

- Fragment of a transmission deemed to be a Class-III Moral Threat

 Detected; multiple attended systems within 1//w/sec Chemarium cordon

Selection of Models

Repeat the Captern Statution campaign is a great encode to Strukt an eval many of kart Fourcosce and for one you already zown. There's horhing to toto you going the whole hoge and seeding a very specific force from this war that takes your fains; and using the colour plates and profiles in this stook as your guide to create a whole new arms for vgbrad! However, if you already have one, you; and of course up provay an aimy you happen to already have for one of the farges involved in the conflict for the campaign, and have you; provide and many fails that and have you; provide and and manis fails the tax161

A Galaxy of War

Alternatively you may wash to play out your version of the events of the Ophpan ware with an alternative 'cast' or use the campaign system presented here to fight a campaign dealing a different deady' wasson entrely. For example, you could select the assault of Waaaph Garaphak on the forant 'soctor, which would see the Oris as the Invaders, and alternative Bysish and Mordan Imperial Gaund regiments as the Defendiors.

It is of course possible to simply use this campaign? Infancivation and adapt it to an entrol officent story setting, though this may take considerable extra work. In this case, you have work to be much more open to other army choices taking part or taking and be proved and writes to your park of a bespoke set of allances and writes to your park out a bespoke set of allances and writes to your park, ultimately don't let too much get in the way of haven fam.

THE WARZONES

The Ortphean Salvation campaign is divided into five warcomes and such of these represents a viail theater of the conflict. As guide applications and the average of the average of the pharma set of the average of the average of the average table. The fate of a vavance, which side comes to dominate a and meet with victory there is decided as games are played, or as real world time passes. The outcome of the games played in the structure to conflict and structure are played, or as and world time passes. The outcome of the games played in the structure to conflict a cardinate or conflict. each side Campaign Points (or CPS). The side with the highest total of Campaign Points when all the games allotted to each warzone have been played out wins victory in that warzone. Once all five warzones have been fought for, the campaign concludes and the overall strategic victory is determined for either the invader or the Defender.

The five warzones of the Orphean Salvation campaign each have their own characteristics, representing the key frontline worlds and spheres of battle in the savage on-going war for the fate of the Orpheus Sector. These warzones are:

- The Nightmare of Amarah
- The Arcantis Cluster
- The Bounty of Hydroghast
- . The Ruins of Tharmyris
- The Void War

As each of these warcness is being fought over at approximative the amine, there is no particular order in which they must be played out, although to ease of the second second second second second second second evolution of the second increasing the tersion and sectement second at *In material second second second second second second second* increasing the tersion and sectement second at *In material second second second second second second second* second secon

Campaign Length and Warzone Battles

The conflict to control a particular warzone lasts until either an agreed number of games has been played for it, or until a specified length of time has passed. Once either of these conditions has been reached, the battle for that warzone has ended. Campaign Prioris for both sides are then totalleid and the side which has gained dominion over that warzone the determined. The battle for the next warzone the begins. The number of games, or maintum time during on parts and is constant throughout it – yok may set the number of the constant throughout it – yok may set the number of the constant throughout it – yok may set the number of the constant throughout it – yok was set to the number of games to parts (yo ranch varcover yok well if it is at below the number of players in the campilign. A good in the top the truther of players in yok was the top in the set of games to play the number of players in yok at below the player through the set of the set of the set of games top the number of games is yok was the field of the set of games to players on your constant of games in the set of games is the set of the company in the large to the set of the large the large is no every. The reagen is the large that is in the large is a non-sets. The reagen is the large that is in the large is an even the company non-set of the large players is the large is play.

For example, lie is a running the Ophen Salvation campaign from of his fired. Seleves than they rectain they amplies roughly three games every those weeks. Let set it must be of avarance built is needed to beach the fast marked of avarance built is needed to beach the fast sectoment, payler, they must is an signal the first water with the fast week of the campaign the egraps, set descriment, payler, they must is an signal the first water with the payler discord of a fast weeks with only agrees payler, and so control of the sectod markets is near weeks have passed even though only two games have any always of even though only two games have any always.

Campaign Points

Same played for control one each warzone gain each ac Cancarjo Proist (CR), and when all of the designated bares for that warzone have been fought, the side with the greatest number of Campaign Proists has won overall sented of that warzone. If both sides have an equal number (Campaign Proists at the end of a varzone's designated when of battles, them nethers side has achieved advantage sought to have grande control of it and it counts as being Campaign Points to say it has no overall victor and nether a given any Strategie Points for controlling (0).

The number of Campaign Points gained from a game varies depending on the mission played. Some missions are worth nore in particular warzones than others and some grant. Campaign Points for the players meeting certain conditions or achieving outcomes other than winning a clear victory. All of these variations are listed in the Campaign Points section of set warzone.

Each warzone also has a Legendary Mission attached to this battle represents a pivolar moment in the origoing stuggle of the Orphean war. These should always be played and in your sequence of battles for each warzone, and victory is Legendary Mission's worth a large number of Campaign bants, and can be a superior climactic battle for the end of a warzone's conflict.

Other Battles and other Victories

A carrage in made up of parter being played between people and part technologies and played between these peoples and part technologies and played between deformal massion of your carr dering in or use offer Anamement 40:00 paratements, batteline for the anamement 40:00 paratements, batteline for an accombate system is played between the initial closely to maximum book, but their heaves are initial closely to maximum book, but their heaves are another the system book and the meas are initial closely to maximum book, but their heaves are another the system book and the meas are initial closely to maximum book, but their heaves are another to be an are site scient or result of a widegreased by them is crown for you to play any typeand 10° to the video skie.

Special Rules and Warzone Traits

Each warzone has its own special rules or Warzone Traits that are applied to all games played as part of that warzone it may be that these rules are not compatible with missions published outside this book or those from the Warthummer 40,000 rulebook. If this happens feel free to not include the special rules for that game.

Changing Sides

Sometimes, during a campaign, it is year possible for an imaliance to occur belowen the playes on for isomerone to drop out completely for unavoidable reasons (or for new people to be added). In this care is its final a parties agree for a player with an appropriate force at their disposite particular player only does this once during the company in the particular player only does this once during the company in mumber of people or active players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer of on activity players on each side during the campa glayer of on activity players on each side during the campa glayer of on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayer on activity players on each side during the campa glayers on each side players on each side during the campa glayers on each side players on each side during the campa glayers on each side during the campa glayers on each side during the campa glayers on each

WINNING THE CAMPAIGN

One side or the other achieves victory in the campaing byhaving the greater number of strategic/shores (SP at the end of the campaign, Strategic Points are gained by trumphing) in each pairticular actions and may also the factors such as character tratafies and screet campaign dispetitive Should those optional nice be used to be gained Should the campaign of the strategic schematic schematic schematic however, an entirely equal equation, both because some the viscositude of using an excention and aprice may used pairs and an extended and aprice may used pairs and an extended and aprice may used be obtain it.

The values of each warzone in terms of Strategic Points to the victorious side are as follows:

Warzone	Invader	Defender
The Nightmare of Amarah	10+D6	10+06
The Arcantis Cluster	306	306
The Bounty of Hydroghast	10+206	6+06
The Ruins of Thamyris	6+D6	10+206
The Void War	6+D6	6+D6

OPTIONAL CAMPAIGN RULES

ing is a selection of entirely optional rules that may be used in this campaign system. They increase the complexity of the campaign somewhat, but can add even richer detail and enjoyment to the experience for the players.

OPTIONAL RULE: WARZONE ASSIGNED CHARACTERS

A investment provide having an open choice as to which imperfect characters are waitable in the argues, see a constrained and an argue of the second second second and the second second

Assigned Characters make for excellent modelling and convertigit opportunities, and are a fantastic way of creating exclang narratives and personalising your armies in order to make your games unique.

If you choose to use this optional rule, the following effects apply:

- Each side gets one Assigned Character per player, and one additional Assigned Character per warzone to make up their pool of Assigned Characters (eg. in a campaign with five warzones and three players a side, each side can construct a pool of 8 (5+3) Assigned Characters.
- Xosigned Characters may be either unique characters eligible for your amys HQ (such as Kutlakh or Asterion Moloch from this book) or standard independent characters eligible to be taken as HQ selections from your army list which are then given Assigned Character Augments (see opposite)
- Assigned Character pools are created after sides have been determined, but before any games are played. In the interests of fair play, a list of each sides Assigned Characters should be given to the opposing side before the campaign begins.
- Other than as Assigned Characters, characters with the Unique' type may not be used in games in the campaign, (whereas 'generic' HQ choices may be).
- Now Assigned Characters are used in your games, and by who, is entitive up to you over the course of a warzone's battles, but a particular hasigned Character should not be used most man once in any two games being played simultaneously by your group. In the aftermath of a battle where an Assigned Character has been 'litied', roll on the where an Assigned Character has been 'litied', roll on the three rails and the simulation of the site of the site of the reliable of the results of the roll should be immediately made forown to the copysmon side.
- Keep a tally of the battles involving your Assigned Characters across all warzones and whether or not they have been victorious for your side. At, the end of the campaign, the side whose Assigned Characters have

presided over the largest number of victories gains +D3 Strategic Points.

 Keep a taily of how many Assigned Characters have met with the Fatality result on the Character Survival chart. For each such Fatality result your side has suffered, you lose 1 Strategic Point from your total at the end of the campaign.

Assigned Character Augments

To create an Assigned Character for the Orphean Salvation campaign, select a non-Unique independent character* eligible as a HQ choice from one of the armies that will be used in the campaign and apply the following modifications:

- Roll once on the Assigned Character Augment table and permanently apply the listed effect to the character.
- Select a wargear and options load-out for the character. This must be taken for them throughout the campaign and forms part of their points cost whenever you take the character in your games. The only exceptions to this are eligible Dedicated Transports and special command units, which may be bought on a game-by-game basis.
- Select one of the character's eligible Warlord Traits tables and roll 306, re-rolling any duplicate results. You then select one of these Warlord traits to be that of the character's permanently (ie, they will use this trait rather than rolling randomly at the start of each game for the entire campaign).
- The character's points cost is permanently increased by +20 points to reflect their augments.
- The character must be given an appropriate name by which both you and your foes shall know them!

In the case of Codex: Imperial Guard or the Death Korps army lists (le, the Siege Regiment list from IA 5 and the Krieg Armoured Battlegroup list from IA 7), characters from these lists may also be chosen as Assigned Characters, the augments applying to them rather than their squad.

Assigned Character Augment Table

Roll a D6. Where two effects are listed, the controlling player may choose one to apply. Re-roll any results that duplicate rules the character already possesses.

D6 Effect

- 1 Masterful Warrior: +1 WS or +1 BS.
- Remorseless: The character gains either the Stubborn or Crusader special rule.
- 3 Strong Minded: The character gains either the Adamantine Will special rule or +1 Ld (to a maximum of 10).
- 4 Strategic Skill: The player may re-roll failed attempts to Seize the Initiative at the start of the game.
- 5 Hard to Kill: The character gains the Feel No Pain (6+) special rule.
- 6 Lightning War: The player may add +1 to the result of any of their Reserves rolls.

68
Assigned Character Survival between Games

when playing campaign games, one extra exciting element can be determining the fate of a particular special character Assigned Character between games; have they fallen never to be again or will they be back with a vengeance?

Fa Unique named character* is removed as a casually during campaign game (this includes falling back off the board, ed) after the game has concluded roll a D6 for the character – the results of which shown below apply. If you won the same, add = 1 to the roll.

*Lote: This includes proxies such as your Imperial Guard syment's version of Commissar Yarrick, etc. Remember you mever have more than one of each unique character if multiple being used.

D6 Result

- 1-2 Fatality: The character may not be used again in this warzone's battles and counts as a campaign fatality (see page 68).
- 3 Wounded: The character must start the next game they are used in with one Wound fewer than normal (to a minimum of 1).
- 4 Shaken: The character must fight the next game they are used in with -1 Ld.
- 5+ Survived: The character has escaped permanent injury, and may be used again freely if you wish in the subsequent games in this warzone.

OPTIONAL RULE: THE HIDDEN CAMPAIGN OBJECTIVE -FORTUNES OF WAR

In wat, beyond the obvious clash of survival and conquest, each side will have their own vital objectives which, for reasons both practical and arcane, they will fight and strive for, often without their foe ever knowing their psychological or material importance until after the last drop of blood is split.

If you opto use a hidden campagn objective, each aide selects a fortune of War in secret at the start of the campagn before any games are played. In the interests of far play and dramb this should be either seled in an envelope and grach to the GM or a third party or kept inviolate by some other mutually agreed means until the end of the campaign when the Stratege Points are talled up. At this point the fortunes of War are unveloped and applied!

The two Fortunes of War are as follows and only one is chosen by each side. If the criteria of the Fortune of War is, met then its Strategic Point effect is applied. If not, then it has no effect on the outcome of the campaign.

By the Last Drop of Blood, it shall be Ours!

 Select a single named warzone when this fortune is decided on. If you are victorious there, you may double the Strategic Points the warzone gains you.

The Ashes of Martyrdom

 Select a single named warzone when this fortune is decided on. If you are defeated there, your enemy must have the Strategic Points the warzone gains them.



THE WARZONES OF THE ORPHEUS SECTOR

There are five warzones to the Orphean Salvation campaign. These warzones reflect the privatel theatree of war in this savage conflict and each has their own unique characteristics and weight of battles.

1. The Nightmare of Amarah Invader 10+D6; Defender 10+D6

2. The Arcantis Cluster Invader 3D6; Defender 3D6

3. The Bounty of Hydroghast Invader 10+2D6, Defender 6+D6

4. The Ruins of Thamyris Invader 6+D6; Defender 10+2D6

5. The Void War Invader 6+D6; Defender 6+D6

> The Outer Barkness (Entropic Zone)

The Veiled Region

To Basan Dector

7 Drucillan Su

The Cald Beil

Es Keynk Bector

+ The Orpheus Sector/ /Segmentum Tempestus/ /servitor nodes - c23 through 87 +

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4

2

++ WARZONE ONE: THE NIGHTMARE OF AMARAH ++



The Amarah system was once the mighty heart and capital of the Orpheus Sector, but now Amarah's hive worlds and bastion fortresses lie in shattered ruins. The massive and basedon references are in statement runs. The massive Necron assumit against the system successed in smashing its defences and the armies concentrated there, but could not complete its conquest in the face of bitter opposition. It was here that the Maynarkh orsikaught was halted, at least for a time.

The battle rages on over the wreckage of war and the bodies of the unburied dead, and Amarah remains a vital lynchpin of the conflict, drawing armies to it like moths to

Thematic Terrain

Much of Amarah is now a wilderness of broken city landscapes and fallen towers, covered with a pall of smoke, ash and radioactive debris falling down from orbit. As a result ruins, wreckage, roadways, smashed and toppled buildings, and craters are the most appropriate settings for your battles. This scenery should be dense, with a total footprint covering around half of the table surface in total.

Battles

Select by mutual agreement or roll on the following chart to determine which battles you will play. See the Warhammer 40,000 rulebook for the various listed mis and deployment types unless specified otherwise.

D6 Result

- 1-2 Crusade
- 3-4 Purge the Alien
- The Scouring The Emperar's Will

Optional Battle

The Blood of Martyrs (see page 354 of the Warhammer 40,000 rulebook), with the Imperium as the Defenders and the Necrons as the Attackers (Inv

Warzone Traits - Battle Missions

Roll a D6 at the start of the game

- D6 Result 1-2 Radioactive Fallout: Weapons which have the Gets Hot special rule are affected on a roll of 1 or 2. Models which Go to Ground suffer an automatic Strength 1 hit for doing so
- 3-4 Shroud of Smoke and Ash: The Night Fighting rules are in effect throughout the whole game, and hills and craters are classed as dangerous terrain for infantry (any type).
- 5-6 Burning Skies: Flyers in Zoom mode must roll a D6 at the start of each move they make while on the table, and suffer a single Hull Point of damage on

Campaign Points

The Campaign Points earned for games in this warzone are

Legendary Mission – City of the Damned 6 CP for a victory

Optional Mission - The Blood of Martyrs

5 CP for a Defender victory (any listed type) 3 CP for an Invader victory (any listed type)

Purge the Alien 4 CP for a victory

Other Battle Missions 3 CP for a victory 1 CP for a draw

All Other Games

The victor gains 1 CP for their side 0 CP for a draw

++ WARZONE TWO: THE ARCANTIS CLUSTER ++

Select by mutual agreement or roll on the following chart to determine which battles you will play. See the Warhammer 40,000 rulebook for the various listed missions and deployment types unless specified otherwise.

- D6 Result 1-3 The Scouring
- Purge the Alien
- The Relig
- Crusade

Warzone Traits - Battle Missions

Roll a D6 at the start of the game

- D6 Result
- 1-2 Sub-Zero: Dangerous Terrain rolls on the battlefield are failed on the score of a 1 or 2. Weapons with the Gets Hot special rule lose it for this game.
- 3-4 Verdant Plant Growth: Open ground offers a cover save of 6+ on this battlefield.
- 5-6 Ruins of the Ancient Past: In addition to any other objectives the mission uses, a single additional ohie ctive is placed by each player as close to the objective is placed by each guager as close to the centre of their deployment zone as possible. This is an Archeotech Artefact (see page 106 of the Warhammer 40,000 rulebook). Control of each of these counts as a secondary objective for the game.

Campaign Points The Campaign Points earned for games in this warzone are

Legendary Mission - The Walking Dead 5 CP for a victory

The Scouring 4 CP for a victory 2 CP for a draw

Other Battle Missions

3 CP for a victory 1 CP for a draw

All Other Games

The victor gains 1 CP for their side 0 CP for a draw

The worlds of the Arcantis Cluster have yet to see the ruin of war; they have been sheltered for many years num or way, they have been strettered for many years and are still to suffer the scourge of over-mining or be generyhelmed by planet-covering hive ones. Despite this they now find themselves unexpectedly on the frontline of war and ripe for destruction by the Maynarkh Oynasty's construction by the Maynarkh Oynasty's advance. However, if the Imperium can move swiftly to fortify the Cluster and hold its ground, these untrammelied and resource-rich worlds can be turned into a fortress against the advancing foe

Thematic Terrain

The worlds of the Arcantis Cluster are possessed of diverse and relatively unspoilt biospheres, ranging from rich veldt landscape and deep forests to primeval tundra and burgeoning colony-settlements, as well as alien ruins of lost ages. Terrain then should be diverse and feature natural elements

++ WARZONE THREE: THE BOUNTY OF HYDROGHAST ++



Hydroghast is a strange worki, and one viait to the Ophene Sector's survival human inhabitants. A massive planet, equality many gas giants in size and caught between the givinational forces of three surs, it is a place of roaring oceans hundreds of kilometes deeg, and its only land masses are survival and fer-riven police continents where imperval agri-stations process the bounty of the oceans into a fall focus supplies for the hungy masses of distant works.

Although seemingly far beyond the frontlines of the war, Hydroghast's loss would deal an immeasurable blow to the Imperium's cause in the war, and in its foelid swamps, something has begun to stir.

Thematic Terrain

Hydroghast's polar land masses are best represented by dense jungle-like terrain, sinkholes of mud and mire, rivers, flooded fields, promontories of volcariic rock and isolated outpost-stations, wighthowers and industrial complexes.

Battles

Select by mutual agreement or roll on the following: chart to determine which battles you will play. See the Warhammer 40,000 rulebook for the various listed missions and deployment types unless specified otherwise.

D6 Result

- 1-2 The Emperor's Will
- 3-4 The Big Guns never Tire
- S Crusade
- 6 Purge the Alien

Warzone Traits - Battle Missions

The following Warzone traits are in effect in all battle missions played in this warzone:

Behind the Imperial Lines: Invader armies may not take Fortifications in Battle missions played in this warzone, and in all Battle missions, the Defender side should have 25% more points in their force than that of the Invader.

High Gravity: All non-template weapon ranges are treated as being 6° shorter for the duration of the game. Grenades and pistols are not affected – use their normal ranges.

In addition, all Jump units can only move 9° when using their jump packs, rather than 12°. Jetbikes and skimmers can only move a maximum of 9° in the Movement phase (Running, Turbo-boosts and Moving Flat Out are unaffected).

Roll a D6 at the beginning of each Battle mission played in this warzone. On a result of a 1, the following Warzone trait applies to the first turn of the game only. On a result of a 6, it agplies from the fourth furn anwards.

Relentless Monsoon: Open ground is treated as both difficult terrain and dangerous terrain by all infantry, Jump Infantry, Let Pack Infantry and Beasts for the duration of the game. All rivers and water features on the battlefield count as impassable to Infantry, Bikes and Beasts for the duration of the game.

Campaign Points

The Campaign Points earned for games in this warzone are as follows:

Legendary Mission - From the Depths

6 CP for a Necron (Invader) victory 3 CP for an Impenal (Defender) victory

The Emperor's Will

4 CP for a victory 2 CP for a draw

Other Battle Missions

3 CP for a victory 1 CP for a draw

All Other Games

The victor gains 1 CP for their side 0 CP for a draw

++ WARZONE FOUR: THE RUINS OF THAMYRIS ++

it or roll on the following battles you will play. See the ebook for the various listed missions ss specified otherwise

Result

- Purge the Alien
 - Crusade
- The Scouring
- The Relic

Warzone Traits – Battle Missions The following Warzone traits are in effect in all Battle missions played in this warzone:

Dark Stars: Defender armies may not take Fortifications in Battle missions played in this warzone, and in all Battle missions the Invaders side should have 25% more points in their force than that of the Defender.

Shifting Wastes, Slumbering Guardians: All Reserves rolls of a 6 made by either side in this warzone must be re-rolled.

Roll a D6 at the beginning of each Battle mission played in this warzone. On a result of a 5 + the following Warzone trait applies for this game.

Eldritch Winds: For the duration of this battle, all Psychic powers suffer a Perils of the Warp result on any double rolled, whether successful or not. In addition, all Deep Striking units scatter double any rolled distance (hits remain on target and are unaffected)

Campaign Points

The Campaign Points earned for games in this warzone are as follows

Legendary Mission - The Haunted Palace

6 CP for an Imperial (Defender) victory 2 CP for a Necron (Invader) victory

Purge the Alien

3 CP for a victory O CP for a draw

Other Battle Missions

2 CP for a victory 1 CP for a draw

All Other Games

The victor gains 1 CP for their side 0 CP for a draw

Thamyris is a barren dead world where no Imperial settlement has ever succeeded in fully taking root, despite the valuable isotopes detected across its surface that have proved ever elusive to human prospectors lured there protect over endorre of nummal productions and/or and/or significance and dark hindsight has supplied the imperium with wisdom regarding this ancient work. Strange megaliths and obelisks have risen from its shifting sands and auguries have detected waves of strange and esote energy blasting out from its surface into the void, while meird aurora trouble its skies

is Thamyris a tomb world that has yet to fully awaken. a node in some unfathomably vast web of power or something entirely different and unknown? Regardless, the Imperium sees an opportunity to counter-attack before the Necrons consolidate their grip on this far-flung world fully and unleash whatever secret lies hidden there. But such a mission is dangerous, as even the stars around it are lost to the invader

Thematic Terrain

Thamyris is covered in a desert wasteland and suitable terrain to represent it can be pieces such as dune hills, nubble, ravines and buttresses, and crags of jutting rock Here and there might be strewn the ruins and abandoned encampments of mine complexes and prospector dens, and the strange and alien architecture of the lost Necron empire, rising from the shifting sands

++ WARZONE 5: THE VOID WAR ++



The Orphean war is one fought not just in a handful of major systems, as vital as the battlegrounds of Amarah and Hydroghast may be, but on scores of outposts and colony worlds, and in hundreds of deadly ship-to-ship combats and raids across vast swathes of contested space. The outcome of these countless battles may yet serve to tip the balance of victory one way or the other

Thematic Terrain

This warzone is unusual in that it primarily uses the Zone Mortalis rules and unique set-up, representing ship-toship boarding attacks, isolated void stations and deeply sunk mining colonies coming under infiltration and attack. Where other battles are fought, this might represent a single important engagement on one of a slew of minor worlds up and down the Orpheus Sector, furnished with terrain in any way you desire. Alternatively, they can be used to represent barren worlds on the edge of vital star systems where battles are the meeting engagements of far greater forces manoeuvring for advantage in the wider was

Battles & Warzone Traits

Principal battles in this warzone are carried out using the Zone Mortalis rules expansion – full details of which can be found on page 210 of this book

For other standard battles, use the rules found for generating battles in the Warhammer 40.000 rulebook (and it is recommended you roll for D3 Warzone traits from the list found on page 368 of the Warhammer 40,000 rulebook). Alternatively, you may wish to apply the Cold Void rule from Zone Mortalis to your standard Battle mission games played during this phase, representing flicts fought on lifeless, airless worlds or even on the hulls of giant vessels and asteroids in space

Optional Battle

Scour The Starfort (see page 350 of the Warhammer 40,000 rulebook) with the Imperial force as the Defenders and the Necrons as the Attackers (Invaders)

Campaign Points

The Campaign Points earned for pames in this warzone are as follow

Legendary Mission – Tomb Raid 6 CP for a Defender victory 2 CP for an Invader victory

Zone Mortalis Missions

3 CP for a victory 1 CP for a draw

Scour the Starfort 4 CP for a victory

O CP for a draw

Battlefleet Gothic 2 CP for a victory 1 CP for a draw

All Other Games

76

The victor gains 1 CP for their side O CP for a draw

++ Tesseract Ark ++//

//Ordo Xenns Designation Necron War Engine Omega 12//37//Aull</



Anomalous War Engine Reported/Confirmed Amarah Warzone Observation of this war machine classifies it as a mobile andnance carrier/siege unit of unknown firepower capacity and method of function.

Augest and coglator analysis reveals likelihood of fAccess Farbidden force containment considered impossible by the writ of the imperium and the Adeptus Mechanicus. (JouryEtrol Primary weaponry able to project gravitic and electromagnetic wave form energy discharges of Terminus Timeat Level. Ark exhibits extreme durability with maximal resistance to projectile and energy weapons line. This protection is attributed to non-Euclidean function. Necron material technology in combination with ternadyne-maginitude controlled gravity distortion emanging from vehicle.

Tactical Recommendation: Engage at forg range with saturation ordnancevainstrike or at médium range with super-beavy battlefield assets. If forced into close range engagements, fataitly trevel of assaulting troops is likely to be extreme and victory not quaranteed regarises of strategic advantage

>>Marning - Extreme Mazard!<<

LEGENDARY MISSION – CITY OF THE DAMNED

WARZONE - THE NIGHTMARE OF AMARAH

The science is speen was the scene of some of the most spocuppic battles of the Orhene was to the the Network which had served as the seat of the sector's government of meters, a given from available at an invacuable cost in laws: is use here though that the Netton antibulant was the hatter in laws: such the Netton antibulant was the hatter in laws: sciences and the the menander of the cost of Antonia in speec of universiting battle, a mean registration with simon of debits which mean down on the alteroid in speech of the cost of the cost of Antonia in the second of the speech of the second of the speech of the second of the instance of the instance of the instance of the instance of the speech of th

The clip of the Damod is a large scale Warhammer 40,000 Battle mission representing a major meeting engagement on the deady battlifields of Amarah, where forces clash headon amigst the ruins. As such it is also suitable for use as a taming any fit disend, as well as a large head-to-head matchup (with the force total on each side spit evenly between the playmit).

THE ARMIES

This mission is fought between two large forces, with a suggested force size of 3,000 points each with the following provisions:

- Neither side may take Fortifications as part of their army selection.
- Both sides may take a single Super-heavy Vehicle or War Machine, comprising no more than 25% of their total points value.

THE BATTLEFIELD

This mission is played on a recommended table size of 8' x 4' There are two deployment zones, each covering a long table edge of the battlefield and extending 8' into it.

Objective Scenery Tracement: A single Bastion or similarly sixed structure should be placed at the energe point of the table before any other terrain is placed. The players should then take turns placing a total of six runs to buildings or similar large terrain places on the table. Each of these special pieces of terrain must be placed in offurther than 15° away from either the central bastion or another of their abastion, another of their kind or the nuclei to place bastion, another of their kind or the nuclei bastion of hyberious Structures provided later in this maision.

Additional Scenery Placement: D6+3 other pieces of smaller scenery should then be placed in any mutually agreed fashian. These should not comprise buildings or ruins (to avoid confusion), however barricades, rubble piles, craters and wrecked vehicles are all appropriate for the mission.

DEPLOYMENT

Once terrain is set up, both sides roll for their Warlord traits.

Each side then rolls off. The winner may select which long table edge to choose as their deployment zone and deploys all of their units except those held in reserve in it. Their opponent then does the same in the opposite deployment zone.



FIRST TURN

The side which deployed first gets the first turn unless their opponent can Seize the Initiative.

GAME LENGTH

The game lasts for six turns or until one side is destroyed.

VICTORY CONDITIONS

At the end of the game, the player with the most Victory points has won the game. If both players have the same number of Victory points then the game is a draw.

Primary Objectives

The objective scenery pieces placed before the game began are the primary objectives of the game (see Objective Scenery Placement on page 78). Each is worth 1 Victory point for the side that has a scoring unit occupying it at the end of the game. The bastion at the centre of the table is worth 3 Victory points at the end of the game for a side that has a scoring unit occupying it, and 1 Victory point if held as a run.

infantry units of any kind made up of six models or more are the only units that are classed as being scoring units in this game.

Secondary Objectives

Slav the Warlord: Each Warlord slain during the game is worth 1 Victory point.

Giant Killer: A side which destroys an enemy super-heavy vehicle gains 1 Victory point.

Unstoppable Force: A side which has a surviving super-heavy whicle on the battlefield at the end of the game gains 1 Victory point.

MISSION SPECIAL RULES

Burning Skies: During the game, flyers in Zoom mode must a D6 at the start of each move they make while on the table and suffer a single Hull Point of damage on a result of 1

Orbital Wreckage Strike: At the end of game turns 2, 4 and 6, both sides roll off. The winner in each case immediately places a Large Blast (5") template anywhere they wish on the table so loop as it is not covering their own units. This then scatters 3D6" as per a barrage weapon. All units caught under the marker (including Flyers in Zoom mode and swooping Flying Monstrous Creatures in exception to the usual rules) suffer a Strength 3+D6 AP D6 hit (roll once for each strike). Vehicles are bit on their lowest Armour Value.

The Central Bastion: The central Bastion is treated as being identical to the Imperial Bastion on page 116 of the Warhammer 40,000 rulebook except that it is counted as being Armour Value 13 due to its dilapidated state. It is equipped with a guad gun and infiltrators may not be deployed into it before the game begins. The Bastion is also subject to the rules for being a Mysterious Structure. Roll on the following table to find out its nature the first time it in entered

MYSTERIOUS STRUCTURE TYPE TABLE Mysterious Structure Type

- **Bunker Entrance: Under the structure is a seale** entrance to a bunker system where a handful of survivors have held out. An Impenal player may immediately redeploy an Infantry unit that has already been destroyed within the Mysterious Structure or within 6" of its edge. This is done usion the rules for Deep Strike, but do not roll for deviation. If no unit of the correct type is available then the Imperial player must deploy the first applicable unit destroyed later in the game. This deployment occurs alongside the deployment of other reinforcements in the turn after the unit is destroyed. This structure provides no benefit for the Necrons player.
- Ordnance Cache: The structure contains a vast cache of ammunition and weaponry kept safe behind reinforced blast doors. All models within the structure (or within 2" of the structure it is impassable terrain) gain the Shred special rule for all of their shooting attacks. However, thanks to the danger of munitions lying around; any cover save claimed by using the structure is -1 less than it would otherwise be for its type (to a minimum of 6+).
- Charnel House: The bodies of the dead fill the structure, dragged there for harvesting by Necron scarabs and Canoptek servitors. Necron units with 6" gain the Stubborn special rule and Flaved One units may Deep Strike within 6" of this structure? without deviation. Imperial units within 6" of the structure are at -1 Leadership unless Fearless.
- Fortified Outpost: The structure is heavily fortified and designed to resist assault, being a former Adeptus Arbites watchtower or an air raid shelter The structure provides a +1 cover save for models inside it
- **Observation Point:** The structure presents advantageous observation points and commands well-situated fields of defensive fire. Models within the structure gain the Night Vision special rule and may re-roll Snap Shots fired from within.
 - Unexploded Ordnance: The structure hides an undetonated bomb or shell. If disturbed, there is a chance it will detonate. Roll a D6 as soon as this result is rolled. On a 5+ the bomb detonates. If the bomb does not detonate, roll again at the start of each game turn until it detonates or until the game ends. When the bomb detonates, every unit with a model within 6" of the structure takes a Strength 7 AP 4 hit and the structure is replaced by rubble or a crater

LEGENDARY MISSION: THE WALKING DEAD

WARZONE - THE ARCANTIS CLUSTER

The colony works of the Arcanis Cubier were largely uppropriate for the Arcanis Cubier were largely they had been up until then by the Necron onsistight. When this and/cubies in windows and information marks the Necross hope was to burn the former defenders of tox works against their estimatic contader in a served of surrow assigns their estimatic contader in a served of surrow assigns their estimatic contader in a served of surrow assigns their estimatic contader in a served of surrow assigns their estimatic contader in a served of surrow assigns their estimatic contader in a served of surrow assigns their estimatic contader in a served of surrow assigns their estimatic contader in a served of surrow assigns the served of the served of served of the served of middhadces canabis and formed from the statehol together and middhad ensemble of the imperium (ded.

This mission represents a surprise night attack by the invading forces, who use the enslaved remains of Imperial troops to close within striking distance of their enemy, all but undetected.

THE ARMIES

The imperial side has 1,750 points from which to select its army and is free to do so as normal for a Battle mission.

The Necrons force is comprised of two separate forces of 750 points each. One of these forces is selected as normal for a Battle mission but may not take Alived or Fortification detachments. The second is a special 'Walking Dead' force see Mission Special Rules opposite.

THE BATTLEFIELD

This mission is played on a recommended table size of 6' x 4'. The table is divided diagonally as per the Vanguard Strike deployment type in the Warhammer 40,000 rulebook.

The table represents a military staging area on an important colony world, and so intact buildings, heavy motionery or refinery type structures, statuary, comms towers, fuel dumps and landing areas are all appropriate terrain, as well as natural features such as woods and hills, etc., depending on your table set-up. The Mysterious Terrain rules should not be used for this mission.

DEPLOYMENT

Once terrain is set up, both sides roll for their Warlord traits.

The Imperial player then selects one of the two deployment zones to be theirs and sets up three objectives within their deployment zone (as per the rules found on page 121 of the Warhammer 40,000 rulebook). They then deploy their forces as normal within this deployment zone.

The Necrons player may then deploy their 'Walking Dead' force in the opposing deployment zone. Their second force must enter play from reserve.

Beplayment Zone A

FIRST TURN

As this is a surprise attack, the Necrons player always has the first turn.

GAME LENGTH

This mission uses variable game length (see page 122 of the mammer 40,000 rulebook).

VICTORY CONDITIONS

At the end of the game the player with the most Victory conts has won the game. If both players have the same number of Victory points then the game is a draw.

Primary Objectives

The three objective markers are worth 3 Victory points each.

Secondary Objectives

Slay the Warlord: Each Warlord slain during the game is worth

First Blood: The first unit destroyed in the game is worth

amrition Assault: The side which has destroyed the most energy units at the end of the game gains 1 Victory point.

MISSION SPECIAL RULES

Night Assault: The entire game is played with the Night Fighting rules in effect.

Murder in the Dark: The Necrons have prefigured ther attack by infitrating swarms of bloodwarm scarabs into the area, infecting systems with corrosive energy surges and landing murderous flayers in the most of their energy. At the start of the first turn, the Necrons player may select D3+1 targets to suffer a Vlurder in the Dark attack.

Any unit, fortification or vehicle, including any held in reserve is eligible as a target, with the exception of independent characters. Units without an Armour Value suffer D6 Strength 3 AP 3 hts, while a vehicle or building suffers a single Haywer hit. These hits are assigned as the attacked player wishes on the affected unit, and have no effect other than to cause casualises of damage.

The Walking Dead: The Walking Dead arm must be chosen from one of the amis available to the Dehender in the campaign. However, all units, other than vehicles; be all special rules not campaints from the wargar and intrade again the Frankes, Stow and Pupperful (replacing Relixe) frequent and Feel to Pan (6-3) special rules. The Wappen Skill and Ballistic Skill characteristics are relixed by 1 (to arminimum of 1), and their initiative georgen are relixed by 1 (to arminimum of 1), and their initiative georgen are relixed by 1 (to arminimum of 1), and their initiative georgen are relixed by 1 (to arminimum of 1), and their initiative georgen are relixed by 2 (to are Paychic powers.

Example: A Terminator squad chosen from Codex Space Marines as part of a Validing Dead Horee retains the ability to Deep Strike and their invulnerable save (as these are provided by their Terminator annoul), but lose their listed rules of And They Shall Know Vo Fear. Combat Squads and Combat Tactics, while gaining Fearless, Slow and Purposeful and Fedb Pearla (6-1)

LEGENDARY MISSION: FROM THE DEPTHS

WARZONE - THE BOUNTY OF HYDROGHAST

The war boundy of food resources that hydrodpata provides way straid to the imperal war efforc. Such hydrodpata thord was a for fragn hospitable world for human life and colonisation efforts there were limited to reinforced outposts, client isolated from each other for long periods by powerful monscon stams. Which leven advance forces conducted their first supprise attacks there, they did so unopectedly, riving from the back swamp's uning the mist of a massive storm.

From the Depths represents a Necron surprise attack against a fortified military outpost. The Imperial side as the Defender is outnumbered, but holds a strong defensive position, so the Necron Attacker will not have things easy!

THE ARMIES

This mission is fought between unequal sides, and the Affacker (Necrons) should have twice the forces at their disposal as there enerry. The recommended points value for the game is for the Defender to have 1,000 points at their disposal and the Attacker 2,000 points. The Attacker may not take fortifications in this mission.

THE BATTLEFIELD

This mission is played on a recommended table size of 6' x 4'. The table is divided up into three sections, with the middle section comprising the Imperial outpost.

D3 structures or buildings are placed anywhere within the central section by the Defending player, who then goes on to place their Fortifications anywhere they wish inside this central area.

The remaining two areas should each feature D3+2 terrain features appropriate to Hydroghast, such as sinkholes, jungle trees, rock piles, marshes and ruins set up in a mutually agreed fashion.

DEPLOYMENT

Once terrain is set up, both sides roll for their Warlord traits

The Defender then deploys their forces into the central zone of the battlefield. Only imperial forces capable of deploying via Deep Strike, or that are Fiyers, may be held in reserve by the Defender in this mission.

The Attacker then deploys two units from their Trops: selection. This may be done anywhere in either of the two end sections of the table, but not within 12° of one of the Defenders' units or fortifications. The rest of the Attacker's army then deploys from reserve, however it does so commercing the start of the first turn (stather than the second). The Attacker's reserves, unless entering via Deep Strike, may do so from either short table edge.



FIRST TURN

The Attacker always has the first turn in this mission

GAME LENGTH

This mission uses variable game length (see page 122 of the stranmer 40,000 rulebook).

VICTORY CONDITIONS

If the end of the game the player with the most Victory points has won the game. If both players have the same surpler of Victory points, then the game is a draw.

Primary Objectives

See of this mission is annihilation for the Attacker is simula for the Defender At the end of the game, the doar receives 1 Victory point for each energy unit that been completely destroyed. The Defender gains 2 Victory for each of their units that survived the bather. Units are an ing back at the end of the game or that are in e court as having been destroyed.

Secondary Objectives

Say the Warlord: Each Warlord slain during the game is worth wictory point.

MISSION SPECIAL RULES

Night Fighting: This rule applies to the first turn of the game (see page 124 of the Warhammer 40,000 rulebook)

High Gravity: All non-template weapon ranges are treated as being 6* shorter for the duration of the game. Grenades and pistols are not affected – use their normal ranges.

In addition, all Jump units can only move 9° when using their jump packs, rather than 12°. Jetikes and skimmers can only move a maximum of 9° in the Movement phase (Running, Turbo-boosts and Moving Flat Out are unaffected).

From the Mire: All of the Attacker's units with the Infantrytype have the Deep Strike special rule for this mission if they do not already do so. However, they may only elect to Deep Strike into one of the table's two end sections, rather than the central section.

