The Horus Heresy

Book One



Betrayal

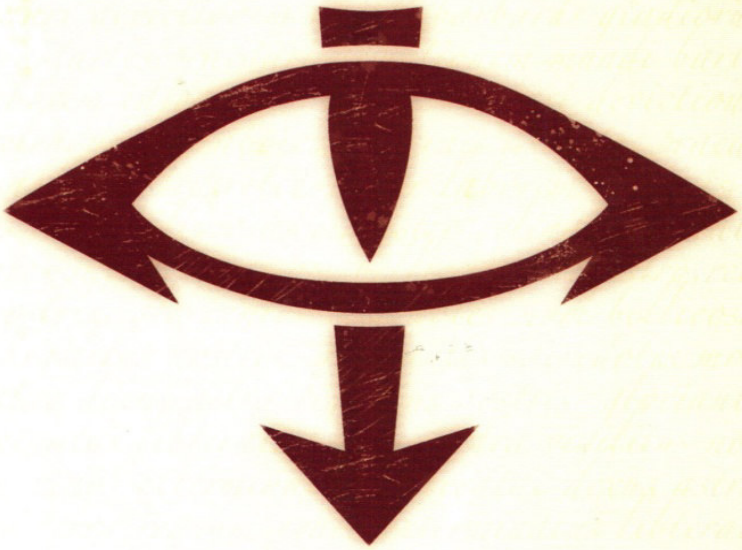

Neo-geddon
Kangda
Abyss
Isstvan
Quai Jinn
Opuscalus Noctis
Segmentum Obscurus
Prohibited Zone
[Area Forbidden]
Ghoul Stars
Morox
Halo Stars
Lucius
Nostramo
Angehs
Hellion
Caliban
Goth
Pilum Segmentum
Lamrys
Honourum
Desperation
Medusa
Cypra Mundi
Bodt
Baal
Sarcosa
Ocularis
Malifica
The Dominion
of Storms
Kayvas Belt
Memlok
Colchis
Fenris
Golgotham Wastes
Khur
Seraphina
Chondax
Anvillus
Konig Secundus
Stygies
Lorin Alpha
Lastrati
Olympia
Voss
Terra
Prospero
Sarum
Signus Prime
Olmec
Ryza
Davin
The
Maelstrom
The Death
of Reason
Vasalius
Ethonia
Nikaea
Sulis
Impetus
Laeran
Phaeton
Shedim
Chemos
Chogoris
Tigrus
Constantium
Necromunda
The Thirteen
Realms
Gehenna
Orpheus Prime
Taras
Finding of
the Lost Son
Inwit
Accatran
Graia
Nocturne
Vayber
Prohibited Zone
[Plague Cordon Enforced]
Eastern
Fringe
Uhulis Sector
Tallarn
Luth Tyre
Charadon
Sector
Calth
Mandraggoran
Sector
Deliverance
Neverlight
Macragge
Barbarus
Gryphonne
Bale
Wrath of the
hungeringgyre
Saran Luxor
Galaspar
Veiled Region
Incalpeta Terminus
The Inter-galactic Void
Segmentum Pacificus
Segmentum Solar
Segmentum Tempestus



Night falls on the Golden Age of Humanity.
Sons shall turn upon their Father,
And his worlds drown in blood.
The Eye Shall Open,
And the Galaxy Will Burn.

THE HORUS HERESY™

BOOK ONE



BETRAYAL

BY ALAN BLIGH

A SUPPLEMENT FOR WARHAMMER 40,000

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Preface

Death is all around us now: the death of the body, the death of the spirit, but most of all the death of hope.

Memory dies and only legend will remain. Already so very many have met their end, be they noble or cowardly, lamented or unknown. The cataclysm that has riven our Imperium echoes on yet, and there are not enough left now to count the dead, were they each to make it the work of their lifetimes they say. Our Emperor, our bright lord, our liberator, our erring father—the greatest casualty of all, broken and silent now upon his glittering throne—the immortal dead, a new unliving god for a new age of terror.

Will we ever see the light again? I fear not, not in a thousand lifetimes to come, but I hold out a faint ember of hope. I am one of the few left now alive that remembers hope, one of the few 'humans' at any rate; not Primarch, not Legiones Astartes, not Custodian, not Mechanicum. Nor even one of the courtly augments who bitterly cling to the threads of life to exist on in a living horror of alchem-treatments and stolen youth. I would have no part of that—regardless of what the Sigillite wished—I am and have remained—only human. I remember the Imperium as it was meant to be, as it could have been, and unlike the Emperor, I have no gilded wonder to keep me, and soon I shall pass.

It is for this reason that I have assembled this record, the first volume of which you hold in your hand. Into it I have poured my learning and my memory. I know there are those now who would call my words lies or worse, treason, and I have no doubt that in the grim darkness of what is surely to follow, my words may seem at best a cruel joke. But if the fates are with me this record shall survive the darkness ahead—endure the zealot's hatred and blind superstition that we have pulled over ourselves like a shroud, and the truth be known.

I saw, with eyes then young, and this is my testament. I was there when Tallarn burned and Keoptis drowned in oceans of blood. I witnessed the skies of Terra riven with lightning and shadow on the day that the Warmaster came and hell followed with him. I heard the funeral bell toll for the Emperor of Humanity and wept.

I remember.

++Carta Galactica++

++887U-884V++

++Optio Tertius++

++Viewing++

+Classification Hades+

Display:

Primary Legiones Astartes Domains

Primary Mechanicum Domains

Primary Navigation Reference

Capital Worlds//

Segmentum Muster Zones//
tt
++Status Belicosa ++

++Not Displayed:

231,234 Spheres Imperial Majoris [approx]

27,456 Spheres Militant [approx]

323,990 Spheres Luminal [approx]

12,666 Spheres Perdita/Inconcessus

[see addendum additional categories 345/3445]

+Stand by+





+Imperius Dominatus+

+The Domains of the Glorious Emperor of Humanity+

+Circa 892.005.m31+



The Age of the Emperor

"The wisdom of our times is thus—we know only that we are ignorant. Ignorant of what we have lost, ignorant of why we fell from the light, ignorant of what awaits us now among the stars. But what will shedding that cloak of ignorance cost us I wonder? Upon finding the truth will we ascend to Olympian heights of glory, or flee in terror back into the shadowed oblivion of a new dark age?"

-Attributed to Dume, the Last Tyrant of the Panpacific Empire

To understand the horror of what we have now come to call the Horus Heresy, it is first vital to understand what came before it—both the shifting, tenebrous millennia of the Age of Strife and the too-brief shining centuries of the Great Crusade which dispelled the darkness. If we do not preserve this knowledge and learn from our mistakes, then the treachery and atrocity that came to consume us and drown our dreams in blood will have had its true victory—and our future doomed to an eternity of senseless and ignorant war.

The Darkness of Old Night

It has been three hundred centuries since Mankind first left the polluted, used-up carcass of what was once known as Earth for the unknown bounties and perils of the stars beyond the world of our birth. In those forgotten early days it is now unknown what enemies and trials humanity had to overcome but overcome them we did, and in doing so human colonies spread across our galaxy so that humanity was scattered across a million worlds and found treasures and horrors uncounted. In the heights of those times, lost now to all but supposition and myth, humanity made themselves as unto gods—their sciences and arts able to remake planets in the image of remembered Ancient Earth, harness the power of the stars, and fashion servants from clay and iron and give them counterfeit-life to do their bidding. Thus was the Dark Age of Technology forged and for millennia it reigned, until almost at a stroke the dominion of humanity fell and was undone in a maelstrom of brutality and ignorance and untold billions died, their screams unanswered and unheard.

The terrible period of history that was to follow was known by some as Old Night and by scholars of the Imperial Truth it is called the Age of Strife. For over five thousand years the nightmare would last unabated. During this time the worlds of Man were isolated by searing warp storms that made interstellar travel virtually impossible and Old Earth, or Terra as we know it, was totally cut off from its colonies and allies. Across the galaxy the human worlds, bereft of central authority or protection, and with the web of support and supply that had maintained the threads of civilisation cut, fell into anarchy and war. Human civilisation was torn apart as local factions and empires fought for control in the shattered realm while others, utterly cut off from aid, succumbed to the horrors of planet-wide famine, insanity and worse—the perils of the Warp.

The existence of warp creatures and the dangers they posed to the human mind were then barely understood. On worlds with large concentrations of emergent psykers the entities from beyond were able to breach the barrier between the Immaterium and corporeal reality and it cannot be known or guessed how many worlds were ravaged or swallowed whole by their incursions. As human civilisation fragmented, hundreds of alien races and enemies unknown seized their chance for revenge on humanity for its past conquests, or to plunder unprotected worlds and enslave their populations. Hundreds of human-inhabited star systems were sacked and ravaged, their peoples slaughtered, mutilated or stolen. Those that survived the alien onslaught rapidly reverted to barbarism, stripped of civilisation, knowledge and culture in the raw battle to endure.

Humanity, stood on the brink of total annihilation and endless night, gathered round its children. Alone and beset by internal strife, famine and plague, under incessant attack by aliens and facing the peril of warp incursions, the human worlds that survived were pitiable shadows of what they had once been in an age when Mankind's dead far outnumbered its living. For those few with time to spare thought to such matters it seemed as if there were no hope and no help—the end times were at hand—a slow bitter decay into destruction was all that any could see as humanity's future, and no force imaginable could save Mankind and free it from its hellish bondage. But they would be proved wrong.

During the Age of Strife, Terra, the birth-world of humanity, had descended into savagery and horror the equal of any. Long before left parlous and polluted, generations of war made the planet a wasteland punctuated by fortified holdfasts built amid the wreckage of lost civilisations, and its inhabitants a mass of degenerate, feral nomads. Insane prophets, cyber-augmented



butcher-kings, vivisector-warlords and religious demagogues led the warring tribes of Ancient Earth, and the world was wracked by never-ending conflict as one tyrant displaced another. Petty empires rose and disintegrated; tribes formed, were destroyed and re-formed as diminishing, brutalised shadows of lost glories and forgotten triumphs. Uncounted billions died unknown and unremembered, while whispered names such as the Unspeakable King and the Seven Neverborn left legends to terrify generations to come. Anarchy and bloodshed was lord over all.