Fortified Position: For each full 1,000 points in the Attacker's army, the Defender may take up to 100 points of additional Fortifications – multiple Fortification choices may be selected.

LEGENDARY MISSION: THE HAUNTED PALACE

WARZONE - THE RUINS OF THAMYRIS

The amount and clead nuise of Thampire have long been by location of many dark myters and sinkeler legends in the Ophenes, Sector, and many expeditions to mine its barresitizen have ended in failure and distanter. With the coming of the Necroni Invasion, the turth of what Sumhers beneath, the sands is objer way apparent, and the Imperium has displatched a taskforce to prevent the Necron's from waking what awaits thom there.

This mission represents a race against time for the Imperial expedition to find and destroy the ancient power nodes in a sand-covered complex of runs long known to prospectors as the Haunted Palace, while battling against a Necron vanguard force intent on using the power nodes to activate the stasis tombs far below.

THE ARMIES

The Imperial player has 1,750 points available to them, chosen as normal for a Battle mission, but may not take a Fortification detachment.

The tectors player has 2,000 points of forces available to them, chosen as normal for a Battle mission with the exception that they may fot take more than a single Heavy Support choice but they may, if desired, take an additional Fast Attack choice as part of their force organisation. The Netcons force may not take an allied detachment for this mission.

THE BATTLEFIELD

This mission is played on a recommended table size of 6' x 4'. The table is divided up into four equal guarters.

The entire area is intended to represent an ancient stone complex half buried by sand, and so dune hills, broken temple structures, columns, obelisks and fallen statuary are all appropriate, as are ravines, rock piles and mesas.

DEPLOYMENT

Once terrain is set up, both sides roll for their Warlord traits.

Both armies must hold half the units in their force (numerically) in reserve. Units which must begin the game in reserve anyway (such as Flyers) are not counted when determining this number.

The players roll off. The winner then deploys their non-reserve. forces in a table quarter of their choice, but no closer than 6° from the centre of the table. Their opponent then does the same in the opposite table quarter, but may place none of their models within 12° of an enemy model.

After the forces have been deployed (including any initiators), two objective markers are placed at the centre of each non-deployment table quarter, and an additional objective marker is placed in the very centre of the table. These are then each separately scattered ZD6¹ in a random detacton irrem these starting locations. If this would lower any impassible terrain, or a terrain feature designated as a building, or of the table, then scatter is again.



Objective Start Points"- each scatters 206"

FIRST TURN

The side which deployed first has the first turn unless their apponent can Seize the Initiative.

GAME LENGTH

This mission uses variable game length (see page 122 of the Romammer 40,000 rulebook).

WICTORY CONDITIONS

At the end of the game, the player with the most Victory gams has won the game. If both players have the same number of Victory points then the game is a draw.

Primary Objectives

The mission objectives in this game are worth a variable amount of Victory points depending upon what they are – a last not uncovered until a unit comes into contact with them see Mission Special Rules).

Secondary Objectives

Say the Warlord: Each Warlord slain during the game is worth 1 Victory point.

First Blood: The first unit destroyed in the game is worth I victory point to the side that destroys it.

Last Man Standing: The side with the most units remaining undestroyed at the end of the game (fleeing units count as being destroyed for this purpose) gains 1 Victory point.

MISSION SPECIAL RULES

Shifting Wastes, Slumbering Guardians: All Reserves rolls of a 6 made by either side in this warzone must be re-rolled.

The Secrets of the Sands: When a scoring unit first moves into contact with an objective, its true nature is revealed. Roll on the following chart:

D6 Result

- Shattered Relic: The objective is worthly so, remove it from play.
- 2-3 Archeotech Artefact: See page 106 of the Warhammer 40,000 rulebook. This objective is worth 2 Victory points.
- 4 Deathtrap: All units within 2D6" must pass a Leadership test or be removed from play. Vehicles instead suffer a single Haywire hit. Afterwards, the objective is worth 1 Victory point.
- 56 Resurrection Node: Necroin mode's within 6⁻ may re-real field Resurrection Protocol tests, Impenaunits in possession of this objective at the start of their player turm may instead ont to destry the node by rolling a 44 on a D6. If this is done theobjective is removed from play. The objective is worth 3 Victory points if hield by either side, or 5 Victory points to the Impeniar player if destroyed

LEGENDARY MISSION: TOMB RAID

WARZONE - THE VOID WAR

The degreente bartles of the Orphane var var van many incidences of incent barren and dealt-indeling nach conducted into the very heart of the energy army by inportial files. Such and were conducted most of ten ywhere it was been loader of derive dees out most of energy where it was been loader of derive dees within a source of command had been loader of derive dees within a source or on-baard a spatial in battle, whose destruction might turn the tide and stack withing from the pairs of certain defleat.

This mission uses the Zone Mortalis rules found on page 210, and unless noted here the Zone Mortalis rules apply to the mission in all cases.

THE ARMIES

The Imperial force, which takes on the role of the Attacker finere, has 1,000 points available to it, with the usual explicit one provided on the Attacker in a Zone Mortalis Assault mission (see page 216). This force should be divided into a speak-mead force and a reserve, as per a standard Zone Mortalis Assault mission.

The tecros, who take on the role of the Defender, have 800 points available to them, with the usual restrictions imposed on the Defender in a Zone Mortala Assault mission (see page 216). In addition to this, a single Cryptek Viter is added to the Accords force at no cost (see Mission Secola Rules opposite). This force should be divided into a spearhead force and a reserve, as per a studard Zone Mortalia Assault mission.

Two points of Zone Mortals stratagems are available to each side in this mission.

THE BATTLEFIELD

This mission uses a 4" x 4" playing area divided into quarters, just as for a standard Zone Mortalis Spearhead mission. Terrain for the game is set up as standard for the Zone Mortalis mission, with the exception that a chamber or open zone should be created as colse to the centre of the battlefield as possible, preferably around 12° across and with multiple access points.

A single objective marker representing a vital component of the Necron tomb or invading vessel, etc, is placed in the centre of the open central zone.

DEPLOYMENT

The Necrons player picks any two table quarters as their deployment zones and deploys first, placing their spearhead force anywhere within this area. They also deploy the Cryptek Vizier anywhere within 6° of the central objective.

After the Necrons player has deployed, the Imperial player may pick any of the remaining table quarters they wish and deploys second. The Imperial player may place their spearhead force anywhere within this area, but they may not place models in the objective area.

Reserves for either side may arrive from their own deployment zone table edges.



The Nectons player has the first turn by default in this motion, but the Imperial player may Seize the Initiative by colling a 6 on a D6, taking the first turn instead.

GAME LENGTH

The game lasts for six turns or until the Imperial player has personed both the central objective and the Cryptek Vizier.

VICTORY CONDITIONS

at the end of the game, the player with the most Victory points has won the game. If both players have the same number of Victory points, the game is a draw.

Primary Objectives

The central objective is worth 3 Victory points to the Necrons states if it survives the game and 3 Victory points to the mperial player if it has been destroyed. If the Cryptek Vizier samues the game, this is worth 2 Victory points to the Records player and if he is destroyed, this is worth 2 Victory points to the Imperial player

Secondary Objectives

First Blood: The first side to destroy an enemy unit gains

action Assault: The side which has destroyed the most

MISSION SPECIAL RULES Cold Void: See page 215

Vital Objective: The objective has a Toughness value of 6, 3 Wounds and a 3+ Armour Save. All Necron models within 6" of it have the Fearless special rule.

The Cryptek Vizier: This model has the profile of a standard Necron Cryptek (see page 32, Codex Necrons), and is equipped with a Staff of Light and a Phase Shifter

Canoptek Construct: Ordo Xenos Designation: 'Acanthrite'

Although the subject has been belianted in unconfinent opport, beakmen perclassing, the Orghean Wir has writeward the writegead designment of these only displations and uncounded the subject of the subject of the subject of the perclose of anti-gaps austivitient displat and opported on and opported on anti-gaps austivitient of amount of the anti-gaps austivitient of amount of the anti-gaps, as well as the opported on and opported dispersion and to burkers and to optications. This anti-antime is a combattom to be consided as a simplay thread target

Gravitational Distortion Generators

Canoptek Construct: Ordo Xenos Designation: Tomb Stalker





One of the most powerful constructs that for encountered by the Imperium, and units recently humbh by raw, the Canopas Tunh Dates where the four of an includent of the second second the second second grant durality, and servegh. The construct has demonstrated the humbh to phase through solid native, traveling at extense speech, meristring at a uniquentifiable burnificial final against which construct and excursion with the second second second burnification of the second second second second them to the second guardians of the larget Necron tests of the larget Necron tests of the larget Necron tests of surfaces, they have been reported in large numbers during the many hanget necessaria.

Phased Bl

🐙 ++ Piet Capture /// Deep Bange Augury /// Epirus System Infiltration ++

THE DARK HARVEST

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図人大学会

劉大大の

At the dark fringes of the Segmentum Tempertus, the Necrons wake, a legion of unliving constructs bent on reclaiming their ancient empires and daughtering those that have usurped their bitmomethy.

THE UNDYING LEGIONS OF THE NECRON DYNASTY OF MAYNARKH

Dath space stops edge of the galaxy, death in the shape of sease shape of unlessing metal. Driven by moders and space shape of unlessing metal. Driven by moders and space shape of the space of hortor's available metal space of the space of the space of Arcient terial, by the sites (this gas by million warring of a driven and driven the space of the space of the space of the calaries available in the space of the space

Sense of this conceros and estimators - an accentic deciment make of the constraints of the prefeted of the deciment make of the sense of the the sense of the sense of the sense of the the sense of the sense memory and the sense of the sense memory and the sense of the sense the exclusion of what we she how the finge of the sense sense of the sens

ignorant of what was waking in the outer darkness, despite the aftershocks of the Maynarkh's fitful stirrings over the millennia, and distracted by its own strife and insular decay, the Imperium is woefully unprepared for what has befallen it. Owing to internal conflict it gave up its one chance to prevent catastrophe and attack the Maynarkh home worlds while they were still inactive, signing the death warrant of tens of billions. Now an invasion on an apocalyptic scale is inderway, with scores of worlds simultaneously attacked and besieged by the Necrons without warning, and with a speed and planet-crushing force that has sent the entire sector into panic and rout. The skies of the worlds of the Oroheus Sector are cast in shadow by the sinister crescent shapes of ancient warships, mountains have been shattered and continents laid waste by prbital assaults, while cities are being set aflame by the remoteless tread of legions of silent sepulchral warriors. These unliving legions care nothing for the souls, fealty or submission of those they kill nor do they find pleasure in such destruction-they require only that all life and opposition before them is extinguished.

Touched by Madness

The Netron see possess a scale of power unmaled by swit of the syname, receive the variable of the caracta of the gainery, having given thermoleves up to the devit's bargen means anythmative to the lib. Not one beyond the rethy training of the thermoleves of lib. But one beyond the rethy rether to but devit of the state one scale of the thermoleves and catastrophe. Usen those up to the power lib. Soliton and catastrophe. Usen those up to the power lib. Soliton and water unchanged after card-time eternity, but the the second after card-time eternity, but the the second after card-time eternity. The second and waters unchanged after card-time eternity balance theorem and waters unchanged after card-time eternity. The balance of the the second the water and the the balance eterlised or who have been compared metally by the water are encoded or of the first model balance of parents are contrigit backs (Dires hunger with hollow obtestion for the lifest hey gave use and hereings and possess new utilety denied to them. Their there are those who have another the hey server and the server of the server of the the Destroper, who abandon their hunariod form entrely the Destropers, who abandon their hunarios is a malation to describe the model with the servers, the mads who have the server possible of the their hunter model who is the possible products to all their hunders their backet model server produces to all their hunders their backet must be real products by the failed on their backet must be rouge models by the failed on their backet must be rouge models by their failed on the backet have be rouge models by the failed on the backet have be rouge models by the failed on the backet have be rouge the model in the failed on the backet have be rouge models by the failed on the backet have be rouge models backet have the server the backet have been rouge server have backet have backet have the backet have been rouge server have a server have backet have the backet have been rouge server have backet have backet have backet have the backet have backet have backet have backet have backet have backet the backet have backet have backet have backet have backet have the backet have backet

Long backet the Vari in Heaver, the dynasty of the Magnath He dia sinsier regression among its briefform. With their horizon and counties was unpetitioned, there was a sample distantial and uncounted. Such insignment and these hard bacterisference of and prage the darketing was all bacterisference of and prage the darketing and all bacterisference of an all bacterisference of and all bacterisference of all bacterisference of all bacterisference and all bacterisference of all bacterisference of all bacterisference and all bacterisference of all bacterisference of all bacterisference and all bacterisference of all bacterisference of all bacterisference and all bacterisference of all bacterisference

Note even the prest eventions of the Necron communities, well remember the busines against the star goods, for auxility inself was damaged by the forces unieshed to do simether the Chan, and the Sart King was word to resource the summary of the star King was word to resource the human star and the star King was word to resource the Magnakh, and by the will of the Selfert King. Bat the Chan words and bus the star king was and the words of the Magnakh, and by the will of the Selfert King. Bat the Chan bus dollards and the moment of this dash the winds of the dash words Verstein human for the star was and and the human for this dash the winds and the dash words Verstein human for this dash the winds and the dash words Verstein human for this dash the winds at the dash words Verstein human for this.

This may hold some sliver of truth or may be no more than an outright fabrication whispered by the rivals and enemies of the Maynarkh Dynasty to defame them. Regardless, these tales have been perhaps extrapolated from observable fact as it is certain that some of the first instances of the Curse of the Flaver were encountered amongst the sinister courts of the Maynarkh and its legions as this affliction runs deep and most often painfully slow through their ranks, rotting the dynasty to its black-hearted core. The 'stench of blood' that attends to them therefore saw them all but outcast from their kindred during the aftermath of the C'tan's defeat and their domains exiled to the lifeless and turbulent reaches of the galactic south-west at the edge of the beyond where once, in the cold darkness, they had hunted across dead worlds to purge the last remnants of the Old Ones' servants during the dying ages of the War in Heaven. Even when the Great Sleep was

exceeds on his Soulias race by the Silent King there were becoming them the Phaenos, the Sautekh and the Atun, secretly counseled for the Maynarkh's destruction, so any were their brethren to be rid of them once and for all. Selent King, however, had use for them yet and ensued are comworld was hidden not merely from interlopers, but the other Necron durastics as well.

Engines of Destruction

and the carbon that feature with the machine-mode users early to not them mito honors, the Maynakh short numerous and strong. Counced not fue behind the machine of the short of the machine model, they have been been also discounted and supermixely to the hard beaution of the set million model. The short of the hard beaution of the set million model and beaution of set million of the set million would be added the discounted beaution of the set million would be added the discounted beaution of the set million of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the discounted beaution of the set of the set of the set of the set of the discounted beaution of the set of

Commend the nemesors of other dynasties might have commend the Maynarkh's legions and nobles for lack of during and strategic elegance, none could deny the brutal encodeness of the armies of the Maynarkh Dynasty.

 non-ever, matters worsened as time progressed and non-song numbers of the Maynarkh's upper echelons for more, in fact, in proportion than the near-mindless over orders they rule() began to fall to the Curse of the Figure devolving into memotion basiss of block-scattered in email. Those of the Sign Quort of Maywing that data net suscemb outchight instead began a tortusory isou depress the another walk codes and sustained horsen of the Network segment, the mailable patterns of wardner to which help hald once financially adheed now formed computies to all segments demained and the segment of the segment hald mark harmwhile, the Maymark Overload themselves of summade warg sustaines from their code to the market of the Maymark Overload themselves of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton of sum market market on the codes surveints with whichton

Dreaming in Darkness

It might have been suppord, not text of all by the Maynisht time there were been suppord, not text of all by the Maynisht the long, show deark hard of the synaps, Thai, in the since of the sinax cycles text messaculatio ten the total vector would more than a table of mindless ghavals, that we then in the sinax cycles are hardward with the sina text of the sinax cycles are hardward with the sina text of the sinax cycles are hardward with the sinax text of the sinax cycles are an exact any text of the sinax text of the sinax cycles are an exact any text of the sinax text of the sinax cycles are an exact any text of the sinax text of the sinax cycles are an exact any text of the sinax text of the sinax text of the sinax text of the text of the sinax text of

The worlds of the Maynarkh slept hidden to all but the Triarch Praetorians, set to stand watch over them by the silent King, and the sleepless makice that had fashioned ther layer after layer of concealments and murderous defences. Founded on the galactic rim in an area routinely troubled by violent celestial phenomena, particular attention was paid to



fitting the Maynarkh tomb worlds with solar manipulator and hyperspatial flux generators, at great cost, to d them from calamity. This foresight secured them from harm where many other tomb worlds elsewhere fell prey to the bind destructive forces of stellar evolution, while the barren and turbulent void around their realm offered little to empt the expansionist desires of many younger races who and fell as ages passed them by. Intrusion was rare, but when detected, the paranoia of the Maynarkh took no chances and detensive intelligences responded with absolute violence to any that happened upon their masters' slumber. Not simply content with eliminating trespassers, instead entire platanxes of Necron war machines and Canoptek killing endines would be despatched to seek, locate and destroy any nearby population centre or star vessel so that no witness or knowledge of them would remain. Such a plan could have backfired by calling down greater wrath than the slumbering tomb worlds could cope with, but through the short sightedness and insularity of the greatest threat that arose unaware on the Maynarkh Dynasty's borders, the expansion of the imperium, even that final opportunity was missed and the time of awakening came.

Long implanted in the tomb worlds of the Maynarkh was a tagger to summon their awakening, a configuration of celestial movement, a sign in the black heavens which the Infeless eyes of the Canoptek intelligences would register and thus mark an end to their acons-long vigil-the death of the Caracol binary stars. Here no Necrons slumbered, but on the dead worlds of Caracol instead were the graves and ruins of entities more ancient and terrible even than they, cast amid the Dolmen Gates the C'tan had used to wage their War In Heaven: Whether by the hidden hand of the Silent King the intervention of other, more nightmarish, forces or simple blind cosmic chance, in the year 990.M41 by the Imperium's reckoning the Caracol binary stars went supernova. Their death shredded the ancient haunted worlds that orbited them and whatever secrets they contained in a detonation of annihilating energy that, because of the Dolmen Gates. was amplified and transmitted as a shockwave of blind force into the Warp beyond. The pattern of the stars was forever changed and the cursed Maynarkh rose.

Onslaught

The Magneth convolts avoids and Tungreted. While threaded rose from the millionishing students consenting and fissing for block and fishin, many more quickly accessed with the thread thread thread thread thread threads thread threads threads threads threads that hauseled the shadows in a final fishing and the blockmark were spared that immediate late and rose from to bjochpared, were spared that immediate late and rose from the blockmark were spared that immediate late and rose from any of the nodes and Cypteix it had takk into the deptite differ dependic concentres, subsumpting it shadigancey into two block in the concentres and the trans the deptite defections of lead and comparing what women's of the Magnetic Dynamic. Peripar brough ther own interest blookult, some of the Maynoth Ladios areas planks, and breaks resistance, to the sender bill block, or peripara they were samply concentrate to a large pan of suffering of promoter the case of the sender billing of the sender billing of the the vold pre-basis take contains or millions at comes to the vold pre-basis take contains or millions at comes to statil. However, in the mind of each Nerron Load and Crypter and the document of the sender the sender does and the sender the sender the sender does denied to them ty the cume of blood they canned and the denied to them ty the cume of blood they canned and the sender the sender of cument of the sender does they were load.

Many field from this realization into deliasina and madences one emboradie an historic hand of all file, while others gave filteratives core to carrange unbolicable, embogring their count of the states and the states of the states of the states made whole works thereafter and would scone do as made whole works thereafter and would scone do as made whole works thereafter and would scone do as made whole works thereafter and would scone do as many thereafter and any the states made works and the states and the states of the states of the states made whole works thereafter and would scone do as made whole works thereafter and would scone do as made whole works thereafter and any the states made whole the states of the states of the states of the works thereafter and the states of the states of the works thereafter and the states of the states of the works the states of the states of the states of the works the states of biblioms.

With brack willposer they brought coder to the availances they browned and took course from the console and timeworm Practicolars who had stood upid down the consider of the and their Chromoscens who called on the stange that want to the Chromoscens who called on the stange black wath of killing cold they took scool of their downers and the updatar verne which had interest the tasks in the age in which they had available. Standberg tombs works of the dynamic methy would be the cold the tasks on the black standberg to the standberg to the standberg to the dynamic methy would be the cold the stand the stand black standberg to the standberg to the standberg to the dynamic methy would be the cold the stand the standberg to the standberg to the standberg to the standberg to the would dip the Mutghandberg to make standberg to the standberg tot the

Their course of action was clear-genocide; the systematic annihilation of all life that opposed them, but first they would display the patience of a spider spinning its web. Borders would be probed, legions marshalled, war engines tested, enemies isolated and identified and plans laid. All this would be done before the fringe worlds that had been usurped by the vermin identified as 'Mankind' were awoken beneath the trespassers who arrogantly thought them theirs. Only then would the legions be unleashed; hundreds of thousands of warriors, millions of Canoptek constructs and warships without number. This would not be war against an honoured foe, but a dark harvest of the living-an extermination campaign on an interstellar scale and the spoils of war-the flesh and the blood of the slain would be harvested and given to appease the wayward children of the Maynarkh as a mercy for the afflicted... and no other reason, the soulless nobles of the court told themselves, no other reason at all.

NECRON SENTRY PYLON



The Ophena Was provided the Ordo Xenos with the fact confirmed and dealed regists of the Stratent yellow Texcono we expire. Smaller than the heavy defension pylon neapons previously encountered in defence of the total on useful and may auton monos, with subarning and capable of inmite buttlefeld matteries, which and and defence units. They are entrely autonemous, with subarning and capable of inmite buttlefeld monitories, which subarning and capable of inmite buttlefeld monitories, which subarning and capable of inmite buttlefeld monitories, which subarning and capable of inmite buttlefeld monitories.

The most commonly observed weapon system mounted by these pylons is a long range 'continuous beam' molecular disruption cannan (see Ordo Xenos file' Gauss Weaponny). Alternative armaiment types, including coherent thermic ray and particle disintegration weapons, have also been reported.

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NECRON WARRIOR: AMARAH PRIME WARZONE

The majority of the Necron forces operating in the measure of the Amarka system has been definited by the Crick Aeron as belonging to the Necron dynamity of Algonyach. The develop is belowed to be the drift oper two million Necron Phalane warriss of this type climited to be operating in the Ophnes Sector. Necron forces corrected with this dynamic hard been definited and due and the extension store of Compare controllers, benefate on the sectors in the ophness part of the majorial on the operating in the Ophness been definited massal and the extension store of Compare controllers, benefate extensions with the Necron Part of the import demonstrates with the Necron Necro and the ophness of the Necro Necro Necro Network the Necro Necro Necro Network Necro Necro Network Necro Necro Network Necro Necro Necro Necro Network Necro Network Necro Network Necro Network Necro Network Necro Network Necro Necro Network Necro Network Necro Network Necro Network Necro Network Necro Necro Necro Network Necro Network Necro Network Necro Network Necro Network Network Necro Network N



NECRON WARRIOR: HYDROGHAST WARZONE

Nacon forces encounteted in the hydrogharts sub-sector and carrying out raish in the hydrogenetization some were identified as an idiopyrcatic dynash – Ordo Xenop diagnation Yvaldeth 'Theorised to be a client dynashy or offshoot of the high degree of corosian and eminomental damage apaperent in their appearance, although no loss of contast effectueness was observed weaking from this.



Necron Assult Walker. Imperial Designation – Triarch Stalker. Image produced from records of the hydrophast Warzone. These war machines proved highly adapt at negotiating hazardous terrain in multiple areas of conflict, and wais employed both as a vanguard strike unit and to hunt down and exterminate broken or flexing troops, relagees and Imperial infiltrators.





Necron Aerial Assault Forces. Amarah Prime Warzone: During the invasion of Amarah, the Maynarkh Dynasty utilised overwhelming air superiority to rapidly overwhelm the imperial defences during the initial assault.

1. Night Shroud (utilised in a strategic bombing role).

2. Doom Scythe (utilised in a precision ground attack role).

DARK HARVEST WARHAMMER 40,000 NECRONS ARMY LIST

The following army list represents the forces of the accursed and bloody Necron Maynarkh Dynasty, and allows you to field the remorseless legions of these insane robot-creatures n your games of Warhammer 40,000. It represents an alternative force and structure to the standard Necrons army list found in Codex Necrons, but while it shares many features, rules and units with that army list, you will find them here twisted in unfamiliar ways that better reflect the tragic maladies and murderous brutality that exemplify what the Maynarkh have become over the ages, a nightmarish echo of the sins of epochs past and a shadow of inhuman, eternal malice to anything living that crosses their path. Shunned even by others of their own kind, who consider them tainted, their fellow Necrons have good reason for this prejudice as haunting madness and the Curse of the Flayer stalks the Maynarkh Dynasty's once proud courts, and they have become ever more extreme in their savagery towards lesser races' each time they have stirred in their slumber.

Using the Dark Harvest Army List

The Dark sharest any task designed to annihify the idea of the Necroix as at detess lond of migradue litting matchines, cooperal in the ash and blood of them victims. In itelate terms thing are valuing desite to anything that controlments them. In terms of play style, this army list will reveal aggressive factors such as columns of actual, and excircing misries, while all add desites and add the study of the strain strains. The strain and the study relates the strain strain strains are the strain and the strain and the strain and the strain data, while monotoxy relates that define all batter may be view, ultimately the Magnatch themselves will be one step desires fan additionation as a result. Experienced Necrons players will notice that many of the usual components of a Necrons army have been included here, but are either rearranged in use or changed in scope and rules (there are also some quite deliberate omissions, such as lack of access to the regular special characters from Codex Necrons and the C'tan Shards). The intent here is not to maximise or minimise the particular strengths of Codex Necrons, or indeed make up for any perceived weaknesses. but rather to evoke the character of this damned dynasty and provide an exciting narrative tool for your games of Warhammer 40,000-an unrelenting evil that any living thing can get behind opposing in battle (even other Necrons!). As well as being a fully usable Warhammer 40,000 army list in its own right, the Dark Harvest army list is in particular intended for use in campaign games, such as the Orpheus Salvation campaign presented in this book.

Using Force Organisation Charts

Army lists from this book are used in conjunction with the force Organisation chart from the Wahammer 40,000 nulebook or the scenario you are playing. Each chart is spit into a number of tadepoists that correspond to the sections in the army list, and each category has one or more books. Each light tono box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

Allies and the Dark Harvest army list

The Maynarkh are genocidal, paramoid and by any rational measure insane. Other Necron dynasties distrust them and will rarely ally with them, but they are still capable of manipulating the younger races to serve their purposes if the need is strong enough, and think nothing of using nightmarish technology to ensise them – so long as their pobles can hold their own productives in check long enough

In order to reflect this, the Dark Harvest army may take one baken san Alide contingent from Coder Mecrons san Aliy of Convenience (and vice versa), and an Alied contingent from Coder Space Marines, Coder Chaot Space Marines, Coder Imperial Guard and Coder Oris as Desprate Hisis (and vice versa), and theat other forces as "Come the Appocationse" – see page 112 of the Warhammer 40,000 midebock for more details.



Using the Army List Entries

Each unit entry in the army list contains the following information:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile: This section will show the profile of any models the unit can include, even if they are upgrades.

Limit Type: This refers to the unit type rules in the lanhammer 40,000 rulebook. For example, a unit may be dassed as Infantry, Monstrous Creature or Vehicle, which subject it to a number of rules regarding movement, ecoting, assaults, etc.

Unit Composition: Where applicable this section will show the number and type of models that make up the basic unit, advore any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Wargear: This section details the weapons and equipment me models in the unit are armed with. The cost for all these models and their equipment is included in the points cost used next to the unit name. Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail on page 104 of this book or in the Special Rules section of the Warhammer 40,000 rulebook.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange ane weapon 'and/or' another, you may replace either or both provided you pay the points cost for each.

Dedicated Transport: Where applicable this option refers to any Transports the unit may take. These have their own amy list entries. Dedicated Transports do not use up any Force Organisation chart selections, but otherwise function as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord trait, in which case it will be listed here in its army list entry.

NECRON SPECIAL RULES AND WARGEAR

For the tasks of convenience many special networks and examples of pacetics and unique vargers of not he Necrons have been provided herein their entery and a velagons summary page has been added at the end of this section for aske of play. In page where the details of particular special nues, terms of warges and examinent end not found here, you should replin instead to the Warhammer 40,000 rulebogs and Coder Microns and them ison up to date PAQ.

For the following items of wargear, see the weapons summary on pages 81-85 of Codex Necrons.

- · Gauss weapons
- Hyperphase sword
- Mindshackle Scarabs
- · Particle weapons
- Phase shifter
- Phylactery
- · Quantum shielding
- Resurrection orb.
- Semplternal weave
- · Staff of light
- Tachyon arrow
- Tesla weapons
- Tesseract labyrinth
- Transdimensional beamer
- Voidblade
- Warscythes
- Nightmare shroud
 Veil of darkness
- Eldritch lance
- Gaze of flame
- Solar pulse
- Sour boun
- Chronometron
- Timesplinter cloak
- . randshamida
- · Lightning field
- · Voltaic staff
- Harp of dissonance
- · Seismic crucible
- Tremorstave

Reanimation Protocols

Necrons have sophisticated self-repair systems that can return even critically damaged warriors to the fight.

If a model with the Reamination Protocols rule is removed as a casuality, there is a chance that it will self-repart and return to play at the end of the current phase. Whenever a unit takes one or more casualities, place counties or other suitable markers next to the unit to remind you how many casualise were taken. If the unit makes a fail back move, remove any counters from it – any damaged Necros are left behind and self-destruct taken than isk capture by the eventy.

At the end of the phase, after any Morale checks have been taken and all takes more share been made, in a 0.6 for each Reammation Protocols counter mat to the unit. On a 1, 3, 0 of the disrupped to be overeight and to safety account and continues to fight –return one of the state models to hypothesis the state of the state of the state models to Morale that has not safet returned through Reammation from its unit that has not safet returned through Reammation in mat be placed at least 1⁺¹ from entery models. The models is Models that cannot be directly in the state of more than the base of the state of the state of the state mate be placed at least 1⁺¹ from entery models. The models is Models that cannot be claced in this work on the state.

Reanimation Protocols rolls cannot be attempted if the unit has been dersyned – noch tell set model has been removed as a casualty, remove all your counters. Note that characters do not count a part of the unit for the purposes of Reanimation Protocols – If a character is the only survice of a unit, hip percences in ots sufficient to allow a Reanimation of a unit, hip percences in ots sufficient to allow a Reanimation all Reanimation Protocols rolls have been made for a unit (ossed of failed) remove all your counters from the unit.
Ever-living

It a model with this special rule is removed as a casualty, do not add a Reanimation Protocols counter to its unit. Instead aloce an Even-Ining counter where the model was removed tem play. At the end of the phase, roll for this counter just as sou would for a Reanimation Protocols counter.

The model had previously joined a unit when it was meet to pigs, with a single Wond, in coherency with meet to pigs, with a single Wond, in coherency with end to pigs, with a single Wond, without 3° of the end part of a unit within a signed wond, a could be not entered to pigs, with a single Wond, within 3° of the meet network could be noted in sub end of the and the model was been as the single single and a single work of the model was been as the single si

Entropic Strike

Sector technology can break down even hardened armour plate into wisps of energy.

and that suffers one or more unaved Wounds from seepoor or model with this special unil immediately loss at mour Sive for the remander of the battle (effectively ring ta K mour Sive to '-'). Against supdoms, these are allocated as for glancing hits and penetrating hits, such hat a which suffers from a support or model this special rule, roll a DF. For each result of 4+, it eacherly exists in point of Amour Value from all facings a whice is reduced to Armour 0 on any facing, it is eacherly existed.

Eining Metal

Recton vehicles are composed of a semi-sentient alloy capable of incredible feats of resilience and self-repair.

If a model with this special rule suffers a 'crew shaken' result, of a D6: on a roll of 1, the result is applied normally; on a roll of 2+, the result is ignored. If a model with this special rule unless a 'crew stunned' result, roll a D6: on a roll of 1+3 the each is applied normally; on a roll of 1+4, the result is inonced.



Flensing Scarabs

These are swarms of specially purposed Canopic's cardiad designed to swirth and wipking spanne lifesh (non-spann) and although no more than mere insects in size these attentions on injury targets are nevertheless as deauty as the are hornfit. No larger, than the biting insects they resemble Maynahfh Crypteles assign these multichous machinesto larger boldes at the dynastry's troops to assist in discontent and the rendering down of bolders to propose hausestra.

A unit or model equipped with Flensing Scarabs has the Shred special rule for the first round of assault it takes part of during the game. This special rule adds to any type or ability their dose combat weapons and attacks afreedy confer-

The presence of Fiensing Scarabs with a unit should be represented on the table by a counter or specially modeled base (this takes on other part in the gand) which can be removed when the Fiensing Scarabs have been used. Take care that if modeled, the counter or base cannot be confuse with a standard Scarab swam!

Mark of the Flayer

Madness stalks the sundered intellects of the nobles of the once proud and mighty dynasty of Maynarkh—an afficienti that is slowly destroying them body and mind as one afterthe other the succumb to the Flayer contagion.

Should the Maynarkh Overlord, and/or a unit they have joined, wipe out a unit in an assault or fail a Morale check, before resolving any further consequences of this event rol a D6 and immediately apply the result on the table below before carrying on.

D6 Result

Beneric: The Overford is selected by mudrenous fury and is unable to tell frend from for. It parts of an Infantry unit, D3 automatic hits (using the Overford's own close combat weapon) are infinited on that unit (the controlling payer music choose the closest models to the Overford in the unit to be struck by these attacks). If done and not part of an infantry unit, they immediately take a single Woond with no saves of any kind possible.

2-5 Remains in control: The Overlord is able to control their madness by sheer force of will. No effect.

Transfiguration: The Overford is standinguide by markines and their auto-repair system distors there body to forms better able to express the mailgnance shall be the transformed of the system of the system shall be the bentre of becoming a Flayed One. The Overford gains the Fearless and Reigs pecial nulses (note that if they were about to flee, they will no longer do and the combat number However, at the end of the blattle regardless of schedulers, at the end of the blattle regardless of a scheduler be number of Vortex states and the Skip the Vorticed expected for missions where the schedulers of the survey of Vortex states where the schedulers of the survey of Vortex states where the schedulers of the survey of Vortex states where the schedulers of the survey of Vortex states where the schedulers of the survey of Vortex states states and the skip the Vortex degrees of the schedulers of the schedule

WARLORD TRAITS TABLE

When generating their Warlord traits, a Dark Harvest Warlord may either roll on one of the Warlord Traits tables in the Warhammer 40,000 rulebook, or instead roll on the following table.

D6 Warlord Trait

Predictive Strategist: For the Warlord the movement of armies and the destruction of the enemy is nothing more than a cold calculation of co-ordinated force and focused destruction.

While the Warlord remains in play, you may either add or subtract 1 to the result of any Reserves roll you make (choose after the Reserves roll is made).

2 Dust and Ashes: The Warlord has fought countless battles over the aeons, and has seen races and nations rise and fall and stars burn themselves black. They know that some enemies need only to be outlived to be ultimately defeated.

If the Warlord survives the game, you gain an additional Victory point.

Blood of Ancients: The Warlord is driven to prove the inferiority of the younger races in ritualised personal combat, spilling the blood of enemy champions and generals onto the dust of ages.

The Warlord must always issue and accept challenges where possible, and for every enemy independent Character killed by them directly in combat, their player receives an additional Victory point.

4 Unbending Will: The Warlord is possessed of the indomitable willpower and iron resolve that has allowed the Necrons to endure eternity, and no mere mortal force will dissuade them from their goals.

While within 3° of an objective, the Warlord and their unit may re-roll failed Reanimation Protocols rolls.

5 Fire of the Heavens: The weapons of the Necrons are many and powerful nearly beyond comprehension, and the Warlord has long mastered their devastating potential.

Each Shooting phase the controlling player may select a single Necron model in the same primary detachment as the Warlord that has either the Vehicle or Artillery type. A single ranged weapon on that model gains +1 Strength this turn (to a maximum of 10). This bonus may be applied to a vehicle the Warlord is being transported in.

and an

6 Death Incarnate: The Warlord's cold machine intellect is riven with an unrelenting compulsion to slaughter the flesh-bound bodies of the 'lesser' species they encounter, to destroy the thing they crave yet cannot be.

The Warlord and their unit have the Crusader special rule.

WEAPONS

ITERFOINS				
Weapon	Range	Str	AP	Туре
Cutting beam	12"	6	2	Assault 1, Melta
Death ray	12.*	10	1	Heavy 1
Death sphere		10	1	Bomb, Large Blast
				(5*), Blind, Pinning
Doomsday cannon				
Combat speed	24"	7	4	Heavy 1, Blast (3*)
Stationary	72*	9	1	Heavy 1,
				Large Blast (5*)
Eale cannon PT	12*	X		Heavy 1, Blast (3*),
				Exile Blast
Elemity gate				A REAL PROPERTY OF
Portal of exile	D6*	X		Heavy 1, Special
Focussed death ray	24"	10	1	Heavy 1
Gauntiet of fire		4	5	Assault 1
Gauss annihilator		- 0.7	1	D
Focussed beam)	120*	D	2	Heavy 3, Primary
				Weapon, Skyfire,
				Interceptor
(Flux arc)	18"	6	3	Heavy 2D6
Gauss blaster	24*	5	4	Rapid Fire, Gauss
Gauss cannon	24"	5	3	Assault 2, Gauss
Gauss exterminato		9	2	Heavy 2, Gauss
				Interceptor, Skyfire
Gauss flaver	24*	4	5	Rapid Fire, Gauss
Gauss flux arc	24"	4	5	Heavy 3, Gauss*
Heat ray	24		-	Heavy 5, Gauss
	emplate	5	4	Heavy 1
Focussed	24*	8	1	Heavy 2. Melta
Heat cannon	36*	10	1	Heavy 2, Blast (3*),
		10	-	Melta
Heavy gauss		-	-	wicita
cannon	36"	9	2	Assault 1, Gauss
Hiperphase sword		User	3	Melee
Particle beamer	24"	6	5	Heavy 1, Blast (3*)
Particle caster	12"	6	5	Pistol
Particle shredder	24"	7	4	
manage shredder	24	1	4	Heavy 1,
Barris and State	24*	8	3	Large Blast (5*)
Particle whip	24	0	3	Ordnance 1,
and the second se	-	100		Large Blast (5*)
Rod of covenant		+1	2	Melee, Unwieldy
	6*	5	2	Assault 1

WEAPONS	
Weapon	Range
Staff of	

Staff of	- 12- 1			
the destroyer	2D6**	6	1	Assault 1.
				One use only
Staff of light	12*	5	3	Assault 3
Staff of tomorrow		User	2	Melee, Time-Strike
Synaptic				E B
disintegrator	24*	X	5	Rapid Fire, Sniper
	 Onfinite 		1	Assault 1
Tesla cannon	24*	6		Assault 2, Tesla
Tesla carbine	24"	5		Assault 1, Tesla
Tesla destructor	24"	7		Assault 4, Tesla,
The state				Arc
Tesseract singulari Particle	ty chamb	ber		The second second
hurricane	Template	3	-3	Heavy 1, Fleshbane
Seismic lash	24*	5	4	Heavy 1. Quake*
				Armourbane.
				Ground Lash*
Solar fire	48*	7	2	Heavy 3, Blast (3")
Transdimensional				
beamer	12*	X		Heavy 1, Exile Ray
Voidblade	-	User		Melee, Rending,
				Entrophic Strike
Warscythe		+2	1	Melee,
Warscythe	-	+2	1	

These weapons have additional rules (see the relevant entry).

CRYPTEK WEAPONS

Weapon	Range	Str	AP	Type
Abyssal staff	Template	8	1	Assault 1,
				Shroud of Despair
Eldritch lance	36*	8	2	Assault 1
Harp of				57. 1
dissonance	∞ (Infinite)	6		Assault 1
				Entropic Strike
Trémorstave	36*	4		Assault 1,
				Blast (3*), Quake
Voltaic staff	12*	5		Assault 4, Haywire

These weapons have additional rules (see the relevant entry).

HQ

220 points

KUTLAKH THE WORLD KILLER

Maktlan of the Undying Legions of Maynarkh, the Charnel Lord, the God-Slaver

Named in fearful praise as the 'World Kaler' on ancient monuments raised to honour the Maynarkh on planets they have left as salent graveyards in their passing, Kutisk's is the 'Maktian' or 'Extinguisher of Life' of the Maynarkh Dynasty and commander-inright of this legions.

Guing de antennet was and compared, during the value regarded at the concluse and model and the antennet. An elity of the threads a liter who now particular periods in the homitation of energy hardpoints and generation is negronal concluse. De they the leads of third shorts or the wannet and assessed of the QU Gene. A warning for and generation, Kutakit acced time for the leads of third shorts or the wannet and assessed of the QU Gene. A warning for and generation, Kutakit acced time for any strengthesis and the shorts of the shorts of the short of the short and the shorts. All conclusions are also also provide the short of the shorts of the shorts of the short of the abstrengthes even in the shorts of the shorts of the shorts of the shorts of the short of the short of the abstrengthes and the shorts of the shorts of the shorts of the shorts of the short of the short of the abstrengthes and the shorts of the shorts of the shorts of the shorts of the short of the short of the short of the shorts of the short of the short of the shorts of the shorts of the shorts of the short of the shorts of the short of the short of the short of the shorts of the shorts of the short of the shorts of the short of the shorts of

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Kutlakh

Unit Composition

1 (Unique).

Unit Type

Infantry (Character)

Dedicated Transport

 May select a Catacomb Command Barge as a Dedicated Transport for +80 points.

Wargear

- · Staff of light
- The Obsidax
- · Phase shifter
- Phylactery
- Sempiternal weave

Special Rules

- Adamantium V
- Ever-living
- · Independent Character
- Spinter of Madness
- Phaeron
- Reanimation Protocols

Warlord Trait

 Death Incarnate: If chosen as part of a Dark Hanvest arms, Kutaah must be the arms's Warlord, Kutlakh automatically has the Daath Incarnate trait from the Dark Hanvest Warlord Traits table rather than determining his Warlord trait schoonly.

Splinter of Madness

If the ancest Appendia are to be believed, it state by the hand's of valish that the Chara known as Manu'goe, the Maye, it and be an origination of the state of the state of the state of replanation that or came hange about Kataba and replanation that or came hange about Kataba and replanation that or came hange about Kataba and replanation and makes and the state of the and the state of the state of the state of the makes to develop the state of the state of the states to develop the states of the state of the states to develop the states of the states of the states to develop the states of the state

Kutlakh, and any unit he joins, has the Fear and Fearless special rules.

Solidat must always dicklere a characterine in contact the beginning of the Fight subphase and before any blows in contact, such phases and before any blows in contact, such phases and before any blows there are advanced to a 0 and and and the real to a such as a second on the Visapon Sall or the Assaud phase equal to that of the opponent's, this opponent in the a read/or the Visapon Sall would be reduced by the the apponent's bloggen sall would be reduced by the the opponent's bloggen sall would be reduced by the second blows the youth apponent of the second blows and blows and blows and blows and the second blows and blows and the second blows and blows and blows and blows and blows and blows and blows the youth apponential.

34.000

The Obsidax

Since before the time of the revolt against the Ctan, this minight-black hyperphase black has been carried by the greatest war leaders of the Maynarkh Dynasty. It has ended lives without number across the ages and its edge is bathed in a dork radiation deadly to all living matter.

The Obsidax is a close combat weapon with the following profile:

	Range	Str	AP	Туре
The Obsidax	3210	User	2	Melee, Instant
				Death, Specialist Weapon
				vieapon

Phaeron

Kutlakh, and any unit he joins, has the Relentless special rule



HQ

TOHOLK THE BLINDED.

Master of the Eternal Engines, Chronomancer of the Smoking Mirror

The Arth-Capitel of the Maynich, Tackin is a being of disolation inportunity income particular granus into the Ref to the creation of an emerginary for the biolocitory annual and uniden to designs and intermises over distributed by the Tarkin's across the Materian dynamics in another to a different and the creations to a distributed by the Tarkin's across the Materian dynamics in an annual the article of the creations to a distributed by using the creation of the second distributed second approximation of the second approximation and the second approximation and the second approximation and the second approximation and second secon

After the fig of the QL Ones, Thook became even more disconcected from reality and altitled to can reserve to the paths of Qharonings, Decompositions with the intractional of Quaraa and the Car and Amerel manual of the distriction of time tradit, if this masses, havenes, purched in the straining of Quaraa and an other sear and abacked and subjected in the theory of the distribution impaths. Namely, and anothed the Mildred and breaks and and abacked in the car and expect attractions in the distribution of the distribution. The control to the mass of expect and the straining the first and anothed the Mildred and breaks and Anadamics. The control to the strained being and purchases and the straining of the distribution of the distribution of the distribution of the Singkar Qharder and the strained the Market with and public distribution of the Market that the terms in the Singkar Qharder and the Market and the Anapacht with dama public distribution of the Market the Market the Singkar Qharder and the Carder and the Market and the Market the Market the Singkar Qharder and the Market and the Market with dama public distribution of the Market and the Market the Market the Carder the Interview of the Market and the Market and the Carder and the Interview of the Market and the Market and the Carder and the Interview of the Market and the Market and the Carder and the Interview of the Carder and the Interview of the Market and the Market and the Market and the Carder and the Interview of the Carder and the Interview of the Carder and the Market and the Market and the Carder and the Interview of the Carder and the Market and the Market and the Market and the strained and the market and the Market and the strained and the

Toholk

Unit Compositio

• 1 (Unique)

Unit Type

· Infantry (Character)

Wargear

- Aeonstave
- Timesplinter cloak
- Transdimensional beamer

Special Rules

w

- · Ever-living
- Reanimation Protocols
- Independent Character
- Slow and Purposeful
- Chronomantic Sight
- Eternal Engines

Warlord Trait

 Predictive Strategist: If chosen as the army's Warlord, Toholk automatically has the Predictive Strategist trait listed from the Dark Harvest Warlord Traits table rather than determining his Warlord trait andomly.



Once binded for his 'lack of foresight', Toholk has refitted his body with chronomantic systems. He now views the world through a shifting vel of temporal energy fields and the twisting skein of dimensional membranes, and can transmit his visions to the Necrons around him.

125 points

Toholk, and any unit he has joined, has the Night Vision special rule and is immune to the effects of the Blind rule. Toholk, or a unit he has joined, may re-roll a single D6 roll in each of their turns.

Eternal Engines

Tohoki si Ach-Cyptek of the Magnatikh Dynasty and his opperience in Atabioning and augmenting weapons and machineries of war is unequalited, stretching back through epochs of time. Within those devices in eparticularly recours he has implanted temporal regenerative systems, works of arcane science that are capable of prevense to restore near-wracted war machines to a artificie state of function.

At the start of the game roll a D3. This number of units classed as Vehicles of any type in the Dark Harvest army may be given the It Will Not Die special rule.



HQ

MAYNARKH OVERLORD .

Nerror Develoption are instelled generalities and entrop, bedetakel in income and paweer lub beits gue clauby power it may be met the product of many cather than streng. Their hopks clause in the freed scattartic of mer india maxand encode to resist and take viewscore and strong encode to crucia the life from the free with monoreless at free freed scattartic strength of the prevanders and determine residence its main there is its lyamor. How shows are used assumed of their spennicity and pawee hungs as even they were, each now spund on by the lingering back of the backy can one free free with the their lenges.

markh		

Composition

· 1 Maynarkh Overlord

Unit Type

· Infantry (Character)

Wargear

· Hyperphase sword

Special Rules

· Ever-living

- Independent Character
- Reanimation Protocols
- Mark of the Flayer
- Fear

Dedicated Transport

 A Maynarkh Overlord may select a Catacomb Command Barge as a Dedicated Transport for +80 points.

3 10 Options

 May be upgraded to a Phaeron. · May exchange its Hyperphase sword for one of the following. - Staff of light - Gauntlet of fire.... +5 points - Voidblade. +10 points - Warscythe ... +10 points · May take any of the following - Phylactery, +15 points - Mindshackle Scarabs +15 points - Sempiternal weave +15 points - Tesseract labyrinth +20 points +30 points - Tachyon arrow. - Resurrection orb - Phase shifter +45 points

90 points

Flensing scarabs +5 points

Phaeron

A Phaeron, and any unit they are with, has the Relentless special rule.

Mark of the Flayer

Madness stalks the sundered minds of the nobles of the once proud and mighty dynasty of Maynarkh—an affiction that is slowly destroying them body and mind as one after the other they succumb to the Flayer contagion.

Should the Maynarkh Overlord, and/or a unit they have joined, wipe out a unit in assault or fail a Morale check, before resolving any further consequences of this event roll a D6 and immediately apply the result on the table opposite before carrying on.



D6 Result

- Benseric The Overlord is solved by muderous fury and is unable to tell fined from for. If part of an Infanty unit, D3 automatic his (using the Overlord's own close combat weispon) are inflicted on that unit (the controlling payer must choose the closest models to the Overlord in the unit to be struck by these attacks). If alone and not part of an infantry unit, they immediately take a single Wound with no asses of any kind.
- 2-5 Remains in control: The Overlord is able to control its madness by sheer force of will. No effect.
 - Transfiguration: The Overlood is transfigured by markness and there auto-repair system distris their body to forms better able to express the maingrance that comments them, starting their neonoles side into the horrer of becoming a flyed Ora. The Vorlorid gams the fareness and flage social rules inote that if they were about to lead, they flue low ear of the out the contentions, they flue hore are the out of the contentions of the starting of the the purposes of Vorlor to content as destructed for the purposes of Vorlor points and the Say the Welford objective (in maximum starting).

HO

DESTROYER LORD

Destroyer Lords are those members of the ancient warrior nability of the Necrons who have succumbed to the insanity of mbilism despite their bodies enduring the Great Sleep uncorrupted by the Flayer curse, casting aside the promise of flesh and the faint hope of rebirth in a violent desire to see all crushed before them and all of existence set to burn. Given the Maynarkh's rendency towards more direct physical and mental devolution, Destroyer Lords are relatively few among their own number but conversely, due to the dynasty's reputation for wholesale extermination of its foes and the swathes of destruction left in the wake of its conquests, since their awakening Destroyer Lords, either outcast or disconnected from their former dynasties, have been drawn to the Maynarkh's banner, while some trapped in service as client dynasties to the Maynarkh have embraced one form of madness lest another far worse taint them instead.

ROYAL COURT OF MAYNARKH

See page 89 of Codex: Necrons

Each Necron dynasty maintains scores, even hundreds, of nobles on whom the gifts of biotransference into machine-form were lavished, and the Maynarkh are no exception. Although a dwindling line, those who remain have lost none of their desire for power or to prove themselves the greatest of their peers through open battle and subtle intrigues. Yet for all of their adherence to the traditional forms and rituals of their warnior civilisation, there is a reek of blood to the lords of the Maynarkh and a faint of madness and malignancy that cannot be expunded.

For each Maynarkh Overlord in your army (including Kutlakh the World Killer), the army can also include a Rova Court of Maynarkh. This unit does not take up a HQ choice. Before the battle, each member of the Royal Court of Maynarkh has the option of being split off from this unit and assigned to lead a different unit from the following list: Maynarkh Warrior Phalanx, Maynarkh Immortals, Maynarkh Lychouard or Deathmarks. Only one member of the Royal Court of Maynarkh can join each unit in this manner; otherwise they remain part of the Royal Court.

	WS	BS	5	T	w	I.	A	Ld	Sv	
n Lord	4	4	5	5	W 1	2	2	10	3+	

Maynarkt Composition

Composition

· 0-5 Crypteks Maynarkh Lord

· 0-5 Maynarkh Lords

1 Necron Lord

Special Rules

- Reanimating Protocols · Mark of the Flayer
- Unit Type
- Infantry (Character)

Wargear

Hyperphase sword



- · A Maynarkh Lord may exchange their hyperphase sword for one of the following:
 - Free - Staff of light - Gauntlet of fire +5 points
 - Voidblade +10 points
 - +10 points - Warscythe
- · A Maynarkh Lord may take any of the following:
- +15 points - Sempiternal weave - Mindshackle Scarabs +15 points
- +20 points - Tessecart labyrinth
- Resurrection orb +30 points
- +45 points - Phase shifter +5 points
- Elensing Scarabs

Cryptek See page 90 of Codex: Necrons

TROOPS

MAYNARKH WARRIOR PHALANX

BS

Sector Warriors are the foot soldiers of the Maynarkh legions; hundreds of thousands of grim and remorseless machine-creatu exch carrying the dimly echoed remains of a living mind bound into eternal servitude. They are implacable and ruthless killers, anorant of their own nightmarish condition, but despite their shambolic gait they are all but unstoppable, their bodies able menant almost any harm done to them and, compelled by the will of their lords, they are tireless as agents of destruction. 1

- Special Rules
- 4 4 1 Reanimation Protocols

Dedicated Transport

· May select either a Ghost a Night Scythe for +100 points as a Dedicated Transport.

T W

Options

May include:

Ld

- Up to ten additional Necron Warriors...+13 pts per model May be given Elensing Scarabs

130 points

130 points

200 arhammer 10,000

MAYNARKH FLAYED ONE PACK

ws

Omolived and debased creatures, driven mindlessly to hunger uselessly for firsh and blood, the Flayed Ones are truly damned, among a sickeningly violent death to any living creature they encounter. A great many of the Maynarkh Dynasty have succumbed affliction, in particular those of its higher order, and in deference to their memory the Rayed One packs that haunt those man remain, like a spectre of ancient sins, are treated with wary respect; for as they are, so all one day may be

Unit Composition

10 Maynarkh Necron

Unit Type

- Margear

RS T Ld

Special Rules

- Reanimation Protocols
- Deep Strike
- Infiltrate

May include:

- - Up to ten additional Flaved Ones ... +13 points per model May be given Flensing Scarabs +10 points

hammer 10.000

TROOPS

MAYNARKH IMMORTALS

Veteran soldiers of the ancient wars, the immortals were the true fighting strength of the Necron dynasties, unfailing warriors who had crushed the dust of countless worlds beneath them. Still able to think and respond with a chill echo of intelligence, their martial power remains undimmed, as does their unflagging lovalty. But to the Maynarkh, the tens of thousands that remain to them are now a more precious resource than before and not one to be carelessly spent in battle, at least until the Maynarkh bring other dynasties under their sway and add their forces to their own.

Maynarkh Immortal Unit Composition

Special Rules

- · 5 Maynarkh Immortals
- Unit Type
- · Infantry

Wargear

· Gauss blaste

4 4 1 Reanimation Protocols Shadow Legions

T W

Dedicated Transport

 The unit may select a Night Scythe for +100 points as a Dedicated

I A Ld Options

· May include: - Up to five additional Necron Immortals ... +17 points each

85 points

- The entire unit may exchange their gauss blasters for: - Tesla carbines

Shadow Legions

The dynasty of Maynarkh is rife with madness and corruption and as such, many of its once proud legions of immortals have awoken from stasis twisted or insane beyond repair or function, many succumbing to the Flaver contagion. Those that remain are used by their masters to shepherd their brethren in battle rather than fighting alone.

Necron Immortal units may not be used as compulsory Troops choices in the Dark Harvest army



DEDICATED TRANSPORTS

CATACOMB COMMAND BARGE See page 91 of Codex: Necrons

The end Divisional skinish reporting on foot but instand take to battle on the eleck of a Catesonal Command Barge - an end set division and the end of the electric of a set of the electric of the electri

Files are both battlefield conveyors and mobile repair stations. Floating like sepurchial barges of the failen, they contain end systems able to augment the capacity of the numberies raiks of the Necron Warrison to sustain themselves against and the otherwise overwhere them, and have sufficient reprover to defend themselves from attack.

Sight Sythe is the Necrons' most common aerial war craft, both a highly formidable fighter and a peerless tool of imason, and at toos a wormhole gateway. This allows it to beam Necron troops directly into battle with pinpoint accuracy despite as the final speeds.

ELITES

CANOPTEK TOMB STALKER

Calapper Forth Stakies are hunge unking machines swit, treless and relentes engines of munder that innor wether phy nors release. Functional first to guid them maters during the millernia-long submibe, they are now employed as terror weapons and the statistication of the statistication of the analysis of the solid earth and smash apart enemy lines, chains to shreds anything that direst to file in a station of bibled limbs.

anoptek Tomb Stalker	W5 4	BS 4	\$ 6	T 7	W 4	1 4	A 4	Ld 10	Sv 3+			
Init Composition 1 Canoptek Tomb Stall Init Type Monstrous Creature	cer	 Fea Ran Wa 	al Rules rless npage r Const ise Tunn	ruct			folle - Se	anopte owing: pulchra	k Tomb Stalker I Scarabs			any of the +15 points +15 points
Vargear Two gauss flayers Sense cluster	70	0a1	rha'	mm	ler		of	standa	k Tomb Stalker Ind Necron arm	y. When cho	sen as pan	ofa

Gloom Prism

The gloom prism's energy field creates a zone shrouded from Warp-spawned power.

Each time an enemy unit attempts to target the Canoptek Tomb Staker or a friendly unit within 3*, with a psychic power, rol a D6 if the Psychic test is passed, and after any Perils of the Warp attacks have been resolved. On a 4+, the power is nullified and has no effect.

Phase Tunnelling

The Canoptek Tomb Stalker is extraordinarily fast and carries inbuilt phase field projectors, allowing it to pass easily through inert matter, boring its way through rock and stone, and effortlessly passing through debris and rough terrain as it moves.

It has the Fleet, Deep Strike, Outflank and Hit & Run universal special rules.

War Construct

The Canoptek Tomb Stalker is a huge mass of shifting pseudo-metal, with little vulnerability except to the massive use of force against it.

as though it was chosen from that codex

205 points

The Canoptek Tomb Staker is immune to the effects of the Fleshbane and Poisoned special rules – instead either the attacking model's basic Strength in an assault or, if listed, the weapon's basic Strength is used. If the attack has no Strength listed, it wounds only on a D6 roll of 6.

Sense Cluster

Canoptek Tomb Stalkers have the Night Vision and Acute Senses universal special rules.

Sepulchral Scarabs

The Canoptek Tomb Stalker gains the It Will Not Die special rule.



ELITES

CHARNEL LYCHGUARD

The Charnel Lychquard of the Maynarkh Dynasty have been infamous since the days of the War in Heaven, and have long formed the elite shock troops and bodyguards of the Maynarkh legions. Their murderous charges into the heart of a bath end most often in weltering blood and the screaming rout of their foe as their methodically precise blows hack down any that would dare oppose them. Even in their machine-state their malice is a palpable thing, and it is perhaps this reason more than any other that the Curse of the Flayer has weighed heavily upon them, and many have been laid low, distorted into mindless. death-hungry shadows.

Special Rules

- 5 Charnel Lychguard
- Composition Unit Type
- · Infantry

Wargear

· Warscythe

- · Soldiers of the
 - Bloody Court

Transport

· The unit may select a Night Scythe for +100

- · May include: - Up to five additional Charnel Lychouards
- +45 points per mod . The entire unit may exchange warscythes for hyperphase swords and dispersion shields. +5 points per mode

225 points

The unit may be given Flensing Scarabs +TO points

Soldiers of the Bloody Court

Once the Lychquard of the Maynarkh were infamous for their savagery across the domains of the great dynasties and the fury of what few remain-whilst no more than a dark echo of what was-remains terrible to behold

A single unit of Charnel Lychouard may be taken in the Dark Harvest army for every Overlord in the army.

Dispersion Shield

The force barrier projected by a dispersion shield can be used to fend off close combat attacks or deflect incoming enemy fire.

A Charnal Lychguard with a dispersion shield has a 4+ invulnerable save. If this save is made against a shooting attack, choose an unenpaged enemy unit within 6" That unit then suffers a single hit with a Strength and AF equal to that of the initial shot. If there is no unengaged enemy unit within 6", then the Wound is still saved, but the shot is not redirected. This does not cause templates or blast markers to be repositioned.

For the purposes of determining cover saves of deflected hits, treat the hit as having come from the model that made the save. Note that you must always use the best save available, and so cannot choose to use the dispersion shield's invulnerable save in place of your Armour Save if the model's Armour Save is better and available

200arhammer 40,000

ELITES

Deatimaries are killers from concealment, huntless who have served the Necron nobility as snipers and assassins. They lurk in the space between dimensions availing their previate attack with mercicles pecksion, sleughtening enemy commanders, cutting lines of communication, destroying viail supplies and sowing terror in their wake.

As the guardians of ther steeping race, the Timer Pretonians held a great responsibility - to ensure that the Necron dynasties surveed through the long cold parager of time, board to the will of the Silent King. They shadow the avoken Maynarkh Dynast gait "magasaly accompanying time to varu of the rolevening above the file grant of while regard the energy at tritcal syntaxes to turn the idde of battle. As to vints the watching Prestorians think of what the Maynarkh have become, they remain seekeen on the market as their matter.

Straing altoos the shartened ruing of invaled world like enormota basts of preg. Third's Saless are anached-like (Bphing machines, each pixed by a hop-anting Traich Prantoman. Swift and agid ocapite their size, they are also heavily armed and cape be outthet for hos-sundering energy armour and strongenisms, and for determing awathed. Of toops, in battle Tharto. Saless are adapt at responding to counter-attacks and in consulting flashing attacks, employing on-board systems to fourowners the submitted for the counter-attacks and in consulting flashing attacks, employing on-board systems to further conductate their functional balance flashing.

FAST ATTACK

150 points

CANOPTEK ACANTHRITES

termbing monstrous, anticipal inacts enclosed in shadowed wrings of tendrous force that proper them through the skey. Congret Acanthines are often encounced in the wagned of Neccon assist(specificad) and esterministic campages. Their stars from a mere handful to visit hots of these abhoment markine-focusts, cauble of shipping a city down to ripble ad subuctienting is inhibitints in a mercless sket of determinion.



CANOPTEK WRAITHS See page 94 of Codex: Necrons

Surgoets Wraiths are timess sentries and protectors who for many aeons have havined the tombs of the seeping flections anothing for intrustes and inspecting systems for damage and deary. Plart variant machine, part praid drone, Canocotte Wraiths are support with a dimensional distabilisation matrix – allowing them to pass intangby through solid matter either to reach indiarroar solid machinery, or task them apart from the isole.

TOMB BLADES...... See page 94 of Codex: Necrons

Set Blokes are high-speed piloted reconsistence and attack craft, designed to operate often far ahead of the main Necron car striking at light defineded positions, supply conveys and other targets of opportunity. They display in their form and rection the pretenatural control the Necrons have over energy and matter, and are able to conduct unmatched feats of necessarily and the farazome power of the compact versions systems they carry far outmatching their size.

NECRON DESTROYERS See page 94 of Codex: Necrons

beingtone are denoted disciples of disform who have given go the proof and/toxin of the incremant of war in fuscar dispets and vestion baseline. There is an any title own which they have departed the humanoid form as a mark of their ament, antheory augmenting thereines with inclusi vessions. Its priving systems and enguiser platforms in definere of particusaves can elific for each things, not of the private discovers of the three discovers of the three discovers can elific for the savelened discovers of the three discovers and the three discovers of the t

FAST ATTACK

MAYNARKH CANOPTEK SCARAB SWARMS...... 45 points

Scalab par the most humanous and device of the Netron's Campate machine-ensures, and an construct designed to basel, data regards and horizon in material baselings. This Americal Service and partners in human section of the Scalab controller. Essential minimizes Netring and implication machine of namics user and partners and the direction of the Scalab controller. Essential minimizes Netring and implication machine of namics user and the simular and the direction of the Scalab controller. Scalab control the simulation of the Scalab control of t

3 2 4

Can	optek	Scarab	
Cha	and s	camb	

Unit Composition • 3 Canoptek Scarab bases

Unit Type

· Beasts

Special Rules

- Entropic Strike
- Fearless
- Swarms

Options

May include:
 Up to seven additional

200 arhammer 40,000

 Units of Maynarkh Canoptek Scarab Swarms may be upgraded to Charnel Scarabs +5 points each, if this is done then the entire unit must be upgraded in this way.

Charnel Scarabs

Modified and reconfigured by the Maynarkh Crypteks to better strip flesh from their enemies with arrays of flensing blades and serrated mavs, Charnel Scarabs are able to shred and mutilate scores of living targets into a quivering and uneccognizable mass of red detritus in mere seconds.

Charnel Scarabs have the Shred and Rending special rules for their attacks, but lose the Entropic Strike special rule,

Designer's Note: Modelling Charnel Scarabs

When employing Charnel Scarabs and standard Canoptek Scarab swarms as part of your army, these should always be painted or modelled to be visually distinct from each other to avoid confusion by either side!

FAST ATTACK

CANOPTEK TOMB SENTINEL

in the ages-old Necron panoplies of war, the Tomb Sentinel is a truly unusual innovation. It is one of the last war mach designed by the Cryptek artificer Toholk the Blinded and was given over to the Praetonians before the Great Sleep for dissemination to the other dynasties at the Silent King's command, Designed both as guardian and aggressor, the Canoptek Sentinel is a heavily modified variant of the insectile Tomb Stalker which forgoes that war engine's facility in close assaultto mount a compact heat ray weapon able to render a battle tank into molten slat. Phasing phantom-like through the paltry defences and fortifications of lesser races, it can deploy its heat ray within the close confines of an energy stronghold or even within a landed starship with devastating consequences.

N	VS	BS	S	T	W	15	A	Ld	Sv	1440				100		-12
noptek Tomb Sentinel	4	4	6	7	4	4	2	10	3+				No.		建力	The second
it Composition		Speci	al Rules				Optio	ns					ð.			
Canoptek Tomb Sentine	al l	 Eea 	less				· A (anonte	k Tom	b Sept	inel car	be en	unner	dwith	any o	de.

- Unit Type
- Monstrous Creature

Rampage

- War Construct Phase Tunnelling

Wargear

Exile cannon

Exile Cannon

These arcane ray projectors unleash a beam that can blast objects out of existence, casting them into other dimensional realms beyond the material universe.

	Range	Str	AP	Туре
Exile Cannon	12"	X	-	Heavy 1, Blast
				(3*), Exile Blast

Exile Blast: When a shot from this weapon strikes a unit. it inflicts a number of hits on it equivalent to the number of models caught under the Blast template. That number of randomly determined models from the unit must then each immediately pass a Strength test or be removed as casualties with no saves of any kind allowed. Models with no Strength value automatically pass, but if a vehicle without a Strength value or a building, they suffer an automatic penetrating hit instead with no saves possible.

Gloom Prism

The ploom prism's energy field creates a zone shrouded from Warp-spawned power.

Each time an enemy unit attempts to target the Canoptek Tomb Sentinel or a friendly unit within 3", with a psychic power, roll a D6 if the Psychic test is passed, and after any Perils of the Warp attacks have been resolved. On a 4+, the power is nullified and has no effect

- the following options: - Sepulchral Scarabs
- Gloom prism ...

195 points

Phase Tunnelling

The Canoptek Tomb Sentinel is extraordinarily fast and carries inbuilt phase field projectors, allowing it to pass easily through inert matter, boring its way through rock and stone, and effortlessly passing through debris and rough terrain as it moves.

It has the Fleet, Deep Strike, Outflank and Hit & Run universal special rules.

War Construct

The Canoptek Tomb Sentinel is a huge mass of shifting pseudo-metal, with little vulnerability except to the massive use of force against it.

The Canoptek Tomb Sentinel is immune to the effects of the Fleshbane and Poisoned special rules - instead either the attacking model's basic Strength in assault or, if listed the weapon's basic Strength is used. If the attack has no Strength listed, it wounds only on a D6 roll of 6.

Sepulchral Scarabs

The Canoptek Tomb Sentinel gains the It Will Not Die special rule.



A Canontek Tomb Sentinel may also be chosen as part of a standard Necron army. When chosen as part of a Codex: Necrons army; it is a Heavy Support choice and is treated as though it was chosen from that codex.

TESSERACT ARK

he Tesseract Ark is one of the rarer Necron war machines encountered, for its manufacture is the purview of only the most adept of Crynteks. It is also one of the most powerful, containing at its heart a contained singularity form from the core of a dving star. The Tesseract Ark Can manipulate this singularity for a variety of battlefield effects, not least of which is the creation of a gravitational distortion around it to protect the Tesseract Ark from harm. From within its Tesseract singularity chamber it can softon and unleash storm winds of particle-energy, the stolen fire of suns, and shatter the earth and crumble bastions alike with cosmic tromote

Tesseract Ark

Unit Type

· Vehicle (Tank, Skimmer Heavy, Open-topped)

Unit Composition

• 1 Tesseract Ark

Front Side Rear 12 12 12 Wargear

RS

- Tesseract singularity chamber
- Two tesla cannon
- Ouantum shielding

Special Rules

- Living Metal
- Tesseract Implosion

Options

- 20 arham 40,000 · A Tesseract Ark may exchange its two tesla cannon for - Two gauss cannon
 - Two particle beamers

+20 points

250 points

A Tesseract Ark may also be chosen as part of a standard Necron army. When chosen as part of a Codex: Necrons army, it is a Heavy Support choice and is treated as though it was chosen from that codex.

Tesseract Singularity Chamber

The Tesseract Ark is built around a shielded Tesseract containment device which holds in stasis within it a sliver of a dving star, its terribly destructive energies siphoned off by the power of Necron scientific mastery as a battlefield weapon.

The Tesseract Singularity Chamber is treated as a weapon and can be taken out of action with a Weapon Destroyed damage result with potentially catastrophic consequences (see Tesseract Implosion), and while active provides several abilities as well as being used as a ranged weapon

- Containment Field: The containment field of the Tesseract Singularity Chamber provides the Tesseract Ark with a 5+ invulnerable save
- · Gravitational Flux: Any model trying to assault or ram the Tesseract Ark must take a Dangerous Terrain test, and any unit charging the Tesseract Ark is always forced into making a Disordered Charge by doing so
- Unleashed Power: The Tesseract Singularity Chamber can unleash its energies as a shooting attack from the vehicle's forward arc. Pick one of the following energy modes each time the Tesseract is fired

Fire Mode	Range	Str	AP	Type
Solar Fire	48"	7	2	Heavy 3, Blast (3")
Particle Hurrican	e Template	3	3	Heavy 1, Fleshbane
Seismic Lash	24"	5	4	Heavy 1, Quake ¹ , Armourbar

'Quake: All units hit by a weapon with the Quake type treat open ground as difficult terrain during their next Movement phase

*Ground Lash: To use this attack pick a target point up to the maximum range of the weapon away. Trace a line (about 1 mm thick) between this and the front of the Tesseract Ark. The attack automatically hits all models, including buildings, (other than the firing Tesseract Ark) under the line. Units take a number of hits equal to the number of models in them caught under the line. Ground Lash attacks may not affect Zooming or Gliding models.

Tesseract Implosion

Should a Tesseract Ark suffer a Weapon Destroyed result against its Singularity Chamber, roll a D6. On a 4+ an implosion occurs, the Ark itself is destroyed and removed from play and all models within 6" suffer a Strength 6 APhit. Likewise, should the Ark suffer an Explodes result on the Vehicle Damage chart, a Strength 6 AP- hit is inflicted on all models within 6" rather than the usual effect

SENTRY PYLON

135 points each

+35 points each

+15 points each

An automated weapons platform of strange design. The Sentry Pyten is a tactical autom of the furger Gauss Pytens Attricege a pandigm lesser in scope than these great weapons. Sentry Pytens are neverbles powerful devices, acro of pittering metal excepted with a gauss esterminated army that can strike down acrost at a mage sost great that their victures in the hot of dargers me flash of searing light that hereals their distribution. When employed agant ground targets, they are notice efficience and gr accor great areas of terms locar of light and undown both to making whether discusses.

	ws ·	BS 4	s	т 7	W 3	1	A	Ld 10	Sv 3+	Warhammer
on dons ttery		Wargear • Gauss exterminator Special Rules • Fearless						Sentry		ay exchange its gauss exterminator for g weapon types:
E.a.							Heat cannon +40 pc Focussed death ray +25 pc			

 1-3 Sentry Py forming a Bat
 Unit Type
 Artillery

Sentry Pylon Unit Compositio

Canoptek Artillery

A unit of Sentry Pylons may also be chosen as part of a standard Necron army. When chosen as part of a Codex. Necrons army, the unit is a Heavy Support choice and is treated as though it was chosen from that codex.

Gauss Exterminator

Designed to track and engage targets at great range, the gauss exterminator is a powerful weapon capable of atomising enemy armour and aircraft in a blaze of baleful light long before they can reach the Necrons' battlekines.

Range	Str	AP	Туре
Gauss exterminator 120"	9	2	Heavy 2, Gauss, Interceptor.
			Skyfire

Heat Cannon

The heat canoon is a thermal energy weapon of extraordinary power and, although considerably shorter ranged than the gauss exterminator, it can reduce the most heavily armoured tanks into piles of molten slag and burn its way through the most heavily protected fortilications.

	Range	Str	AP	Туре
Heat cannon	36*	10	1	Heavy 2, Blast
				(3*), Melta

Canoptek Artillery

A unit with this special rule uses all of the standard rules for Artillery type units, except that it does not require the presence of a crewman to either move or fine, is not nerworld from play due to the absolute constraints of the activated is not tight in the ensuing constat, all of the activated is not tight in the ensuing constat, all of the resolved as normal, no Morale check is made regardless of the results of the constat and the stratekers must consolidate after that round of combat is resolved. The Canoptek Artillery unit cannot be locked in combat and any surviving models act normally on their following turn.

 Sentry Pylons may take any of the following upgrades, which apply to the whole battery. If part of a battery, all the Pylons in the battery must take the same upgrades.

When forming a unit composed entirely of models with the Canoptek Artillery special rule, the maximum unit coherency distance for a unit of Canoptek Artillery is 4*.

Focussed Death Ray

- Teleportation matrix

- Sepulchral Scarabs

The constanting beams of force these weapons emit size through the ranks of enerry soldies and arrounde battletanks with contemptuous ease. Utilising an advanced focussing array, the Sentry Pylon is able to project the cracking death ray over far greater distances that previously encountered versions of the weapon, and with a destructive potential that is informinging effective.

To fire the focussed death ray, nominate a point on the battlefield anywhere within its range, then nominate a second point within 3D6" of the first. Draw a straight line (considered to be 1mm in width) between the two points. Every unit (firendly or enerry) underneast the line suffers a number of hits equal to twice the number of models underneast the line.

	Ra	ange Str	AP	Туре
Focussed d	eath ray 2	4" 10	1	Heavy 1

Teleportation Matrix

The Sentry Pylon gains the Deep Strike rule.

Sepulchral Scarabs The Sentry Pylon gains the It Will Not Die special rule.

NIGHT SHROUD BOMBER...... 225 points

Lappe and more heaving constructed than the firmer numeroux Might Sight and Dooth Sighte war cant alrangede which it organise, the Might Sight Sight and Sight Sight Sight Sight and Dooth Sight Sight and Sight S

Armour BS Front Side Rear 4 12 12 12

Night Shroud Unit Composition

1 Night Shroud Bombe

Unit Type

· Vehicle (Flyer,

Wargear

- · Five death spheres
- Twin-linked Tesla
 destructors

Special Rules Deep Strike

- Living Metal
- Supersonic

Death Spheres

Unlike the conventional munitions of younger races, the death spheres carried by the Night Stroud and its larger brethren are force field containment vessels imprisoning the merest fragment of anti-matter. They are kept out of phase with the material universe until the sphere deconates, unleading an annihilating energy bast.

	Range	Str	AP	Type
Death sphere		10	1	Bomb, Large Blast (5"),
				Blind, Pinning





. See page 95 of Codex: Necrons

DOOMSDAY ARK ...

The Dommetry Ark is a terrifying regime of vise, a flasting split-discipled carbon vises destructive prove easily create the minime energy weapond of the imperior on a remetry similar scare. The ray velocited by the carbon can be free fired in start, started based on the move or a single have public when staticity and against this time mode of the fired, starter and and a single carbon based. The single have public when staticity and against this time mode of the fired, starter and and public the starter and the single have public when staticity and against the starter and the minima fired and the single carbon based. The single have public when static among the kerner fabric match. Domindly if so if ere rais and the single carbon based in the single have public the single difference and based based and the minima fired and the single difference and based based and the minima fired the magnitude.

Annhainen Barges am the Neron Rejons' farourde anti-intertry support platform, a regulator diven skimmer offering an ancalient mix of speed and freqovery while, owing to its quantum shielding, it has the durabitity of a battle tank despite its assessment of finging). Both is armed with a table distructor tartity – a veragont that unleasher a fusible of fighting-skie energy abot that can range infantry formations and which only the most heavily amounted which can be with impunity. The bod's will after hear for target before the are finally growther and which only the most heavily amounted which can be exited in anyonity. The bod's will after hear form target bodier that are finally growther and the leaving a rai of direct bodies steven associa heableded.

matcacke as shaft helf, the Neon Ancolth as great tablecide discutse which howrs shortly like a grane marker. Screening and or of all that sets i formed from a great tablecide discutse which howrs shortly like a grane marker. Screening amage from any quarker. It serves the plakies as an endor and strongorist and all more storage tablecides and be tablecided and any storage from the simaling amount of biologing opposite in their tables to a boot marker. Screening amount of a last last set is marking amount of biologing opposite in their tables to a biological tables the simaling amount of biologing tables and their tables to a set in their tables to a set in their tables to a set in their tables tables the simaling amount and their tables tables the simaling amount tables the simaling amount and their tables tables the simaling amount and the simaling amount amount and the simaling amount amount amount amount and the simaling amount and

DOOM SCYTHE...... See page 95 of Codex: Necrons

Doom Synhes are heads of terror and dismus, screaming fighter carl that range far ahead of a flectora invasion and balacteri me sixes of the worlds they conquet. Entirely autonomous, Doom Synhes are able to roam the void of space and plantary sixes autoring for targets to distruy, but it is together like a grant flock of carrion brins that their ture power is evident. Their deshtings autoring accord can rate entire here cities, sloring apart towering structures and sending them crashing down to nubble, sowing camage amongst the multibulis attemption for the below.

These biourns and sleeples guardians. Canoptek System are true worders of Nercon technolog—able to rippare and fabricals and any device and structure the Nercons could device, working incoment with other of their kind and other (Canoptel exercises) to enhance their ablest and form an entificably intelligent gestalt mind for geneter than the sum of its parts. Built actions unimpediately the invarges of their they are also phenomally insiling regimates more than capable of devicing memory to different the devices. The sum of the parts. The sum of the



SUPER-HEAVY

GAUSS PYLON.

The mysterious Necron deferrers turners, designanted as "Nylons" by those who angrada encountered them, were first incorrect and in uncharted work of VMOY222. Barry studelin's fram the desers studie, the dasas bylons operand for envibaut warrang and with executing effect. Tanks and announed carries burning as the enserent-shaped weapons fore through the unsupercing imperial adart column which resisting all resum file.

The Gauss Pylon draws energy from the Necron power matrix before discharging it through hardwerd wexpon systems includes aversion of the particle why which, combined on Monditely. More featomes the Pylon's gauss annihistor – a stjorkami vesion, of the particle why which, combined with sophisticated guidance and target-lock systems, enable it to engage ground troops an norming aircraft ake.

Gauss pylon

Unit Composition

1 Gauss Pylon

Unit Type

 Super-heavy Vehicle Ommobile artillery)

Wargear

 One Gauss annihilator, which can either fire a Focussed Bearn or discharge a Flux Arc (choose which mode to use each time it is fired)



- Special Rules
- Living Metal
- Special Deployment
- · Phase Shift Generator



	Range	Str	AP	Туре		
Gauss annihilator				Y Eller		
(Focussed Beam)	120*	D	2	Heavy 3,		
				Primary.		
				Weapon,		
A second states				Skyfire,		
1.7 F THE				Interceptor		
(Flux Arc)	18*	6	3	Heavy 2D6		

420 points

Special Deployment

A Necron attack can be supported by Gauss Pylons teleporting to the surface. At other times, such as when defending a fornb world, dormant Gauss Pylons can suddenly rise up from the ground to engage any trespassers.

Gauss Pylons can deploy by Deeg Strike. Because of the Pylons size it is not destroyed if there are energy within 1st when it arrives. Instead move any models that are in the way the minimum distance necessary to make space for the Pylon. A Gauss Pylon thatlandle in impassable terrain is not destroyed, but takes an immediate glancing hit. Move the Gauss Pylon the minimum distance possible to avoid the terrain.