The Unification Wars

From out of this seemingly endless cycle of violence and doom a leader emerged—a warlord more powerful than any before him. He was the Emperor and his power lay in his rationality and foresight, and his mastery of science was as unequalled as his might as a warrior, although few suspected the true range of his powers and abilities. The Emperor conquered great swathes of Old Earth and those that would not join him he destroyed, but his was a conquest not merely born of blood and ambition, his was a higher calling. Where his dominion reigned the idols of fear and blind faith were cast down, and order and rationality were raised up in their place. Under his rulership humanity would be restored, intellectually, spiritually and physically to the heights it had once known, and the shackles of darkness cast aside. These were the days of the Unification Wars in which the remaining tyrants of Ancient Earth—Kalagann of Ursh, Narthan Dume and others just as bloody-handed were at last cast down by the Emperor, aided at first by his regiments of enhanced Thunder Warriors and later the nascent Legiones Astartes. The war continued without relent until finally all of Old Earth's techno-barbarian factions and fractured city-states pledged the Emperor fealty and at last Terra was unified for the first time in many millennia.

It was not enough merely to secure military victory however, the betterment and restoration of humanity required more. So it was that even before victory on Terra had been achieved the Emperor and those learned souls he had gathered to him started to experiment with genetics. This was done first and foremost to stabilise the population and to recreate the race of Mankind as it was before the radiation storms and generations of viral and alchemical weapons had wracked the planet. Secondly, the creation of genetically augmented superhuman fighters that had begun with the Thunder Warriors continued apace into newer, more powerful creations, ultimately leading to the genesis of what would later become known as the Space Marine Legions.

Alongside this ascendancy would come a rebirth of civilisation and government with the Emperor founding an all-embracing civil administration to order and rebuild his world, and concentrate such learning and knowledge that could be salvaged from the dust of ages in houses of learning and education. The unification of Terra would only be the start.



The Dawn of the Imperium

Understanding that no one man, even one such as he, could rule alone, the Emperor formed his War Council, comprised of his most able generals and a number of high-ranking administrators, the most formidable of which was Malcador, known as the Sigillite. Malcador was not a warrior but a man of learning with the bearing of a priest. His origins unknown to all save perhaps the Emperor to whom some said he was kin, Malcador was appointed to run the Emperor's Palace and Court, and through this managed the administration of newly conquered Terra as his master's left hand. Where Terra had been a place of unending war it now became a place of unceasing activity, production and planning.

Just as the conquest of Old Earth was complete a mighty and unforeseen cosmic event occurred. A massive shock wave blasted across the Immaterium, clearing the warp storms that had plunged the galaxy into tumult and raged for more than five thousand years. It seemed to some divine providence, fuelling the beliefs of those that considered the Emperor to be himself divine (no matter how much he decried this claim). The way to the galaxy was now open and the Emperor's armies would now be able to take to the stars, with the other planets of Terra's solar system the first step upon the road. The Great Crusade had begun.



Historia Terra Regnum

Navigators and the Warp

The Warp is a separate or parallel dimension of exotic energy that co-exists with the material world, and it is both its reflection and permeates it invisibly. It is a roiling, howling maelstrom of force and energy, utterly unpredictable and not subject to the rational laws and linear flow of time in the way that physical reality is. It is an unquiet, shifting realm subject to massive shocks and vortexes that disrupt its fabric and reverberate across its fathomless deeps in the shape of warp storms and ill-predicted tides, and amongst it all dwell strange and terrible inhabitants. Long ago in the immemorial Dark Age of Technology, humanity first learned of this realm of unreality and how in part to manipulate it, and found that they could project vessels through its depths and have them emerge into realspace having crossed vast distances that even at light speed would have taken generations to accomplish. Such travel was always dangerous, and only relatively short jumps (although still many light years in span) could be attempted with any margin of safety as the tides of the Warp move in complex and inconsistent patterns; ships attempting long journeys often end up wildly off course, lost permanently within its complex weave or simply shredded to flinders. Furthermore, such vessels may suffer bizarre time shifts, aging their passengers to dust or arriving years after—or even years before—they had originally planned. Warp storms and other disturbances can also block navigation completely, cutting worlds and sometimes entire regions of space off for days, weeks or centuries. During the Age of Strife, massive warp storms shook the entire Immaterium, preventing any long range inter-stellar navigation for millennia.

The Navigators are an ancient mutated or deliberately altered psyker strain of humankind 'designed' it seems to facilitate Warp travel. Clannish and insular, they have lived amongst humans since before the Age of Strife and during those nightmarish times dwindled almost to extinction. It is not known how the Navigators first came into existence though some suspect (paradoxically) the hand of the Emperor if not in their creation, then perhaps their re-recreation and certainly increase in numbers—as their houses gathered to him and pledged him fealty after his conquest of Terra. Navigators are genetically empowered to see into the Warp directly without risking instant insanity or death and hence guide a vessel as it attempts to plot a course in that otherworldly dimension. This is possible because psykers of all kinds, Navigators included, use the Warp to empower their gifts and to this role of seeing the Navigator is uniquely adapted. A human ship without a Navigator to guide it cannot hope to travel far without quickly being lost in the maelstrom and destroyed. Even so a Navigator's natural ability only enables them to chart relatively short journeys through the Warp with any degree of certainty, particularly where the Immaterium is in tumult, but combined with the Emperor's creation of the great beacon known as the Astronomican, the Navigator's range was greatly expanded and without them the Great Crusade would not have been possible.

The Lords of the Red Planet

For thousands of years the planet of Mars has been ruled by the strange and mysterious caste of Tech-priests known as the Mechanicum or the Cult Mechanicus, who formed a technocratic parliament of feudal overlords. This religious sect rose to dominance on Mars during the early centuries of the Age of Strife, and through the Machine Cult Mars had evolved a strong culture and ordered civilisation based around worship of their 'Machine God' (or Omnissiah as it is also known). To the Priesthood of Mars science and technology were matters of sacred mysteries and arcane religion; matters not only of reason and experiment but of vital ritual and ceremony. The Mechanicum's sacred duty was to maintain, venerate and reacquire the techno-arcana of ages past—a creed that had arisen on a planet which had been a technological powerhouse in the Dark Age that had gone before, and given its rad-scoured barrens, where technology had offered the only hope of survival.

When the warp storms flared and Mankind began its dreadful period of isolation, Mars had also suffered the same fate as the other worlds of humanity. The Red Planet was sundered from its colonies, the thrall-Navigators that had been based there no longer able to chart a safe course through the Warp and Mars itself was lost amid a solar system descending into a civil war of collapsing societies, anarchy and bloodshed. Mars suffered just as Ancient Earth did and in some measures worse, without sufficient food or water to sustain its population, famine and war swiftly followed, worsening as through damage and neglect planetary radiation shields and macro-industrial plants failed and poisoned the planet further, murdering what fragile artificial ecosystem



had been sustained over the millennia. By the time the Mechanicum rose from their bunkers to wrest control from the scattered cannibal, rad-mutated creatures and half-insane automata and false-minds that haunted the benighted surface, they had evolved from a cult dedicated to survival by the recovery of technology to a fully fledged techno-mystic faith. Under the control of the Mechanicum's feudal Tech-priest overlords order was restored, the rad-shields repaired and great machine-temples rose up turning out materials and machinery, synthetic food and oxygen, and Mars was rebuilt in the image of their inhuman god-construct.

Long before the Emperor re-united Terra under his standard, Mars stood as one under the auspices of the Omnissiah, and as they looked out across the solar system and sent ships to its spheres they found nothing but chaos, threat and savagery. They concentrated their attentions on Old Earth, ancient seat of humanity's power and looked on it with both hunger and fear. They knew that world harboured many secrets and that some of the warring barbarians of Ancient Earth would be able to glean these and use them for themselves, perhaps one day falling upon Mars in their savagery. So it was that the Tech-priests became bitter foes of the techno-barbarian tribes and shifting cast of murderous tyrants that held sway over portions of Old Earth. For centuries they sought to plunder and steal what technologies they could, but they were also fixated with the fate that had befallen the wider human galaxy. To this end they periodically dispatched great vessels into the Warp in the hope that some clues would be found and to colonise and restore what ancient domains of Humanity as could be recovered. These were the first Explorator fleets of Mars and over the centuries hundreds of such expeditions went out blindly into the dark stars, prey to the tumult in the Warp. Some founded new colonies that were to become the Forge Worlds in time as they were reunited with their lost kin during the Imperium's expansion, but many were simply lost.

When the Emperor unified Terra the Lords of Mars scrutinised unfolding events with envious eyes, and some among them recognised a kindred spirit—the Emperor was to them a man of science who valued the machine and technological advancement, while others saw only a deadly new power to be feared. As word filtered back to Mars of the Emperor's superhuman achievements, some Tech-priests even began to equate the Emperor with their own Machine God in fulfilment of ancient prophesies and debate raged on Mars as whether to treat the Emperor as saviour or enemy. Such facts the Emperor was not ignorant of, for he too had watched the Red Planet from afar and made his plans accordingly.

Mindful of this diplomatic opening the Mechanicum's beliefs afforded, and the

vast strategic difficulties and destruction to his own forces any (and by no means certain) attempt to take Mars by force would entail, the Emperor sought a negotiated alliance with the Mechanicum Parliament. In return for supplying materiels for his armies and building a mighty war fleet for his crusade to the stars, the Emperor promised to protect the Tech-priests and respect the sovereignty of their Forge Worlds across the galaxy, affording them a level of independence unequalled within the Imperium. Furthermore the Emperor gave to the service of the Mechanicum six of the Houses of the Navigators to replace their long dead thrall-Navigators, so that their ships might once again travel safely through the Warp. Given such an incentive Mars assented to an alliance, although not without some bloody internal strife over the matter, and the alliance was sealed as the Mechanicum's ambassador to Terra—the powerful Fabricator-general who spoke for the Martian Parliament—was respectfully given a seat on the War Council of the Great Crusade. Access to the giant factories of Mars enabled the Emperor to vastly increase the power of his Legions with improved wargear and supply, and in addition the Tech-priests of Mars lent their arts to the construction of the massive warp-capable battleships that could transport the Emperor's Legions across the galaxy, and provided the mighty city-crushing war machines known as Titans to the ever-expanding Imperial military.

The Great Crusade

With Mars now part of the Imperium, the Great Crusade could begin in earnest and the rest of the solar system was the first region of space to be conquered by the Emperor and his newly rearmed and re-equipped Space Marine Legions. Alien invaders were flushed from the moons of Saturn and Jupiter and their wretched enslaved human inhabitants repatriated to Earth, the once-human creatures of the Neptunian Deeps were exterminated without mercy, and the baleful false-world of Sedna at Sol's edge-light was boiled away to vapour under the guns of the new-forged war fleet. The next step was beyond.

The Great Crusade was a mammoth operation on an unconceivable scale and complexity involving billions of troops and tens of thousands of ships, and it is perhaps true that only a mind such as the Emperor's could have had a hope of successfully comprehending and executing it. Tens of thousands of human worlds needed to be saved and as many more alien or otherwise hazardous worlds ravaged if the great '*Pax Imperialis*', the Imperial Peace, was to be brought into being across the galaxy.

In order to manifest this conquest the Imperium's forces were divided up into an expanding and frequently reconfigured series of Expeditionary fleets – semi-autonomous battle groups assigned to voyage the stars and make war in the Emperor's name. They were composed in chief of a bewildering array of void ships great and small, from battleships and war cruisers to Mechanicum Arks, provender barques and colossal troop transports, and countless lesser escorts, drop ships, pathfinders and scouts. The paths of these fleets were dictated both in general by the Emperor and his War Council, but also at the will of their commanders who were entrusted to seek out the enslaved and destroy the alien under their own sway. Their passages were dictated by many factors: apocryphal lore left over from Dark Age vaults as to where the great colonies of old might be found, the prognostications of the Tech-priests of Mars and the Savant-scholars of Terra, and the reports of that rare and infamous breed of Rogue Traders given license to run before the fleets as birds of ill-omen before a storm, as well as myth, rumour and legend.

The Imperial military of this time comprised the entire force of the Space Marine Legions, who thanks to influxes of technology and resources from around the solar system were growing in numbers and capability at an exponential rate. The Space Marine Legions were the spearhead—the Great Crusade's killing edge against which the strength of a foe was broken and which toppled empires, human or alien, by ripping out their heart.

The Primarchs

During Old Earth's isolation in the Age of Strife the Emperor had for long years furthered his plans and worked to make the future Imperium possible. In preparation for the re-conquest of the galaxy he conceived of and created the twenty Primarchs to be his agents of change and lords of war, long before he reconquered Terra. These unique individuals, wrought of gene-craft and lore beyond the understanding of any save the Emperor himself, were to be his generals and the executors of his will—great leaders who would conquer millions of worlds in his name. Each Primarch would have powers and skills beyond those of any other human—abilities possibly rivalling those of the Emperor himself. Furthermore no two would be alike; each would embody a different facet of war and generalship and make it his own. Together, united with the Emperor and with the Legions at their command, they would make for a force unseen and unequalled in all creation. But the Emperor's ambitions for the Primarchs appeared to be thwarted by a cataclysmic event, the true nature and scope of which has never been revealed. Some unknown force snatched the still foetal Primarchs from the Emperor's care and cast them in scattered disarray across the galaxy. Each Primarch was cast onto separate worlds where they matured in circumstances good or ill as fickle fate decreed.

As the years passed each Primarch came into maturity outside the Emperor's protection, each a superhuman far beyond the power and ability of those around them. Some came to dominate their surrogate worlds becoming powerful warriors and leaders, others were transformed by predilection or circumstance into shadowed monsters of legend. Over the course of the Great Crusade the Emperor was reunited with each Primarch in turn and, save two whose secrets are far beyond this record, each was sooner or later placed in command of one of the Emperor's Space Marine Legions as its master, second only in authority to the Emperor himself.

The true nature of the Primarchs—be they to live on in glory or infamy—is shrouded still in great and lasting mystery. It is believed by many of the learned that the Primarchs were created from the Emperor's own genetic stock. That each was engineered to be a leader and a warrior, each a mighty warlord whose superhuman martial prowess would be matched in charisma, mental prowess and foresight, each with powers that set them apart both from normal men and from the still superhuman but markedly inferior warriors they would lead. Whether it was the Emperor's plan that they would be his godlike generals from the start or whether they were merely a by-product of the experiments that resulted in the creation of the Space Marines, we cannot guess at. Just as we shall never perhaps know the force that by accident or design scattered them across the stars.

LEGIONES ASTARTES WARGEAR
EARLY CRUSADE ERA

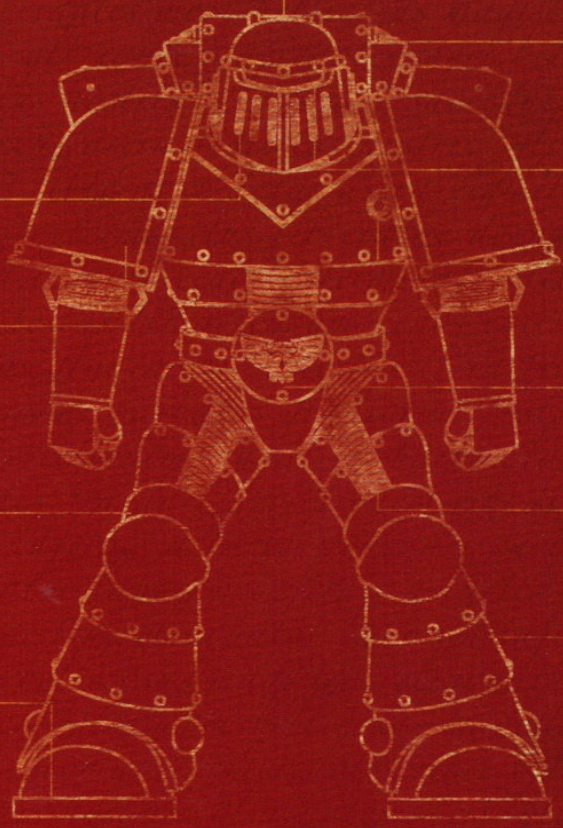
Terran/Mechanicum Confluence Legiones Astartes power armour
– Production Ident: [MkII] 'Crusade' pattern
– General issue, extra-Solar expansion

Armoured respirator housing

Auto-responsive shoulder plating [ablative]

Bonded ceramite/plasteel armour plating

Magnetic adhesion plates



Mars pattern backpack power/life support unit

Auto-sensory apparatus

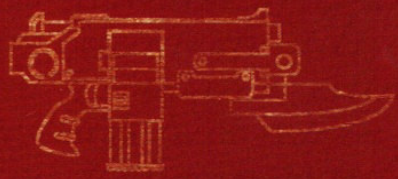
Umbilical connector

Imperial seal

Armour-flex sub-suit

Reinforced greaves incorporating gyroscopic stabilisers

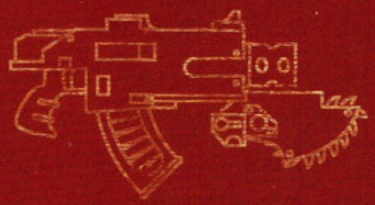
Tigris pattern boltgun
– .60 cal, semi-selective fire
– 25 round box magazine
– Mono-serrated bayonet combat attachment



MkIV-s – Pre-Imperial 'Thunder Edge' pattern chainsword [production classification 'MkII Legiones Astartes']



Phobos pattern boltgun
– .70 cal, semi-selective fire
– 30 round 'sickle' magazine
– MkV-VI chainblade combat attachment



Combat knife
Sol pattern mono-serrated edge



Ikanos pattern bolt pistol
– .50 cal, semi-automatic fire
– 12 round magazine



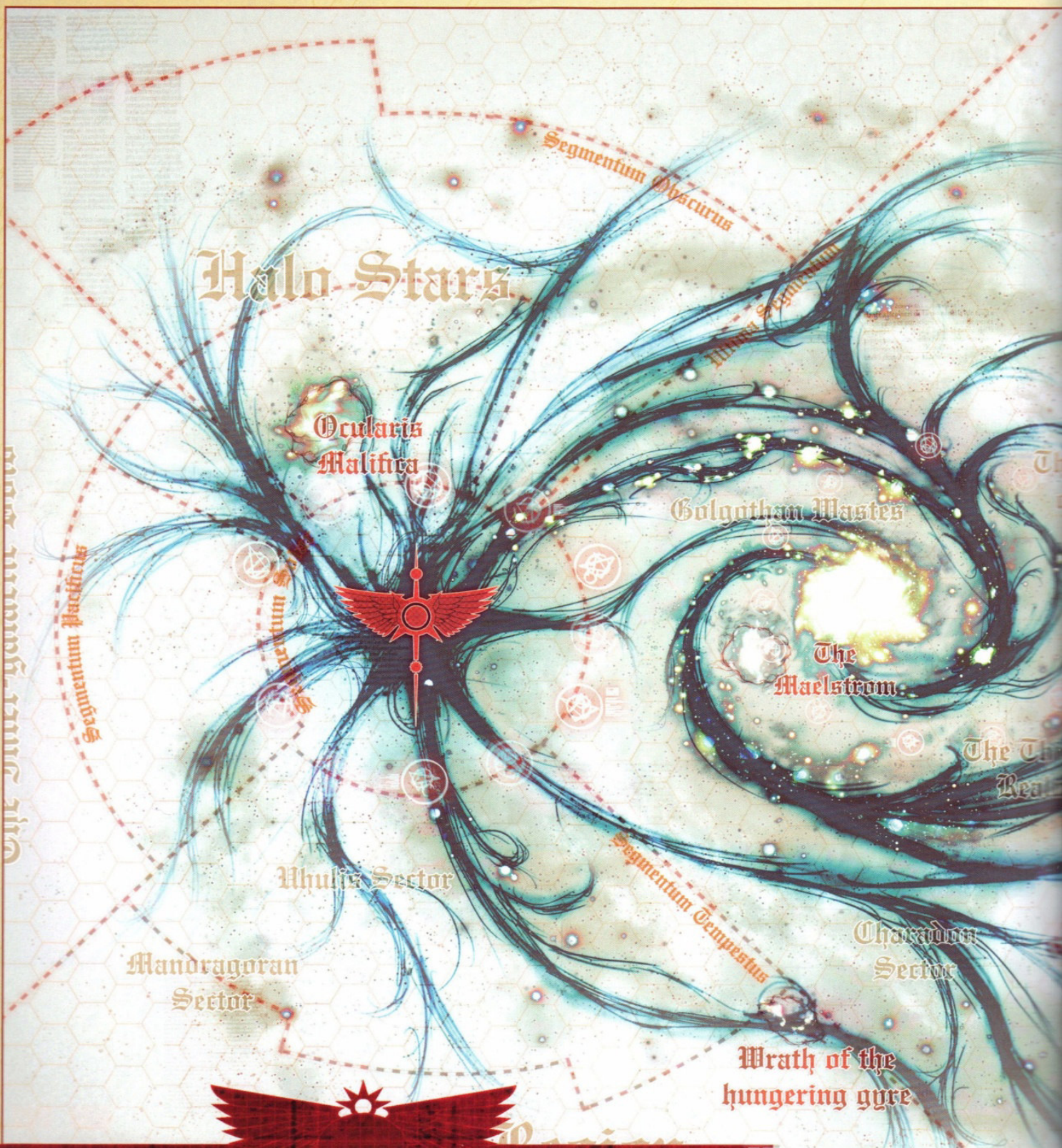
Lucifer MkXIX thermic charge ['melta-bomb']