Phase Shift Generator

The Pylon itself and all Necron units with at least one model within 12° of the Gauss Pylon receive a 5+ invulnerable save.

FORTIFICATION

NECRON TOMB CITADEL

Takage cases is a kecon determine structure, a new-morphate fartitization despitel to stand ready aparts the reages of determine hostine activation and deady environments. This is called determine that are called a structure termine, and the structure and deady environments. This is called determine that the structure termine termine and the structure and deady environments. The structure determines the structure termines are an another termine termines and deady environments. The structure determines the structure are structure as a structure and enders alter advect and enables and the structure structure termines. The structure are structure as structure termines and the structure and the structure and the structure as structure as structure termines. The structure and the structure and the structure as structure as structure and the structure as structures. The structure as structure termines and the structure as structure as structure as structures. The structure as structure termines and the structure as structures as structures as the structure as structures. The structure as structures as structures as structures as structures as the structure as structures. The structure as structures as structures as structures as structures as structures as the structure as structures. The structure as structures as structures as structures as structures as structures as structures as a structures as structures as a structures as a structure as a

Composition

1 Tomb Citadel

Terrain Type

Unique. The surface of the Tomb Citable (counts as open terrain with the usual rules for line of sight applying accordingly, some critox or off the Tomb Citable (counts as mölying plaquab difficult terrain. Enemy models attempting to beep Strike orch the surface of the Tomb Citable (ull suffer Deep Strike michap on any 'double' rolled on the Scatter dice in addition to that due to any other cause.

The Jomp Citadel also has two distinct components which carl be targeted for attack: the Tomb Ziggurat and the Power Circuible. These components count as being AV 14. Roll a Defor each penetrating hit inflicted on them – on a 5+ the component is destroyed and its special rules no longer apply.

Access Points & Fire Points

As per model

Neapons

None

A Necron Tomb Citadel may also be chosen as part of a standard Necron army. When chosen as part of a Codex: Necrons army, it is a Fortification choice.



SPECIAL RULES

The Tomic Zogurat is equipped with an Elemity Gate which operates early as the one found on a Necron Monolith (see page 47 of Coder Necrons for detail) and Scanab Hive (see the Scanab Hive differs in that generated scanabs may be placed which 6° of the Zogurat and 11 a Its rolled when creating scanabs, the hive can no longer be used for the rest of the ones. but the Zogurat is unlamed.

300 points

2 Togenard Dedc: When dejolycing ther forces, the Tomb CladeK: controlling Jayler can ong to have either a Neccon Monoil hor a Sentry Pylor from their primary deschartent docked and the Zaguard. While docked, all veragors used by the docked war machine are at +1 Strength and while it is docked, a Necro Monoilth, cannot use its Entrify Glate. The ware machine can be undocked and more normally at the beginning of the controlling Jayler Movement phase. If these an automatics Strength 10 AP. 2 Nr.

Power Crucible

This structure generates a defensive power field around the Tomb Citadel and also ampifies the Necron ability for self-repair and reconstruction. Unless the Power Crucible has been destroyed, the following rules apply for all units on the surface of the Tomb Citadel.

- Defence Field: Units on the surface of the Tomb Citadel or docked with it, as well as the Tomb Ziggurat and the Power Crucible itself, have a 3+ invulnerable save against shooting attacks.
- Resurrection Amplifier: All friendly Necron units on the surface of the Tomb Citadel may re-roll results of a 1 on Reanimation Protocols tests.

Options

 Defence Batteries: The Tomb Citadel may be upgraded with up to two Gun Emplacements (see page 105 of the Warhammer 40,000 rulebook) which also have the Skyfire and Interceptor rules. These cost:

 Tesla destructors 	+65	points each

Gauss exterminators +100 points each
 Comms Relay: The Tomb Citadel's Ziggurat can be upgraded
 to have a:

- Comms relay+20 p		
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Minotaurs Chapter Contemptor Dreadnought 'Hecaton Palaemon'

This Dreadhought was part of the cade of Dreadhoughts permanently based on the Daedelos Krats, the Minotaurs Chapter's fleight assault bargue. Necator Palaemon was launched by boarding torpedo into the flank of the Neceron Tomb Ship. Doad Hard's as part of the Minotaux's depende assault during the Amarah void battle. The Dreadhought's final fate remains unknown.



Minotaurs Chapter Deimos Pattern Predator Annihilator Battle Tank.

The Deimos is one of the oldest and most venerable pattern-groups of Space Marine armoured vehicles, few of vzhich have been manufactured since the Age of Apostasy. This armament configuration is a dedicated tark-hunter, outfitted with gowerful Mounblade pattern lascannon.



THE MINOTAURS CHAPTER

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The Minotaurs Enigma

A Space Marine Chapter of brutal repute within the Imperium, the Minotaurs have long been the brunt of suspicion and acrimony by other Space Marine Chapters. Furthermore they are thought by some within the Ordo Hereticus to possess unknown ties to the High Lords of Terra that they find disguieting to say the least. While much of the Mittotaurs' record going back over the last thousand years can be ascertained in outline by sifting through the myriad war reports and battle archives from across the Imperium, their history before this point is not simply lost, but has been deliberately obscured and sealed under binding edicts even an Inquisitor cannot readily undo or circumvent. That there existed a Space Marine Chapter of the name 'Minotaurs' created as part of the 21* Founding is not widely contested, but whether or not they are the same Chapter as that bearing the name which took part in the suppression of the Macharian Heresy in the opening decades of the 41" Millennium (and the same Chapter that would later go on to play a crucial and bloody role in the Badab War)-that is not so rertain.

Cursed Blood

From the time of their creation, the Minotaurs of the 21" Founding rapidly gained a reputation as a force whose ferocity and fury on the battlefield were all but unmatched their Space Marines eschewing any form of combat that did not allow them to rapidly get to grips with their enemies. This highly autonomous, almost berserker, force was known for its ability to respond rapidly to the pleas and distress calls of besieged or invaded Imperial worlds, but was equally well known for refusing to form part of a wider strategic plan. Their presence was often announced in a war zone by the commencement of an all-out assault upon their chosen target without preamble or even much by way of reconnaissance, the Minotaurs hurling themselves at the enemy without heed of loss or cost. Their fury spent, they would then withdraw as suddenly as they had arrived, whereas in the same tactical situation a more conventional Chapter might be expected to consolidate its gains or pull back in preparation for a counterattack. Although the Minotaurs' assaults more often than not left a smashed and disoriented enemy in their wake, Imperial commanders and other Space Marine Chapters

found the Ministaux foo upprodictable and unreliable à foo to count on, préfering allies of more stable temperanement. As time progressed, their tendency to shun the command of others and their enrait gene scied tithe to the Magos Inogia combined with the diverse crunes that seemed to all fit o dhe Chapters of their foronding, raised much darker subjections about the nature of the Ministaux and the secrets they mat be hiding.

Such fragmentary records that now remain show the Chapter's gene-seed branded as 'Chimeric'. This, as blasphemous as it may now seem, may have indicated that its origins were either from a prohibited source, mixed or adulterated, or somehow tampered with genetically during its creation. Secret experimentation of this kind is known to have been carried out on a number of the scions of the 21" Founding, and such appotations show that the Minotaurs were likely among those tampored with in some way. The folly of such hubris by the Magos Biologis of the time was to prove the undoing of many of the Chapters birthed by the 21" Founding as they succumbed either to spiralling psychological flaws, or worse, monstrous genetic deviation, leading to their disbandment or destruction in the following millennia. It is likely that the Minotaurs' barely controlled fury and their desire to shun those they should have called comrade was a result of some particular curse laid on them in their blood, but whether their affliction mastered them or they mastered it remains unknown Regardless, from the mid M38 onwards, the Minotaurs all but slipped from the Imperium's records, their deeds and battle honours suppressed or expunded by a series of edicts and data-purges.

The Hammer of Terra

When the Minotaus rangement again millions later, during the suppression of the Markanian interset, they were a Chapter both families by their reputation and prolocadly changed. Sail hardy automonous, the Minotaus server where they will both serveride far more content to sparate white their both serveride far more content to sparate white the Markanian Herey and on Several other accessions since the Markanian Herey and on Several other accessions since the Markanian Herey and on Several other accessions since the Markanian Herey and on Several other accessions since detargly formerly byth Space Mannes who have been declared detargly formerly byth Space Mannes who have been declared asserts them.

Given this seeming predilection for testing previous appears their fellow Space Marines, it was beings the unsurprising that the Mirrotaurs would appear during the Badab War responding to Legale Inquistor Frank request for a differ the Loyalist cause. The Add Lawas and other Secessions Chapters were carried and share Secessions the Chapters were carried and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mirrotaurs' victories of Contrast and the Mirrotaurs' victories of the Mi to the Bodde Varian outcome. The Ministaurs gained several monotant isctness during this may and the action for surface the merical gained and beyout the condigs, the merican several gained and the several several term in a close gained the windersid effect of the Lamertees in the close gained biol AUAI. This lates terms during during the close gained and BUAI. This lates terms during during the close gained and BUAI. This lates terms during Sacek Minersis to the impairture at lates, but has done tittle south the Chapters to the impairture at lates, but has done tittle the wint to see Bayeoid the winestance of the high Adaption and Sagements mission. Pairture in the Sagements and Sagements mission.

Chapter Organisation and Tactics

In terms of brad organisation, the Mindsus conform to both the structural and spadi level patients of the Code Astartes, but at a tactical level differ significantly in their general approach to variant. The Chapter prefers to operate as a whoir, or at least with as fee divisions of its fores as a possible in any given theater of var, concentrating and thereby maximising its distructure power. This is a strategy that has allowed the Mindsus to execute a dispectival and in combat against monstorus opponents, which they can overwhelm by bere wealth of numbers of needs be.

Unlike most Space Marine Chapters, some of the Minotaurs' key tactics are partly dependant on the use of superior attrition within a confined area of engagement, and the

Chapter's commanders are perhaps less mindful of the fate of its individual battle-brothers than some, just so long as victory is achieved. As well as a willingness to sacrifice their own flesh and blood to ensure the achievement of their battle aims, the Minotaurs are aided in their chosen pattern of warfare by two significant factors. The first is their excellent supplies of heavy arms and war machinery and the second, and perhaps more important, is the Chapter's markedly rapid influx of new battle-brothers to replace ongoing losses. The exact source of their war materiel has remained unconfirmed, but they have been observed to operate using large replenishable stockpiles of tanks and heavy armour, allowing the Chapter's battle companies to make extensive use of Vindicators and Predators as tartical support vehicles. The Minotaurs battle-brothers in action evidence widespread access to extensive supplies of the advanced MkVIII power armour and void-modified MkIII suit of unknown provenance, as well as a wide diversity of arms and weaponry, including power blades of the finest quality and rare advanced Ryza pattern plasma weapons. Further indication of the superior range of their armoury can be gleaned from the observation that they commonly field the bulk of their 1st Company Veterans as Terminators in combat, again with widespread access to rarer patterns of wargea such as the Tartaros and Arkonak Tactical Dreadnought Armour patterns, and wargear seldom found outside the hands of the honoured Chapters of the 1" Founding, such as extensive squadrons of Storm Eagle gunships and ancient Spartan assault tanks.



HECATON MORBUS

Hecaton Morbus was a Minotaurs Chapter Dreadnought whose actions featured prominently in the Battle for Amarah and was, alongside the bulk of the Chapter's ground armour and tactical reserve company, deployed to the surface of Amarah Prime shortly before the Necron invasion. The Dreadnought fought almost continuously in the three weeks of sustained heavy combat before his Chapter's withdrawal from the planet's surface following the decisive Amarahan solar-battle, a conflict in which the Minotaurs played a key role and sustained terrible losses. During the invasion of Amarah Prime it was Hecaton Morbus, alongside several squads of Minotaurs Space Marines, who succeeded in halting the rout of Imperial forces at Callowsheen Hive and accounted for the destruction of several Necron battlewalkers (Ordo Xenos designation 'Triarch Stalker') at close quarters there

1. Relic Contemptor Dreadnought Chassis The Minotaurs Chapter of the Adeptus Astartes has a reputation, alongside that which it maintains for ruthlessness and destructiveness, for the quality and capacity of its armouries, this factor is most evident in the large number and diversity of Dreadnought frames it has in active service. As well as the more common types and patterns found among Space Marine Chapters in the 41st Millennium, the Minotaurs maintain numerous examples commonly existing only as extreme rarities in many other Chapter armouries, with a case in point being the Contemptor pattern. Once commonplace in the ancient days of the Great Crusade, the Contemptor and its subpatterns were arguably the apotheosis of Space Marine Dreadnought design. They featured many systems and technologies in common with the feared battle-automata of the now lost Legio Cybernetica including compact atomantic reactor and shield systems, the arts of constructing which it is widely believed have long since passed beyond use. For

the Minotaurs Chapter to be able to field at least ten such war machines in observed conflict during the Orphean War is, to say the least, remarkable

2. Kheres Pattern Assault Cannon

The precursor to the more common Astartes Absolo and Hailstorm patterns, the Kheres itself is a war relic of ancient provenance. Larger than its more common brethren and capable of sustaining an even higher rate of fire the Kheres, although relatively short ranged, is highly flexible Indexp, anotogin relativity and changed, or might include and capable both of systim ghrough heavily armoured infantry as well as using concentrated fire to destroy vehicles and other protected argings. This combination makes it a particularly efficient weapon system for a Dreadhought to heak to any this them wellow. field, given that these walkers are most commonly fielded in a frontline assault and hunter-killer role, and can expect to confront a wide diversity of targets at close range.

3. Jotun Pattern Dreadnought Power Fist A counterpoint to the Kheres pattern assault cannon in the Dreadnought's armament is the Contemptor's Jotun pattern power fist. Scaled appropriately to the Contemptor's massive frame, this robotic servo weapon is based on the same disruption field technology as the weapons of its type carried by some Space Marine Terminators and officers The field discharge exponentially augments the already considerable power to the Dreadnought's physical blows splintering and incinerating physical matter in contact will the field, and within its armoured structure, the power fist also incorporates an integral storm bolter as an auxiliary ballistic weapon

The use of the Jotun pattern power fist alongside the Kheres pattern assault cannon is the most commonly observed Contemptor Dreadnought weapons configuration seen in the service of the Minotaurs Chapter.





ORDO XENOS DEPARTMENTO ANALYTICUS RESTRICTED ARCHIVE



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> PRODUCT OF ORDO XENOS DEPARTMENTO AMALYTICUS

The Perun Cross Incident

The most troubling incident involving the Minotaurs Chapter in recent years is known to very few ounside the higher echelons of the Imperial Inquisition, the Grey Knights of Titan, and the Lords Militant of the Segmentum Pacificus. It concerns the manlated destruction of the Night Reapers Chapter of the Adopton stratust and its afternath.

Operating largely on the fringes of the Laanah Rifts region, the Night Reapers had been condemned to crusade there following their actions during the abortive Defence of Salvation-Gamma during the Constantinus leonoclasm. Their crime had been dereliction of duty as, when confronted by a massive counterattack by a dozen Chaos warbands drawn to the Iconoclasm's revolt, alongside an unknown number of degenerate mutant hordes drawn from the edge-worlds of the sector, the Night Respers had abandoned the Shrine World as both effectively indefensible and of "negligible strategic worth". Rather than allowing the world to fall, the Night Reapers turned their own weapons on the basilica-cities and granted the pilgrims and refugees who had sought harbour there a "merciful end". The rage of the Ecclesiarchy over this loss was boundless and ensured the Night Reapers Chapter's censure by the High Lords of Terra. Shorn of their fortress-monastery world and condemned to the perilous and thankless task of policing the outer reaches of the Laanah Rifts, the Night Reapers bore their punishment with grim impassivity and obedience but little contrition-or at least appeared to. Within a decade, however, contact with the Chapter, which had long carried a reputation for nuthless efficiency, independence and technical aptitude, grew untowardly infrequent. Official contact ceased and such second hand reports of them that could be gleaned pointed towards steadily increasing deviation from Codex doctrine, tactics and equipment in their ranks.

In 989.M41, some six years after last contact, the Night Reapers were declared Excommunicate Traitoris after forensic examination of wreckage found in the Guyathis Belt provided incontrovertible evidence of the Chapter's direct responsibility for the destruction of the Rogue Trader fleet of Baron Stross Yoen. This followed a series of other raids and incidents where the involvement of the now renerade Chapter had been suspected, but firm enough evidence could not be found to blame them, while several expeditions to find the Night Respers had disappeared without trace. The first Space Marines to respond to the call to find and punish the Night Reapers comprised a four company strong force of the Avenging Sons Chapter who, alongside Imperial Navy support, set out into the Rifts in search of the renegade Chapter. Responding to a distress call from the Imperial outpost on Svarga Wells, the Night Reapers ambushed the Avenging Sons and forced them into a humiliating retreat, capturing one of their strike cruisers, wrecking a second and badly mauling their would be destroyers. The debade of the Avenging Sons' defeat, which they blamed on the Night Reapers' use of unknown 'warp flame weapons' that bypassed their ships' wid shields, moved the High Lords into direct action and two full Chapters of Space Marines: the Red Templars and the Minotaurs, alongside considerable local support from the fleets and defence forces of neighbouring sectors, were directly tasked with the destruction of the Night Reapers. This was to be done before their threat could grow further, lest they become a beacon to other renegades and malcontents in an already troubled region



ORDO XEROS DEPARTMENTO ARALYTICUS

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> PRODUCT OF ORDO XENOS DEPARTMENTO ANDLYTICUS

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Amrian Molec is known to have survival the incident as he was once again witness downmading bio Chapter in battle some months later, while the Louds of Tiran and the Ordo Malleuis have remained curonally alleat over their lasses. As for the Night Reaper Chapter, it is believed that the Fary data he the rest data the Bary data the Bary



MINOTAURS CHAPTER APOTHECARY

Intendant Haukar Chapter Apothecarion, assigned to the Amarah

Prime Taskforce

Apothecisies represent a valid composent of the the Space Name order of battle, ministering both to the wounded and recovering the gene-seed of the date, thus resuming the continuation of the Chapter in wars to come the Orphone War, equalities would prove high and, n particular, the hordin, runners initized by spectrying action of the Heroson Gatos difficult for went the suggestional applications of the Adaptitus Astrotes to cope with or successfully head.

Apothecary Wargear: Space Marine

Apothecaries operate at the forefront of battle and are expected to act in every way the equal of their brethren in combat in addition to performing their particular medical duties, and are so equipped accordingly.

 Modified 'Aquila' Pattern Power Armour: Displaying the particular heraldry and colouration of the Chapter Apothecarion, Intendant Haukar's armour also features integral bio-scan auspex systems, illuminator lamps, and Narthecium and Reductor surgical apparatus.

 Acitus Pattern Chainsword: Personal close combat weapon, also used for battlefield amputations carried out in extremis. Umbra Mkic Bolt Pistol: Selective fire sidearm, standard armour-piercing, mass-reactive bolt ammunition and short charge 'carnifex' cranial penetration rounds for use in extreme unclion.

111111

4. Haemogenic Transfuser: Concentrated blood-infused regenerative and anti-toxic alchemical solutions based on Chapter gene-seed, administered in case of severe trauma – dangerous in high doses, fatal to non-augmented humans.

MINOTAURS CHAPTER DEVASTATOR MARINE

Brother Merakus Squad Jurakles, 9th Company

ad Jurakles was one of three Devastator ads from the Minotaurs 9th Devastator we Company deployed as part of the rah Prime taskforce under the over of for heavy urban warfare th de noused i ns on the planet Source tio In on, holding of a fortified Adaptus Art though enviroled and out at effective, the rest of the defen ing been either slain or badly w n. Merakus was gra tis citation and brevet-promoted to sergeant, continuing to serve throughout t rest of the battle in command of a scratchughout the ad formed of other surviving Minotaurs oter Space Marines

> Chapter Modified 'Iron' Pattern Armour: Relic pattern issued for high-intensity and boarding action warfare. White face mask denotes Devastator Support company heraidty. Additional target-ocular uplink for rapid ballistic calculation.

2. Umbra Pattern Bolt Gun: Squad Jurakles tactical armament.

3. Proteus Pattern Missile Launcher: Squad Jurakles heavy armament.

MINOTAURS CHAPTER TACTICAL MARINE SERGEANT

Sergeant Astrophane Squad Astrophane, 3rd Battle Company

Squad Astrophane, along with other elements of the Minotaurs 3rd Battle company, were stationed on the strike cruiser Stymphalos during the Battle of Amarah, participating in the catastrophic battle with the Necron fleet. Squad Astrophane conducted re ing actions against Necron 'flaver' uni th materialised on-board the cr during the close range engageme the defence of the ship's co when attacked. As one of the least da surviving Minotaurs vessels, the Styr was used as a carrier for an enlarged gui landing taskforce drawn from other damaged and destroyed vessels' complements, and readed the counter-assault against the ion forces on Amarah Prime. During this latter assault. Sergeant Astrophane was martyred in the orbital assault against the tomb-citadel complex designated Abhorrence-5.



 'Errant' Pattern Power Armour: The most recently sanctioned Adeptus Astates pattern power armour, produced almost exclusively by the forges of Mars. The Minotaurs are fortunate to be able to field large quantities of this armour and it was the predominate issue of the 4th Battle Company.

 Tigrus Pattern Bolt Pistol and Bolt Guns: One of the rarer patterns of Astartes weaponry, Tigrus pattern bolt weapons, whose design dates back to the later Great Crusade, are renowned for their accuracy and the facility of their weapon spirits to operate in co-ordination with the systems incorporated within Space Marine armour.

 Frag and Krak grenades (Mars Pattern, Standard Imperial Issue): Standard auxiliary weapons, Space Marine Tactical squads in general field deployment.
MINOTAURS CHAPTER VANGUARD VETERAN SERGEANT

Veteran Sergeant Thoul Commander, Minotaurs Detachment, Ordo Xenos Interdiction Force-Kappa

Acagend to load the Minotaux contingent force (numbing) core five spaced with Storm Eagle and Technianes support attacked to the body works where support attacked to the the support of the space support attacked to the agreence correspondence of the space support agreence correspondence of the space support watery favors to minimum attacking the watery favors to minimum attacking the valence favors and the space of the space support of the space of the space structure and basit forget correlat (rayless easily and basit and basit forget correlat (rayless easily detections a number of Netron structures and basit and basit forget correlat (rayless easily forget and a number of Netron structures and basit basit days detections to the forget space of the space structure of Netron structures and basit





Artificer Augmented 'Maximus' Pattern Power Amour: Thou's armour to fitted with an Astartes Reporting attern jump pack unit and bears numerous Chaptersyncetic is congregaly, denoting his rank and battlefield record. Much of these have meanings hidden from outudes to the Chapter, though it is believed that the numeration and colouration of the 'lamda' if Heitan-glyph markings common to Minotaus heraldy refer to attested 'Kill's against worthy opponents in single combat, likely in increasing orders of magnitude.

The Personal Arms of Veteran Sergeant Thou!: 1. Deliverance Pattern Combat Shield; 2. Mars Sunfury Pattern Plasma Pistol; 3. 'Hesperex' Pattern Power Axe; 4. MkIX 'Thermocore' Type Metta Bornb.

MINOTAURS CHAPTER TERMINATOR SQUAD

Squad Ixthalion, Tartaros Pattern Tactical Dreadnought Armour Assault Force 'Dead Haed', Battle of Amarah

Squadi tribulion achieved martyridom against the xecons and formed a pirotal nole in the victory in space at the Battle of Amarah as the only part of the assault force unleashed against the 'Bonb' Ship 'Dead Hand' able to fight its way to the main control vault of their ship, allowing it to be targeted for a precision teleport strike by the Minotaurs Chapter Master Materion Moloc and his bodywaud.

Veteran Sergeant Ixthalion

Panophy of Arms: 1. Toledax Pattern Power Sword; 2. Anvilus Pattern Heavy Flamer; 3. Tigrus Pattern Storm Bolter





erminator Veteran Kallan

rminator Veteran Anhuvis





Terminator Veteran Locastra

erminator Veteran Zaten

HO

LORD ASTERION MOLOC

The Brazen Warlord, Master of the Minotaurs, Spear of Judgement

The bloody-handed and paranoid master of the Minotaurs Chapter, Lord Asterion Moloc, revels in his dark reputation and his name is a byword for slaughter and destruction carried out in the Emperor's name on a score of worlds. The veteran of a handred battles, his body has been heavily rebuilt with cybernetic augments and his sheer spite and malice is enough to allow him to shrug off wounds that would fell a lesser Space Marine.

A brutal faction, Lord Asterion Moloc takes pleasure in the utter destruction of his foes, and is most often found in battle at the head of his Terminators, slamming into an enemy's lines. He is also a diligent and disciplined logistician and strategist, as well as a master of siegecraft. Outside of battle he can be found on his brazen throne at the centre of the maze-like chambers of the hnaw assault carrier Daedelos Krata, surrounded by data-feeds, tabulation servitors and casualty reports, measuring the drops of blood soilt in the quest of his Chapter's strategic goals.

The Minotaurs Chapter have often been used in the past to persecute traitors, iconoclasts and renegades from within the ranks of the Space Marines by the High Lords of Terra. As a result, Asterion Moloc has long become expert in the systematic destruction of other Adeotus Astartes forces that have strayed from the path of righteousness, viewing such targets as both worthy of the Emperor's wrath and the ultimate test of the Minotaurs' skills in battle. This has led the Minotaurs to war against many once loyal Chapters such as the Lamenters and the Night Reapers, and made them many enemies among other Space Mannes Chapters who wew them as dishonourable savages who would turn on their brothers for gain. T W 1 A Ld

Asterion Molos

Unit Composition Infantry (Character)

Terminator a

The Black Spear Storm shield

• 1 (Unique) Unit Type ropar

Special Rules

- ws RS
 - Orbital Rombardment
 - Chapter Tactics
 - Dark Fury

Warlord Trait

 Legendary Fighter: If Warlord, Asterion Moloc automatically has the Legendary Fighter Warlord trait rather than rolling randomly. This means that your army gains 1 Victory point for each character slain by Asterion Moloc in a challenge.



235 points

Chapter Tactics

If you include Asterion Motor in your Space Marines army, then all units in your army exchaige the Contast Tactos special rule for the Preferred Enemy (Space Marines), universial special rule. Note that this counts against all space Marines (nutured) Greyk (rules). Space Wohles etcl excepting those drawn from a Chass-based Codex or army fils. If mere than nore model in your army has the Chapter Facilis special rule, you must choose which version will apoly.

The Black Spear

An ancient artefact steeped in blood and said to have once been used by the Adeptus Custodes, the Black Spear is a close combat weapon which houses a powerful single shot lasbeam.

	Range	Str	AP	Type
The Black Spear	-	6	2	Melee, Specialist
				Weapon
Lasbeam	12"	8	2	Assault 1, One
				Use

Dark Fury

The cold natred for which the Minotaurs are feared is embodied by Lord Asterion Moloc.

Both Moloc, and any Space Marine souad he joins, gains the Fearless universal special rule and ignores any Initiative penalties for charging into terrain.

Orbital Bombardment

The Minotaurs' war fleet is rightly feared and its master is expert in the precise application of its destructive force.

Once per gamein Asterion Moloc's Shooting phase, provided he is not already locked in combat or has moved this turn – although he may later assault, in the turn as normal, Moloc may call down an orbital bombardment. This counts as using a ranged weapon and has the following profile:

	Range	Str	AP	Type
Orbital bombardment	Unlimited	10	1	Ordinan
				Large R

Ordnance 1, Large Blast (5*) Barrage

Master of the Minotaurs

Lord Alterion Moles is a HD choice for a Code- Space Marrines army and the Space Mannes Singe Assault Vangbaad army ist fee Imperial Armour- Wolkmen 101, H you use Asterion Moles in your army, he must always be your Wolford and you may take no other Space Marine Chapter Matter, ramed or otherwise, if Asterion Molec is in your army, you may also include ane Homour Gland Spacef. This unit does not count forwains you'ld b choices.

HQ

MINOTAURS CHAPLAIN IVANUS ENKOMI ...

The Voice of the Minotaur

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Ivanus Enkomi

Unit Composition

Unit Type

Infantry (Character)

Wargear

- Power fist
- Crozius Arkanos
- Rosarius
- · Power armo
- Frag and krak grenades
 Void hardened armour
- Void hardened armour or jump pack (select before the game – the model must be equipped appropriately)

BS S T 4 4 4 Special Rules

- And They Shall Know
 No Fear
- Combat Tactics
- Independent Character
- Zealot
- · Bane of Hatred

Warlord Trait

• Intimidating Presence:

If chosen as the army's Warlord, Ivanus Enkomi automatically has the Intimidating Presence Warlord trait rather than rolling randomly. This means that all enemy units within 12° of him must use their lowest Leadership value, not their highest.

Bane of Hatred

Nanus Enkomi is a living vessel for his Chapter's hatted of the Alien, the Heretic and the Tratox and his oratory matches the greatest finebrands of the Adeptus Ministorum in bile and wrath for them. This is no mere empty rhetoric, as in battle Chaplain Enkomi will uniteash al his rage and spite in a freque of alttack.

155 points

Both Ivanus, and any Space Marine squad he joins, have the Rage special rule.

Crozius Arkanos

Enkomi's crozius arcanum was shattered in the Battle of Gatherrs by a Night Reager's thundler hamme' and was subsequently rebuilt by the Minotaus Chapter's artificers into a weapon of unsurpassing power and elegance which, in addition to a deadly disruption field, incorporates a compact assault buncher.

It has the following profiles:

Crozius Arkanos	Range	Str User	AP 3	Type Melee, Master- crafted, Concussion, Specialist Weapon
Assault launcher	12*	3	6	Assault 1, Blast (3*), Twin-linked

Chaptain Ivanus Enkomi is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army (see Imperial Armour: Volume 10), represention the Minotaurs Chapter.



HQ

HECATON AIAKOS

Guardian of the Daedelos Krata, the Terror of Bifrost, Dreadnought of the Minotaurs Chapter

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	ws	BS	s	Front	Armou	Rear	4	A	HP	Tamp
Hecaton Alakos	5	5	7	13	12	10	5	2	3	marhammer
Unit Composition • 1 (Unique)				aunchen			· Aug	I Rules mented	i Atomar	ntic 40,000
Unit Type • Vehicle (Walker)		• Pla • Dr co	isma o eadno mbat	annon ught clo weapon corm bol	with		Flee Gro		œ	
Augmented Atoman						25		dstrike		

One of the Contemptor pattern's most distinctive features is a series of deforms field generators mounted inside its armour plating and powered by the enhanced atomantic power core within. The shaking provided by the Contemptor chassis that Alakias inhabits is a particularly Contemptor that the sterk of bouring come, and he is able to violently discharge its power through the disruption field of his quantite.

Hecaton Aiakos has a 4+ invulnerable save against shooting attacks and explosions, and a 5+ invulnerable save against attacks suffered in close combat. In addition, if Alakos suffers a Vehicle Explodes damage result, add +2* to the radius of the blast.

Venerable

Hecaton Alakos' controlling player may force results on the Vehicle Damage chart against him to be re-rolled. If this is done the second result applies. Instead of making his subal lattacks in combat, Heaton Alakos may instead make a special groundstrike attacks, smakhing the earth before him and discharging his atomantic field; automatically alface that the ground. This attack is carried out at Initiative step 1 of the fight sub-phase, and automatically alfaces that automatical each enemy unit engaged with Alakos for each model in that unit in base contact with Heaton Alakos' model from an enemy unit, but units first a his, and so on.

225 points

	Range	Str	AP	Туре
Groundstrike	-	б	4	Melee,
				Strikedown

Hecaton Alakos is an Elites choice for a Codex. Space Marines army or Space Marine Siege Assault Vanguard army (see Imperial Armour: Volume 10) representing the Minotaurs Chapter.

HQ

0-1 DAMOCLES COMMAND VEHICLE

The Dampoint a declarate command which based upon the highly adaptable filthing chass. It is equipped with sophisticated processing and patiential scanning equipped methods and upon even (an excipted in excipted in excipted and to principal and co-ordinate a Space Name strike force) attacks, and serves as the hub for communications between rapid moving adjunct force), countists overhead and winnihis in the black visid of space beyond.

Armour Front Side Rear 11 11 11

Damocles

- Unit Composition

 1 Damocles Command
- T Damocies Commi Vehicle

Unit Type

· Vehicle (Tank)

- Wargear
- Storm bolter
- Teleport beacon
- · Command vox relay

Special Rules

Orbital Bombardment

A Durpscies Command Vehicle is counted as a 0-1 HQ septrato, but does not use up Proce Organisation slots and therefore cannot even be used to occurge a fores's tompulsory HQ selection. The Damodes can be used in Codex: Space Mannes, Codex: Dark Angels, Codex: Block Templars, Codex: Space Maines, Codex: Block Angels and Space Marine Sege Assault Vanguard See Impenial Amour Volume 10 armies.

85



Options

A Damocles may take any of the following upgrades

- Searchlight +1	point.
- Extra armour +10	points
- Pintle-mounted storm bolter+5	points
- Hunter-killer missile +10	points

75 points

- Dozer blade+5 points

Orbital Bombardment

The Damocles can use its vox and augury arrays to call down a precision strike from Space Marine warships in orbit overhead. Once per game, the Damocles can call down the bombardment just as if it was firing a weapon in the Shooting phase. The Damocles cannot move in the same turn that this is done.

Orbital	Range	Str	AP	Туре
bombardment	Unlimited	10	1	Ordnance 1, Large Blast
				(E*) Barran

Teleport Beacon

Units which arrive by teleport (using Deep Strike) which are part of the force containing the Damocles, do not need to roll to scatter if they choose to arrive within 12" of the Damocles.

Command Vox Relay

The Damocles is principally a command and control hub for a Space Marine battle force in the field, cohering the streams of data and analysing the warp and weft of conflict.

The Damocles allows its controlling player to add +1 to or subtract -1 from the results of any Reserves rolls they make while the Damocles is on the table.

VIGILATOR-SERGEANT HAMATH KRAATOS

(plus the cost of his squad)

60 points

Hamath (Katols is the second-normanal of the Mindaus 9 Reserve (Devastato) Company. His progress through the natic of the Mindatus has been rapid, universatedly to by the standard of many Saxe Marine Quaders. He has a chever the mark through demonstrating in sality as a warrier and through sheemenial profilency with ballist revealed of all inits, prior himmed for be ruthless and calculating as a headre with a munderous edge to his tempor. His shift and combat record have been revealed Doll with tendy command and with access to the advance lavager of the Chaptery sampus:

When the Mindouse Cluster was for down into the Cuphen was. Knasks distinguish theme fits, not agains the gain when the Mindouse Cluster was for down into the Cuphen was fit and the matchale advance of the accounty induced between Grain community of a dimensionment of the Mindouse theme is a site of the matchale advance of the accounty induced between Cuphen community of a dimensionment of the Mindouse theme is a site of the matchale advance of the accounty induced between community of the Mindouse Cuphen and the Mindouse theme is a site of the Mindouse the Mindouse the Mindouse the cuphen account of the Mindouse the Mindouse the Accounter Mindouse the Mindouse the Mindouse the Mindouse the difference and the Mindouse the Mindou

Hamath Kraatos

WS

Unit Composition

 1 (Special: replaces Sergeant in Space Marine Devastator Squad, Unique)

Unit Type

· Infantry (Character)

Wargear

- Power armour
- · Bolt pistol
- · Heavy bolter
- Frag grenades
- Krak grenades
- Signum
- · Assassin bolts

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Preferred Enemy (Infantry, Jump Infantry, Jet Pack Infantry, Bikes, Jet Bikes)



Vigilator-sergeant Kraatos replaces the Space Marine Sergeant in a Devisataor unit in a Codex: Space Marines or Space Marine Sige Assault Vanguard army representing the Minotaurs Chapter. He must be used as shown here and cannot take any options, although his unit may take options as usual.

Signum

This is a sophisticated targeting cogitator system tied to the data-feeds of the Space Marine battle force. A model with this can use it in lieu of making a shootight attack of their own. If this is done, one model in their unit counts as 85 5 for this Shooting phase. Declare that the Signum is being used before any noils To Hit are made.

Assassin Bolts

Knatos camis a limited supply of artifican-engineered rotands for his heapy bollier of ancient promanace. These 'assassin bolls' are propelled at hypersonic speed by short-boll minagan-Jusion charges in place of their standar propelland. Although equipation with solid space rather than standard mass-nexture watmade (which would not enduce the fusion discharge), their externes speed and density makes for a highly destructive and accurate weapon.

Rather than firing his heavy bolter using its standard profile, Kraatos may instead use an Assassin bolt. This has the following profile:

Heavy bolter	Range	Str	AP	Туре
(Assassin bolt)	48"	6	3	Heavy 1, Souper

STORM EAGLE ASSAULT GUNSHIP 225 points

A segar damping back to the uncertain part of the Great Crustel, the Storm Equity Assauld' Granthy uses smaller than the more impresends Stormster and Thursdehawk designed in the Space Marker Storm Equity Assauld' Granthy uses smaller than the more approximation of the Stormster and Stormstera

Storm Eagle

BS	Front	Side	Rear				
4	12	12	12				

Unit Compositio

1 Storm Eagle Gunship

Unit Type

 Vehicle (Flyer, Hover, Transport)

Transport Capacity

 The Storm Eagle has a transport capacity of 20 models.

Access Points

 The Storm Eagle has four access points: one on either side, and ramps at both front and rear.

Wargear

- · Twin-linked heavy bolter
- Vengeance launcher
- Armoured ceramite

Special Rules

- Deep Strike
- Assault Vehicle
- · Power of the Machine

20 arhammer 10,000

Spirit

Options

- The Storm Eagle may exchange its twin-linked heavy bolter for one of the following:
- The Storm Eagle may take any of the following upgrades:
 Searchlight +1 point
 - Extra armour+15 points

Armoured Ceramite

Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite.

Vengeance Launcher

The Tengance Buncher is a multi-chambered nocket battery which saturates a target area with fragmenting anti-personnel warheads. Designed for close range ground attack, this weapon allows the Storm Eagle to both clear a landing zone in a hostile area and continue to provide direct fire support once it has delivered its deadriv cargo of Staree Marines.

	Range	Str	AP	Туре
Vengeance launcher	48*	5	4	Heavy 2, Large Blast (5*)

The Storm Eagle Assault Gunship is a Heavy Support choice for Codex: Space Marines, Codex: Dark Angels, Codex: Black Templans, Codex: Space Wolves and Space Marine Siege Assault Vanguard armies.

STORM EAGLE ASSAULT GUNSHIP - ROC PATTERN...... 295 points

A powerful Space Name particip and assault transport whose onjois are said to alise back to the Graet Courselv the Spann Space is one of the most help/in spaced without of its inclus Quoreapito its company, or potential stratures and an analysis of the million in the space of t

The Roc is a configuration variant of the standard Storm Eaple, Intended as a dedicated tank destroyer. Although outwardly indistinguishable from the standard partern, it froppes a proportion of its transport capacity for added speciatied munitions and on-board lef removes for its attitudinal through. With these provision and in the hand of a skilled just the Roc is capacited of sustained and murderous sweeps of the battlefield, hammering enemy armour into wreckage and pulverising fortifications into nubble.

Storm Eagle (Roc)

Unit Composition

 1 Storm Eagle (Roc) Assault Gunship

Unit Type

· Vehicle (Flyer, Hover)

Access points

 The Storm Eagle (Roc) has four access points: one on both sides, and ramps at the front and rear.

Transport Capacity

 The Storm Eagle (Roc) has a transport capacity of 14 models.

Front Side Rear 12 12 12

Wargear

- One hull-mounted twinlinked heavy bolter
 One hull-mounted twin-
- linked vengeance launcher with Roc warheads
- Two wing-mounted twinlinked lascannon
- · Ceramite plating

Special Rules

- · Deep Strike
- · Assault Vehicle

20arhammen 10,000

- · Power of the Machine
- Spirit
 Strafing Run

Options

- A Storm Eagle (Roc) may exchange its twin-linked heavy bolter for a:
 - Twin-linked multi-melta+15 points
- A Storm Eagle (Roc) may take any of the following upgrades
 - Searchlight +1 point - Extra armour +10 points

Vengeance Launcher with Roc Warheads

Rather than the usual explosive fragmentation warheads carried by Vengeance missiles, the warheads mounted on the Roc are replaced with sub-munitions packs, known as Roc warheads, which shower their target with multiple amourpiercing rockets.

	Range	Str	AP	Type
Roc warheads	48"	8	3	Heavy 4, twin-
				linked

The Storm Eagle Assault Gunship – Roc Pattern is a Heavy Support choice for both a Codex. Space Marines and a Space Marine Siege Assault Vanguard army representing the Minotaurs Chapter.

Alignment owners platforms are used by maky Chapters to take on the mundate dullis of point defence and base security. The most commonly temployed being Teambia sentry gues. If then set up to protect command posts and supply dumps, they are aligned wate methods plotted overlapping for any and when a Space Marine foce needs to obeyo in the face of the most registroad memory esistance, may are often dopped from high attitude by modified Thunderhavks, activating in the mosts of the field and methods body havers at they accur ali anding socie.

WS 85 5 T W I A Ld Sv

Sentry Gun

- 1-3 Sentry Guns, forming a battery
- Unit Type
- Arbillery

Wargear

Twin-linked heavy bolten

*A unit of Sentry Guns with Hyperios missile launchers or Hyperios command platforms does not have the Firing Modes special rule.

Special Rules

Automated Artillery
Fire Modes

Ho arhammer

Automated Artillery

Thiss exceeds of entire, A normote A relievy does not require cave in order to function. It is on ordered from play due to ick of crew and each gun must be destryed indicated and the second second second second second indicated and the second second second second second anomalogies both missions and second second second alignment of Artillery toes an assault nothing happent, there and second Artillery toes an assault nothing happent, there are second artiflery toes an assault nothing happent, there are second article and artiflery areas and a second and second article and artiflery transmission place and may although the artiflery place cames (consolidate or make a Sweeping Advance).

Hyperios Missile Launcher

	Range	Str	AP	Type
Hyperios missile launcher	48*	8	3	Heavy 1, Skyl

Heat Seeker

A weapon with this special rule can re-roll all failed rolls To Hit against Flyers and Fast Skimmers.

Hyperios Command Platform

As long as the Hyperios Command Platform is on the table, all Hyperios missile launcher equipped sentry guns in the same unit receive the Split Fire special rule (the unit automatically passes any LG tests it is required to take to use the Split Fire special rule without rolling any dice).

Options

- May exchange its twin-linked heavy bolters for:
 -Twin-linked lascannon +10 points per model
 -Multi-melta and searchlight +5 points per model
- The entire battery may exchange their twin-linked heavy bolters for.
 - Hyperios missile launcher*......+20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for:
- Hyperios command platform*......+10 points per model
- . The entire battery may be upgraded to have
 - Camo-netting +10 points per model
 The Deep Strike special rule +10 points per model

Firing Modes

A Sentry Gun can fire in one of two ways and you must decide which mode it will be set up in before the start of the game. You cannot change its mode once you have decided, it remains in that mode for the rest of the game.

Point Defence Mode: The Sentry Gun is set up with a fixed firing arc. In this mode the gun will engage enemy targets up to 36* away.which are in a fixed 90° arc to its front.

Sentry Mode: The Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter-equipped Sentry Gun will fire at the nearest enemy non-Vehicle target according to its firing mode.
- A lascannon or multi-melta equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles still count as viable targets, only wrecked vehicles will be ignored).

A Sentry Gun Battery is a Heavy Support choice for a Codex: Space Marines, Codex: Dark Angels, Codex: Black Templans, Codex: Blood Angels or Codex: Space Wolves army.

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> Armour BS Front Side Rear HP

Deathstorm Drop Pod

Unit Composition

1 Deathstorm Drop Pod

Unit Type

Vehicle (Open-topped)

Wargear

- · Five deathstorm launchers
- Special Rules
- Deep Strike
- Immobile

EDarbanmer 10,000

- Inertial Guidance System
- Independent Machine
 Spirits

Options

 Any Deathstorm Drop Pod may replace all five deathstorm launchers with five assault cannons ... +25 points per model

Area Denial

Any successful Morale checks or Pinning tests caused by a Deathstorm Drop Pod on the turn it deploys must be re-rolled.

Independent Machine Spirits

Deathstorm Drop Pods may target different enemy units with each of their weapons.

	Range	Str	AP	Type
Deathstorm				1 2 3 6
launcher	48*	5	4	Blast, Pinning
Assault cannon	24"	6	4	Heavy 4,
				Rending

A Deathstorm Drop Pod is a Heavy Support choice for a Coder: Space Mannes, Coder, Dark Angels, Coder: Black Templars, Coder: Space Midleand Coder: Blood Angels army

SPACE MARINE PREDATOR INFERNUS.

The Predator Infernus is an ancient pattern of Predator believed to date back to the hallowed days of the Great Crusade, which has now largely been replaced by the Land Raider Redeemer in many Chapters. The Crimson Fists, Fire Lords and Subjugators, among others, still value its close-range firepower when combating such xenos hordes as Orks, and in particular it is seeing interview amongst those Chapters confronting the Tyranid menace.

Certain ancient data sources speculate that the Predator Infernus was an attempt to replicate the Baal Predator STC, stubbornly heid by the honoured Blood Angels and their successors, and the same conjectural sources imply the superiority of this latter droom in terms of speed, armour and armament. The Infernus boasts a fearsome armament in the form of a turret-mounted Elimestorm carinon, often replaced with the anti-armour potency of a magna-melta, a devastating weapon originally intended for youd war boarding actions. Regardless of turnet loadout, the Infernus is usually additionally equipped with sponson-mounted heavy bolters or heavy flamers.

Front Side Rear Predator Infernus 13 11

it Compositio

1 Predator Infer

Unit Type

Webicle (Tank)

- Smoke launcher
- Elamestorm cannor



Ontions

- A Predator Infernus may take one of the following sets of two sponson weapons:
 - +20 points per model - Heavy flamers. +20 points per model - Heavy bolters

90 points

- +50 points per model - Lascannon
- May exchange Flamestorm cannon for
- +30 points per model - Magna-melta cannon ...
- · Any Predator Infernus may take any of the following
 - Hunter-killer missile +10 points per model
- Dozer blade +5 points per model +10 points per model
- Extra armour
- +5 points per model - Pintle-mounted storm bolter

Magna-melta

A magna-melta is a heavy, short-ranged, area effect heat cannon originally designed for use on boarding torpedoes and assault rams in brutal starship assaults, and is capable of reducing large volumes of armour and hull into molten slag in mere moments. Patterns of magna-melta compact enough to be fitted to tanks and armoured vehicles are substantially rarer in the 41# Milleonium than in previous ages, but still make for devastating anti-tank and slege weapons.

Weapon	Range	Str	AP	Type
Magna-melta	18*	8	1	Heavy 1, Large Blast (5*), Melta

A Predator Inferous is a Heavy Support choice for a Codex: Space Marines, Codex: Dark Angels. Codex: Black Templars, Codex: Space Wolves and Space Marine Siege Assault Vanguard army.

HEAVY SUPPORT SPACE MARINE DEIMOS PATTERN PREDATOR EXECUTIONER 125 points

One of the rarest Predator tank patterns is the Executioner, which mounts a Crusade-era Executioner pattern plasma destroyed This ancient and powerful weapon fires a series of sun-hot plasma blasts capable of incinerating flesh and blasting apart even power armour with contemptuous ease. Only the Forge World of Ryza is still able to manufacture the advanced photo-plasmic cells needed for the executioner weapon, so many Chapters whose Techmarines have sufficient skill and knowledge replace the plasma cannon with a heavy conversion beamer.

This turns the Predator Executioner into an extremely powerful siege unit and long range tank destroyer, but this firepower is gained at the cost of manoeuvrability and increased vulnerability to short-ranged attacks. That such a modification carries a long-standing seal of remittance from the Adeptus Mechanicus speaks of catachsmic battles in a forgotten age, in which such devastating firepower was more common and more necessary.

	Armour						
	BS	Front	Side	Rear	HP		
Predator Executioner	4	13	11	10	3		

Unit Composition

1 Predator Executioner

Unit Type

· Vehicle (Tank)

Wargear (Predator)

- Searchlight
- Smoke launcher
- · Plasma destroyer

Plasma Destrover

	Range	Str	AP	Type
Plasma destroyer	36*	7	2	Heavy 3,
				Blast (3*)

Heavy Conversion Beamer

	Range	Str	AP	Type
Heavy conversion beamer	Up to 18*			Heavy 1, Large Blast (5*), Firing Calibration*
	18*-42*	8	4	Heavy 1, Large Blast (5*), Firing Calibration ¹
	42*-72*	10	1	Heavy 1, Large Blast (5*), Firing Calibration1

Firing Calibration: This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

Options

- · A Predator Executioner may take one of the following sets of two sponson weapons: - Heavy bolters. +25 points - Lascannon ... +60 points
- The Predator Executioner may exchange its plasma destroyer for
- Heavy conversion beamer. +15 points The Predator Executioner may take any of the following:
- Hunter-killer missile +10 points - Storm bolter. +10 paints
- Dozer blade +15 points
- Extra armour

A Space Marine Deimos Pattern Predator Executioner is a Heavy Support choice for a Codex: Space Marines. Codex: Dark Angels, Codex: Black Templars, Codex: Space Wolves, Codex: Blood Angels* and Space Marine Siege Assault Vanguard army

*In a Codex: Blood Angels army, the Predator Executioner does not have the East rule, unlike the Blog Angel's standard Predator.

200 arhammer 40,000

SPARTAN ASSAULT TANK

295 points

An armoured transport of truly massive proportions, the Spartan is a heavy assault tank all but unknown outside of the revered Adeptus Astartes and the secretive Adeptus Mechanicus. It is a huge armouned conveyor created to carry a large body of troops into the heart of an enemy's battle lines, and is capable of surviving weapons fire that would bring about the destruction of any must vehicle. Its design bears clear connections with that of the Land Raider, and the genius of those who made it was such that the majority of its interior space is given over to a transport capacity greater than almost any other Imperial vehicle of its size. It is presiderably faster on the battlefield then its size would suggest thanks to potent reactor-driven motive drives.

Many Space Marine Chapters maintain these huge war machines as part of their arsenal and deploy them into the most hellish and destructive warzones, where even the mighty Land Raider would be torn asunder. Their greater transport capacity also finds particular favour amongst those Chapters who possess many suits of Terminator armour such as the Minotaurs.

85

Front Side Rear HP 14 14 14 Special Rules · Power of the Machine

Assault Vehicle

Unit Compositio

• 1 Spantan Assault Tank

Unit Type

Vehicle (Tank, Transport)

Access Points

 The Spartan has one access point at the from and two on each side.

Transport Capacity

 The Spartan has a transport capacity of 25

Warnear

- Two socosco-mounter guad lascannon
- · Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Extra Armour

A Spartan is a Heavy Support choice in a Codex: Space Marines, Codex: Black Templars, Codex: Dark Angels, Codex: Blood Angels, Codex: Space Wolves and Space Marine Siege Assault Vanguard army (see Imperial Armour Volume 10)

A Spartan may also be selected in a Tyrant's Legion army under the restrictions for Astral Claws Chapter Support (see Imperial Armour Volume 9, pg. 193).

Options

- A Spartan may exchange its hull-mounted twin-linked heavy bolter for: - Twin-linked heavy flamer
- A Spartan may exchange its lascannon sponsons for:
- Laser destroyers. A Spartan may take frag assault launchers. +10 points
- · A Spartan may take any of the following:
- Hunter-killer missile +10 points
- Armoured ceramite . +20 points · A Spartan may take one of the following pintle-mounted
- weapons - Storm holter
- Heavy flamer +15 points - Heavy bolter +15 points - Multi-melta +20 points

Armoured Ceramite

The thick hull of the vehicle has been further augmented with blessings and pravers to the Omnissiah and ablative ceramite plating. Weapons with the Melta special rule may never roll an additional D6 against a vehicle with

Weapon	Range	Str	AP	Туре
Quad lascannon	48*	9	2	Heavy 2, Twin- linked
Laser Destroyer	36*	9	2	Heavy 1, Ordnance*, Twin-linked

*Note: This weapon has no blast, but benefits from the Ordnance rule's increased ability to penetrate armour.



WEAPONS

Weapon	Range	Str	AP	Туре
Assault cannon	24*	6	4	Heavy 4, Rending
Deathstorm				
launcher	48*	5	4	Blast (3*), Pinning
Heavy conversion	beamer			
	Up to 18"	6		Heavy 1,
				Large Blast (5"),
				Firing Calibration!
	18"-42"	8	4	Heavy 1,
				Large Blast (5"),
				Firing Calibration*
	42"-72"	10	1	Heavy 1,
				Large Blast (5"),
				Firing Calibration*
Hyperios				
missile launcher	48*	8	3	Heavy 1, Skyfire,
				interceptor,
				Heat Seeker
Laser destroyer	36*	9	2	Heavy 1,
				Ordnance ² ,
				Twin-linked
Magna-melta:	18*	8	1	Heavy 1,
				Large Blast (5"),
				Melta

WEAPONS

Weapon Orbital	Range	Str	AP	Type
bombardment.	Unlimited	10	1	Ordnance 1, Large Blast (5*), Barrage
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Quad lascannon	48*	9	2	Heavy 2, Twin-linked
Roc warhead	48*	8	3	Heavy 4, Twin-linked
Typhoon missile I	auncher			1741 - Car - 2
(Frag)	48*	4	6	Heavy 2, Blast (3*
(Krak)	48*	8	3	Heavy 2
Vengeance				
Launcher	48*	5	4	Heavy 2, Large Blast (5")

¹ This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

This weapon has no blast, but benefits from the Ordnance rule's increased ability to penetrate armour.

MINOTAURS CHAPTER ARMOURY

The Minessam Chapter is noted a having an extensive among with diographical both in quarting and watery of wategar, vesigon's and war machines. This breadth and diversity to believe to originate from the role color existion/they with the authorities of the High Locits, which grants them access to the outgoing of the Sing Single access to the outgoing which have grants of the Sing appendix the purplets and destroyers of other space Martin Chapters which have grants or topic or been to denot shapede. Unless with the single shape which the space for the role of the rest of the single shaped to denot shapede. Unless of their victims and add their soundards face's sheeping for marterial and arms to their own

The Ministans simular and ganoph of war machines wavel alse sony beard against the Neuron ornsharph tran the Orphans Setur. The Neurons' ancient technology growd time and again to the neurot than a match for the finist wavepars of the Imperium, inficting heavy toxins' taxis and the Chapter during the fail of Orphans' taxis any the upurhumany elements and wallite prior of their chapter, average their shift at arms, their shift at the shift and the shift at arms, their shift at their hold then com against their unliving energy and through In may battles, affindan new without priors toxin.



'Mortis' Pattern MkV Dreadnought 'Hellfire' Support Configuration Unknown identification. Note: This pattern is very uncommon in Codex Chapter service and may have been acquired as a spoil of war.

Thunderhawk Heavy Assault Gunship 'Animaspia' Turbo-laser armannent, Configuration Void Assault and Interception, Central Chapter Reserve: Based on the Daedelox Krata, Amarah Void Battle. Later deoloyed to Arcantis Cluster Warzone after extensive region

Minotaurs Chapter Land Rader Prometheus, Macragge Rattern. A specialised command wainut of the Land Rader, the example, drawn from the Chapter Armoury, was attached to command the Armaphee Baktrore assault aspars Necons structures located on the barren moor of chatter in 95 Molf and used as a terminator assault transport during the unaccessful engineering and another the tablicore optional with severe castaulties.

Anvilus Pattern Storm Eagle Assault Gurship, Minotaurs Chapter, 'Roc' sub-pattern armament configuration. The Minotaurs Chapter maintains a large fleet of both Thundlerhawk and Storm Eagle gurships in its Chapter fileet. This example, 'Herodal's Wrath' was attached to the 7th Tactical Reserve Company, deployed to the Annach counter-stabult.

PZ ANE DESC

The 'Fortuna Mon' Storm Eagle Gundhip. This gunship was permanently assigned as a dedicated transport of the Minotaurs Reclosserh Nanus Enklomi. As betits this chapten's rank and role, the Storm Eagle features sable headily and inscribed meditions of Imperial holy scripture.

THE DEATH KORPS OF KRIEG

The Death Korps of Kirég are among the most declared and merciles of the forces of the Imperial Guard. They are legendary for their ability to fight on despite facing impossible odds and can turn the tide of battle in the Imperium's favour in the most deadly of warzones. The Origi are as inframous for their ratious diverged of casiliaries and indifference to the suffering of ally and estimated and their their formable record in was. Their heats, both the both their theorem and the theorem the taken of the imperative series is the result applies of their prevention and the transfer of the provide and the committed therearies is generation after generation of war and martyrdom to explain from they sould.

THE ORIGINS OF THE DEATH KORPS

Noting as automass of tweet often and possed earth based of actuated of the most periodiv earther imaginable that over the start of the start of the antimetric forces across the Signments Terperations of supplier of the start of the defense, all the time growing to earth the start of the start magnetic ward the heavy starts to the the start of the start of the magnetic ward the heavy starts to the the start of the s In the year 433 M40, the Autocrats declared planetary-wide martial law and seceded their world from the imperium-the horrors of civil war were soon to follow. Much of the world quickly capitulated to the rebels' power, with only those on Krieg of the Adeptus Ministorum and the Adeptus Arbites. whose loyalty lay with Terra rather than the planet's rulers, providing serious resistance, that is except for a single hive city - Ferrograd. Here the Krieg 83" Imperial Guard regiment, under the command of Colonel Jurten, guickly took control of the hive city from its vacillating rulers in a military coup. Ferrograd was swiftly organised as a rallying point against the rebels but, despite their resolve, the situation for the loyalists on Krieg was dire and Ferrograd was soon cut off and besieged. Krieg's extensive planetary defences were also under the traitors' control and were strong enough that a full-scale fleet action would be required to breach them Help from outside would not be forthcoming and Jurten was instead informed in no uncertain terms by the Segmentum's Imperial command that a fleet powerful enough to invade Krieg was simply not available given the press of warfare elsewhere. Instead Jurten's orders were as simple as they seemed impossible: to engage the enemy, to punish their heresy and emerge victorious. "The Emperor would provide." he was told. Faced by the horrific odds stacked against him, Jurten came to the fateful decision to plunge Krieg into a savage and self-destructive atomic war.



Bit the digit of the Face of the Emperson's Asymptotic time maintende a desixed impacts and the second biolected of Vergit Second secon

Kreg had become a man-made feath work, and the conflict between secessional and logistid developed into a pilles, bloody war of athrition across a pinnet where every init of ground became littlered with tench works, nutsing razo ware and shell caters. Mutation, famme and plague were rife, from crade to grave day esistence was a horror of survival and savage war. From this nightmare however, through fifteen generations of tenrible bloody athrough the buttery Korps were born, and after fine hundred years the bittery sought victory was theirs.

When Krieg was officially returned to the Imperial fold in 949.MAD, its log baence hal not gone unrecorded; Krieg was in arrans, so a new tithe of men for the Imperial Guard was placed upon them by the Departmento Munitorum. Its Adapts however were suprised when the Krieg authorities deployment, all formed, trained and equipped, and each commander requesting the most hazardous war zones available.

Beneath Krieg's blasted exterior entire subterranean cites had been founded during its colivau. Fens of thousands of kilometers of bunkers and passageways had been dug and within them was avist underworld of industry and manufacture genered specifically to the production of arm and equipment. but most of all not be production of solders, and equipment, but most of all not be production of solders, lines that armed them and as pitless as ther blasted addoctive world.

Kiel nov valas tens of regiments every year where a comparable size who will might be expected to the ore regement every decade. The rate of autifion and detentation among these regiments is belived a supportionately high some of the most hazardous batterieffelds and dampersus works known to hazardous batterieffelds and dampersus doubt known to hazardous batterieffelds and dampersus activity and the second source and while still only human doubt comparison and university. The second capable of a chievery activities against and while still only human doubt comparison and university of blood of achievery activities against and ends by while still and the second space activities and the second source of achievers activities against and university of achievers activities against and university and the second source activities and and and a second activities activities and and and a second source activities and and and a second source activities and and and a second source activities and and and a second activities activities and a second activities activities and activities activiti Into battle, putting carefully coordinated plans in expand However, in the grim darkness and stirler at the end where 41st Millerinnik, the imperium of Man has dire needed these men, and the use and number of Kineg Death Komp regiments is noting, as are the resources being devotes to a their creation.

DEATH KORPS TACTICAL DOCTRINE AND REGIMENTAL ORGANISATION Training

While the harsh training methods, doctrines and organisation of the Death Korps regiments are not in themselves unique among the Imperial Guard, they are both unorthodox and extreme in their application. Tested, selected and relentlessly trained almost from birth for their appointed role as Imperial Guardsmen, rates of fatality and injury are high as each Korpsman is prepared to fight in the EmperorN name. Fear and weakness are not tolerated, and the minds and characters of the young prospective Guardsmen are purposefully broken and remade stronger, just as their bodies are trained to withstand hardship and endure suffering that would kill others-a task already begun by the mete factsof life on blighted Krieg. Those that are found wanting are found other uses as no flesh or blood is wasted in the Emperor's service, and their fates are not spoken of by their fellows. Those that survive to the last stages of their training must then face their final and most arduous test - the surface of Krieg itself

Kreg is a clearly in it is own way as any world known to Man, no part of two-laketed waterialend has ever been reclaimed, standing inited as a tastament to their centuries most struggel. It is a baren desert of monsteid ches, gait waster, and zones and failout-tained storms, and amongst the weekage of obstateleds the training regiments water, other cades. Only those that endure are judged it socially to the their bit also are winners of the Death Korsa.

Morale & Doctrine: The Cult of Sacrifice

The character of the Krieg soldier is a legacy of the civil wat that brought the Death Korps into being. Having been raise only to fight, and having known nothing but the nightmare that their world had become and its unceasing, mercless war, generations of fighting men came to see death in the name of the Emperor as their ultimate goal, a final peace and reward in the great hereafter. This attitude remains today-Krieg Guardsmen are fanatics willing to die as a sacrifice to the Emperor. To them death in battle against the foes of humanity is the apotheosis of their faith, and only by this martyrdom will they and their people be forgiven for the sins their forefathers committed and the blood debt to the Emperor be repaid. No doubt because of the atomic horror of their poisoned world, the individual Death Korps soldier has a deep seated and pathological abhorrence of the mutant, this animosity extending in equal measure to witches and psykers-Krieg itself produces almost no psyker births in its population, although whether this is the result of long standing factors, or a consequence of long term and systematic culling of the 'genelost' during the civil war period and perhaps beyond remains unknown. This deep-seated

and in game linkned works that sanctioned imperial polyces in some registery of incides power to the sanction of the other sanction of the sanction of the sanction of the comment links been recorded in the past where the has been threads, the Beart Income are retrieved hand solcate been threads, the Beart Income are retrieved hand solcate been threads and the Beart Income are retrieved and solved and the sanction of the sancti

One notable feature of the cult of martyrdom and sacrifice as found within the Death Korps, and one that is seldom obvious to outsiders, is the tradition of the 'Honoured Names', Krieg Korpsmen, upon their successful induction into their regiment, are given a Departmento Munitorum sectal code by which they are known-with any name they previously answered to discarded as obsolete. To regain a name, a true or 'honoured' name by which the Emperor will know them, requires one of two things: martyrdom or an extreme act of valour in battle. As to the source of these names and their particular import the Death Korps remain sight although outside observers tend to believe that they are thosen from the census of Krieg at the dawning of its great civil war, each soldier of the Death Korps awarded such a name symbolically bearing a soul from those times back to the Emperor's light. For a member of the Death Korps few awards or commendations could equal this single honour, for it is this name that is entered upon the cold basalt mausolea of Krieg itself and for each drop of blood spilt are Krieg's sins redeemed.

Regimental Deployment

Regiments are arrayed on Kreig with great frequency, Indeed In exision of Multy mana and battle-ready regiments for the imperial Guard's Kreigs size these solute and and compared Guard's Kreigs size these solute and and compared to the production of doddees. The form and compared to the production of doddees. The form and compared to the production of doddees. The form and compared to the solution of the solution and compared to the solution of the solution and compared to the solution of the solution and generate haund variance deployment. Kreigs spatial and generate haund variance deployment, Kreigs spatial and ware haund variance deployment. Kreigs spatial and ware and the Department Multiforum of planetic risks variance different legate of regiment. The solution of the solution ward of the solution on and foreign the segments, but of the first ment common use of foreign

manpower is as siege regiments. In these formations the Death Korps' philosophy of total war reaches its ultimate expression: the siege regiments operating on the principle of sustained artillery bombardments followed by a massive and unrelenting infantry assault conducted to destroy the enemy by pure attrition. What makes Death Korps of Krieg regiments distinct, however, is not their wargear but their mentality. Regardless of their assigned role, they retain the Death Koros' strengths of discipline, endurance and fanatical adherence to the Imperial Faith. Alongside this their expertise in trench warfare and, most notably, their tolerance for high attrition rates and environmentally hazardous warzones makes the Death Korps one of the most highly sought after forces in the Imperial Guard for deployment by warmasters and generals, and accordingly they suffer some of the highest casualty rates recorded.

OTHER FORMATIONS AND UNIQUE TROOP TYPES Assault Brigades

As with much of the Death Korps doctrine, the formation of the assault brigades has its origins far in the past of Krieg's nightmarish civil war. Drawn from the ranks of other combat regiments, veterans, and volunteers, Death Korps assault brigades are the breakers of the line, the forlorn hope-a force set to attack (or counter-attack) at any cost against the fiercest resistance and the strongholds of an enemy's nower. Often the assault brigades must face the direst odds. with little, if any, hope of individual survival, but where its members may die, they care not so long as their strategic objective is achieved. Given their battlefield role they are heavily armed and equipped, classifying primarily as a semimechanised heavy infantry formation in terms of the Tactica Imperialis, featuring a high proportion of grenadiers, Death Riders and combat engineers in their formations, and largely eschewing the static artillery batteries of the siege regiments in favour of heavy armour and self-propelled guns. They are also commonly armed with specially issued equipment, some of which again owes its origins to Krieg's own dark past, such as the acidic gas bombs issued to combat engineer squads and chemical incendiary 'carcass' munitions used to saturate defended positions before they are stormed.

In addition to their famous siege regiments and assuit brigdes, at the strategic needs of the Departments Munitorium dictate, regiments of other, more specialised, types such a light infantry regiments, secon detachments and armound battlegotoga are also raised on Krieg. Regardless of their tool they remain bath Korps, a dictain to they, there are also a number of troop types unique to the Death Korps.

The Quartermaster Cadre

One of the most unusual features of the Death Korps regiments in the replacement of battlefield medics and confessors found in most imperial Guard regiments with individuals known as quartermaters. The quartermaster's role has its roots in King's own war-torn past. In that mercless war the recovery of the arms and wargear of the failen was of premium importance, and field medicine and battlefield trajes was a luxury that could seldom be and for the hose servicely wound of additional toom terms and makes and wound of additional toom and additional for each wound of the hose of the service of the hose of the hose of the hose of the makes the description of the foregreen to be additional exact the description of the foregreen to be additional exact the description of the foregreen to be additional exact the description of the foregreen to be additional exact the description of the description of the exact the description of the description of the exact the description of the description of the description exact the description of the description of the description and the wound of the description of the description of the description and the wound of the description of the description of the description.

Concernanters are chosen from the ranks of the Death sees during training in particular for their faith maticism and mental aptitude, although occasionally the masters' ranks are added to by individuals who there survived against the odds and are seen, by their to have been marked by the Emperor's Grace Quartermasters are given additional training in field medicine, basic tech-lore and extensive indoctrination into Crests denomination of the Imperial Cult. In the modern Come Korps, in addition to the ministration of emergency ment to injured Guardsmen and the redistribution of arms, the quartermasters also assist in evaluating the concress of on-going battles and relay this data to their afficers and commanders. They perform this function by mentioning ammunition emenditure, rates of attrition counting enemy ouns and so forth. Above all they still deliver final rites on the battlefield to Death Korps soldiers they some too badly wounded to continue, and it is the generally ment belief that the skull mask they wear, representing Krieg's imuggle to regain the Emperor's Grace, is the last sight a dwing trooper should see.

Drue a battle has been won, a quartermaster's duties are still complete. Centuries of necessity dictates that they move mough the detritus of battle salvaging any equipment they an from lasguns and ammunition to great coats, boots and determiner units, recovering all that can be recycled for use an ever recruits.

Death Riders

a mouch superficially similar to rough rider cavalry units bund among numerous other Imperial Guard regiments from worlds where riding mounts are commonplace, the Them Riders of Krieg are also a direct result of Krieg's centuries long civil war. Their most singular aspect is the serve of the Death Rider mounts-the legendary Krieg med A highly adapted form of the original Ancient Terran horse, this animal is now the product of extreme penetic engineering: tailored for strength, endurance and accession, with numerous additional bio-sculpted organs mut allow them to survive on the most toxic battlefields anscathed. Vat-grown on Krieg under the auspices of the Adectus Mechanicus, the animals are further augmented and sub-dermal organic armour, osmotic lungs, and a tally integrated drug injection system rigged with a potent mature of stimulants, pain-blockers and palliatives. The mount is also a weapon in its own right with its chemically

enhanced aggression centres capable of being trigggred at the rider's command, and it is virtually impossible to incapacitate, short of massive physical trauma.

The Death Riders form a special cadre within the Knen regiments, and their inductees are chosen not only on the arounds of antitude but also for independent thought and initiative, many future officers being drawn from the ranks of their survivors. The Death Riders are enuinned with a variety of sidearms and sahre blades in addition to the signature explosive-tipped lance found in other similar. units, and their companies are used both for battlefield reconnaissance, replacing the Sentinel's traditional role in 7 the siege regiments, and as shock-troops, using their speed to smash through enemy lines. Such is the impact of their attacks, they are commonly used in the role of reserves. either held back to break counter-attacks or to press a breakthrough themselves. They have therefore gained their bloodiest reputation among other Imperial Guard regiments for their merciless pursuit of fleeing enemy troops-it being standard practice for Krieg infantry to hold a freshly captured position while the Death Riders run down any routed defenders

Death Korps Grenadiers

Grenaders form an eithe force within the Death Korps. They are dispersed throughout the Death Korps siege regiments, but are most commonly deployed in concentration in the Death Korps assault bingades. Their ranks are drawn fromy veterans and survoirs of declimated squads and platoons based upon their mentionious service and skill, but above all on a proven ability to survive.

Intended for deployment where the fighting is fiercest. Death Korps grenadiers are equipped with heavy carapace armour and are armed with amplified-discharge lasguns (commonly referred to as hot-shot lasguns or heliguns) which are linked to a high capacity power cell worn on the back. Breaking with conventional storm trooper training, they are never deployed by gray-chute and instead often carry the brunt of an initial advance on foot, or function as small tactical units in rapid moving teams, or the squad may carry an additional heavy stubber to increase their firepower. Fatality rates among the Death Korps grenadiers are very high, but it is considered an honour to be chosen to join their ranks. Their high standards of training and equipment, coupled with their mental resilience, rank the Death Korps grenadiers among the most proficient soldiers the Imperial Guard has to draw upon.

Combat Engineers

Selected for their technical aptitude as well as their market will and disciplice, combat engineer space as a more the most common of the beart korps specialised infarty formations. They have the particular task of carrying out segecard, demolitions and bracking actions on the abattlefeld, and in order to accomption this they are equipped with a variety of specialised equipment tailored towards demolitions and combat ghotpuns, as well as mole bunchers and meta bombs.

IMPERIAL GUARD ARMOUR: BATTLE OF AMARAH PRIME

As the parmay mutating point in the Ophina Sector draws the build up to the Ophina Sector draws the build up to the Ophina Sector draws the ophina Sector draws and an experimental fully sector draws and the sector draws and the sector draws were around determined, annually of entities and manage buildes don't be retainal analet, while the emploised of the sector draws and the sector draws funder apprecision draws the sector draws funder apprecision draws the sector draws funder apprecision draws and funder apprecision draws the sector draws funder apprecision draws funder apprecision draws and funder apprecision draws funder apprecision and funder funde Advanar Pattern Stormblade Super-heavy Tank: 14th Heavy Tank Regment, assigned for the 60th Line Korps Primary Assault Brigade. The Stormblade's amament configuation to particularly studies to fighting in built up amas, and Kring forois utilised the ruins of the Amarahan hises to shield ther heavy amount from Necton long range firepower and maximise there own effectiveness against the Necton Philamese.



Necromundan 'spider clan' motif: usage not sanctioned by the Departmento Munitorum.



The 'Mortua Ferrox' approved insignia of Imperial Guard Assault Brigade Formations.



2. Thundree Siege Tank: 9° slege Tank Spaadon, Necromundan 9° Guard Regiment. A famous regiment vibrate various nutrantants have been in Impedia annue for over nire millernia, the Necromundan 8° "The Spädes", despite initial losse, acquitted themselves well in the courtex assaults on Annanti, conducting feractions esistance in the runs of the planet's eastern hives and using the sub-oity Numanti Vaults as their base of resistance.

OF

DEATH KORPS TANK COMMANDER

Although most famed within the ranks of the regiments of the Imperial Guard for their siege korps and assault brigades. and justly so, the Death Korps of Krieg maintain large numbers of armoured companies, super-heavy battle groups and mechanised detachments which are the equal in range and martial prowess of any other to be found in the service of the Imperium. The Orphean Salvation taskforce, although assembled at relatively short notice, benefited greatly from the strength of the Death Korps of Krieg 17th and 60th Line Korps as part of its makeup. These formations in themse included no fewer than fifteen Death Korps armoured regiments and considerable additional mechanised and artillery support detachments

The officer exemplar depicted in this illustration is based upon the pic-capture of Lieutenant 2rd Class Ioan Gorval opon the pix-captors of centeriant 2 - Cleb bon contact of the 47th Death Korps-Armoured Regiment, attached to the 3th Armoured Korps-Lieutenant Gorval was tactical commander of the Leman Russ Ryza pattern Vanquisher tank 'Oath of Iron' and also second-in-command of his regiment's 3= Company during their deployment to the defence of the mining world of Kaelogeddon in the Arcantis Cluster. Shortly after the cataciysmic Battle of Amarah, Kaelogeddon and several other worlds in the star cluster came under attack by Necron phalaxes which, while considerably smaller than the vast invasion force that contested Amarah, nevertheless posed a severe threat to Imperial dominance of the Arcantis Cluster, inflicting significant damage as they overran three outlying colony worlds

That Kaelopeddon did not fall was attributed largely to the Krieg 47* Armoured Regiment who, under heavy air assault, conducted a mass armour counter-charge across the ammonia-wastes of the planet's Outhal Depression. The attack ploughed deep into the gathering Necron warrior alarmes, with surviving Death Korps tanks scattering o the mass of machine creatures, sowing confusion and venting their own air power from making strafing attacks preventing ther own ar power from making sciency activity and/ors rather than risk firing on their own Royal Courts and warriors. Burring this battle, Lieutenant Gerval's tank is known to have singled out and destroyed three enemy command barges before succumbing to enemy firippower. Gorval's last voxnission was to declare his intention to detonate the ing magazine of his wrecked vehicle as it was about eached by enemy scarab-constructs. The Krieg 47ⁿ ad Regiment suffered 100% losses during the Battle Outhal Depression, but its sacrifice would enable the o spearhead's encirclement and eventual defeat.

1. Krieg Pattern Helmet with Vox-pickup

The Death Korps operate a variety of distinctive and specialised wargear to outfit their troops with. These designs, although approved and sanctioned by the Departmento Munitorum, are commonly based on patterns which, while Imperial in origin, were developed in isolation during the planet Krieg's long atomic purging. The simple corrosion ed steel alloy helmet shown here is a common and easily manufactured piece of equipment, fitted as it is with impact prcement and universal fittings for life support and h wironment gear. As a tank commander, Lieutenant Gorval's helmet is fitted with a boosted vox-pickup unit and an Aquila armorial denoting seniority.

2. Solyuz Pattern Type IV Autorespirator with Rad-gauge

Although somewhat bulky by comparison with the Although somewhat buwy by companion when see respiration and enviroighmental systems utilised as standard by many imperial Guild'regiments, the Solvaz pattern has the advantage of extreme technical simplicity and ease of maintenance, allowing its use for very extended periods to solve the solver of the solver solve the solver solver the solver of the solver o The regulator pack, worn on the chest, allows filtra cartridges to be replaced without deactivation and incorporates a full rad-gauge system for battlefield monitoring and threat ass

3. Death Korps Company Banner As with many forces of the Imperial Guard, to the Death Korps of Krieg the company banner is of extreme spiritual importance to the men who follow in its shadow, in a Importance to the time with objects in the shadow, in a con-tor is practical and psychological uses. To the Death Korp the winged skull symbol of the 'Imperials' represents a scared charge to make war for the God-Emperor, and the promise of marrydom in battle. As such it is commonly carried by lead armoured vehicles as well as by infantry formations, whose expectation is to be at the forefri the charge

DEATH KORPS OF KRIEG ARMOUR

The Dath Kopp operate and maintain large numbers of superhave whiches a will a more corrown inspiral Gaudi tark types such as the advantous Leman Rus and user vector lark types such as the Raground user is vector lark types such as the Raground user is therm soft powerfail amounced units, advang the Dath Korps martian a strong one of Banelalde chasis superhavies (including nee types such as the Sudowskind and Stormbland) light attrition tosis in battle not larket of all exist result of the Dath Korgs (inst and existing the Sudowskind and Stormbland) light attrition tosis in battle not least of all exist exist of the Dath Korgs (inst and existences failthing such as have mean that demand for these most potent amounted which has for continues outstrapped spacely. As a result, the Death Korps have made exerincesing use of the dipting less powerful burn one easily produced tablenaus chasses to addin fitthe shortfall and indeed expand their superhave amount capacity. This has meaned that, over time, the Machanaus, alongoise the corpor super-nearly infantly on particular force rooms proprieting that shorts the superhalt the main of the Death Korps of Korps.

DEATH KORPS OF KRIEG 134TH HEAVY INFANTRY REGIMENT

A vetera nur prevenuel autoritation and antitransmission and antisector and antisector and antisector and antisector antisector and antisector and antial sector and antisector and antiany antisector and antisector and antiany antisector and antisector and antiany antisector and antisector and antisector and antiany antisector and antiany antisector and antisector and antiany antisector and antiany antisector and antiany antiany antisector and antiany antiany antisector and antiany antiany antisector antiany a

1. Line Korps Infantryman

2. Line Korps Grenadier

3. Lucius Pattern (No.98) Lasgun

4. Mklld Accatran Pattern Plasma Gun (Special Issue, Thamyris Taskforce)

5. Lucius Pattern (No.15) Heavy Bolter, with Trench Carriage and Barrage Sights

DEATH KORPS OF KRIEG 60[™] LINE KORPS

Deployed to Amarah Prime, this formation encompassed numerous Siege Regiments, Tank Regiments and Assault Brigades, outfitted according to standard Krieg Imperial Guard doctrines.

- 6. Line Korps Infantryman
- 7. Line Korps Grenadier

8. Phaeton Pattern Vox-caster (with Laud Hailer)

9. Krieg Pattern Flamer

10. Lucius Pattern (No.22) Rotary Combat Shotgun

11. Lucius Pattern (No.98) Lasgun

.

12. Trethgar 'Petard' Pattern Field Mortar

DEATH KORPS OF KRIEG ASSAULT BRIGADE ARMY LIST

The imperal Guard is the largest fighting force in the pakey, and the largest military organization in the long history of Markind, its is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to figh for the Expericial is of lemonal Guard that must beart the burnt of the imperaints wars. Wherever there is conflict, there is the imperaid curd.

Many of bushs are formed in in refamily regreters comprising time of thousing of them, but there are of here, nore appealsed regiments included within its rarks such as those regimes from the world of king. Among there are the lenge majorities value, with their value resources of infainty and heavy at infly, are displayed on batchfields where there is bloody theoric values. And the assall includes—their keeps? He reacts tages who are deployed against the throngest energy, determined the most volcus of fees, each Gaardman willing to specific their file. Social or ensure voltors.