MkII fragmentation grenade

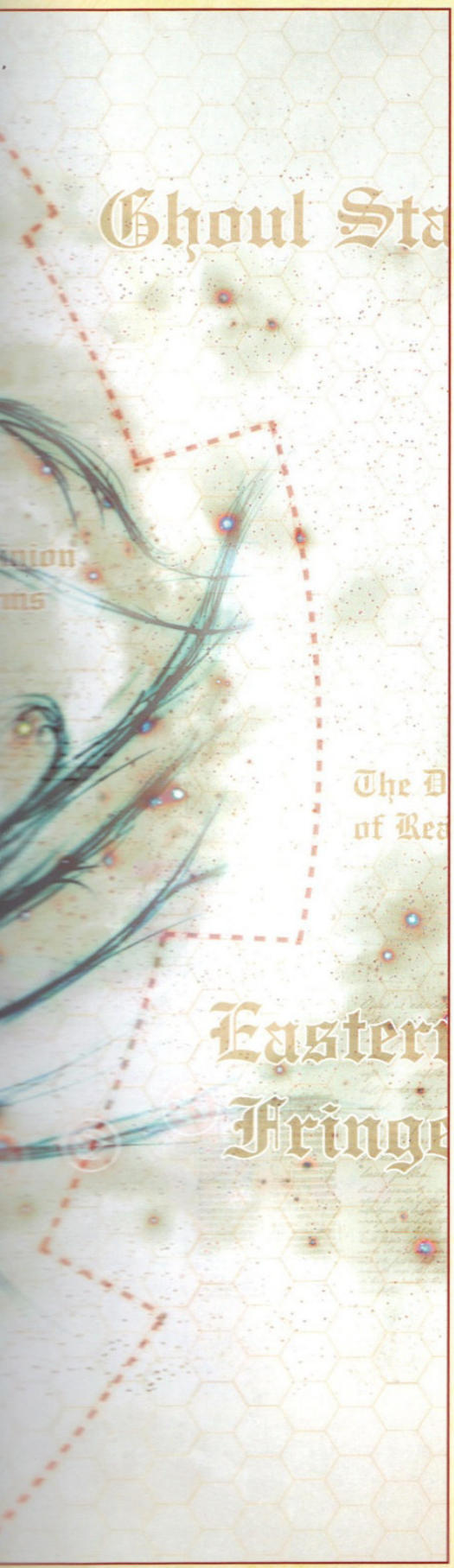


MkV-c Shaped-charge grenade ['krak']



+Aetheriographic Imaging+

+Warp Route Echo 50 Standard Year Meridian+



The Astra Telepathica and the Astronomican

Before expanding the Great Crusade to the stars beyond Sol, the Emperor first ordered the construction of the Astronomican on Terra. Huge numbers of Tech-priests were brought from Mars to oversee the project and the majority of the Terran population were drafted to construct the towering machine-building or support this labour. At the time the Astronomican was the single largest artifice on Terra, and the sole purpose of this colossal endeavour was that the entire device was merely a focus through which the Emperor could direct his fathomless psychic energies to generate a partly self-sustaining signal (although few were aware of this fact). The psychic navigational beam the Astronomican generated was able to cut through the Warp and those attuned to its unique frequencies and modulations, the Navigators, were able to use it as a beacon and pole star when plotting journeys through the Immaterium. By this the Warp could be travelled at speeds and with a margin of safety that had been unprecedented, although risk of course could never be fully mitigated—an incalculable boon to both the Great Crusade and the fledging interstellar domain it was creating. Such was its effect that even then some referred to it as the Divine Light, or the Emperor's Light, often without fully realising the literal truth of those words.

In addition to this invaluable beacon among the stars, the Imperium would not have been made possible without the creation and continuation of the Astra Telepathica. This special corps of inter-stellar communicators was created by the Emperor during the final months of the conquest of Terra, as the Emperor had foreseen their absolute future need. For the most part the Emperor did not favour the use of psychic talents in others, as a psyker himself, albeit one of unprecedented power and control, he was well aware of the dangers inherent with contact with the Warp. Furthermore the Age of Strife on Old Earth had its own 'witch-kings' and possessed psykers to attest to those dangers, some of whom the Emperor had personally slain. However, he was able to identify those strong enough and so with some prudence certain psykers were employed in a variety of special roles in the Imperium, and the astropaths were to be such an exception.

An astropath is an 'astro-telepath', an individual capable of communicating with others of his kind over vast inter-stellar distances through phantasmal visions, empathic transmission and oenological vision allegory rather than words. This is an essential talent as the inhabited worlds are many light years apart in physical terms and the only practical way for the Imperium to maintain any semblance of unity is by such communication however temperamental. All astropaths undergo a special process that moulds their powers and at the same time strengthens them against psychic danger. This is called the 'Soul binding' ritual and only the Emperor was able to perform it successfully, shaping the mind and cerebral structure of the subject with his own psychokinetic force as a potter shapes wet clay. Unfortunately not all candidates survived this ritual—some were driven insane, and all had their personalities altered to some degree. The raw energy of the Emperor's will also had another effect, so powerful are the forces involved that many of the more delicate nerves can be damaged, especially the optic nerves. Consequently all astropaths are blind, whilst many also lack a sense of smell, touch or hearing, a stigmata which sets them as a breed apart, their sacrifice binding the Imperium together.

"You are like to me a son and together we have all but conquered the galaxy. Now the time has come for me to retire to Terra. My work as a soldier is done and now passes to you for I have great tasks to perform in my earthly sanctorum. I name you Warmaster and from this day forth all of my armies and generals shall take orders from you as if the words came from mine own mouth.

But words of caution I have for you for your brother Primarchs are strong of will, of thought and of action. Do not seek to change them, but use their particular strengths well. You have much work to do for there are still many worlds to liberate, many peoples to rescue. My trust is with you. Hail Horus! Hail the Warmaster!"

-The Emperor of Humanity
-The Triumph at Ullanor



Alongside these greater soldiers were the Imperial Army: hundreds of auxiliary regiments of human troops drawn from first the warlike cultures of Terra and soon also from freshly reconquered worlds (the particular genius of this was to remove potential future dissent from conquered worlds by removing their armed forces and sending them to the ever expanding frontiers). The Imperial Army served the role of second-line troops, mopping up after the Space Marine Legions and holding ground, and where the Space Marines were not available, standing in their stead as best as they could, their weight of numbers and strength of iron as their only advantage. Just as vital were the gigantic war machines supplied by the Mechanicum and their Forge Worlds, foremost amongst these the mighty Titans of the Collegia Titanica—city burners and world breakers without peer. Alongside these also came a host of other smaller organisations and armed formations, some to perform unique tasks or fight unique foes, others simply to maintain order and enforce new law. Perhaps the most significant of these were the Custodian Guard, the Emperor's Bodyguard, who were few in number but great in might.

By this Great Crusade the Emperor undertook his mission to free humanity from the aliens and warp creatures that had nearly destroyed it. World after world was reconquered; where human society existed it was made part of the Imperium—it "*Achieved Compliance*" with the "*Imperial Truth*" to use the parlance of those great days. Such integration was reached with diplomacy and the promise of a better future and a wider connection with a galactic human society where possible and by force of arms where not. In this tyrants were broken, the falsities of religion and dogma forbidden, and to humankind mercy was most often shown, so long as it had not become irrevocably tainted or too hideously changed. But for the alien there was no mercy, and such xenos oppressors were routed or annihilated in a series of epic wars, which freed enslaved billions and rent empires asunder. In every corner of the void was found the brute scourge of the Ork, sprung up like vermin in a ruined city, and everywhere were they fought and routed. The ancient and perfidious Eldar were again encountered and those that would not fall back before the might of the Great Crusade were met with death and destruction at every turn. Alongside these greater races were countless others encountered; lesser species were exterminated without pity or remorse, and those too strange or unnatural to be bested in conventional warfare such as the noisome Hrudd and the nightmare Slaugth were instead checked or contained and where possible driven into the outer darkness. Nor did the Great Crusade shirk from its direst task. Where worlds were encountered that had become infected with warp creatures and the barriers of reality slashed open, those worlds were cleansed with powerful virus bombs and Vortex missiles in apocalyptic orbital barrages designed to slay the living and seal the breach—this act, known as Exterminatus, was never undertaken lightly.