Using Force Organisation Charts

The error justs in this book are used in conjunction with mefores: Organisation chart from the Warhammer 40,000 rulebook and the scenaria you are playing. Each chart is pith ring a number of categorius that correspond to the sections in the army list, and each category has one or more boxes. Each right from box indicates that you make one choice from that section of the army list, while a dark tone box means you make make have box means you make make have box means you make make have box means you make have a dark box means you have a dark

Allies and the Death Korps Assault Brigade Army List

The Death Korps assault brigade is a variant Imperial Guard army, but unlike more commonplace Imperial Guard regiments, the sheer fanaticism of its Korpsmen and the nature of their deployment at the frontline of the harshest fields of twar in the 41⁺ Millennium mitigate somewhat their ability to use on be used as alles.

The Death Korps of Krieg Assault Brigade army list may herefore take an alied contingent from a standard Codex imperial Guard army, a Death Korps Siege Regiment, an imperial Guard Armourd Battle Group, a Codex Space Marines, a Codex Space Wolves, a Codex Black Templars army, and a Sisters of Battle army as Battle Brothers (and vice versa).

Allies drawn from Codex Grey Knights, Codex Dark Angels, or Codex Blood Angels may be chosen as Allies of Convenience owing to the Death Korps' inherent distrust and abhorrence of psykers (and vice versa).

The Death Korps treat other forces as 'Come the Apocalypse' – see page 112 of the Warhammer 40,000 rulebook for more details.



Using the Army List Entries

Each unit entry in the army list contains the following information:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile: This section will show the profile of any models the unit can include, even if they are upgrades.

Unit Type: This refers to the unit type rules in the *Warhammer* 40,000 rulebook. For example, a unit may be classed as infrantry. Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail subsequently, or in the Special Rules section of the Warhammer 40,000 rulebook.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both provided you pay the points cost for each.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any-Force Organisation chart selections, but otherwise function as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord trait, in which case it will be listed here in its army list entry.

SPECIAL RULES

The Death Korps of Krieg are infamiously resolute and grind determined solitiers, able to fight on whiten others would fee or break down in terror. They are hardrened by the floadconditions on their birth world, fortified by iron faith in the Emperor and subjected to a brutal regime of indectionation and mittary transing from infonce.

As well as having a higher Weapon Skill than a common Imperial Guardsmen (this has already been included in their profiles), units with this special rule are immune to Fear and do not take Morale checks for suffering 25% shooting casualities.

Iron Discipline (Death Korps Officers only)

Death Karps officers have no fear of death and will gladly lay down their lives in the name of the Emperor, and will demand and expect nothing less from those they command.

Any unit with the Death Korps special rule that is failing backbut has at least one model within 6° of a Krieg officer (of any rank) may attempt to regroup normally, repartless of whether or not it has been reduced to 25% or less of its starting number.

Orders

Death Korps assault brigades are driver and highly traned toops, alse to record to a vareey of threast and tactual situations with a seried of well-honed aggressive manexume under the direction of their commanders. Reflecting the mercies aggression and willingness to sacrifice ingramed into them, the Assault finguide amy user is own special variant of the Imperial Guard Orders system as shown on page 175.

Orders are issued and received exactly as per the rules fought in Codex impedial Gaurd. Only finantly models chosen from this army list or the Death forms sleep Regments list (see Imperial Armon? S Seger of Vasia's on the the subject of these Assault Broyade orders (normal Kreg Line Infantry and Siege Assault Broyade orders (normal Kreg Line Infantry and Siege and a structure) and a short and line for the structure of the order or units former information comes impediated for orders generated by other imperial Gaurd characteric chosen from other army tots Such as form a niled detachment.

THE FORLORN HOPE

Binth Congains assult branches are other employed in Anthere members barbinow and an endoted to stately conjective as a state of the state of the state of the state of the bloody assertion and a weighty hardwards which constants and the state of the state of the state of the state of the high state of the state of the state of the state of the high state of the state of the state of the state of the high state of the state of the state of the state of the high state of the state of the state of the state of the high state of the state of the state of the state of the high state of the state of the state of the state of the high state of the high state of the s

In standard Wahiammer 40.000 Buttle missions and specal mission where the Dath Korps players designated as the "Attacker" in games using 1,500 points a side or more, a Degiti Korfs Assould Brigade player and deciter they will be gatalized as a standard and a standard and deployment types have been decided, and before the units and terian are deployed. If this is the case the following two special rules are used by the Death Korps player. **Whotpsplie Advance and Death Korps**, player.

The Forlorn Hope may only be declared where the Death Korps Assault Brigade forms the primary detachment of the controlling players army.

Unstoppable Advance

So long as it is part of the army's primary detachment, each time a Dealt Korsy infarity platoon has been completely destroyed or has fallen back off the table, an identical new Dealt Korsy infarity platoon is placed in the controlling player's ongoing reserves if they wich. This unit may then detre play and be used normally (and is worth Victory points it subsequently destroyed where appropriate for the mission as normal, etc).

Death Korps Assault Objective

The assault brigades, the elite of the Death Korps, are deployed into the teeth of the most helish warzones and face the most murderous foes. To represent this an additional secondary objective is used.

- This Death Korps assault objective is represented by a distinctive counter or marker—which should be easily recognisable as being different to any others being used in the game.
- The assult objective should be placed after any other objectives for the game in question by the Death Korps player within their opponent's deployment zone. This should be no closer than 6⁺ from any edge of that deployment zone or any other physical objective being used. Other than this, the standard rules for placing objectives on page 121 of the Warhammer 40,000 rulebook are used.
- This objective is never classed as a Mysterious Objective, representing as it does an abstract goal of the Death Korps advance, a point they must reach or die trying.
- If the Death Korps player claims the objective at the end of the game, it is worth an additional 2 Victory points for them; if they do not, it is worth an additional Victory point for their opponent. Note that their opponent does not need to claim it to get the Victory point—only that the Death Korps player should fail to do so.

DEATH KORPS ASSAULT BRIGADE SPECIAL ORDERS

Issuing Orders: Orders are issued using the same rules as found in Coder Inperial Guard. There are is orders listed here and a Company Command Officer can suse any of the six provided, susting us to two orders per turn with a command radius of 12. A Command Squad officer can suse the Daperset Advance, First Rank, FREI Second Rank, FREI and Without Mercy orders, and may issue one order per turn with a command radius of 6.

Senior Officer Orders Duty unto Death

If this order is successfully issued, the ordered unit may re-foll any failed Laedshift tests it is called on to take until the Shooting phase of the controlling player's next turn (including Morale checks, pinning, etc.). In addition when, if forced to take a Laedshift test while this corder is in effect, a double 1' is rolled, the unit becomes Fearless until the Shooting phase of the controlling players have turn.

Bring it Down!

If this order is successfully issued, choose one enemy Vehicle (or squadron of Vehicles) or Monstrous Creature (or unit of Monstrous Creatures) or Pilying Monstrous Creature (or unit of Flying Monstrous Creatures) visible to the officer. The ordered unit immediately shoots at the nominated target, counting their weapons as twin-linked.

Get Back into the Fight!

This order can only be issued to a unit that is failing back on that has Gone to Ground. If the order is successfully issued, the ordered unit immediately regroups if failing backs or, if it has currently Gone to Ground, the effects of going to ground end; this means it no longer has +1 to its core saving throws and all estrictions incurred by going to ground are cancelled. As a result of this order, the squad may shoot and move as normal this sum.

Junior Officer Orders Dispersed Advance

If the order is successfully carried out, the ordered unit now counts as having the Move Through Cover speedal rule until the beginning of the controlling player's subsequent Shooting phase. As the results of this order are not immediate, it is recommended that you place a counter or marker nox to the affected unit to represent this.

First Rank, FIRE! Second Rank, FIRE!

If this order is successfully issued, the ordered unit immediately shoots at any target which is visible and within range. All models firing a lasgun gain an additional shot for the duration of the Shooting phase.

Without Mercy

If this order is successfully issued, the ordered squad treats their lasguns and laspistols as being Assault 2, Range 12, rather than Rapid Fire, Range 24° weapons and, in addition, the ordered unit gains the Crusader special rule for the remainder of the controlling player's turn.

DPATH KORPS ASSAULT BRIGADE WARGEAR

For the sake of convenience, many special rules and examples A Knecific and unique wargear for the Death Korps Assault Ronades have been provided here in their entirety and a weapons summary page has been added at the end of this section for ease of play. In cases where the details of particular special rules, items of wargear and equipment are not found here, you should refer instead to the Warhammer 40,000 rulebook, Codex Imperial Guard and their most up to date FAOK

Acid Gas Bomb

These canister bombs unleash billowing clouds of acidic gas, capable of killing defenders within their protected bunkers and redoubts. Acid gas bombs are counted as unusual grenades (see page 61 of the Warhammer 40,000 rulebook).

Shooting: When a unit equipped with acid gas bombs makes a shooting attack, one model can choose to throw an acid gas bomb rather than using another ranged weapon.

and the second	Range	Str	AP	Туре
Acid gas bomb	8"	х	6	Assault 1, Blast
				(3*), Poison (4+),
and a set				Ignores Cover

Battle Scope

A bulky ocular device, the battle scope provides the bearer, and the unit they are with, with the Night Vision special rule.

Carcass Munitions

These are relatively crude corrosive/incendiary shells whose formula goes back to the long and bloody civil war which raged on Krieg for centuries. They are undoubtedly effective, but are unstable weapons not cleared or sanctified for use by the wider Imperial Guard as they are considered too hazardous for standard use.

Carcass shot: In order to increase the stopping power of their shotguns, it is not unknown for Death Korps combat engineers to fashion carcass shot cartridges for their weapons. Although extremely dangerous to their users in the case of a misfire, this is outweighed by their effectiveness particularly in missions where survival is unlikely such as in the deadly battleoround of a Zone Mortalis assault.

Shotguns armed with carcass shot have both the Shred and Gets Hot special rules.

Carcass shells (Heavy Mortar/Griffon Mortar): The most common battlefield use of carcass munitions by the Death Korps is in heavy mortar rounds to saturate an enemy defensive position with lethal incendiaries which burn with toxic vapours. The size of the shell means that an effective quantity can be delivered in a single round, while the lower muzzle velocity of the mortar reduces to more manageable levels the risk of the shell detonating in the barrel.

Heavy mortars and Griffon heavy mortars armed with carcass shells can choose to fire them or a standard explosive shell every time they fire. The carcass shell has the following profile:

Carcass shell

Type 4

Ordnance, Large Blast (5") Shred. Innores Cover Gets Hot

For the following items of wargear, see Codex Imperial Guard/the weapons summary on page 180:

- Laspistol
- Lasgun
- Lascannon
- Heavy laser destroyer
- Autocannon
- · Assault cannon
- Punisher cannon
- Exterminator autocannon
- Hydra autocannon
- Boltgun
- Storm bolter
- · Heavy bolter
- Avenger bolt cannon Grenade launcher
- . Mortar
- · Heavy mortar
- Ouad launcher
- Missile launcher
- · Flamer
- Inferno cannon

- Shotaun
- Missile launcher
- Mot-shot lasnistol
- · Hot-shot lasgun
- · Plasma pistol
- Plasma gun
- Heavy plasma gun
- Executioner plasma cannon
- Meltagun
- Multi-melta
- Malta cannon
- Chem cannon
- Eviscerator
- · Power sword
- · Power axe
- · Power fist
- Demolition charge
- Frag grenades
- Krak grenades
- · Melta bombs
- Battle cannon

- Vanguisher battle cannot
- Demplisher cannon
- Basilisk cannon
- Medusa siege gun
- Bastion breacher shells
- · Colossus bombard
- Nova cannon
- Caranace armour
- · Flak armour
- · Power armour
- Medi-pack
- Refractor field
- Vox-caster
- Servio-arm
- Searchlight
- Smoke launchers
- Extra armour
- Enclosed crew compartment
- Dozer blade
- Hunter-killer missile

178

Range Str AP 12"-48" 5
Death Rider Hunting Lance

The Death Riders of Krieg carry reinforced lances fitted with explosive warheads. They are close combat weapons with the following profile:

	Range	Str	AP	Туре
Hunting lance		+2	3	Melee, First Charge, Specialist
				Weapon

First Charge: Rough Riders use their hunting lances the first time they successfully charge into close combat, after which they cannot be used again. In addition to the profile above, a model armed with a hunting lance fights at initiative step 5 in the chase they use it.

Death Korps Platoon Standard

A Death Korps Platon Standard serves as a focal point on the battlefield and extols the grim determination of the Death Korps. A unit that contains a model with a Platon Standard counts as scoring an additional Wound for the purposes of calculating close combat results.

Death Korps Regimental Standard

For a solidier of the Death Korps, the standard of their regiment represents the triumph of their discipline and the glory of their scarfice in the Emperor's eyes, Any Death Korps unit within 12° of a Death Korps Regimental Standard counts as scoring an additional Wound for the purposes of calculating close combat results and may re-roll failed Morale checks and Prinning tests.

In addition, the Regimental Standard can be upgraded to one of the relics of the Death Korpp—banners and icons beneath which entire regiments of Death Korps Guardsmen have made the ultimate scarifice for the Emperor against the foulest and most injohtmarish foes of Mankind. In this case the Relic Standard has all the features of a Regimental Standard, in addition to the particular rule listed here.

Icon of Righteous Spite: All Death Korps units within 12" gain the Hatred (Chaos Space Marines, Chaos Daemons, Psykers, and models chosen from the Renegades and Heretics army list) special rules.

Banner of Martyrdom: Should the unit bearing the banner be wiped out in an assault, the Death Korps player gains an additional Victory point.

The Ossuary of the Blessed Dead: Models in a unit bearing this standard gain +1 Toughness.

Mole Launcher

An unclusive heating to gay the least, the more is unnexes, all transmer mights builded as gaided providents and gaid burrows through the gloward to reach its transmertants more projecting at those the all somethy that is considered as an unclusion is defined to manufacture, more is uncrease to a considerable adviced as gainst comprehensible to any weapoint that they can be tood successfully in content of somethy and adviced to the source of the protection of the source of the directive space to the source of the

The man-portable mole launcher carried by some Death Korps combat engineer teams is one of the smallest and most portable of these weapons in server, a final arger weapons of this type cuist, but their use is largely confined to highly specialised units such as the Ordo Reductor of the Adentus Mechanicus.

1000	Range	Str	
Mole launcher	8"-24"	5	

Heavy 1, Blast (31), Subterranear Barrage, Strikedown

Subtermaen Barrage: Vespons that have the type_period using the standard Barrage rule Solidi of page 34 of the Warhammer 40,000 fullebock, however they may only even fine indirectly, Aparts Targeth Warh a Amourt Value, the lowest listed Armaur Value is always this regardless at the exploring usawarks from the ground. Weapons with this special rule may be used to the indirectly in games of barra Montals, contraspond the usaward use.

Memento Mori

The emblems of death and fate worn by the most senior officers of the Death Korps are a sign that they have endured alien hells and survived deadly battlefields no man should have walked upon and lived through.

The memento mori grants the bearer the Eternal Warrior rul for a single phase of the game, triggered the first time this would come into effect. Wounds are still suffered as normal from the attacks in question.

DEATH KORPS ASSAULT BRIGADE VEHICLE WARGEAR & SPECIAL RULES

Co-axial Weapon

A weapon with the Co-axial special rule will specify another weapon mounted on the same vehicle. When a target is declared for this weapon, the co-axial weapon must fire at it right if it is within range. If the co-axial weapon hirs the target, this the code weapon may recoil is to PHI roll fit it misses.

Mine Plough

A vehicle equipped with a mine plough rolls 2D6 when mixing a Dangerous Terrain test instead of just one dice. The tests only liated if the regult of both rolls is 1s, in addition, whenever the vehicle moves through an enemy Infantry unit as part of a Tank Shock move and is not destroyed, the enemy unit taske D3-152 av. htts.

In special missions where land mines and similar booby traps are used, the mine plough grants a 4+ invulnerable save against such special attacks and clears minefields it passes through on a 5+.

Armoured Track Guards

A vehicle equipped with Armoured Track Guards has a 4+ save against any Immobilised results on the Vehicle Damage table (note that Hull Point damage from such an attack is still inflicted, but the Immobilised result is ignored).

AIRCRAFT WARGEAR & SPECIAL RULES Bomb Cluster

A vesagos system wich the Bomb Cluster type may drop as immy bombs, as its user walkers as parted a single bombing run, up to the total listed number of bombs its its carrying. Risk asingle target mouth of hyper has pased over that turn. I his must be a model the Ryer has pased over that turn. The instal bomb dropped statters 50° and addituated const barrage blass from a Multiple Barrage (see page 34 of the Warhammer 40 god nutlebook).

Flare or Chaff Launchers

These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

Armoured Cockpit

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

Infra-red Targeting

A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

Illum Flares

A vehicle equipped with Ilum Flares may drop a single flare per turn. They are fired in the same manner as Bornbs (see page 81 of the Warhammer 40,000 rulebook), a marker being placed where the flare lands after it has scattered.

Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12° of the flare marker gains the Night Vision rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12° of the flare marker.

Distinctive Paint Scheme or Markings

These are a single use item. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight may reroll a single Morale check. Distinctive Paint Scheme or Markings must be represented on the model.

DEATH KORPS OF KRIEG WARLORD TRAITS Warlord Traits Table

When generating their Warlord traits, a Death Korps Assault Brigade Warlord may either roll on one of the Warlord Traits tables in the Warhammer 40,000 rulebook, or instead roll on the following table.

- D6 Warlord Trait
 - Co-ordinated Assault: The Warlord is a master of well-executed mass infantry charges, and is able to bring the brunt of their soldiers to bear like a crushing wave against the energy.

The Warlord, and all Death Korps units within 12", add +1 to their results when rolling for charge distance.

2 Shattering Bombardment: The Death Korps are justly famed for their devastating use of artillery and tanks to shatter their foe's defences.

While the Warlord is alive, select a single weapon on a unit within 6° of them in the Shooting phase that has the Ordnance special rule. That weapon counts as being twin-linked for this turn.

3 Only in Death: Such is the unyielding will of the Warlord that terror and suffering mean little to them in the pursuit of victory.

The Warlord, and any Death Korps of Krieg unit they are with, gains the Fearless and Feel No Pain (6+) special rules while within 3" of an objective.

4 Smoke Barrage: Many assault brigade attacks are preceded by a heavy barrage of smoke and blind shells, blanketing the battlefield in a thick obscuring fog through which the Death Korps advance like spectres.

The Warlord's controlling player may choose to use the Night Fighting rules in the game. If they do, there is no need to roll for this as it is considered night for the first turn.

5 Blood of Martyrs: The assault brigades of the Death Korps count themselves among the honoured dead even before they go into battle, knowing that they may be redeemed by spending their life's blood against the foe in hand-to-hand combat.

The Warlord, and any Death Korps units within 6*, gains the Preferred Enemy (Infantry) special rule when in an enemy deployment zone.

6 Siege Master: The Warlord is a veteran of uncounted sieges and knows, with almost preternatural skill, the vulnerabilities in his enemy's defences.

At the start of the game, after deployment but before the game begins, nominate a single piece of terrain in the enemy deployment zone (note that this cannot be a Fortification purchased for their arm). The cover save provided by this terrain is lowered (e. made worse) by -1 (eg. 5 becoming 64, etc).

WEAPONS				
Weapon		Str	AP	Туре
Autocannon	48*	7	4	Heavy 2
Avenger boit cann				
	36*	6	3	Heavy 7
Bastion-breacher s				
	48"	10	1	Heavy 1, Blast (3"),
and a set				Armourbane
Battle cannon	72*	8	3	Ordnance 1,
				Large Blast (5*)
Breacher charge	Special	8	2	Melee, One Use,
				Blast (3*), Wrecker
Chem cannon!	Template	1	3	Heavy 1,
				Poisoned (2+)
Colossus bombard	heavy sie	ge n	tortar ²	
	4"-240"	6	3	Ordnance 1,
				Barrage,
	6			Large Blast (5*),
				Ignore cover
Conqueror battle	cannon	100		and a state of the
2-16- Y	48*	8	3	Heavy 1, Blast (3*)
Defensive heavy s	tubber			
A AL	36*	4	6	Heavy 3, Skyfire
Demolisher siege	cannon			
Demonster buge	24*	10	2	Ordnance 1.
				Large Blast (5*)
Earthshaker canno	10.0			3312 LBC 2
	36"-240"	9	3	Ordnance 1.
14 H				Barrage,
				Large Blast (5*)
Eradicator nova c	annon ³	100		
LIUGICOTO HOTO O	36*	6	4	Heavy 1.
				Large Blast (5*)
Executioner plasm	a cannor			
Executioner prose	36*	7	2	Heavy 3, Blast (3*)
Exterminator auto	COODEN	-	-	
EALERININGCOL BOIL	48"	7	4	Heavy 4,
	40			Twin-Enked
Griffon heavy mo	etar	1	122 - 12	State of the state
Ginnon neavy tho	12"-48"	6	4	Ordnance 1.
		-	10 10	Barrage,
				Large Blast (5*)
Heavy bolter	36*	5	4	Heavy 3
Heavy flamer	Template		4	Assault 1
Heavy name Heavy mortar	remport			Provident 1
neavy montal	12"-48"	6	4	Ordnance 1,
	12	0	4	Barrage,
				Large Blast (5*)
	-	-		route might (2.)
Heavy quad laun	12"-60"	5	5	Heavy 4, Barrage,
	12 -60	2	2	Blast (3*),
				Shell shock ⁴
a second and a second			-	
Heavy stubber	36*	4	6	Heavy 3
Hellfury missile	72*	4	5	Heavy 1, Large
the start in				Blast (5*),
				No Cover Saves,
				Missile,
and the series	1.4.1	1	Tere P	One Use Only
Hellstrike missile	72"	8	3	Ordnance 1,
				Missile, One Lise Doly

	1000			
WEAPONS	12. 14	2.3	1.15	1 3 2 C
Weapon		Str	AP	Туре
lunter-killer missi	le Unlimited		3	Heavy 1.
1 Salar	Unamilieo	•	3.45	One Use Only
-lydra autocannor	1000	1.1.1	100.00	One ose only
	72"	7	4	Heavy 2, Skyfire,
				Auto targeting ⁵
nferno cannon				
	Template ⁴	6	4	Heavy 1
ascannon	48*	9	2	Heavy 1
Lascutter	1. 10	9	2	Melee, Unwieldy,
	3.8 t	200	19920	Cumbersome'
aser destroyer an	1ay 36*	9	2	Ordnance 1.
	30	9	- 2	Twin-linked
Manticore missile	-1	-	-	TWATFORMED
	36"-300"	0	2	Ordnance 1.
	30 -300	1		Massive Blast (7*)
Medusa siege car	non	1	-	
July rege to	36*	10	2	Ordnance 1,
				Large Blast (5*)
Melta cannon	24*	8	1	Heavy 1, Melta,
				Blast (3*)
Melta-cutter	12"	8	1	Heavy 1, Blast (3*),
And in case of the local division of the loc	10000			Melta
Missile launcher		4	6	Heavy 1, Blast (3*)
(Frag missile)	48*	8	3	Heavy 1, biast (3.) Heavy 1
(Krak missile) (Flak missile)	48'	7	4	Heavy 1, Skyfire
(Flak missile) Mole launcher	8"-24"	5	5	Heavy 1, Blast (3*),
Mole lauricitei	0 -24		-	Subterranean,
				Barrage,
				Strikedown
Multi-laser	36*	6	6	Heavy 3
Multi-melta	24*	8	1	Heavy 1, Melta
Multiple rocket p				
	24*	4	6	Heavy 1,
			-	Large Blast (5*)
Punisher gatling	cannon	100		10000 20
	24° 24°	5	5	Heavy 20 Assault 2
Storm bolter Storm eagle rock		- 14	2	Assault 2
Storm eagle roo	24*-120	10	4	Ordnance D3,
	24 -120	10		Barrage, Missile,
				Large Blast (5")
Sky eagle rocket	s 120°	9	2	Ordnance 1,
any angle to better				Skyfire, Missile,
				Heatseeker*
Skystrike missile	60*	7	3	Heavy 1, Missile,
				Air to Air,
				One Use Only,
		-		Heatseeker
Tactical bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast (3*),
				One Use Only,
				Bomb Cluster®
Vanquisher batt	le cannon	(income	-	Sound Statist
sunquisiter both	72"	8	2	Heavy 1,
				Armourbane
	-	_	_	

- Against targets with a Toughness value, hits from a chemicannon will always wound on a 2+.
- ² Cannot be used for direct fire and must be fired using the Barrage rules with a minimum range of 24° (see the Warhammer 40,000 rulebook page 34).
- Cover saves may not be taken against wounds caused by an Eradicator nova cannon.
- ⁴ Pinning tests taken against the heavy guad launcher's attacks are at -1 to the target's Leadership value.
- The Hydra's twin-linked autocannon ignore any cover saves or cover save bonuses provided by the Supersonic and Jink special rules, and prevent it from moving Flat Out.
- ⁶ To fire the inferno cannon, place the template so that the narrow end is within 18° of the weapon and the wider end is no closer to the weapon than the narrow end. The inferno cannon is then treated like any other template weapon.

- A model using a close combat weapon with this special he can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.
- ⁶ A weapon with this special rule can re-roll all failed rolls To Hit against Flyers and Fast Skimmers.
- A weapon system with the Bomb Cluster type may drop as improved to the second system of a single dombing run, up to the total listed number of bombs it is carrying; fick a single target model for all of the bombs in the bombing run in this must be a model the Ryte the space dombing run that the second bins of the source of the second second bins of the second second bins of the second second bins and the second bins of the second second bins and the second bins and the second bins and the second bins and the second bins additional barrage blast from a Multiple Barrage toes page 40 of the Wahramer 40,000 rulebook!



Death Korps Lucius Pattern Macharius Heavy Tank: "Wrath of Saints' Command Vehicle, 2^{-st} Squadron, 11th Armoured Regiment: Destroyed in Action, Battle of the Hath Parallel, Arcantis Quintus.



Lucius Pattern Macharius Vulcan Assault Tank: Deployed by the Tekarn 234th Armoured Battalion, (Ident. Element 84). During the fighting for Callowsheen Hive, the entire battalion was destroyed in action

HQ

DEATH KORPS MARSHAL KARIS VENNER.

The Thrice-Martyred, the Castigator of Valtine, Commander-In-chief of the 17th Line Korps of the Death Korps of Krieg

Marshal Karis Venner is one of the most senior Death Korps line commanders still sumwing, having commanded the 17th Line Korps and powhoaded its assault brighted for an unprecedented elevery avar. During this time Venner has been officially listed as a battlefield traiting on three coccisions but has always managed to somehour source, eicher dargong has block and nigrand fame back to the lines alone or, in one case, being found leading a ragged group of Korpsmen still Fighting on alone, summanded bay are of corpset, three days after his commander was cut off and operanded dustroed dargong has block and and not send the size are of corpset, three days after his command was cut off and operanded dargoned dargoned.

He is a highly successful general in his own right, but not one whose command's popular with non-Death Korps regiments who have found themselves under his authority. Those who have known the rapping-voiced commander personally (much of his langs and tachen having been reglaced after he was doused by a ration's flamer during the Sarge of Dania Landrig), altitude his survival against the colds to his butter will be training hand a cold calculating intelligence which measures and expends life without parale in a way that seems to those coulds the Death Korps training altitude his mades.

	WS	BS	s	T	w	1	A	Ld	Sv
shal Karis Venner	5	4	3	3	3	3	3	10	4+

Marshal K Unit Type

· Infantry (Character)

Unit Composition

 Death Korps Marshal Karis Venner is accompanied by a Company Command squad (see page 184), replacing the Company Commander. The squad may take options as normal, but Venner himself cannot and is used as shown here.

Wargear

- · Carapace armour
- Hot-shot laspistol
 Power sword
- Fower sword
 Frag gregades
- Krak grenades
- Refractor field
- · Memento mon

Special Rules Senior Officer

- Death Korps
- Iron Discipline
- Stubborn
- Bitter Foe
- Implacable Command
- Independent Character

Warlord Trait

 Blood of Martyrs: If chosen as the army's Warlord, Marshal Venner automatically has the Blood of Martyrs trait from the Death Korps Assault Brigade Warlord Traits table rather than determining his Warlord

trait randomly.

Bitter Foe

When fighting in a challenge, Venner may make an additional D3 attacks at Initiative step 1 of the Fight sub-phase.

Implacable Command

All friendly models within 12" of Marshal Venner may use his Leadership value rather than their own for any and all Leadership tests, so long as Venner himself is not failing back.



DEATH KORPS COMPANY COMMAND SQUAD

. 100 points

20arhammer 40,000

The company command squad is the Death Korps assult brights's strategic command unit, and is officers are accustented to loading from the front in the very thick of the fighting. It is commonly compaced of a serior commander accompanied by a followine's doognatic of vetterain informment and does of the reversed regiments strandard, which serves a valving point for the assult forces. Depending on the nature of the batis, the squad may be joined by a number of specialised officers including a sub-interviewing the strategies and the server of the strategies and the strategies and and the strategies and the strategies and the server of the server of

The second second	WS	BS	5	T	W	1	
pany Commander	. 5	4	-3	3	3	3	
eran Guardsmari	4	4	3	2.3	1	3	
lerist	4	4	3	3	1	3	
rtermaster	4	4	3	3	1	3	
-Priest Militant*	4	4	3	3	1	3	

Unit Type

- Company Commander, Quartermaster, Artillerist, Tech-Priest Militant: Imfantry (Character)
- Veteran Guardsman Infantry

Unit Composition

- 1 Company Commande
- 4 Veteran Guardsmen

Wargear (Company

- Commander)
- · Carapace armour
- · Laspisto)
- Close combat weapon
- Frag grenades
 Krak grenades
- Krak grenades
 Refractor field
- Retractor field

Wargear (Veterans)

- · Flak armour
- Lasgun (one Veteran carries a Death Korps regimental standard and laspistol instead)
- · Close combat weapon
- Frag grenades
- Krak grenades

Wargear (Quartermaster)

- Carapace armour
- Laspistol
- Close combat weapon
- Frag grenades
 Medi-pack

Wargear (Artillerist)

- Flak armour
- Laspist
- · Close combat weapon
- Frag grenades
- Krak grenades
- Battle scope

Wargear (Tech-Priest Militant)

- · Power armour
- Laspistol
- · Power axe
- Frag grenades
- Servo-arm

Special Rules

- Senior Officer (Company Commander only)
- Blessings of the Omnissiah (Tech-Priest Militant only)
- Machine-Bane (Tech-Priest Militant only)
 Fire for Effect! (Artillerist
- only)
- Death Korps
- Iron Discipline

Dedicated Transport

 A Company Command squad may take a Storm Chimera as a Dedicated Transport (see the Dedicated Transport section for costs).

Options

4+ 5+ 5+ 4+

- The unit may be joined by a Quartermaster......+30 points
- The unit may be joined by an Artillerist+30 points
- . The unit may be joined by a Tech-Priest Militant ... +30 points
- The regimental standard may be upgraded to one of the following relic standards at the cost shown. No matter the size of your army, you may never have more than a single relic standard of any type:
 - Icon of Righteous Spite+20 points
 - Banner of Martyrdom+15 points
 - Ossuary of the Blessed Dead+25 points
- One Veteran, other than the Regimental Standard Bearer, may carry a: - Vox-raster +5 points
- Up to two other Veterans may replace their lasgun with:

 - Plasma gun+15 points
- The Company Commander may exchange his laspistol and/ or close combat weapon for one of the following:
 - Bolt pistol +2 points - Plasma nistol +10 points
 - Plasma pistol +10 points
 Power sword +10 points
 - Power sword +10 points
 Power fist +15 points
- The Company Commander and/or Tech-Priest Militant may take
- The Company Commander may carry a: Memento mori +10 points

*Note that while not actually one of the Death Korps, the Tech-Priest Militant is still treated as having the Death Korps and Iron Discipline special rules.

Fire for Effect!

The Artillerist may call in a close support mortar strike from behind the lines to parke the way for the Death Korps assault. This is treated exactly like a shooting attack and can only be performed once per game. The attack has the following profile:

> Range Str 12*-72* 6

Type Ordnance D3, Large Blast (5*), One Shot Inaccurate

Inaccurate: This attack may only be fired indirectly and 3D6 is rolled for scatter (a Hit still lands on target however).

Machine-Bane

So long as a character with this follers and either locked moan assault of reling back, normatic one Assault (type or Heavy type weapon on a model within 6° each Shooting phase. That weapon gains +1 to its Armour Penetration rolls. This bonus must be doctred before the weapons fired and if part of a synad or a vehicle's armament, roll for the weapon's tracks separately.

Blessings of the Omnissiah

In each of your Shooting phases, instead of fining their, weepons, a Richherst Millatt may choose to repair a single frendly vehicle that they are in basic condact with or enbacked upon. To repair a vehicle, roll a 26. If the essuit is 5 or more, the vehicle may either restore a Hull Pont ofto arelier in the attic, or repair a Vehicle Weepon Destroyed or Immobilised result suffered earlier in the battle. This is effective immediately.

HQ

The quartermasters of the Death Korpi hold an earlier and dread duty among the ranks of the regiments; they account for the decks and social of their fellows; then the incursts of the straken and deliver the gift of death to those that are beyond help. The middle stress of their number take to the barreline accompanies by deckthrenists of underaseemitors, where they can be found where the fighting is foreset. huming the front lines like spectres of the grave, extorting the sobles of the Death Korps to surface and the door of a marker's death.

Quartermaster Revenant 4 Medicae-servitor 3

Unit Type

- Quartermaster Revenant: Infantry (Character)
- · Medicae-servitors: Infantry

Unit Composition

- 1 Quartermaster Revenant
- · 2 Medicae-servitors

Wargear (Quartermaster Revenant)

- Carapace armou
- Laspistol
- Glose combat weapon
- Medi-pack

Wargear (Medicae-servitors)

- Carapace armour
- · Close combat weapon

Special Rules

- Death Korps
- Iron Discipline
 Vitae Mortis
- Mindlock (Medicae

S T

servitors only)

Dedicated Transport

 A Quartermaster Cadre may take a Centaur Carrier as a Dedicated Transport (see the Dedicated Transport section for

Options

- The Quartermaster Cadre may be joined by:
 Up to two additional Medicae-servitors.... +10 points each
- The Quartermaster Revenant may take
 Melta bombs
 +5 points

Vitae Mortis

All friendly units with the Death Korps special rule with one or more models within 6° of the Quartermaster Cadre gain the Feel No Pain (6•) special rule. Note that if they already possess the Feel No Pain special rule, then the Vitae Morts has no further effect.

Mindlock

The altered and fragmented mind of a Medica-eventor requires constant instruction from the Quartermaster to function correctly. Unless led by the Quartermaster, a unit of Medicae-servitors must roll a D6 althe start of each of the controlling player's turns. If the result is all, 2 or 3 the unit may not move or assult that turn, though it will fight in close correct if it is already engaged.

> 200 arhammer 40,000

ELITES

Death Korps combat engineers have the particular task of carrying out segectaft, demolitons and breaching actions on the battlefield. In order to accomptish this they are equipped with a variety of specialised equipment tailored towards demolitons and close-quarters combat, such as cargapace amount and combat shortury, as well as mole functions and meta borntos.

	ws	BS	s	T	W	1	A	Lo
Watchmaster	4	4	3	3	1	3	2	8
Engineer	4	4	3	3	1	3	1	7
Eng. Hvy. Weapons team	4	4	3	3	2	3	2	7

Unit Type

- Watchmaster: Infantry (Character)
- Engineers: Infantry

Unit Composition

- 1 Watchmaster
- 4 Engineers

Wargear

- · Carapace armour
- · Combat shotgun
- · Close combat weapon
- Frag grenades
- Krak grenades
- · Acid gas bombs

Special Rules • Death Korps

Iron Discipline

Dedicated Transport

 A Combat Engineer squad numbering five models may take a Centaur Carrier as a Dedicated Transport, while a Combat Engineer squad of any size may take either a Starm Chimera or a Hades Breaching Dril* as a Dedicated Transport (see the Dedicated Transport section for costs).

*Note that if this is the case, the squad must be deployed in reserve with the Hades and enter play using its special deployment rules rather than being carried onboard.

Options

•	The unit may have:
	- Up to five additional Engineers
٠	The entire unit may take:
	- Carcass shells for their shotouns +10 points
•	The Watchmaster may take
	- Melta bombs
•	The Watchmaster may exchange his shotgun and/or close
	combat weapon for one of the following:
	Bolt pistol H2 points
	Plasma pistol +10 pgints
	Power sword +10 points
	Bolt pistol +2 points Plasma pistol +10 points Power sword +10 points Power fist +15 points
•	One Engineer may carry a vox-caster
	One other Engineer may carry one of the following
	weapons instead of their shotgun:
	- Flamer +5 points
	- Grenade launcher+5 points - Meltagun +10 points - Plasma gun+15 points
	- Meltagun+10 points
	- Plasma gun+15 points
	- Demolition charge
•	Two other Engineers may form a Heavy Weapons Team
	armed with one of the following weapons:
	- Heavy flamer

Zone Mortalis: Special Note

In parties of Zone Montals, Combat Engrees suada may be taken as Tongot horizes in a Death Korps of Kreg Assault Brigade army: TO arthammer 10,000

ELITES

Cardine are normal carried all style possible field artimity support by Death Yorks assuel Topparks. Although the interact scenario is of convolveribly officer able from the ordenice carried by the black of the Sasikita and Wedau, it has no particular advantages. Firstly, the snatifier deal spee marks that large stocks on the carried endoard, allowing the mortal homemands range of indipendient operations and econdy, on the Sable which particular deal mortal allowing the mortal homemands. The other shares are also all the snatification and econdy on the Sable which particular the mortal relief is a helphy accurate wester, and the Death Korps in particular make use of this to conduct fire-support attacks periously close to the some mane, if the most of the feature.

Armour BS Front Side Rear 3 12 10 10 Special Rules

Accurate Bombardment

Grifton Unit Type

 Vehicle (Tank; Oper topped)

Unit Composition

1-3 Gotton Mortar Tanks
 forming a battery

Wargear

- · Heavy bolter
- · Searchlight
- Smoke launchers
- · Griffon heavy morta



Options

 Any model may replace its heavy Heavy flamer 	bolter with a:
· Any model may take any of the f	ollowing:
- Enclosed crew compartment	+15 points per model
- Pintle-mounted storm bolter	
or heavy stubber	+10 points per model
- Hunter-killer missile	+10 points per model
- Extra armour	+10 points per model
· Any model may take one of the f	ollowing:
- Dozer blade	+5 points per model
- Mine plough	+15 points per model
The entire battery may take:	
- Camo netting	+20 points per model
· The entire battery may be upgrad	jed to fire:
- Carcass shells	

Accurate Bombardment

When firing the Griffon heavy mortar, the Scatter dice may be re-rolled if the controlling player wishes.

+ Cost of the Leman Russ Tank

The most importanced Death Korps battle tank crews in the assault brigades are often assigned to detached service as forward observers whose tax's both to alsable and deatoy elemy storagoonts theresive, and to call in supporting fire from the brigade's ordnance statism. This assire rearies unpaided ded callingle and bravery as the forward deployed tank will often act as a magnet for enemy attack, while the field of battle may mean the commander must call down fire on its own position, willingly imperiting the your the and base of his cover backhee victory.

Choose one Leman Russ tark a detailed on page 203 as a separate unit counting as an Elter choice for the army. This tark has its 5 shardcarear increase to 4 and in addition, any unit in the same privaty detailment with a barrage vesport may draw line of sight from the command tark rather than from its own hull/artifley model. Note that range, direction of fire, etc, is still drawn from the ting out, not the command tark.



ELITES

HYDRA FLAK TANK BATTERY

The primary means of dedicated anti-aircraft defence for the Death Korps assault brigades are batteries of Hydra tanks. Their multiple cogitator-tracked high velocity autocarinon can shred incoming avcraft and skimmers at long range while their mobility allows them to keep pace with the Death Korps' relentless advance.

Hydra Flak Tank

Unit Type

Vehicle (Tank)

Unit Composition

 1-3 Hydra Flak Tanks forming a battery

Front Side Rear 12 10 10

Wargear

- Two twin-linked Hydra autocannon
- · Heavy bolter
- Searchlight
- Smoke launchers
- Auto-targeting system

- · Any model may replace its heavy bolter with a - Heavy flamer
- · Any model may take any of the followin
- Pintle-mounted starm bolter
- or heavy stubber. +10 points per mo - Hunter-killer missile +10 points per mode
- Dozer blade +5 points per mode +10 points per model
- Extra armour · The entire battery may take
- Camo netting

+20 points per mode

75 points per model

Auto-targeting System

Target units cannot claim a Jink save against shots fired by the Hydra.

DEATH KORPS RAPIER LASER DESTROYER BATTERY..... 45 points per model

The Rapier Armoured Carrier is an ancient design and a relic of the dawning days of Mankind's stellar empire. A bulky, armoured track unit which mounts an atomantic reactor and commonly armed with a powerful laser destroyer, the weapon sees limited use with the Death Korps assault brigades for its formidable bunker-breaching and anti-armour firepower. Owing to the complexity of the design and rarity of the weapons, they are usually only entrusted to Death Korps combat engineers in the field.

w

Combat	Engineer
Rapier	

Unit Type · Artillery

Unit Composition

· 1-3 Rapiers, each with a single Death Korps Combat Engineer Crewman, forming a

s Wargear

- · Laser destroyer array (Artillery)
- · Carapace armour (Crew) · Close combat weapon
- (Crew)
- · Frag grenades (Crew)
- · Combat shotgun (Crew)

Special Rules

- · Extremely Bulky (Rapier and Crew)
- Explosive Demise
- Death Korps
- Iron Discipline

Options

Hoarhammer · Any Rapiers in the battery may have an: - Additional Combat Engineer Crewman each+8 points

Explosive Demise

Su

When the Rapier loses its last Wound roll a D6. If the result of this roll is 2-6 then remove the Bapier as a casualty as normal. If the result of the roll is a 1, then place a Large Blast (5") template onto the table, centred on the Rapier - all models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal.

Warhammer 10,000

MIC

TROOPS

DEATH KORPS INFANTRY PLATOON......(Total Cost of Units)

The true strength of the Death Korps lies in its grim foot soldiers, the ranks of disciplined and relentless infantry that make up the line korps of the assault brigades and skige regiments. Their cold-hourted courage and sinister aspect have made them among the most_amous and feared of all the regiments of the imperial Guard.

Each Death Korps Infantry Platoon comprises 1 Death Korps Platoon Command squad and 2-6 Death Korps Infantry squads.

Each Infantry Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole infantry Platoon.

3 1 3

*DEATH KORPS PLATOON COMMAND SQUAD..

Platoon Commander	4	-4
Guardsman	- 4	3
Committat	4	0.2

Unit Type

- Platoon Commander & Commissar: Infantry (Character)
- Guardsman: Infantry

Unit Composition

- 1 Platoon Commander
- 4 Guardsmen

Wargear

- · Flak armour
- Lasgun (Guardsman only)
- Laspistol (Platoon Commander and Commissar only)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Junior Officer (Platoon Commander only)
- Death Korps
- Iron Discipline
- Stubborn (Commissar only)
- Summary Execution
 (Commissar only)

Options

The unit may be joined by a Commissar......+30 points

...... 50 points

- The Platoon Commander and Commissar may exchange their laspistol and/or close combat weapon for one of the following:

 - Power fist+15 points
- The Platoon Commander and/or Commissar may also be upgraded to have any of the following:
 - Carapace armour +3 points - Melta bombs +5 points
- One Guardsman may carry a platoon standard ...+10 points
- One other Guardsman may carry a vox-caster+5 points
- Up to two Guardsmen that have not been upgraded with an option above may replace their lasgun with: Elamer 45 point
 - Flamer +5 points
 Grenade launcher +5 points
 Metagun +10 points
 Flasma gun +15 points

*Note that this unit may only be chosen as part of a Death Korps Infantry Platoon.

700 arhammer 40,000

TROOPS

*DEATH KORPS INFANTRY SOUAD . WS 85

T

Special Rules

Death Korps

Iron Discipline

Watchmaster Guardsman

Unit Type

- Watchmaster: Infantry (Character)
- Guardsman: Infantry

Unit Composition

- 1 Watchmaster 9 Guardsmen

Wargear

- · Elak armour
- Lasgun (Guardsman only) Laspistol (Watchmaster
- (vino
- · Close combat weapon
- Frag grenades
- Krak prenades



A	Ld	Sv				
2	8	5+				
1	37	5+				
Optic		出 。				
The	Watch	master n	nay take m	nelta bi	mbs	

 The Watchmaster may exchange their laspistol and/or close combat weapon for one of the following:

. 70 points

- Lasgun Free - Bolt pistol +2 points Plasma pistol
 +10 points One Guardsman may have a vox-caster+5 points One Guardsman not already upgraded may carry a platoon standard · One Guardsman not already upgraded may carry one of the following weapons instead of their lasgun: - Flamer - Grenade launcher .+5 points - Meltagun +10 points
 - Plasma gun +15 points

*Note that this unit may only be chosen as part of an Infantry Platoon

TROOPS

The assoult brigades of the Death Korps feature a high number of eite heavy infantry grenadies—armed, trained and equipped to the highest standards of the imperial Guard. They are ruthies and implicable fighters, veterans of scores of battlefed marked the the hornes of war and syown in scarcifice there lives so that the fors of humanity impit the distribution with their deaths.

And King and	WS	BS	5	ST.	W	1	A	Ld	Sv				
Watchmaster	4	4	3	3	1	3	2	8	4+				
Grenadier	4	4	3	3	1	3	1	7	4+				
Gren. Hvy. Weapons team	14	4	3	3	2	3	2	7	4+				
Unit Type		Speci	al Rule	5			Optic						
Watchmaster:		• Dea	ath Kor	'ps								r hot-shot	
Infantry (Character)		· Iron	Discip	enic								of the foll	
Grenadiers: Infantry							- B	olt pist	l or bol	gun			Frei
ALL STATES		Dedic	ated Tr	anspor	t		- Pl	asma p	istol				+10 point
Unit Composition		. AC	irenadi	ier Stor	m Squa	d	- P	ower si	vord				+10 point
1 Watchmaster		ma	v take .	a Storn	Chime	ra	- Pi	ower fi	st				+15 point
9 Grenadiers		85	a Dedic	ated Tr	ansport								+5 points
· 日本 · · · · · · · · · · · · · · · · · ·		(58)	e the D	edicate	d								+5 points
Wargear		Tra	nsport	section	for cos	ts).	• Up	to two	Grenac	iers not al	Iready up	graded ma	ay carry one
Carabace armour							of	the fol	owing v	eapons in	istead of	their hot-s	hot lasgun:
Hot-shot lasgun							- FI	amer				+5	5 points eac
(Grenadiers)							- 0	renade	launch	er		+5	5 points eac
Hot-shot laspistol							- N	feltaqu	n			+10) points eac
(Watchmaster)							- P	asma i	un				5 points eac
Close combat weapon							- H	eavy st	ubber				points eac

- Frag grenades
- Krak orenades

. Two other Grenadiers not already upgraded may form a:

- Heavy Weapons Team armed with a heavy flamer
-+10 p



DEDICATED TRANSPORTS

STORM CHIMERA..

Chimesa, skhlogh commonplace in the Imperial Guard, are not used to the same degree amongs the Duahn forms of how where decidence prefere them is torogon of the Seniar on mechanism transports of the Duahn to how where the site Georgian in maskine attacks. One of the few enceptors to this the "Seniar incompanies" the Seniar Seniar Seniar formations and a transmission of the Seniar on the Seniar Chiman enceptors and the Seniar Seniar Seniar Seniar formations and a transmission of the Seniar of the Seniar Chiman enceptors and the Seniar Seniar Seniar Seniar survivability and a turk-mounted using autocamon rather than the more common matchases both for its increase in firegonese and save of munitions rategyle.

Storm Chimera

Unit Type

· Vehicle (Tank, Transport)

Unit Composition

1 Storm Chimera

Transport Capacity

 The Storm Chimera can transport 12 models.

Fire Points

 Two models can fire from a Storm Chimera's top hatch.

Access Points

 One access ramp at the rear

Armour Front Side Rear H

Wargear

- Autocannon
- Heavy bolter
 Searchlight
- Smoke launchers
- Armoured track guards
- Extra armour

Special Rules

- · Amphibious
- Mobile Command Vehicle

Options

•	A Storm Chimera may replace its heavy bolter wi - Heavy flamer	th a:
•	A Storm Chimera may take any of the following - Pintle-mounted storm bolter	upgrades:
	or heavy stubber	+40 points
	- Hunter-killer missile	+10 points
	- Camo netting	+20 points
•	A Storm Chimera may take one of the following:	A STATE
	- Dozer blade	+5 points
	- Mine plough	+15 points

Amphibious

The Storm Chimera treats all water-based terrain as dear terrain.

100 arhammer 40,000

DEDICATED TRANSPORTS

CENTAUR CARRIER

The Centaur is a light annound carrier and towing vehicle used to carry out battlefield suppy runs and deploy field artillery into protocn. It is surprisingly powerful and fast for its size, and favoured by the Death Korps both because of its reliability and ability to copewith harardous terrain.

ant			

BS Front

10,000

Front Side Rear

an an

- Unit Type
- Vehicle (Transport, Fast, Open-topped)

Unit Composition

• 1 Centaur Carner

Transport Capacity

 The Centaur can transport five models.



Artillery Tractor

Wargean

- · Heavy stubber
- Searchlight
- Smoke launchers

ptions

	A Centaur Carrier may take any of the following	unorades:
	Hunter-killer missile	
	Dozer blade	+5 points
	Extra armour	+10 points
16	Camo netting	+20 points

40 points

Artillery Tractor

If the Centural begins to Moviemen phase in contact wina friendly model of the analyte type that has not moved this turn, and does not have more crew than the completion of the strain of the strain of the strain an immediate move of up to 12°. Once it has final details and the strain of the strain of the strain moving, the Artilley disorreliated from the strainded download to the Centure and the crew are within base contact of the Centur and the crew are phased as if they show download from the Centur. The first download the strain of the Centur movies in a turn when it has been towed, and the Centur movies thefter first any expression sore more Tat 100 that turn.

DEDICATED TRANSPORTS

HADES BREACHING DRILL

A price of heavy induction expression in literated for batteried (size, the batteries a powerful ameling device wind is o patient of borry in any information, each and are remeated and the contrained and many and the transformation of the second procession, and the second procession and the second proce

Hades Drill

Front Side Rear 12 10 10 Wargear (Hades Drill)

Unit Type

· Vehicle (Tank, Heavy)

Unit Composition

- 1 Hades Breaching Drill
- Melta-cutter drill
 Special Rules
 Subterranean Assault
- Follow-up Attack

Subterranean Assault

The Hades is an unusual assault unit as it arrives not from above or even via teleport, but from under the ground, boring its way to the surface in an explosion of burning earth and rock.

Hades Drills and their attendant units are always placed in reserve and arrive in the game via the Deep Strike rules modified as shown below, with the Drill itself arriving first and the Hades Assault unit arriving on the subsequent turn through the opening it has created.

Rather than placing the model for the Hades Drill while Deep Striking, place a Blast (3*) template instead. Roll to scatter as normal to determine where the template is placed. If the template is placed in clear ground, place the Hades Dril on top of the template as normal.

If the template is placed in contact with an energy unit, fortification or bulking, that unit suffers an immediate Tank Shock or Ram attack see the rules for Meta-curter Drill opposite by the Heads Dhill. If this tank is sufficient to displace the energy units go that the Heads Dhill Can be placed without an energy units may induce the the the the fortification, vehicle or bulking in question. Then the the ball owner the module to the transfer of the same remains on the table). If not, the Heads Drill suffers a Deep Stick Mohag with the of on the table modified by 2.

If the 'Deep Strike' template is partially or completely off the table, on top of a friendly model or in some other form of impossible terrain, the Hades Drill suffers a Deep Strike Mishap as norma. If the Hades Drill is destroyed by a Deep Strike M Ship, then the attached unit is also destroyed.

Melta-cutter Drill

The Hades is not a true battlefield weapon but a piece of heavy engineering equipment. However, it can be viry effective at close quarters, using its power-grinders and melta-cutters to shred and vaporise anything unfortunate enough to be caught in its path.

When conducting Ram attacks against other vehicles, buildings or fortifications, Ram attacks caused by the Hates are treated as Strength 8, API and have the Medita rule (gaining D6 extra armour penetration), regardless of how fair it has moved or other factors. In addition, the Hades has a 4+ incurienzable save against any damage it may suffer while making a Ram attack.

When conducting a Tank Shock attack, any affected unitsuffers D3 Strength 8 AP 2 hits (inflicted on the closest enemy models in the unit to the Hades) in addition to the usual effect of the Tank Shock attack.

Follow-up Attack

Rather thm actually carry topogo no board, accompanying topogo follow within the Hades Dirit wake. Rather than onli for reserves normally, the assault squad attached to the Hades Dirit arress on mercer automatically the turn after the Hades Dirit arress of the Deep Stratic remarks jut to a onli fore hand desembarked from a whick. If they cannot be they cannot as offereing a Deep Strake Madhag, and may copy attempt to enter the Iable in the area of the Dell's Deep Strake trengite on Unare turns.



60 points

FAST ATTACK

HELLHOUND FLAME TANK SQUADRON

Holihounds are dedicated flamer tanks, based on the Chimera chassis, used to slaughter hordes of xenos creatures and burn enemy troops from cover. Short ranged but devastating. Hellhounds and their variants (mounting chemical or armour-piercing melta weapons) must rely on their speed to close with the enemy if they are to survive.

HELLHOUND DEVIL DOG. BANE WOLF 130 POINTS PER MODEL 130 POINTS PER MODEL Rea

RC Helinpund Devil Dog Bane Wolf

Unit Type

Wehicle (Tank, East)

Unit Composition

· 1-3 Hellhound, Devil Dog or Bane Wolf tanks, forming a squadron

Wargear

· Heavy bolter (all) · Searchlight (all)

Sido

- · Smoke launchers (all)
- Inferno cannon
- (Hellhound only)
- Melta cannon
- Chem cannon Bane Wolf only)



Options

- · Any model may replace its heavy bolter with either:
 - Heavy flamer
 - Multi-melta +15 points each
- · Any model may take any of the following:

- Pintle-mounted storm bol	
	+10 points per model
- Hunter-killer missile	+10 points per model
- Extra armour	+10 points per model
- Armoured track guards	+10 points per model
· Any model may take one o	f the following:
- Dozer blade	+5 points per model
- Mine plough	+15 points per model



Mars Alpha Pattern Leman Russ Annihilator Battle Tank: Death Korps of Krieg, 17th Line Korps, 11th Tank Destroyer Company, 'Voice of the Fire'. Posthumously awarded the Emperor's Grace for marrytodem attack, New Vassburg Hive, Battle of Amarah.

Mars AlphaRyza Modification Sub-pattern Leman Russ Battle Tark: Death Korps of Krieg, Squadror. Command Whick, 3^{us} Squadron, 111^{sh} Tark Regiment attached to the 60^o Line Korps This modified pattern of Leman Russ, with additional file support and hazardous environmental adaptation. cenaris the mosts common variant of Leman Russ Heddel by the Death Korps.

FAST ATTACK

(Total Cost of Units DEATH KORPS DEATH RIDER PLATOON

Ac after assault units, the Death Riders of Krieg owe their heritage to Krieg's ancient war and form a murderous attacking wedge at the lotelront of a Death Korps army's spearhead. Rapid moving and able to cope with the most treacherous ground thanks to than augmented steeds, the Death Riders excel both in breaking an enemy line and hunting down and ruthlessly slaughtering a

Each Death Korps Death Rider Platoon comprises 0-1 Death Korps Death Rider Command squadron and 1-6 Death Korps Death Rider squadron

Each Death Rider Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Death Rider Platoon.

*DEATH RIDER COMMAND SQUADRON

Souadron Commander	- 4
Death Rider Veteran	- 4

Unit Type

- Squadron Commander & Death Rider Commissar: Cavalry (Character)
- Beath Rider Veteran

Unit Composition

- CSquadron Commander
- 4 Death Rider Veterans

Warneas

- · Carapace armour
- Laspistol
- Close combat weapon
- Death Rider hunting lance (all except Commissar)
- Frag grenades
- Krak grenades

Special Rules

- Junior Officer (Squadrom Commander only)
- Death Korps
- Iron Discipline
- Stubborn (Commissar only)
- Summary Execution
- (Commissar only)
- · Feel No Pain (6+)
- · Augmented Mounts

Options

Ld 4+

- · A Death Rider Command Squadron may be joined by a: ..+35 poi - Death Rider Commissar The Squadron Commander may also be upgraded to have
- any of the following: +20 poi
 - Demolition charge - Melta bombs
- The Squadron Commander and/or Commissar may
- exchange their laspistol and/or close combat weapon for one of the following:
 - .+2 po - Bolt pistol. +10 00
 - Plasma pistol +10 po
 - Power sword
 - Power axe ...

Augmented Mounts

Death Riders may re-roll failed Dangerous Terrain tests.

*Note that this unit may only be chosen as part of a Deat Rider Platoon.





FAST ATTACK

*DEATH RIDER SOUADRON. WS

10 arhammer 40,000

85 points each

Death Rider

Unit Type

- Ridemaster: Cavalry (Character)
- Death Rider: Cavalry

Unit Composition 1 Ridemaster

- · 4 Death Riders

Special Rules

- Death Korps
- Iron Discipline
- Feel No Pain (6+)
- Augmented Mounts

Wargear Carapace armou

Laspistol

85 Ť

- · Close combat weapon
- Death Rider hunting lance
- Frag grenades
- Krak grenades

Option

 A Death Rider Squadron may have 	
- Up to five additional Death Rider	
 The Ridemaster may take melta bo 	mbs+5 points
 The Ridemaster may exchange the 	r laspistol and/or close
combat weapon for one of the foll	owing:
- Bolt pistol	+2 point
- Plasma pistol	+10 point
- Power sword	+10 point
- Power ane	#10 point

Augmented Mounts

Death Riders may re-roll failed Dangerous Terrain tests

Note that this unit may only be chosen as part of a Death Rider Platoon

FAST ATTACK SALAMANDER RECONNAISSANCE SQUADRON 55 points per model

Schengens from the prenary reconsultance that and the present based between a defined to be found at the frontient of batting by an avoid "munocity which that is all able to and to practicy constraints" of all of to able to the first which are not "munocity which the energy, they commonly take heavy casuaties in any mayor expansion in the line. As the first probled, and multiple been registrand and append from the afferentiated battle and more of times. As such may Death foreign submitting the been registrand and progend from the afferentiated battle and more of times. As such may Death foreign submitting the present submitting the part.

Armour Front Side Rear 12 10 10

Salamander Scout

Unit Type

 Vehicle (Tank, Open topped, Fast)

Unit Composition

• 1-3 Salamander tanks forming a squadron

Special Rules

- Scout
- Amphibious

Wargear

- Autocannon
 Heavy bolter
- Searchlight.
- Smoke launchers

Options

- Any model in the squadron may take any of the following:
 Pintle-mounted heavy stubber
 - or storm bolter +10 points per model - Hunter-killer missile +10 points per model
 - Armoured track guards+10 points per model
 - Extra armour+10 points per model



HEAVY SUPPORT

Deark korps tackal dectine concentrate is man-perturble support weapon in adacted platons almost exclusively off er than dispersing them through its infanty units. The frees the infanty to advance unmandered, while concentrating their support fire to create enflades and manina an untrackin weight of line against a defined position while the main body of the infanty charges to the attack. As might be expected, the Deark Korp knewy weapons are throwies very study constructed and are often mounted on heavy duy tweeled carrings for delayment in moght them.

Death Korps Heavy Weapons Platoons are composed of 1-3 Heavy Weapons Squads

Each Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Platoon.

	WS	BS	5	т	W	1	A	Ld	Sv
m	4	3	3	3	2	3	2	7	5+

Heavy Weapons Tea

Infantor

- Special Rules
 Death Korps
- Iron Discipline

Options

•	Any Heavy Weapons Team may exchange it	s m	ortar for a:
	- Heavy bolter	45	points each
	- Autocannon	()45	points each
	- Twin-linked heavy stubber	45	points each
	- Lascantion	-10	noints each



composed of 3 Heavy Weapons Teams, forming a platoon

Wargear

- Flak armour
- Lasgun
- Mortar
- Close combat weapon
- Frag grenades
- Krak grenades



HEAVY SUPPORT

THUNDERER SIEGE SQUADRON

BC.

Thunderes are specialist siege tanks, armed with devisitating short range weaponry for use during street fighting and spainst memory bunkers, aby fitting the pholosophy of direct formal attack favoured by the Death Korpa. Although originally a field modification of the Detroyre tank inture choisis, the filmbarre meaning means the stress for although original or being simpler to maintain, has long been embraced by the Death Korpa and is subject to mass production for their armound recomments and assual brander.

Thunderer

Unit Type

Wehicle (Tank

Unit Composition

1-3 Thunderer Tanks
 forming a squadron

Armour Front Side Rear HP 14 13 11 3

Wargear

- · Searchlight
- Smoke launchers
- Demolisher cannon

Options

- · Any Thunderer may take any of the following:
- Pintle-mounted heavy stubber

.....

140 points each

- Extra armour +10 points each
 Camo-netting +20 points each
- Armoured track guards +10 points each
- Any Thunderer may take one of the following:

ozer blade	+5 point	s each

- Mine plough +15 points each



HEAVY SUPPORT DEATH KORPS LEMAN RUSS TANK SQUADRON .. 150 POINTS PER TANK

The mainstay of the armoured might of the Imperial Guard, the Leman Russ battle tank is a formidable war machine—It is hug heavily armoured and able to carry a beniddering array of heavy weapons, from the ubiquitous battle cannan to the armour distroying Annihistra lexanone and the rearing Punkher astling cannon.

	Armour					
	BS	Front	Side	Rear	HP	
Leman Russ Battle Tank	3	14	13	10	3	
Leman Russ Annihilator	3	14	13	10	3	
Leman Russ Conqueror	3	14	13	10	3	
Leman Russ Exterminator	3	14	13	10	3	
Leman Russ Vanguisher	3	14	13	10	3	
Leman Russ Eradicator	3	14	13	10	3	
Leman Russ Demolisher	3	14	13	11	3	
Leman Russ Punisher	3	14	13	11	3	
Leman Russ Executioner	3	14	13	11	3	

Unit Type

• Vehicle (Tank)

Unit Composition

 A vehicle squadron is composed of 1-3 Leman Russ tanks, in any combination of types.

Special Rules

 Lumbering Behemoth (all except the Leman Russ Conqueror)

Wargear (All)

- · Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)

- Leman Russ Battle Tank: Battle cannon
 Leman Russ Annihilator:
- Leman Russ Annihilator.
 Twin-linked lascannon
 Leman Russ Conqueror:
- Conqueror cannon and co-axial storm bolter
- Leman Russ Exterminator: Exterminator autocannon
- Leman Russ Vanquisher: Vanquisher battle cannon
 Leman Russ Eradicator:
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher siege cannon
- Leman Russ Punisher: Punisher gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Ontions

•	Any model may be upgraded to	o one of the following:
	- Exterminator	IFree
	- Annihilator	Free
	- Conqueror	Free
	- Vanguisher	+5 points
	- Eradicator	+10 points
	- Demolisher	+15 points
	- Punisher	+30 points
	- Executioner	
•	Any model may replace its hea	vy bolter with one of the
	following:	
		+15 points per model
	- Heavy flamer	
•	Any model may take a pair of :	
	- Heavy bolters	
	- Heavy flamers	
	- Multi-meltas	
	- Plasma cannon	
•	Any model may take any of the	
	- Pintle-mounted heavy stubbe	
	- Hunter-killer missile	
		+10 points per mode
٠	Any model may take one of th	
	- Dozer blade	+5 points per mode
	- Mine plough	+15 points per model
•	 The entire squadron may take. 	
	- Camo-netting	
•	 Any Leman Russ Vanquisher m 	ay take a co-axial storm

20 arhammer 40,000

Lumbering Behemoth

The Leman Russ is classed as a Heavy vehicle.

HEAVY SUPPORT DEATH KORPS ORDNANCE TANK BATTERY

Rather than the mass emplacement of carriage-mounted heavy artillery to supply the bulk of its ordnance like the single regiments who favour static warfare, the Death Korps assault brigades make extensive use of mobile ordnance platforms such as the Basilisk, Medusa and Colossus Bombard. The devastating weight of fire these tanks can bring to bear is able to pulverise the heaviest of enemy defences, and it is far from unknown for them to be thrown directly into battle en masse as a second line assault wave to tip the tide of a battle-an unorthodox tactic by the standards of most impenal Guard units, to say the least.

- . MEDUSA SIEGE GUN.

135 POINTS PER MODEL

BS	Front	Side	Rear	H	
3	12	10	10		
3	12	10	10		
3	,12	10	10		

Medusa Colossus Unit Type

Basilisk

· Vehicle (Tank, Open

Unit Composition

• 1-3 Basilisk, Medusa or Colossus tanks forming a

Wargear (All)

- Smoke launchers

Wargear (Specific)

- Earthshaker cannon
- Medusa siege cannon
- Colossus siege mortar



Options

- Any model may replace its heavy bolter with a: - Heavy flamer
- Any model may take any of the following:
 - ...+15 points per model
 - - +10 points per model
 - +10 points per model
 - +5 points per model +10 points per model
- or heavy stubber. - Hunter-killer missle - Dozer blade - Extra armour . The entire battery may take - Camo-netting
- · Any Medusa may take
 - Bastion-breacher shells

+20 points per model

- Enclosed crew compartment......

Modum focus field antilety prevent are a manitary of the Doath Korp's single regiments, and their availability means they are often pressed into service by the more rapidly moving assault bragadis when the meed antive, their frontine deployment and recipionment facilitated by decised Contract carriers. Although anguaby unweldy for such dutes, the added frequenties foring can prove decisive in protected engagements, or when the maximum amount of force needs to be brought to beer on a single killing zone.

Death	Korps Crew
Heavy	Quad Launcher
Heavy	Mortar

WS BS

Unit Type

· Artillery (immobile)

Unit Composition

 1-4 Heavy Quad Launchers or Heavy Mortars, each with three Death Korps Crew, forming a battery

Special Rules

- Death Korps (Death Korps Crew)
- Iron Discipline (Death Korps Crew)
- Shell Shock (Heavy quad launcher only)

201 2

- Heavy quad launcher or heavy mortar (Artillery)
- Hak armour (Crew)
 Lasgun (Crew)

Wargear

- Lasgun (Crew)
 Frag grenades (Crew)
- Krak grenades (Crew)
- Close combat weapon (Crew)

Dedicated Transport

 A Field Artiliery Battery, squad may take a number of Centaur Carries as towing whicks (see the Dedicated Transport section for costs). If this is done then they must be bought on a one-forone basis for the antilery becks. When being towed, the unit must retain coherency just as if it were a vehicle squadron. If a squad wakes to more away and does not have sufficient remaining towing vehicles, models thet behind are destroyed.

Ontions

- Any artillery piece may take
 Up to two additional
- Death Korps Crewmen +7 points each If the unit contains heavy mortars, these may be upgraded
- If the unit contains newy mortals, these may be upgraded to use carcas shells for 1-5 points each, each replacing their normal weapon profile. If this upgrade is taken, then all of the heavy mortars in the same battery must be identically upgraded.

Immobile

An immobile Artillery piece cannot be moved after it has been deployed except by the use of a specialised vehicle, and ignores any effect which forces it to move. This only affects the platform, the crew are subject to all normal Artillery rules. When called upont for all back, the platforms are then removed as casualities.

Shell Shock (Heavy Quad Launcher only)

Due to the repeated rapid impact of the heavy quad launchers shells, Pinning tests taken against its attacks are at -1 to the target's Leadership value.

Warhammer

40,000

HEAVY SUPPORT

Death Korps assaults often operate under the cover of Imperial Nary air support units whose role is either to provide additional Improvers to the attack or, more commonly, to screen the ground forces from air attack during the crucial period of exposure as they break from their own lines and advance across operand's land towards the energy.

THU	NDEI	RBOIT		

- . LIGHTNING
- AVENGER

160 POINTS PER MODEL 145 POINTS PER MODEL 150 POINTS PER MODEL

Armour Front Side Rear HP

5	3	12	10 Rules		3
	3	10	10 10	10	2
	3	11	11	10	2

Lightning Avenger Unit Type

Vehicle (Elyer)

Unit Composition

- 1-3 aircraft of the same type forming a squadron, which may be either Thunderbolts, Lightnings
- or Avengers.

Wargear

- Thunderbolt
 Two twin-linked
- autocannon Twin-linked lascannon
- Iwm-linked lascanno
 Armovired cocknit
- Lightning
- One long-barrelled autocannon
- One twin-linked
- Armoured cockpit
- Avenger
- One hull-mounted
 Avenger bolt cannon
- Two wing-mounted lascannon
- Armoured cockpit
 Oefensive heavy stubber

- Thunderbolt
 Repair
 Supersonic
 Deep Strike
- Lightning
 Agile
 Supersonic
 - Deep Strike Avenger
 - Strafing Run
 Deep Strike
 Supersonic



Options

· Any Thunderbolt may carry one of the folk	owing:
- Four Hellstrike missiles	
- Six tactical bombs	+40 points
- Six Skystrike missiles	+40 points
 Any Lightning may carry one of the follow 	ing:
- Four Hellstrike missiles	+40 points
- Four Heilfury missiles	+40 points
- Six Skystrike missiles	+40 points
- Six Tactical bombs	+40 points
 Any Lightning may replace its long-barrelle 	
with one of the following:	
- Two Hellstrike missiles	Free
- Four tactical bombs & the Strafing Run st	
 Any Avenger may be fitted with two addit 	
mounted hardpoints that can carry one of	
- Six tactical bombs	+40 points
Two Hellstrike missiles	
- Two Hellfury missiles	
- Two missile launchers	+40 points
- Two autocannon	
- Two multi-lasers	
 Any aircraft may take any of the following 	
· Flare or chaff launcher	
- Infra-red targeting	
- Illum flares	+5 point
 But nares. Distinctive paint scheme or markings 	
- Districtive paint scheme of markings	+ TO point

Bomb Cluster

A weapon system with the Bomb Cluster type may drop as mary brombs aris user weahers as part of a single bombing run, up to the total listed number of bombs it is carrying. Fick a single target model for all of the bombs in the Bombing run (this must be a model the Fighr Para passed over that turn), the initial bomb dropped scatters D⁶. Additional bombs dropped scatter in the same manner as additional bampea blasts from a Multiple Barrage (see page 34 of the Warhammer 40,000 videobac).

150 POI



Voss Pattern Type III Vulture Gunship. Attached to the 202rd Necromundan Regiment of the Imperial Guard. Deployed to the Arcantis Cluster warzone. Twin lascannon anti-tank armament configuration.



Tellurian Pattern Avenger Strike Fighter: Battlefleet Orpheus Imperial Navy Ground Assault Air Corps. The Avenger is an ancient design and produced locally on several Forge Worlds in the Segmentum Tempestus, such as Myre in the Orpheus Sector.

THUNDERBOLT HEAVY FIGHTER

Cypra Mundi Pattern Thunderbolt Heavy Fighter: Imperial Navy Detachment Orpheus 45-Alpha.

The Thunderbolt is designated as a heavy multi-role aerospace fighter by the Departmento Munitorum, and is suitable for deployment in almost any atmospheric warzone and theatre of battle.

Generally regarded as a highly related design. the backhocks are required an an end of the control of the backhocks are required an annexe of control of the backhocks and so and so and the set of the ancada and 'odi' ground targets such as enemy internary and habitation. Further textical flexibility is provided by wing-pyion mounts which may be equipped with bone baydoad, ground tatks mosiles or ant-aircraft mosles, as well as additional fuel pods to astered the "hundreboth" strategic range. Like most Imperial fighter designs, the Thunderbolt, while not capable of military void operations, is environmentally sealed and possesses secondary drive systems, enabling it to make orbital combat deployments from Imperial Navy warships.

One of the most common Imperial fighter designs, the Thunderbolt's legendary resilence provided Intle advantage eigenst the magnitude of frepower visited upon them by Necron flyers, and losses among the Amarahan air-defence squadrons were almost total within the first three days of the invasion.



The Lantern of Orpheus

Depicted here is the armorial interpretation of the Seal of the Orpheus Sector as utilised by the imperial Navy command of Battlefleet Orpheus. This emblem is believed to be based upon the personal heradity of the Rogue Tader Arica Orpheus, who led the initial explorations which led to the sector's founding.

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CAMPAIGN APPENDIX: ZONE MORTALIS Rules for Deady Close-Quarter Battles in the Larventhis and Vaults of the Far Future

The following rules expansion for Warhammer 40,000 deals with some of the most savage arenas of combat conceivable, the battlefields the Codex Tactica Imperialis refers to as 'Zone Mortalis'-the fatal ground. Such zones, be they the contested decks of a void warship, tangled mine works, lightless under-hives, the prisonvaults of sundered fortress citadels labyrinthine industrial sewer systems and sacred catacombs, all have a confluence of factors in common such as close confinement, limited access for attack or escape routes, as well as treacherous environments, which make them murderous venues for warfare.

These nulss offer you the chance to ight desprets battles of your own on such deadly ground and draw heavily upublished in *imperial Armour Volume 9...The Badab Wer Part One*, which we have updated following feedback so they are now compatible with tak 6th adition of the Warhammer 40,000 game. Zone Mortalib battles we unschamed/ designed to be fatal and charte, affairs, as forthing in a collapsing hive cyl under mass artillery bombardment or on a burning star uses in the middle of a battle ought to be! They're the kind of game where all sort od of situations are going to be thrown up from time to time and sudder neversials will occur, so have fur with them – hyper-compositive payers or those seeking complete predictability in their games will be better served deswhere.

It is of course no coincidence that this Zone Mortalis expansion has been prepared in concert with Forge World's Realm of Battle Zone Mortalis Complex terrain in mind, which is perfect for representing the narrow confines and twists and turns of the Zone Mortalis hattlefield, but of course such battles are not limited purely to using this terrain. In fact any suitably tangled and confined battlefield such as can be formed using the illustrated tile board from Games Workshop's Space Hulk game, closely packed Necromunda scenery, and an endless variety of terrain of your own devising can be used in conjunction with this rules expansion.

The Two Modes of Zone Mortalis Play

The Zone Mortalis rules have two modes of play. The first and simplest mode is to incorporate a designated area of Zone Mortalis terrain in a regular game of Warhammer 40.000 This makes a proportion of the gaming table operate under the basic Zone Mortalis rules and can represent the internal space of a command bunker. trench network, generatorium or xeno-lab, or perhaps even a temple to the Chaos gods where a dark ritual is underway. This can simply be used to divide up the gaming table provide an exciting locale to place scenario objectives as a focus for a narrative game.

The second mode of play is to use the Zone Mortalis rules in missions of their own, where the entire gaming table is made up of the deadly and Gosepacked Zone Mortalis terrain. In these games the forces involved are selected from special Force Organisation charts and have access to a number of optional special rules to create a uniqui and unpredictable battle.

FIGHTING & ZONE MORTALIS BATTLE MISSION

The following section offers a variety of optional rules and mission types for playing games of Warhammer 40,000 using only Zone Mortalis terrain and rules, conducting deadly battles and close-quarter actions such as boarding actions, xeno-eradications and desperate tunnel fights.

Most Zone Mortalis missions have an Attacker and a Defender. Which player takes which side must be decided. before play. This may be done by mutual agreement or by rolling off and the winner picking which they will be.

Because Zone Mortalis actions are fought in guite dense terrain, and without the assistance of transport vehicles to get around, a smaller gaming area can often improve the experience of play. As such it is recommended that a 4' x 4' area is used for games of 1,000 points a side or less (which will offer an exciting battle lasting an hour or two), or a 2' x 2' for around 500 points a side. Larger tables are best used as part of team games.

Force Selection

Each force should be selected using the following Force Organisation chart for Zone Mortalis battles, with one Force Organisation chart available up to a 1,000 points a side of play:

Forces selected for fighting in a Zone Mortalis action should be chosen from their Codex as normal, with the following exceptions:

- · Units may not select Dedicated Transport options.
- · No unit may have a starting size greater than 15 models before being joined by Independent Characters
- · Vehicles, other than Walkers, may not be chosen unless their models are no more than 4" wide.* Fivers may not be chosen at all.
- Monstrous Creatures needing more than a 60mm round base may not be chosen.*

*Note: The terrain may still confine you, so caveat emptor!



Combatant: Neither side is the specified Attacker or Defender.

Warlords

Each Zone Mortalis force should have its 'Warlord' just as per a normal game of Warhammer 40,000, however Warlord Traits (see page 111 of the Warhammer 40,000 rulebook) should only be used for forces of 501 points or more. If Warlord Traits are used, these should be determined after the mission goal has been decided upon but before any deployment is made.

ZONE MORTALIS TERRAIN IN WARHAMMER 40,000 BATTLE MISSIONS

Designating the Terrain

AliZone Mortais terrain should be designated as such during the game's aet-up and agreed between the players, Any area of Zone Mortais terrain should have a clear bounday edge if part of a larger battlefield, and it should have clear entry points where units can gain access.

Bulkhead Doors & Airlocks

Champers and corridors may be sealed off by the use of armoured bulkhead doors and airlocks. Depending on the mission you're playing, these doors may be locked, accessible or controlled. These doors should be represented on the table and moved to show whether they are open or closed at any given time. A closed bulkhead door blocks line of sight and assaults may not be made through it.

- Locked: A locked door is inaccessible except by destroying it or forcing or overcoming the lock in some way. In most cases only direct force will do (although particular missions will offer alternatives to this). Once a buikhead door has been destroyed, remove it from play.
- Accessible: An accessible door may be either opened or closed by the first unit that moves into contact with it in a particular turn, allowing a unit to pass through I, to rishut It behind them An accessible door may only be used once per turn (either opened or closed), but may be destroyed at any time.
- Controlled: In the case of a particular does no does being controlled by one solid in the game (as might commonly be the case where one side represents a force defending the Zone Montalis area from an attacker), the side which controls the does treats them as accessible by their units, but units belonging to other forces treat them as being locked.
- Destroying Doors: Buikhead doors and aindoss are amouned and reinforces atructures and therefore difficult to destroy. Unless noted obsers and aindocs are treated as being Armour Value 13, and are treated as having a single Hull Point and so require a single glancing hit or penetrating hits destroy them.


OTHER ZONE MORTALIS SPECIAL **RULES & TERRAIN EFFECTS** Deadly Ground

Fighting within Zone Mortalis terrain is a dangerous and treacherous affair. and one in which even light vehicles can flounder or damage themselves. unexpectedly crashing through buckled deck plating, getting crushed beneath falling rubble, or contacting exposed power conduits with deadly results.

The interior space of a Zone Mortalis is considered its own terrain type. sections of which may be considered difficult terrain, dangerous terrain or both as their physical details dictate. and specifically identifiable areas may be classed as Area terrain where this seems sensible (for example, a chamber packed with industrial wreckage or a sewer channel filled with opze). As a rule of thumb, cover saves given from areas inside a Zone Mortalis should be taken as follows-note that in some cases these aren't as good as those in a standard name, reflecting the hazards of unleashing weapons fire in confined spaces and the dangers of ricochets, etc.

- · Light Debris, Light Machinery, Chainlink Fences, Grates and Grilles, Heavy Fungal Growths, Packing Crates Drums, Corpse Piles, Glass Tanks (filled with strange liquids), Barrels, Gantries (being on raised walkways above enemy firing models): 6+
- Ruined Wall Sections, Rubble Piles Heavy Machinery Parked Vehicles **Bulkhead Corners Barricades** Sandbag Walls, Trenches, Deep Water Channels and Deep Pools of Polluted Waste: 5+
- Fortified Structures (Pill Boxes, Bunkers with Firing Slits, Armoured Redoubts): 4+*

*A model that Goes to Ground in this terrain type gains +2 to their cover save rather than +1

Only a model that can physically fit within the space on the tabletop can move through or into a Zone Mortalis, regardless of its type. This is a common sense distinction which must be followed.

When fighting in multi-level Zone Mortalis areas, use the same rules for placing blast markers and templates, and assaulting in ruins found in the Warhammer 40,000 rulebook (see pages 100 and 101)

The following forms of Battlefield Debro (see page 104 of the Warhammer 40,000 rulebook) are appropriate for use inside Zone Mortalis terrain (but may only be placed so they fit in a particular section or chamber).