During the Great Crusade the Space Marine Legions were reunited with their Primarchs as the worlds on which they had been scattered were each found by the Emperor, sooner or later. This also the Emperor turned to his advantage as the planets on which the Primarchs had been raised were in most cases marked as their Legion's home world and heavily fortified and developed. These worlds, along with a handful of other strategically occupied planets, became lynchpins of the Great Crusade as it moved further and further away from Terra and direct central command and co-ordination became more difficult. From these new bases and the re-absorbed far-flung Forge Worlds of the Mechanicum, the Great Crusade could consolidate and launch assaults on almost any enemy right across the galaxy.

The Lords of the Imperium

To manage the execution of the Great Crusade the Emperor had convened the War Council at its beginning. This effectively became the ruling body of the Imperium during the Great Crusade and through it the Emperor's law was brought to hundreds of thousands of human worlds. The Emperor sat at the head of the Council; at his left hand was Malcador and with them were the greatest of his generals, forged in the fires of the Unification Wars, as well as talented administrators drawn from the great ruling dynasties of Terra and the solar system, and when the Emperor made his alliance with Mars, the Fabricator-general of the Mechanicum also claimed his seat. Supporting the Council was a team of astropaths who provided communication between the members since it became increasingly impractical for the group to physically assemble given the size of the growing Imperium and the inherent difficulties of travel through the Warp.

Newly conquered worlds were then given to the rule of the newly instituted or of the Imperial Commanders, each of whom ruled, lived and died by the will of the Emperor and his War Council. Many of these new leaders were military men and women rewarded for their service by being given a planet to rule in the Emperor's name, while others were the indigenous rulers of worlds who had bent the knee to the Emperor and had been rewarded for their wisdom.

Imperial Commanders were masters of their worlds, but operated within clearly defined strictures of Imperial law, and possessed important responsibilities. First of all they were to uphold the Imperial Truth and

second provided tithe to the wider Imperium by way of supplying troops and resources as called upon and provided shelter and succour for the Emperor's armies and fleets. Importantly it was their responsibility to cleanse their population of grievous mutation—specifically psykers. Each was told to expect great black ships to visit them and transport their psykers to Terra, and these ships were not to be denied upon pain of planetary extinction. This great endeavour was called the Imperial Tithe.

As the Great Crusade progressed, joined to the Council, if not granted the elevation of joining it, were an inevitably widening vortex of admirals and commanders, generals, sector governors and ministers of state. Below these were advocates and technocrats responsible for control of far-flung administrative systems and world-regimes with chains of supply and distribution whose scale beggared belief. As the years became decades each of the Primarchs were given a seat on the Council, as was the Chief Custodian of the Emperor's Bodyguard, but such men were creatures of war not politics, and as some of the purely human Council members died in war, or through simple old age or infirmity, they were replaced only irregularly. So it was that increasingly beyond the ultimate authority of the Emperor himself, Malcador the Sigillite, unnaturally long-lived and razor-minded, proved the only individual capable of managing the minutiae of this vast Imperium, becoming over time both overseer of the Imperial Tithe and overall chief of the Imperial Administration.

The Primarchs were, by now, all united with their Legions and millions of human worlds had been restored to the fold. The alien had been smashed and driven to the edges of the galactic fringes or contained within dead voids devoid of human colonisation to be slowly annihilated at the Emperor's pleasure. The power of the Imperium was at its zenith. There appeared to be no-one and nothing remaining that could threaten the fruition of the Emperor's grand design.

Apotheosis

After a series of glorious victories that marked the culmination of the Great Crusade's expansion, the Emperor decided it was time for him to return to Terra and set in motion the next stage of his great plan to save humanity. He had every confidence that his sons, the Primarchs, could complete the military campaigns that he had begun and prosecute the Great Crusade to its end. By his proclamation the Primarchs and their Legions had proved themselves time and again, and soon the galaxy would be utterly cleansed of the alien and other threats to the worlds of Mankind.

At a great triumph on Ullanor, once the centre of the last great Ork empire to threaten the Segmentum Solar, the Emperor bestowed upon the Primarch Horus Lupercal the title of Warmaster and ceded to him control of all of the Imperium's military forces in the Emperor's stead. The other Primarchs were then instructed to follow Horus and obey him and to finish their mission. There was, it is said, some disquiet among the Primarchs that the Emperor had decided to no longer fight alongside them, but the Emperor was as adamant as he was close-mouthed as to what he would do on his return to Terra.

Departing then the Emperor returned to Terra and his great Palace and began a great work under a veil of secrecy previously unknown. He drew to him certain advisors and retired to the private vaults of his city-fortress. Horus meanwhile set about his new duties and power with relish.

He immediately began to contact the other Primarchs and make plans for the resolution of the Great Crusade with almost feverish haste, knowing that while some would welcome his new rank and authorities, others would be at best indifferent and at worse resentful of them. Closest to him were the Primarchs Angron, Mortarion and Fulgrim. Several were dismayed that the Emperor would no longer be fighting at their side and some even whispered that they had been cast aside like tools whose usefulness had worn out. Such sources, apocryphal as they are, that survive claim that of all of them Angron was particularly bitter and most outspoken at this turn of events—not out of rancour for Horus' elevation's sake, but rather as he counted this as the second time the Emperor had failed him. Horus spoke to each Primarch in turn both in private and in public before an assembly of the Legions, and there Horus the Warmaster promised them victory—he promised them that he would never fail in his command and never leave them leaderless while breath remained in his body.

The Psyker Paradox

The Emperor is the first and greatest of all human psykers, but he is not the only person who possesses such talents. In fact there are psychically able people in every human culture and on every world throughout the galaxy. In every generation yet more psykers are born. Many of these people possess only minor, apparently harmless, talents and a scant few preternatural power that sets them apart, but regardless of its measure all psychic abilities come at a price. Some psykers are driven mad by precognitive dreams and visions. Others find their talents uncontrollable and wreak terrible damage on themselves and the people around them, and at worse become living conduits to the Warp and its nightmarish denizens—and by doing so perhaps doom an entire world. Because of this many psykers are treated as witches and executed or banished into exile, and the Imperium organises the Tithe of the Black Ships to round them up and control their danger.

The paradox of the psyker was that while a pressing danger to humanity, their presence in one form or another was utterly vital and inherent to the pursuit of the Great Crusade. On a practical level this was embodied by the Emperor and, most widely and vitally, by the bloodlines of the Navigators who facilitate long-range Warp travel and the Astropaths that make interstellar communication possible.

As the Great Crusade unfolded there were other psykers who were deemed strong enough to be allowed to operate freely within the Imperium. Stringent testing by those upon the Black Ships ensured that the weak-willed or insane psykers could be isolated and dealt with permanently while the more stable and strong-willed of the psykers were then apportioned to various Imperial organisations and granted a 'Sanction' of strength. The majority was sent to the Emperor's Palace to undergo the Soul binding ritual that would render them into astropaths, while others uncovered in youth were taken up by the Space Marine Legions to be trained in their new Librarius departments. The rarest and most powerful found themselves in the employ of other, more secret, Imperial organisations whose shroud of mystery still holds fast.

The Council of Terra

Upon his retreat to Terra, the Emperor called to his side Malcador and the Court and issued them with new commands. No longer were they to support the military campaigns; these were now safely in the hands of his Primarchs and the new Warmaster Horus. The Emperor needed time and all of his focus on his next great project. To this end the Emperor convened the first Council of Terra. Unlike the far-flung members of the War Council, of which Horus was now leader, the Council of Terra would attend to the matters of state and the establishment and maintenance of Imperial Law across the myriad worlds of the Imperium—where once only conquest and liberation had been the order of the day, now consolidation and organisation would be the priority. Malcador, the Emperor's most trusted advisor, was named as First Lord of the Council and would lead it in the Emperor's absence and with him Chief Custodian Constantin Valdor and the leaders of the Astropath and Administrative divisions of the Imperium were appointed to the Council. Having established the new governing body of the Imperium, the Council of Terra, the Emperor took refuge in his vast laboratories and workshops beneath the Imperial Palace into which vast resources began to flow as he began work in earnest on a new and secret project upon which he placed the utmost importance.

Time passed and as the Emperor was locked away beneath the Imperial Palace, silent and beyond reach, discord and mistrust began to take root in the Imperium. Many of the Primarchs made no secret that they had been appalled at news of the formation of the Council of Terra and more particularly their exclusion from its ranks. Long used to their father's close council and foremost of his vassals they found themselves suddenly excluded with little experience of how to deal with this seeming reversal of favour. The less stable of the Primarchs were outraged by the scorn they felt at this act, the others, even the most stalwart, were concerned and troubled by this turn of events. For some this seemed a sign that the Emperor was willing to turn his back on his greatest warriors who had fought and bled tirelessly in his service and give power to petty administrators and a sycophantic Adept of Mars—to mortals over his immortal sons. Although it was not known then, already the honeyed tongue of the dark powers was whispering poison to some among the Primarchs, working upon their vanity and pride to their undoing and the death of billions.

The Canker of Doubt

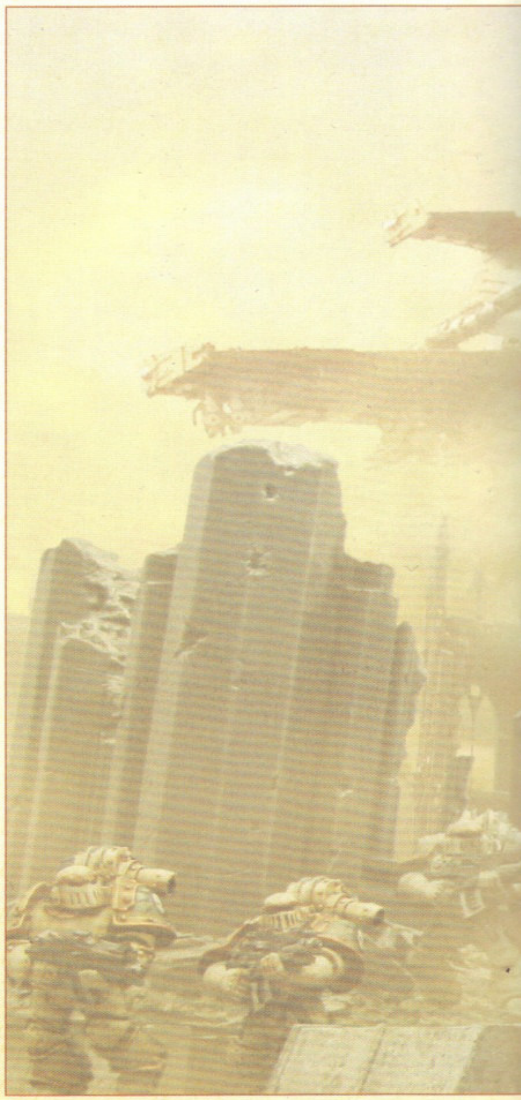
From what can be later divined of the dawning days of treachery from those few that lived to bear witness to it and stayed loyal, Horus Lupercal felt slighted and scorned when the Emperor had seemingly abandoned his Primarchs. It seems that the honour of being Warmaster, as great as it was, seemed to him vain consolation for his 'abandonment' by his spiritual father, the Emperor, and as petty and strange a cause as this may seem to a merely 'mortal' observer, the keenness of it seems to have been the shard of malignancy that began the Warmaster's fall from grace.