 Ammunition Dumo, Comms Relay. - Fuel Reserve, Gun Emplacement and Shield Generators

No Barrage Weapons

Barrage weapons cannot be used to fire indirectly within, into ar aut of Zone Mortalis areas at all; only direct fire can be used. The only exceptions to this are Mole weapons and Eldar D-cannon.

Terrain Effects by Unit Types In addition the following effects apply by unit type:

- · Bikes, Jetbikes, Artillery, Cavalry and Walkers treat all difficult terrain they encounter within a Zone Mortalis as dangerous terrain as well. Should any of these use a turbo boost, they must take a Dangerous Terrain test regardless of the ground they cover. This overrides any normal rules they possess to the contrary.
- · All models classed as Jump Infantry or Flying Monstrous Creatures which move more than 6" in the Movement phase must take a Dangerous Terrain test every time they do so.
- · Fivers may not enter a Zone Mortalis (except if using Hover Mode, as they are then classed as Skimmers).
- · All other vehicles, including Skimmers, treat a Zone Mortalis as both difficult terrain and dangerous terrain in its entirety.

- . Infantry, Monstrous Creatures and Beasts treat a Zone Mortais as I would any other battlefield, ne where specific areas of difficult terrain and dangerous terrain are t encountered, they are subject to the effects - otherwise the Zone Mortal is treated as clear ground.
- · Wrecked vehicles are both difficult terrain and dangerous terrain if destroyed in Zone Mortalis area

Objectives in Zone Mortalis Game

These are generally assumed to be treated as impassable terrain and do not block line of sight. In addition, in order to claim or contest them, an eligible unit must have a model in base contact with the objective, unless specified in a particular mission. The Mysterious Objective rules should always be considered optional in Zone Mortalis missions.

Reserves and Deep Striking

The rules for Reserves, Scouts and Infiltrators remain unchanged (unless otherwise stated by a specific mission description), but entrance and exit points are still the only way these unit can enter the Zone Mortalis.

Only units which are described as being able to teleport or materialis from the Warp may use the Deep Strike special rules

Any unit that Deep Strikes into a bulkhead or wall section suffers a Deep Strike mishap and subtracts -1 to the result rolled on the Deep Strike Mishap chart - this makes deep striking into a Zone Mortalis a dangerous proposition

Firestorm & Shrapnel

Inclusion of the zone to the university of the zone to the university of the death traps to the university of the death traps of weights have ther effectiveness increased by the environment, while others become more unpredictable.

Vegeopropertity back markets and appointer gaity the Strind special role angula the contines of a Zone Mortalis, reflecting the Rithal effect of explosives, filtering liquidabl strappent in contined arress. This case of a vegoot with a Biatro: Tempointe, type that already possesses the Shed special rule; when upgin the confirms of a Zone Mortalis thege welpons-have their Strength increased by 4.1.

Additionally, if a Scatter roll takes a blast marker's entire point into contact with a builkhead wall, it deconates on contact with the wall. Resolve the weapon's effect from this spot. The portion of the blast that crosses and lies beyond the line of the wall is lost:

Nowhere to Hide

Units that break and files from combatt within the confines of a Zone Mortalis are far more likely than in most games of Warnammer 40,000 to be trapped in a reasy where ther avenues of netrest are gentuely out off, and due to the conflusion of confidors and passgeways that may surround them, failing back may be a particularly deadly affair.

In Zone Mortals terrain the victorious side in an assault may re-roll their Sweeping Advance result if they wish.

Contrary to the usual rules for failing back, immediately on failing a Morale hetcy, a unit's first fail back move is disclusive way from the energy, and subsequent moves are towards the nearest exit unblocked by the presence of energy modes. If a unit is trapped by energy modes while failing back and conto escape, then it is immediately destroyed.

Blind Panic

If, while falling back, a unit moves through (i.e., within 1° of) another of the players own units, the unit moved through must take an immediate Morale check or fall back themselves. Fearless units are not subject to this effect.

Reaction Fire

The confined spaces of a Zone Mortalis make for deady, does range fire-Tights, where a split second/excition may be elogisphito gui down an enemy rushing out from the darkness before death stikes you down, in order to represent this, this special rule allows units being sasulted a chance to fire their ranged weapons when they are assulted what a superior chance of hitting the fore than normal Overwatch fire would allow—if there fast encount!

Only units not already engaged in close combat and not Falling Back may attempt Reaction Fire.

- Only Pistol, Assault and Rapid Fire weapons may be used for Reaction Fire attacks. Heavy weapons may only be used for Reaction Fire attacks if the model carrying them has the Reientiess special rule. Note that other weapons in the squad may still make normal Overwatch shap fire attempts, if they are eligible, alongside the rest of the unit's Reaction Fire.
- Blast weapons may not be used to make Reaction Fire attacks.
- Template weapons may be used in Reaction Fire attacks. If the Reaction Fire roll is successful (see opposite), rather than placing the template, D3 hits are inflicted upon the charging unit by each Template weapon fired by the unit.
- A unit may only make a single Reaction Fire attack against the first unit they are assaulted by in any given turn.
- A Reaction Fire attack is made after a charge is declared, but before charging models have moved. Casualties resulting from Reaction Fire may cause an assault to fail.

Making a Reaction Fire Attack

A Reaction Fire attack is carried out exactly like an Overwatch attack except that the unit in question must list roll equal to or under its majority hilitative score on a 0.6. It successful, it may fire its weapons at the assaulting enemy with their full Ballistic Skill. If the test is unsuccessful, the unit may still make a normal Overwatch attack (e.e., snapchots at 15.) instead.

A unit may not use the Counter Attack special rule if it has used Reaction Fire.

Additional Optional Special Rules

The following are a number of optional special rules for use in your games of Zone Mortalis. The use of any or all of these optional Zone Mortalis special rules should be agreed on before play.

Attrition

This is a special rule which reflects the bloody nature of a Zone Mortalis conflict and affects the conditions of victory. Whenever a mission result is for any reason a draw, then the force which suffered the least number of destroyed units is considered the victor.

Catastrophic Damage - Buried Alive!

One of the perils of battle underground or within a building in a warzone is the risk of bringing the roof down on yourself and being buried alive or crushed under tonnes of earth or masony.

These effects are represented in the game by the Catastrophic Damage – Buried Alivei table. When this special rule is in effect, in every turn after the beginning of the turn. Add the scores together and apply the results on the following chart. In addition, if any ordnance weapon has been used on the total.

Note that this special rule brings a hugely unpredictable (and enjoyably dangerous) element to your games, and should be treated as such.

Catastrophic Damage Table – Buried Alive! Result Effect

- 2-5 Stable: No effect
- 6-7 Look Out: The players roll off and the winner may place a single Large Blast (5*) template anywhere on the table to represent a sudden deadal. Roll for scatter juict as for an indirect fire weapon. Any model, caught under the template suffers a Strength 5 AP 4 ht. Units with an Armour value are struck on their Rear amount.
- 8-9 Dust Fall: Clouds of dust are shaken loose and fill the area with a choking, blinding fog. For this turn only all models have their Ballistic Skill and Initiative reduced by -1 (to a minimum of 1).
- 10 Tremor: The ground shakes dangerously and shivers and heaves as cracks rip open ceilings and walls unleash debris upon those near them. All clear terrain counts as difficult terrain for this turn only.
- 11 Cave-in: The players roll off and the winner may place D3 Large Blats: (5') templates anywhere on the table to represent a cave-in. Roll for scatter just as for an indirect fire barrage. Any model caught under a template suffers a Strength 5 AP h h in dam ust table a Barrage-Prining check. Units with an Armour value are struck on their Rear armour.
- 12- Quaket: Every model on the table must pass a Strength test or be removed as a casualty. Models without a Strength score are automatically destroyed (buried under tonnes of rubble or earth). Independent Characters may re-roll this test if its falled. If a 12+ is rolled again, treat this as having no effect.

Enemy Unknown

While the Night Fighting rules as presented in the Warhammer 40.000 rulebook represent fighting in levels of low visibility over distance, this can be nothing compared to the abyssal darkness of fighting deep underground or within the tortuous confines of a space hulk, where even the finest auguries and sensors may prove utterly useless. The confusion of this kind of fighting can be represented by using counters on the table to represent units outside visual range of the enemy rather than models, as the enemy's true disposition and strength will remain unknown until your forces are face-toface in battle.

The use of this optional special rule requires a titte more work than usual and co-operation between the players, but can make for very nerve-wracking and exciting games. Each industry and sufficient for the number of units it as tof numbered counters (or blips) sufficient for the number of units it correspond to a particular unit within before the game begins. It is these counters that are deployed rather than the units on the table.

As the game progresses, the 'blip' counters are moved in place of units until they move within line of sight of an enemy unit or the unit engages in shooting or close combat attacks. At this time this only in severe step, if is the notes showing the number sets is its corresponding using as shown to the "by disposing players, the commendation realised with the corresponding using the commendation of the state of the state is control where the commendation research of an subsequent times using the showing the state of the state is control where the players put of the his revealed the players put of the state of the sponger theory models. If a new time residued with the corresponding transformed commentation that the state of the state of the state corresponding transformed to the sponger theory when the state of the state of the state corresponding transformed to the state of the state state of the state of the state of the state of the corresponding transformed to the state of the state state of the state of the state of the state of the state state of the state state of the state of the state of the state of the state state of the state of the

Independent characters which join units do not have a "blo" counter of their own while they are with a unit, but this fact must always be noted down to avoid confusion or chicanery!

Cold Void & Poisoned Air

This special rule can also be used to represent fighting in a Zone Mortais, filled with poisonous gas, choking industrial fumes or extreme heat, as well as the effects of fighting in a depressurised area of a space vessel during a boarding action.

When this special rule is in effect, the following apply:

- All weapons and attacks with a Strength of 4 or higher gain the Rending special rule, unless their target has Hardened Armour, or Veid Hardened Armour, has an Armour value (AV) or has a save of 2x. In the case of attacks against mixed units; apply these rending wounds to the more vulnerable targets first.
- All weapons and attacks which already have the Rending special full now rend on a roll of 5 or 6, unless their target has Hardened Armour, has an Armour value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- Weapons and attacks which have the Blast special rule also now cause pinning if they didn't already.

THE ZONE MORTALIS ASSAULT MISSION

The following special mission represents a servage assault with command of a vital Zone Mortalis area at stake. One players of team of players takes up the role of the Defenders and one opponent or team of players takes on the role of the Attackers.

Table Set-up

The Zone Motalis is a tangked ubynthof passogenway and chambers, and signula be resressed appropriately. If you are using Forge Morkly Zone Moralis Complex terrain boards, then they may be laid out in an agreed take turns placing boards so that they take turns placing boards so that they take turns placing area, maing sure that each table edge has at test one dese entytheout parker.

Objectives

Depending on the Mission Goal (see further on), objectives may be used. In this case they should be represented by a model or marker on a 20mm base or a stittable alternative.

Scoring Units

In the Zone Mortalis assault mission, units drawn from either the Troops or Eithes allowance count as scoring units where this is called for by the mission. A unit may only eyer claim one objective at a time.

Ending the Game

The game has a variable game length as per a Standard Mission (see page 122 of the Warhammer 40,000 rulebook).

Wipe-out!

Regardless of any other condition, if at the end of the game your enemy has no units left on the table then you are victorious!

Deployment

Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units. They must then decide which of thise two forces is to be their spearhead and which is to be their reserve. This arrangement represents an Attacking force working its way through the Zone Mortalis, and the Defenders railying to meet them.

The gaming table is then divided into four quarters, and both players roll off to choose a deployment zone. The winner then picks which is to be their deployment zone and deploys their speathead force anywhere in this area, but not within 6° of the centre of the board.



18"

The other player then rolls a D.6. On a roll of a 4+ they may choose any of the three remaining areas in which to deploy their spearhead, otherwise they must deploy their spearhead in the area opposite that of their opponent.

Reserves arrive normally, entering the board from any table edge in their player's deployment zone.

First Turn

The player or side which deployed first has the first turn unless their opponent can Seize the Initiative.

MISSION GOALS

Before the game begins, either mutually agree or roll a D6 to determine the goal of the Zone Mortalis assault on the following chart. This goal constitutes the mission's Primary Objective and determines its Victory Conditions.

D6 Result

- 1-2 Search and Destroy
- 3-4 Force the Breach!
- 5-6 Sabotage

Secondary Objectives

Slay the Warlord, First Blood (see page 122 of the Warhammer 40,000 rulebook).

MISSION SPECIAL RULES

Zone Mortalis Special Rules & Reserves

Search and Destroy

This mission represents the scous struggle to control the Zane Montalis through brute savagery and attintion, destroying the enemy's forces in detail. Kill points are used to determine the victor, with one Kill goonts coree for each enemy unit, Independent Character or Walker destroyed. At the end of the battle, the sde with the highest tail yor Kill goonts is the winner.

Force the Breach!

This represents the Defendent string to maintain node of a vial need of the Zore Mortalia, while the Attacker much vest find non-time. The Defendent places three objectives: one in their own deployment zone and one in each of the zones in which mether plaqers had exployed. These objectives may note be placed winni impassable trend, or less than 6° away from the table edge or the centre of the table. These defences work 20 kctory points each, if the Attacker has more Victory points than the Defender at the end of the game, they are the women. If any other result is the case, the Defender is the women.

Sabotage

The Attacker's goal is to destroy vital systems within the Zone Mortais. The Defender places D3+2 sabotage objective markers on the table. These markers represent control panels and systems junctions vital to this area. The markers may be placed anywhere on the table other than within 6° of a table edge or 12° of each other. They also may not be edged on mossable terrain.

The Attacker must attempt to destroy theie objectives by any means they, can: Each bas an Amour value of 11, and will be destroyed by any successful gluncing ht or penetrating hit scored against them. Because their Attackers cannot be certain of destroying them properly at distance, there objectives count as hwing a 4 invinienzebe search against any shooting attack or blast damage they suffer, and cannot be harmed by events on the Catastrophic Damage table.

At the end of the game, the Attackers gain 1 Victory point for each sabotage objective destroyed, and the Defenders gain 1 Victory point for each sabotage objective still on the table. The side with the most Victory points is the winner.

THE ZONE MORTALIS ENCOUNTER MISSION

The following special mission represents two hostile forces advancing through unknown ground where neither side has the advantage of foreknowledge or tablical control of the area.

Both forces use the Combatant Force Organisation chart for this mission.

Table Set-up

The zone Mortalis is a tangled labyrith of passageways and chambers, and should be represented appropriately. If you are using Force Mortal Zone Mortalis Complex terrain Doards, then they may be either liad out in an agreed faction or autienticity the players may take turgiplecing boards so that they make up the playing area, making sure that each table edge has at least one determined to the player.

Objectives

Depending on the Mission Goal (see further on), objectives may be used. In this case they should be represented by a model or marker on a 20mm base or a suitable alternative.

Scoring Units

In the Zone Mortalis encounter mission, units drawn from either the Troops or Effect allowance count as scoring units where this is called for by the mission. A unit may only ever claim one objective at a time.

Ending the Game

The game has a variable game length as per a Standard mission (see page 122 of the Warhammer 40,000 rulebook).

Wipe-out!

Regardless of any other condition, if at the end of the game your enemy has no units left on the table then you are victorious!

Deployment

Before the game begins, both sides abould divide their forces into two roughly equal groups based on their number of units. They must then decide which of these two forces is to be their spearthead and which is to be their reserve. This represents the larger force moving through the Zone Mortalis withouk knowledge of enemy contact.

The players (or sides) roll off, the winner choosing which of the table edges is to be their deployment zone, and deploys their spearhead force within 6° of their table edge. Then their opponent deploys their spearhead force within 6° of the opposite table edge.

First Turn

The player or side which deployed first has the first turn unless their opponent can Seize the Initiative.

MISSION GOALS

Before the game begins, either mutually agree or roll a D6 to determine the goal of the Zone Mortalis assault on the following chart. This goal constitutes the mission's Primary Objective and determines its Victory Conditions.

D6 Result

- 1-2 Search and Destroy
- 3-4 Capture Ground
- 5-6 Invasion

Secondary Objectives

Slay The Warlord & First Blood (see page 122 of the Warhammer 40,000 rulebook).

MISSION SPECIAL RULES

Zone Mortalis Special Rules, Reserves & Night Fighting.





Search and Destroy

This mission represents the vicious struggle to control the Zone Mortalis through horter savagery and attrition, destroying the enemy's forces in detail. Kill points are used to determine the victor, with one Kill point scored for each enemy unit, independent: Character or Walker destroyed. At the end of the battle, the side with the highest tally of Kill exists it is the winner.

Capture Ground

The two forces must control the area of the Zone Mortalis and drive out the energy. This mission gad uses the explosite contres. The first of these is deployed as close to the centre of the table as possible, while each side places two additional objectives each anywhere on the table as long as they are not placed within impassable terrain, or less than 6° away from the table eade or within 6° of another objective. Control of the centre objective is worth 3 Victory points, whereas control of the other objectives is worth 1 Victory point each. The side in control of the most objectives at the end of the came wins.

When playing on a larger table (such as a 6' x 4' Zone Mortalis), increase the number of objectives to seven,

Invasion

The two opposing forces seek to fight their way into enemyheld territory, slaughtering as many of the foe as possible.

For every scoring unit within the enemy deployment zone at the end of the game, the owning player gams 3 Victory points. For every destroyed enemy unit, the player gains 1 Victory point. The player with the most Victory points at the end of the game wins.

ZONE MORTALIS STRATAGEMS (OPTIONAL RULE FOR ZONE MORTALIS MISSIONS)

Zoak Mortalis stratagems is an optional role that allows unique and unusual tactics, terrain and equipment to play a part inyour Zone Mortalis games. It allows you to replicate the conditions of fighting in the shattered towers, sewers and bunker networks of a battle-avaged city or the dark winding confines of a space station under siege by an enemy force.

The use of such stratagems is nether compulsion, not, stratagems is nether compulsion, not, stratagems, and and medical but they can add new dimensions and a few mady suprises to your games. They also represent a gata excepte to indula your modeling provess and make gome special terrain geness, and make gome special terrain geness. Whenever possible you should endexput to represent stratagems suitably on the gaming table, and make abouted systems with they are, as this is only fair.

As well as there being different stratagems to select, some are only available to an Attacker or Defender and so, as a result, stratagems should only be chosen after which player is taking which role has been decided, but before the forces are deployed or the mission goal has been assigned. You may even want to sort out who is gioing to be the Attacker and who is the Defender well in advance of the game if you can so you know what models to bring!

There are many possible stratagems, and only a handful are listed here. You can find different stratagems in both the Planetstrike and Chies of Death Warhammer 40,000 expansion books intended for use in those games which you any wish to modify and use where appropriate in your Zone Mortals assault games, and of course you can make up your own as well by mutual agreement.

Unless specified in their description, each stratagem may only be taken once per force.

Stratagem Points

Some stratagems are simply more powerful than others or just more useful in general, this is reflected by a cost in Stratagem points. Stratagem points are also handy for keeping a check on the use of stratagems and making sure they don't get out of hand in the game. In a Zone Mortalis mission it is recommended that each side has an allowance of 1 Stratagem point, plus an extra 1 Stratagem point for every full SOD points of their force (so a 1,000 point Zone Mortalis force would have 3 Stratagem points to spend, etc).

Declaring the use of Stratagems

Players should declare the use of their stratagems when indicated in their description. In most cases this will be readly apparent anyway such as in the case of extra units or special terrain, but if for any reason both sides have a stratagem whose effects would orcli-off to determine which one takes effect first.

Special Terrain

Some stratagems provide unique terrain pieces with game effects if this is the case then these should be placed by the owning player after the deployment zones have been decided on, but before any models in the force are deployed.





GENERAL STRATAGEMS

These stratagems are available to both the Attacker and Defender.

Tunnel Access [Terrain] [3 SP] Declared when Placed

Your forces have gained access to the conduits and service tunnels in this area of the Zone Mortalis, providing you with a significant advantage – just so long as they don't collapse first!

You may place three hatch markers anywhere on the table no less than 12° apart from each other, and not in impassable terrain. Should you wish it, any units with the infantty type in your reserve may enter the game via the Deep Strike rules using one of these hatches only as their chosen arrival point. From this entry point their arrival scatters as normal.

Breacher Charges [Gear] [1 SP]

Choose two infantry models other than an independent Character. These models are now each equipped with a single breacher charge, a combat explosive device designed for breaking into bunkers and blasting apart bulkheads.

Rules for the Breacher Charges can be found on page 180.

The Breacher Charges stratagem may be taken multiple times.

Spearhead Sentry Gun [Terrain] [2 SP] Deployed with Spearhead Forces

Bon attaking Zine Montals forecas and Dehorters ofm deply automated wappens system by power herm with respect russity correctly a value resor monatar access chamber. The weapon as a light antiger mount equivalent on importal amounts, herve you everyor or deretice platform. They not move encore deployed, but may interly encounts of extension services have with a 360 depense and first, and they are appressing the Shooting pains with a 360 depense of the sign other listication weight than to encore, but is self-ampeting and so in the control of the controlling player. The Sentry Gun may make an Orwards have plant to listication weight the Santry Cun may make an Orwards have plant to listication.

	ws	RS	s	т	w	1	A	Ld Sv
Sentry Gun	•	2		6	2	-	1	- 4+
Unit Type					gear			A STA
Artillery (60mm base)				hoose o		the fol	lowing	
String of					eapons Twin-lin		RL	- 月
• Searchlight								
Searchlight				Twin-linked heavy flamer Twin-linked assault cannon				

Flanking Counter Assault [Tactic] [2 SP]

The player has sent a portion of their forces off in an attempt to outflank enemy forces in the hopes of cutting them off, enabling them to be isolated and destroved.

Before the game begins, the player may nominate (by writing it down) a single unit that is to be held in reserve to be their flanking force. When this unit becomes available to enter play normally via the Reserves rule, it may use their apponent's deployment zone table edge to do so if they wish.

Lascutter [Gear] [1 SP] Shown on Model

Choose a single infantry model other than an independent Character, and that is not already equipped with this weapon bought as a unit upgrade. This model is now equipped with a lascutter, a powerful industrial toot that can be used for cutting through amouned buikheads or as a makeshift but devastating cose-quarter weapon.

Rules for the lascutter can be found or page 180.

The Lascutter stratagem may be taken multiple times.

ATTACKER'S STRATAGEMS

The following stratagems are available to the Attacker only.

Interdiction Assault [Terrain] [2 SP] Declared when Placed

Either through the use of advanced phase-field generators to render the surrounding terrain temporanity out of signs with reality, or the rather more banks force approach of blasting out intervening ferrocrete and earth with signing charges, the Attacker makes a may breach in either the ceiling. floor or wais from which they have troops poined to make a storm assuut:

During the Attacket's first turn they may place a lists (37) murker anywhere on the board that is not either touching an energy mighter linearization that the term energy mighter linearization that the term barry point and the term is suffered to the term that any term is a term of the barry point and the term is suffered to the term that the term is the term index new expression the barry maker new expression the barry and remains in place for the rest of the balance. Use the term is the barry maker new expressions the barry barry and remains in place for the rest of the balance. Use the term is the barry maker term expressions the barry barry balance. The term is the barry to enter play as meaners may use the barry to enter play as moreal.

Sustained Assault [Tactic] [3 SP]

The forces of the Attacker greatly outnumber those of the Defender, allowing them to press on heedless of casualties with reinforcements close at hand.

Before the game, the Attacker may choose a single infantry unit taken as a Troops choice for the army and secretly marks it down. Should that unit be winged out or fail back, the Attacker may reveal this stratagem and remove the unit from playr(if still present) and refurm it at TGI strength to their reserves. This may only be done once.

Fire Wasp [Unit] [1 SP]

A fire? Wasp is an Adeptax Mechanicus produced combat drone used since the early years of the Grear Crustel in Zone Mortals actions to venture alread of assault parties and help clear them a path. Sent in ahead of a squad and intended to trip mines and other booty traps, the fire Wosp is an externely robust device, if a poor fighter. Most standard patterns are equipped with an input fitame venepon and searchight device to all in their mission.

The Fire Wasp is a single model with the following profile which is deployed in addition to the player's spearhead forces.

WS BS S						
2 2 3	5	2	2	1	10	4+

Fire Wasp Unit Composition

• 1 Fire Wasp

Unit Type

Infantry (40mm base)

Wargear

- Searchlight
- searchlight
- Close combat weapon

Special Rules

- Move Through Cover
- · wove mild
- Scout

DEFENDER'S STRATAGEMS

The following stratagems are available to the Defender only.

Defensive Strongpoint [Terrain] [3 SP] Declared When Placed

After deployment areas are worked out, but before any mominate one enclosed or semi-enclosed area of terrain to be their oftensive stormopoint (alternatively a new piece of terrain such as a small blo or sugues of often any set added to the set-up to represent the somphoid. As sum model should also be pluced within this area to represent the stronghold/suppover generatize.

Defending troops within the strongpoint benefit from a 4+ cover save and, in addition, while the stronghold's power generator is intact (this may be targeted separately as previously stated), models within the strongpoint may re-roll failed shooting attacks which roll a 1 to hit, and the Defending side gets +1 to all Reserves rolls.

Barricades [Terrain] [1 SP] Declared When Placed

The Defender has had enough time to get ahead of their Attackers and meet them on prepared ground, utilising barricades and other barriers as protected positions and killing zones.

The Defender has three 4" wide barners or barricades they can place anywhere on the board after their deployment area has been decided, but before any models are deployed. These barriers provide a 4+ cover save (or any model timp form behind them and count as difficult ground for any model timpin to cross them.

The Barricades stratagem may be taken multiple times.

Traps [Terrain] [2 SP] Declared When Placed

The Defender has been able to seed the area with anti-personnel mines, tripwire-bombs, rad-fields and hidden deadfalls, making it a potential deathtrap for Attacking forces.

The Traps stratagem may be taken multiple times.

The Defending player gains six trap markers (you can use models on a 20mm base, poker chips or any other convenient counters to represent these). These may be placed by them anywhere on the board after the deployment areas have been decided, but before any models are deployed.

Any model moving within 2* of the centre point of one of these markers during the game has a chance of setting off a trap. In the case of squads, more the whole squad before seeing if the trap goes off. If this happens roll a D6 and apply the following effect:

- D6 Result 1 No effect
 - Remove the marker from play
- 2-3 Not this time Nothing happens, but the marker remains where it is.
- 4-6 Boomt Place the Large Blast (5⁻) template centred on the centre point of the trap marker. All models caught in the blast suffer a Strength 4 AP 5 hit. Models with an Armour value (AV) are hit on their Rear armour. The trap marker is removed from play.

223

DEATH KORPS OF KRIEG 17[™]/221st SIEGE REGIMENT

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1. Death Korps Guardsman 17%/221= Siege Regiment

2. Death Korps Grenadier 17⁸/221st Siege Regiment

3. Krieg Pattern Mk 7/9 Grenade Launching Carbine

4. Voss 'Sun Lance' Pattern Lascannon with Trench Carriage

APOCALYPSE RULES APPENDIX

Amilus Pattern Malcador Defender Heavy Tank: Relegated largely to second line armounes: a number of Malcadors such as this one were mobilised in the defence of Agnarah Prime and crewed by local defence troopers. This example was damaged and abandoned during the initial invasion, before being repaired and re-armed by Tech-Priest Engineers attached to the Neccomudan 8°.

A STRATE

APPENDIX: SUPER-HEAVY VEHICLES

Super-heavy whicles behave on the battlefield in the same way as all other vehicles, with the exceptions given below:

MOVEMENT PHASE

Super-heavy vehicles are lumbering brutes, slower than normal vehicles – they can only move at Combat Speed unless otherwise specified in their profile.

Super-heavy vehicles are affected by difficult terrain and dangerous terrain like other vehicles, but can always re-roll a failed terrain test.

SHOOTING PHASE

Super-heavy vehicles may fire all of their weapons (including Ordnance) each turn at their full Ballistic Skill. They fire as if they had been stationary, regardless of how far they moved. Each weapon may be fired at a different target (each target mist be within the weapon's fire arc).

Because Super-heavy vehicles vary greatly in size, for the purposes of establishing line of sight from a Super-heavy vehicle, use real line of sight as normal, working this out from the barrel of the weapon they are firing. The rules for area terrein apply as normal.

In the same way, always use the real line of sight when enemy units are targeting Super-heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE

Super-heavy vehicles follow the same rules as normal vehicles; depending on their type (see Super-heavy Vehicle Types later).

STRUCTURE POINTS

To represent the greater amount of damage a Super-heavy can withstand compared to a normal vehicle before it is destroyed, in their datasheets they are assigned a number of Structure Points (sometimes shortened to SP) with each Structure Points being equivalent to 3 Hull Points. Only by reducing its Structure Points to 0 can a Super-heavy vehicle be destroyed.

Against Super-heavy vehicles enemies roll to hit and to penetrate armour exactly as with normal vehicles. 1 Structure Point being loss for every 3 full Hull Points of damage the vehicle suffers. Keep track of the number of Hull Points the vehicle has lost, and reduce the number of Structure Points it has remaining every time a third Hull Point is lost.

In addition, each time the vehicle suffers an Explodest result on the Vehicle Damage table, it loses 1 Structure Point instead of suffering the effects isted for an Explodest result. When this happens an additional roll is made on the Vehicle Damage table (any modifies that applied to the first roll do not apply to the additional roll). For example, a Super-heavy write has already suffered two glaring hiss and local? Julk Points, So the has not lost any Structure Points, it is hit again and suffers a pentertainty hit. This beings the total to o Full Points so its loss. If Structure Paol, and the Hull Point count is reset to zero. The old on the Vehicle Damage table for the Penterationy Hit cause an Euglobel result, causing the loss of anothers. Structure The second roll exects in a Chere Shaken result. The Superheavy which has loss to all offs. So that the second roll execution all causes in a Chere. Shaken Chere Shaken.

CATASTROPHIC DAMAGE

Immediately after a vehicle loses its last Structure Point, roll a D6 and refer to the table below. No modifiers apply to the dice roll.

D6 Result

- 1-3 Wrecked. The vehicle is destroyed. The model is left in place and becomes a wreck.
- 4-5 Explodes! The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6° of the vehicle (roll for the distance once, regardless of how many times the result is inflicted). The vehicle is then removed.
- 6 Apocalyptic Explosion1 All models within 6° of the vehicle suffer a Strength 10 AP 1 hit. Models within D6+6° of the vehicle suffer a Strength 3 AP- hit. The vehicle is then removed.

DRIVE DAMAGED

When a Super-beavy vehicle suffers its first Immobilised result on the Vehicle Damage chart, it counts as being Drive Damaged instead. This means that the vehicle's maximum movement is permanently halved. If a second Immobilised result is suffered, then its effects apply to the Super-heavy vehicle as normal.

An Immobilised Super-heavy Walker has its Attacks reduced by -1 (to a minimum of 1) and may not use its Stomp special attack.

PRIMARY WEAPONS

Any weapon possessing this special rule must roll two dice for penetration and pick the higher result when making an attack. Note this does not apply to any additional dice rolled because of other special rules such as Armourbane, for example.

In addition, whenever a Primary weapon is affected by a Crew Shaken, Crew Stunned or Weapon Destroyed result, the controlling player must roll a D6. On a result of 1-3 the Primary weapon is affected as normal, but on a 4-6 the damage result has no effect on the Primary Weapon.

RESISTANCES

Psychic Powers: Super-heavy vehicles are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

Entropic Strike: Super-heavy vehicles only suffer the loss of Armour value from attacks with the Entropic Strike rule on a roll of a 6 rather than 4+ as would normally be the case.

Haywire Attacks: Instead of using the normal Haywire damage chart, attacks with this special rule only inflict a Glancing hit on a roll of 6 against a Super-heavy vehicle.

DAMAGE CONTROL

At the beginning of any of their turns, the controlling player may announce that a Super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the dutation of the turn 0.0, no moving, shocing or assaulting). This cannot be attempted by a Super-heavy Walker that is engaged in combat with another Super-heavy Malker or a Garganitan Creature.

The player immediately rolls a D6 for each Structure Point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or remove the effect of the Drive Damaged result, or 'repair' a fully immobilised Super-heavy vehicle back to being Drive Damaged.

SUPER-HEAVY VEHICLE TYPES

All Super-heavy vehicles belong to one (or more) vehicle type, just like normal vehicles. Super-heavy vehicles can be Opentopped, Fast, Inak, Skimmers and Walkers. These vehicles follow the rules attached to their vehicle type given in the Warhammer 40,000 rulebook, with the exceptions as follows for each type:

Super-heavy Fast Vehicles

These vehicles may move at Cruising Speed unlike normal Super-heavy vehicles and make a Flat Out move of 6° (instead of shooting in the Shooting phase).

Super-heavy Tanks

A unit that is tank shocked by a Super-heavy Tank takes its Morale check with an extra -1 to its Leadership value.

Super-heavy Skimmers

Super-heavy Skimmers move as normal Skimmers in terms, of speed, and conform to all the listed rules for Skimmers found on page 30 of the Variammer 40,000 rulebook, if al Super-heavy Skimmer becomes weeked due to crasting, ob immediately on the Catastrophic Damage table.

SUPER-HEAVY TRANSPORTS

Some Super-heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These whiches' transport capacity is expressed as a number of models (30, for example) and friendly inflating models, normally count as single model (so the vehicle in the example could carry up to 30 inflating models). Larger friendly models will take up propriorinally more space fore the Bulky and Very Bulky, etc, special rules) in the Warhammer 40,000 rulebook.

Unless otherwise specified, each access point on a Superbeavy Transport vehicle allows a separate unit to embark/ disembark in a turn. If the vehicle is Open-topped, all transported units may disembark at once.

Passengers onboard a damaged Super-heavy Transport are affected just as described as normal for a transported unit – see page 80 of the Warhammer 40,000 rulebook, except that should a Super-heavy Transport suffer an Apocalyptic Explosion result on the Catastrophic Damage table it is immediately destroyed, with no saves or invulnerable away allowed

THE HORUS HERESY BOOK ONE - BETRAYAL

THE HORUS HERESY BOOK ONE

PART III: EXTERMINATION

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The Hersei Hersey Book Ose—Berneyel is a supplement for Wachammer 40,000 dealing with war and buttle in the dark age of the Horsei Urgeey, when the fledgling Impetium of Mankind was torm spare by bloody cavil war and treachery.

This book brocks the fail colour capacita everypee in Lynovic Information on the inspection in Banda in the and of the Copy Crashad, the brockstance of the Space Mannes of the Lengen mannes and the data body of the bards of from 11 Mandemined are the humanes of the four Lengens who task part the Sone of Heems Empress's Challens World Enters and Data Cound, and an earning warming any system that allow you in play on glar cound for an intervent system on an entry and have parts.

This book also contains a complete Space Marine Legion Cruside Army lost at well as game redet for the Primarchs of the Four Legions, super-heavy vehicles and special characters featured in the story.

The Howas Herery Book One – Beinayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhawswar 40,000 rulebook to use its contents.



IMPERIAL ARMOUR - VOLUME ONE

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In addition to the vehicle data sheets, this book also provides you with the wargear and special rules unique to the ternhying airborne war engines of the 41° Millerinium, including rules for using all of these vehicles in missive Appositype games.

Alongside these there is also a new campeign, the Scourging of Kerrack, which provides six new missions designed specifically to incorporate aerial combat into your Warhammer 40,000 and Apocalypse battles.





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IMPERIAL ARMOUR - VOLUME ELEVEN THE DOOM OF MYMEARA

Seals II, part of the galaxy scannag empire of Maninka, s under attack from there makine bilds ware hosts. The means for attacking the jolicity populated exolfare as a part underwork bag Mandoss Gdon, Genikal of the Cadari & "Armound regiment", is netter on the Blast demaggin, Walawa the majnet of these interpart Quark grammers and jointed by Brain Redmarky Organ Company and Tates from the Legio Graphonicos, the Edar may soon regist making heat bilds.

Inside this book you will find a detailed account of the incursion by the Elder of Cristword Mymerar, Cristword Arabic and its Cesak is, and background and rules for all the mean protogonists, as well as profiles for new special characters, vehicles, there, the colosal linke Peantom Titte and a new Disk Warm Apacet, the Shoop V Spectres.

This volume also contains a complete army list, Effer Eorstin Bands, veor serting those to the Edsar who have chosen to ablandon the strict disciplined, is of the Carthworks to refollow the Path of the Outcast, as well as a carriaging section, three Appendixes on the oligour profiles, extrues and background binning the Battle for Betals II to life.















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Creativate wracks the Imperium and the Maelstrom Zone is steeped in blood as the picks and archption of one man, Lugit Huron, Masser of the Astral Clews Space Marines and self-styled Tyrant of Badab, turns brother against brother in eachly conflict.

The year is 403 M41 and Logit Huon declares the secession of his domains from the mixerum, stating with him face retrice Chapters of the Adoptus Asymptis one reflection. The scene is set for an apic clarb of arms between Space Mannes, logal and secessionist, that will see armites crushed, freets statisticated and entre words and exclared to lifetes cinders in one of the most asymption. In the scene is set and the second most in a thousand years.

History will call Lught Huron a madman and a traitor, and condemn him as a pawn of Chaos or an alien puppet, but history is written by the victors, and in the gran darkness of the far future, the truth is seldom so simple...





IMPERIAL ARMOUR – VOLUME TEN THE BADAB WAR - PART TWO

Single war rages throughout the Malatorom Zone. The prick and antiction of Light Hunon, the Yoparto II flakela, has juliaged a score of workdi into Biodothed and henro: and the Baads Becario has become the most informus Space Mattine of via word the age Inside this book, the second volume in Forge Wurkf suce and september of the informus Baads war you will find for the fits time a detail access of the avoid/price conclusion of the story of the conflict, and the price the imperium pays to detinore the Toward that Society of the conflict, and the price the imperium pays to detinore the Toward that conflict.

Also featured are the background and imagery for the Space Marine Chapters who played the most significant part in the Badab Wer's later stages: the Minotaurs, Executioners, Salemanders, Exercists, Sons of Medusa, Mantis Warniors, Star Phantoms and the Cartherodoms.

This volume also contains a variant Space Marine army list, the Singe Vanguard Assault force, representing the lend of Chapter assault forces used in the catolysmic. Final arrays of the ware. Adongside this is a new catogoing singer aceal mission, three new Apocalysize formations, mire new special characters for the Space Marine Chapters foatured in this book, new vigits and theet sats for Battlefeter, Gohter, and a elementmail argoet of ools provides, cativos and bacterias for the Space Marine Chapters foatured in this book, new vigits and theet sats for Battlefeter, Gohter, and a elementmail argoet of ools provides, cativos and bacteriand.

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IMPERIAL ARMOUR VOLUME TWELVE THE FALL OF ORPHEUS

At the dark reaches of the galaxy an ancient horror wake. On the edge of the Segmentum Tempestus, the Orpheus Sector has stood as a bulwark against the outer darkness for allemaia. Forget in war and greeseved by the blood of the Imperium's soldiers; it has stood against the privations of the Orks from without and the treachery of Chaos from within, but the terror that rises to englift it is beyond anything it has faced before.

From Their cold tombs deep beneath dead and forbidden worlds, the Necron Ownlends of the ancient Maynarith Oynasty, tainted by maidness and hungry for war, have 'isen and with them stand the undying makine legions and learatione war engines of a lost age. Their ganal is the computed of the Orpheus Sector and the extermination of the human vermin that now infect their former domains there. Already, fundered of worlds have fallen and billions have died before their seemingly unstoppable onslaught, but the imperium has not been slow to react and a vast (Crussel force has been milled to battlif of the Orpheus Sector's heartlands.

The fate of an entire Imperial sector hangs on a knife-edge, but can even the superhuman warriors of the Minotaurs Chapter and the relentless armies of the Death Korps of Krieg stand before the nightmare that has come to Orpheus?

In this body you will find a detailed history of the korous of the Orphean War and the forces involved. This findles are new variant Netrona mmy list – The Bah Kharest, representing the forces of the bainted Maynath Opnasty alongiale new Netcorn units such as the Composite Acanthrites, the high Sharud Bomber and the might Shorod Bombo Classiel fortification. Also contained within this book is a new Death Korps of Kreig Assault Bingade army list and quideted background and units for the Mainsaux: Chapter of the Space Marines, and rules for numerous Wonhammer 40,000 Space Marine units such as the Spartan Howy Accut Thak. the Storom Easle Gambiga number was the Spartan Howy Accut Thak.

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