As time went on Horus' victories seemed hollow ones, the sacrifice of the Space Marines under his command unregarded and increasingly irrelevant to a silent Emperor whose eye no longer turned to regard his once favoured sons. Nor was the Warmaster's authority as unchallenged or respected as the Emperor's had been. It seemed to Horus that several of the other Primarchs begrudged Horus his new rank and frequently questioned his decisions, or contrived to quietly twist his orders more to their own liking. Furthermore resentments and rivalries that had long existed between certain Primarchs broke out into open argument and descent that he could not quell as easily as the Emperor might have, further adding to Horus' ire. Instead of confronting the dissenters head-on, he came to favour only those he felt held him in high regard, or at least would obey without question and blamed the Emperor for his mounting troubles as if it had all been a deliberate scheme to denigrate him and see him fail. That this mounting paranoia and malice went unnoticed is a testament to the Emperor's faith in his Primarchs, a faith that would prove tragically misplaced as the effects of both time and distance as the Warmaster prosecuted his wars and slowly stoked the fires of doubt and malice far away from Terra took effect. As news filtered from Terra of the Emperor's latest pronouncements and the Imperium began to stratify and change at increasing speed without his or the Primarchs' involvement, Horus and his fellows it appears became ever more estranged from the man they thought of as their father. And for the Warmaster increasingly his sole concerns became the completion of the conquest of the galaxy and the cold comfort of bringing ever more glory to his Legions.

It is not for this record to wax long upon the true turning point of Horus the Warmaster's course—the moment when he fell from light to eternal darkness and he embraced damnation. These dark words will be laid elsewhere. But it is widely believed that it was upon Davin that the die was cast. He had been wounded by a dire and ruinous weapon, it is said, but whether that merely hastened a poison of vanity and doubting already in the blood, or that it laid him low so that he could be undone, or simply poured fuel upon a black fire that was already burning in his soul, cannot be said. But on Davin, while recovering from his wound deep within the Temple of the Serpent, the Dark Gods of the Warp spoke to the Warmaster and with him forged a pact. They promised him the galaxy for his own, with his father's blood the price and on those terms he swore fealty. From that moment on Chaos was his master and with hell he was in agreement.

Conspiracy

With the seeds of ruin for the Imperium planted on fertile ground in the Warmaster's heart, it is now clear to see after the fact that Horus almost immediately began to weave



an intricate plan of treachery that would slowly come to bear fruit. Those he could not trust, he used his authority to send away, mounting expeditions far from the ultimate goal of his plan—a murderous confrontation with the Emperor on Terra, while others he sought to neutralise through scheme and intrigue and bleed by war. Then to him he drew those Primarchs he believed he could most readily trust, or at least those with whom the love of the Emperor had never been strong. With these he met in turn and corrupted in their measure. For the berserker Angron the matter was the simplest; his resentment of the Emperor had always been strong and now he had been twice betrayed in his eyes, and vengeance and blood were his only demands. Mortarion, dark of heart and deep of thinking, was harder to persuade it seems, but Horus at last found a chink in his armour. He saw the Emperor as having been corrupted with power and now just another tyrant, albeit one more powerful and persuasive than any other, weakening and drunk with power, whereas Horus and the Primarchs together could forge a new age of justice and freedom just as death followed life, and so Mortarion turned on a second father. It was Fulgrim that fell the hardest and worst, throughout the Great Crusade he and Horus had fought side-by-side, and Horus knew him best and knew his weaknesses. So it was that all that was good in Fulgrim: his honour, his quest for perfection, his love for the Emperor was twisted by Horus into something base and cruel, and on the carcass of Fulgrim's shattered psyche Chaos fed. So all were doomed and set upon a path to a nightmarish fate none could have guessed at.

The Primarchs Angron, Mortarion and Fulgrim returned to their Legions and began to spread their Heresy, and the sickly taint of the Warp trailed after them. Slowly they secretly spread corruption through the ranks using the Warrior Lodges recently adopted by their Legions at the Warmaster's instigation, forming secret cults within cults. The loyalty of the Space Marine Legions to their Primarchs became in many ways their own undoing, a vector for the entrance of corruption against which the Space Marines had no defence and most succumbed. Most, but far from all. There were those to whom the whispers of darkness fell upon deaf ears; those whose pragmatism was such that they would not walk blindly into damnation on one hand, and those on the other to whom the Emperor was like a god and whose faith could not be challenged. Many of these were men of Terra, veterans of long standing who had seen the Great Crusade from its beginnings and whose loyalties predated the finding of their Primarchs where others were simply individualists not easy to sway.

The conspiracy of darkness was cautious in its planning however, and careful not to reveal its hand. As time went on and the rot secretly spread, the Primarchs noted which of their men they believed they could not trust and these dissident Space Marines were marked for death, a death that was to come on Isstvan III.





The Legiones Astartes

"They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mould them and in the furnace of war forge them. They shall be of iron will and steel sinew. In great armour I shall clad them and with the mightiest weapons they will be armed. They will be untouched by plague or disease; no sickness shall blight them. They shall have such tactics, strategies and machines that no foe can best them in battle.

They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear."

The Emperor of Humanity

The Creation of the Space Marines

From the outset of his re-taking of Terra, the Emperor employed genetically modified warriors within his forces and in these early enhanced troops lay the origins of what would later become the Space Marine Legions. Terra under the Old Night had seen more than its fair share of augments and 'super' soldiers created both from bio-alchemy and cyber-augmentation, and as early as the 25th Millennium the Horiax Treatise mentions the use of bio-enhancements in the wars of Ancient Earth. Since that time gene-breeds, war-wights and ironsides had all carved their bloody names in history as part of the incessant conflict between the techno-barbarian tribes and city-states of Old Earth as war raged unabated for thousands of years. But it was the Emperor's own Thunder Warriors—named for the thunderbolt and raptor's head heraldry of their master—that were to prove superior to them all. A gestalt mix of unprecedented superhuman physical power, gene-programmed resistance to environment and even psychic attack, warlike spirit and the Emperor's own strategic genius, the Thunder Regiments were an army unlike any that had come before them, and the forces of the powerful tyrants of Earth had nothing to match them. But despite their many early victories in the Unification Wars,

the Thunder Warriors were far from perfect. Some were mentally unstable, others suffered catastrophic biological failure after an unpredictable span of years, their own superhuman physiques turning against them in the end. As the Remembrancer Dolvar put it: *"Alas for them, the warriors of caged thunder and with whom lightning smote, they have burned the brightest in glory, but burned brief."*

It seems obvious in retrospect that the Emperor knew early on that a more permanent and stable force of enhanced warriors was needed, so even while the Thunder Warriors waged war in their early days the Emperor gathered about him a team of savants and gene-wrights, some willing and others as captives taken from his foes, and constructed new genetics laboratories deep in the vast dungeons of his Terran fortress. Labour here went on for decades in absolute secrecy and here was first created the Primarchs and other wonders of gene-craft known and unknown, and foremost of these were the Legiones Astartes. Into their creation went all the secret history and lore of the Age of Strife, hard wisdom gained through the successes and failures of the Thunder Warriors who were their prototype and the Emperor's own inimitable genius. The first among them were hand-picked men from the Emperor's personal bodyguard. These volunteers were subjected to surgical, genetic and psychological modification. With rigorous training and appropriate mental conditioning they became not only immensely strong and tough, but iron-willed and disciplined, an unstoppable force whose loyalty to the Emperor was unflinching. Quickly the process was refined and systematised, and the numbers of these new enhanced warriors, at first armed and armoured as the Thunder Warriors had been, grew swiftly and they were organised into twenty distinct regiments numbering at first no more than a few hundred warriors each. Although it remained a dire secret at the time, it is now widely believed that this division was more than a merely administrative one, as each regiment contained variant 'gene-seed' encoding drawn from a different primogenitor Primarch. This often manifested its influence in subtle and unexpected ways, not least of all in influencing the psychological character of the remade and enhanced warrior. With the regiments expanding rapidly into Legions with the intake of new blood from the areas of Terra that had already joined cause with the Emperor, the new warriors quickly eclipsed and replaced the mighty but far less disciplined and unstable Thunder Warriors and victory followed victory in quick succession. As time went on the regiments became Legions as the Emperor recruited men from amongst the newly conquered tribes of Old Earth and hundreds swiftly became tens of thousands. These superhuman troops dominated the Wars of Unification, easily defeating all their Terran opponents and forcing the Tech-priests of Mars to sue for peace. They fought with righteous zeal and it was they who first referred to their mission as a 'Crusade' and by their efforts for the first time in unrecorded millennia the Earth was united under the rule of one man.

The Grey Legions

The first warriors of the Legiones Astartes went to war in grey armour, unadorned save for the Emperor's thunder strike symbol. The armour they wore was not new, but the same partially powered armour that had evolved on Old Earth and was worn by the elite of both the Emperor's armies and the techno-barbarian tribes that had fought against him. Some of this 'Thunder Armour', first named for the Thunder Regiments that were the Legions' forebears, was newly forged, but the Emperor's warsmiths also took or cannibalised many suits from the armouries and corpses of conquered foes. As if to mark a break from the wars of the past the armour was cast in storm cloud grey, and bore only the thunderbolt and lightning marks of Imperial unity. Over time Legions gained their own marks of distinction and character, and names—Emperor-given in some cases—came to replace numbers, with many Space Marine companies seeking to single themselves out from their brother Legions. Battle honours were accumulated and the effect of each Legion's character worked upon them, so that as the Legions expanded to conquer the galaxy, storm cloud grey became granite, silver, viridian, iron, sable, gold, ocean, ash or ice, and by the time of the Triumph at Ullanor, the grey Legions of unity were gone, lost to history.

Crusade and Expansion

The unity of the Sol system under the Emperor proved the second great catalyst for the expansion both in numbers and capabilities of what were now being referred to as the Space Marine Legions, and confirmed their destiny as the principal fighting force by which the Emperor would liberate the galaxy from the predation of the alien and the malignancy of superstition and oppression. That there is such a strong link between the Primarchs and their Legion suggests that they were crucial in the invention of the Space Marines. Certainly the Space Marines share genetic material and some physical and mental traits with their Primarch. So strong is this link that as the Primarchs were encountered in turn they became the natural and obvious leader of the Legion with whom they had so much in common. In many cases the Primarch's adopted world became the new base of operations for their Legion and they were known henceforth as the Legion's home world, the Primarchs recruiting their loyal followers from its people into the ranks of their Legion while others were given rights to draw fresh blood from suitable warlike worlds liberated as the Crusade progressed. This served in fact to head-off an impending crisis that was not widely known of at the time outside of the exalted ranks of the War Council—the diminishing stability of the gene-seed itself through over use and the increasing need for ever greater numbers of Space Marines in the field. This was a matter that only worsened as the Great Crusade pushed on ever wider afield into the galaxy. Forces could no longer be concentrated as easily as before, and attrition was taking its toll as years of near-constant battle became decades. To relent the pace of the Crusade's progress was for the Emperor simply not an option and so the simple truth was that more Space Marines were needed and faster than before. A secret conclave of gene-wrights under the Emperor's direct supervision posited the solution that became known as Grabiya's Theorem, which demonstrated that a Primarch's genetic code could be used to stabilise and expand gene-seed stocks with what was hoped to be 'minimal deviation'. Alongside this accelerated gene-culturing techniques previously unavailable were put into effect, reducing processing time to create a battle-worthy Space Marine to a single year in some cases. Such accelerated gene-seed techniques, along with absent, inadequate or over-forceful psycho-indoctrination techniques were later found to have unseen fundamental flaws. Many since have come to believe that the drive to create larger Legions at speed had a prime role in the degradation in the sanity and physiological make-up of certain Legions and paved the way for the horror that was to come.

The Process of Initiation

A Space Marine of the Legiones Astartes is transformed from mere human frailty by a threefold process of genetic manipulation, surgical augmentation and psycho-conditioning that in ideal circumstances takes place over a number of years over the course of the individual's adolescence. That the process is conducted while the subject body is undergoing maturation represents the highest chance of survivability and the lowest chance of tissue rejection, and although (at least partial) enhancement with adult subjects is possible, it is extremely dangerous and often unpredictable in result. The process by which Space Marines are created relies inherently on the hormonal and biological make-up of the human male, meaning that only males can be subjected to the transformation. In practice only a small percentage of potential candidates will for one reason or another be regarded as suitable either because of genetic, environmental or psychological factors. The resultant Space Marine is in many ways no longer functionally human, but in others massively advantaged in terms of physical strength, durability and reflexes over even the most physically adept unaugmented human warrior. Their bodies are also phenomenally efficient biological engines, resistant to disease, contamination, radiation and poison. In addition they are also all but impervious to the natural consequences of aging and cell decay to the extent that other than by extreme physical trauma or incremental toxin and contaminate damage, they may in fact be functionally immortal or at least have lifespans far beyond that of the human stock from which they were taken.

Stages of Space Marine Surgical Initiation

Implantation in order of protocol

1. Secondary Heart. Regulates blood supply, enhances cardiovascular performance.
2. Ossmodula. Boosts size and strength of skeleton.
3. Biscopea. Stimulates muscular growth.
4. Haemastamen. Enhances blood composition and efficiency.
5. Larraman's Organ. Promotes growth of instant scar tissue over wounds.
6. Catalepsean Node. Permits vestigial awareness of surroundings while resting and facilitates hypno-conditioning which commences after this point.
7. Preomnor. Identifies and neutralises organic poisons.
8. Omophagea. Absorbs substrata neural memetics through digestion of genetic material.
9. Multi-lung. Allows breathing in toxic atmospheres.
10. Occulobe. Allows technical enhancement to optical growth.
11. Lyman's Ear. Filters background noise, improves balance.
12. Sus-an Membrane. Allows survival and recovery from trauma through suspended animation.
13. Melanochrome. Monitors radiation, adjusts blood composition and skin pigmentation accordingly.
14. Oolitic Kidney. Facilitates blood filtration and detoxification, neutralises inorganic toxins.
15. Neuroglottis. Analyses harmful food by taste.
16. Mucranoid. Secretes oil over the skin to protect against extremes of heat and cold.
17. Betcher's Gland. Gives the Space Marine the ability to salivate corrosive poison.
18. Progenoids. Collects and matures genetic material into gene-seed for replication in subsequent generations of Space Marines.
19. Black Carapace. Armour thorax with flexible sheath to protect major organs. Neural integration film is implanted, eventually growing and hardening beneath the epidermal layer.



The Space Marine Legions

A Space Marine Legion is a frontline force of shock-infantry comprising tens of thousands (and in some cases vastly more) of biochemically and surgically enhanced super-warriors armed and equipped with the finest wargear the Imperium can supply. Each member of the Legiones Astartes carries the martial worth of many times their number in terms of regular troops; each and every one is a killing engine—tireless, faster, stronger, braver, more disciplined, clearer-sighted and more deadly than any unaugmented human soldier, no matter how skilled or experienced. Together in disciplined order the power of the individual Space Marine is amplified to incredible levels and a force of hundreds can quell a city in hours. Thousands together can conquer worlds in days, and tens of thousands and even hundreds of thousands wielded at once have been able to doom entire species and reduce civilisations to mere dust and memory in a span no greater than the single course of Terra's orbit around its sun.

Space Marine Legions extant at the time of the Horus Heresy

Numeral	Common Name	Primarch
I	Dark Angels (the First)	Lion El'Jonson
II	[redacted]	[redacted]
III	Emperor's Children	Fulgrim
IV	Iron Warriors	Perturabo
V	White Scars	Jaghatai Khan
VI	Space Wolves	Leman Russ
VII	Imperial Fists	Rogal Dorn
VIII	Night Lords	Konrad Curze
IX	Blood Angels	The Angel Sanguinius
X	Iron Hands	Ferrus Manus
XI	[redacted]	[redacted]
XII	World Eaters	Angron
XIII	Ultramarines	Roboute Guilliman
XIV	Death Guard	Mortarion
XV	Thousand Sons	Magnus the Red
XVI	Sons of Horus	Horus the Warmaster
XVII	Word Bearers	Lorgar
XVIII	Salamanders	Vulkan
XIX	Raven Guard	Corax
XX	Alpha Legion	Alpharius

Founded amid the bloodshed of the Unification Wars of Terra that swept the Emperor to dominion over the cradle of humanity, the original military formation of the Legions was the division of twenty numbered units of enhanced warriors, organised very much along the lines of the Thunder Regiments that proceeded them in the Emperor's service and who they would eventually entirely replace. Much of the discipline and organisation of the early Legions owed greatly to the ancient and proven Terran patterns of strategy, hierarchy and function as laid down in the revered texts of the *Principia Belicosa* of Roma and Krom's fragmentary *New Model* that had survived in the hands of the Old Earth tyrants down the blood-stained generations. To these venerable treatises the Emperor and his commanders had added their own genius and created a sturdy but adaptable strategic framework that spoke to the fundamental strengths and superhuman abilities of the Legionaries themselves. The chain of command was simple and direct, and the Legions' officers, themselves mighty warriors, would lead them into battle personally as had long been the wont of the techno-barbarian tribes of Ancient Earth, and the battle would be taken always to their enemy because to defeat a foe was never enough for the Legiones Astartes, only the utter destruction of a foe was victory. This cold logic, coupled with their inhuman strength and bearing, and the sheer dread they inflicted on friend and enemy alike, was to give them one of their earliest appellations, and perhaps their most appropriate—'*the Angels of Death*'. It would be a name they would earn time and time again.

Of these twenty Legions, steadily expanding in numbers over time, eighteen would survive to grow into vast forces by the end of the Great Crusade—as to those that did not, nothing can be said in this record. Each Legion had grown to be a powerful military force in its own right, with its own supporting fleet to carry it between the stars and many times its number in servants, supporters and auxiliaries who lived and died at the behest of its commanders and Primarch. Taken together the eighteen Legions represented an unmatched apex of force unequalled in the galaxy.

Legion Integration and Development

The Legions of the Great Crusade were a fusion of dual natures. In one part they were the product of the Emperor's conquest of Terra and the Sol system. Selected from Terran stock and moulded by the wars of the nascent Imperium, these Legions held a certain commonality of character. A sense of unity and an almost familial bond pervaded their ranks. Given they were all of the first generation, born of Terra, they shared the imprint of their genetic forging and warlike history, and it is no surprise that members of the Legions regarded each other as siblings, as brothers. Training, indoctrination and the shared experience of battle reinforced this belief within the Legiones Astartes—that they were a family born in the cradle of war. This bond of brotherhood would survive as the Imperium grew, but perhaps it was never as strong as it was when the Legions first conquered under the Terran sun.

The second face of each Legion was that of people and cultures which had flourished under different stars. As the war to unify Earth became a crusade to conquer the galaxy the Legions grew. Casualties had to be replaced, and as the wars grew in scale so too did the number of losses and the number of recruits that were needed to take the places of the fallen. Initially intakes were drawn from Luna, Saturn's stations, the Proximal worlds, and dozens of others of the near Segmentum Solar fed the Legions' need for warrior stock. As this occurred the Terran foundation of each Legion became diluted but was never overwhelmed, for the warrior tribes and cultures of Ancient Earth were many and their commitment to the Great Crusade resolute.

With the founding of the Primarchs and in many cases the granting of new home worlds as Legion fiefs (most commonly the worlds upon which their new master had been found), this was to change the character of the Legions profoundly. Some alterations were superficial: a habit of speech, a change in close-quarter tactics, martial traditions and warranted additions to iconography and even language. But for others the change

LEGION COMMAND

Primarch

Praetorate or Ancients of the Legion (Senior Staff Officer Cadre)

Consular Representatives†

[†Senior representatives of the Armourium, Astropathic Chamber, Navigators-Plenipotentiary, Librarus (when present), Apothecarion, Masters of the Fleet, Castrum of Ordnance, Castellans of Domain, et al]

Vexillarius (Legion Standard Bearers, Subalterns and Equerries)

Honour Guard (Praetorian Bodyguard Formations—number and structure varied by Legion)

Legion Assets

- Planetary Domains
- Capital Class War Ships
- Secondary Escort Squadrons
- Legion Armourium
- Legion Apothecarion
- Legion Librarus (where present)
- Auxiliary Forces (Non-Space Marine)
- Legion Support Corps (Victuallers, Commissary, Serfs, Indentures, Servitors, etc).

Chapter I | **Chapter II** | **Chapter III** | **Chapter IV** | **Chapter V**

Originally each Chapter was comprised roughly of a thousand line Legionaries, but as the Legions grew this itself began to vary substantially by Legion, and also through the vicissitudes of war and the availability of replacement recruits.

Battalion* **I** | **Battalion II**

BATTALION COMMAND (EXAMPLE)

(Battalions were alternatively designated as Cohorts, Regiments, Battle Groups, etc)

Lieutenant Commander

(Alternatively designated as Commander, First Captain, Shadow Captain, Marshal, Legate, etc)

Battalion Consuls (Senior Specialists and Advisors)

Battalion Vexillarius (Standard Bearers, Subalterns and Equerries)

Battalion Command Bodyguard

Company I | **Company II** | **Company III**

Battalion Assets

- Strike Cruisers
- Navigators Ordinary
- Drop Pods and Rams
- Light Gunship Squadrons
- Super-heavy Detachments
- Skimmer Strike Detachments
- Support Artillery Detachments
- Techmarine Covenants
- Apothecarion Sections
- Dreadnought Talons
- Reconnaissance Sections

**Nominally Battalions numbered five companies each of a hundred Legionaries – Battalion I was composed of Veterans and other elite units, II, III and IV were line companies and the Vth Company comprised entirely of specialist troops such as dedicated assault, outrider or destroyer units. However in practice many larger Legions regularly exceeded this, maintaining battalions with seven or ten companies each folded under a particular command, while individual companies also varied in strength.*



Strategic Disposition of a Space Marine Legion

Notional Organisation Late Era Great Crusade

Chapter VII | **Chapter VIII** | **Chapter IX** | **Chapter X** | **Chapter XI(etc)**

Chapter Command (example)

(Chapters were alternatively designated as Great Companies, Harrows, Millennials, etc)

Lord Commander

(Alternatively Chapter Master, Khan, Warsmith, Magister, etc)

Chapter Consuls (Senior Specialists and Advisors to the Lord Commander)

Chapter Vexillarius (Chapter Standard Bearers, Subalterns and Equerries)

Chapter Command Bodyguard

Battalion I | **Battalion II**

Nominally each Battalion was composed of five hundred line Legionaries each, as well as various specialists and support staff.

Chapter Assets

- Chapter Flagship Battle Barge/ Capital Ship
- Planetary Assault Craft and Drop Ships
- Escort Squadrons
- Gunship Squadrons
- Chapter Armourium
- Legion Armoured Divisions

Company IV | **Company V** | **Company VI** | **Company VII (etc)***

Company Command (example)

(Companies were alternatively designated as Maniples, Bands, Brotherhoods, etc)

Company Captain *(alternatively Centurion, Prime, Wolf Lord, Blooded, etc)*

Company Standard Bearer

Company Command Bodyguard Squad

1st Lieutenant | **2nd Lieutenant** | **3rd Lieutenant**

(Lieutenants were the most junior officers of the Legion. They also differed in designations such as Dominar, Decurion, Pack Leader or Chieftain, and in some Legions the numerical positioning of the officer within the Company indicated seniority or ceremonial role and had further titles in rank).

Tactical Squad (10-20 Space Marine Legionaries) | **Tactical Squad** | **Tactical Squad**

Tactical Squad (10-20 Space Marine Legionaries) | **Tactical Squad** | **Tactical Squad**

Support Squad (5-10 Space Marine Legionaries) | **Support Squad** | **Support Squad**

Company Assets

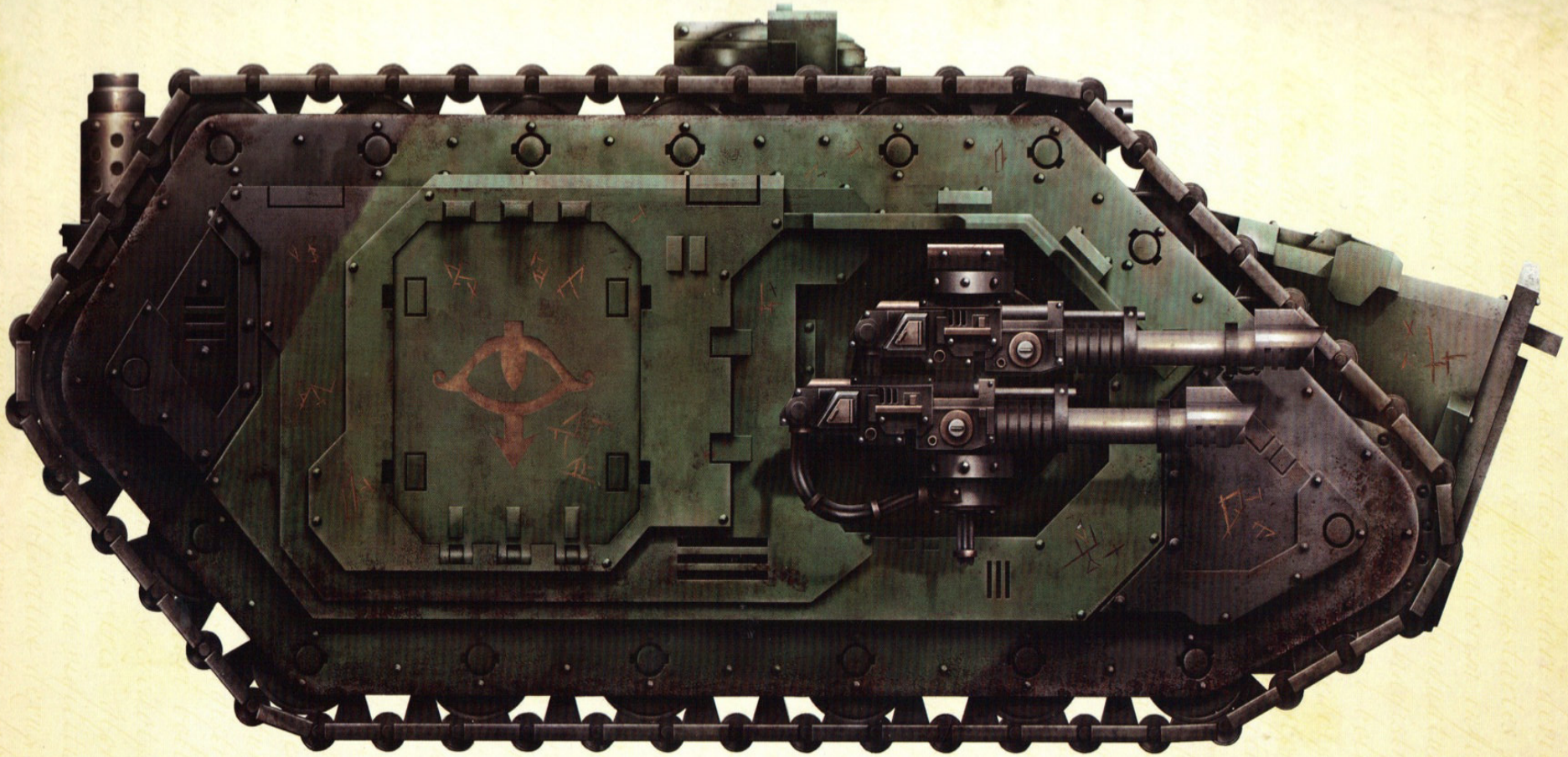
- Heavy Support Squads (5-10 Space Marine Legionaries)
- Assigned Veteran or Specialist Squads (Various)
- Gunships
- Rhino Armoured Transports
- Tank Detachments
- Support Weapons Batteries
- Dreadnoughts
- Techmarines
- Apothecaries

would prove dramatic, with entire paradigms of culture, tradition and even ideology overwriting what had come before, such as in what came to be known as the Space Wolves and Dark Angels Legions, for example. In many cases the stamp of the Legions and the will of the Primarchs on their recruits came to largely outweigh differences of birth or blood. By the middle years of the second century of the Great Crusade the on-going effects of these shifts within the Legions had resulted in wide disparity between them. The outward sign of this was the development of distinct character which meant the original Terran military patterns they had adhered to at the outset had been largely abandoned or become so modified and diluted as to be in some cases unrecognisable. There were of course exceptions in whole or in part, such as could be found within the Ultramarines and Iron Warriors Legions who built upon rather than abandoned what had gone before, as well as those such as the White Scars to who the strictures of the *Principia Belicosa* could no longer be even notionally applied. There are those that have cited this increasing idiosyncrasy in hindsight as the seeds of division—of a sense of insularity and 'otherness' growing between one Legion and another. This itself only fuelled rivalries and feuds that had begun to simmer beneath the surface of the Great Crusade, both between Primarchs and their Legions, that would later be exploited by Horus and his heretical conspiracy, and lay them open to the introduction of the Davinite Warrior Lodge cult structures into those he favoured—the avenue by which the stain of the Warp would taint them.

Legion Structure

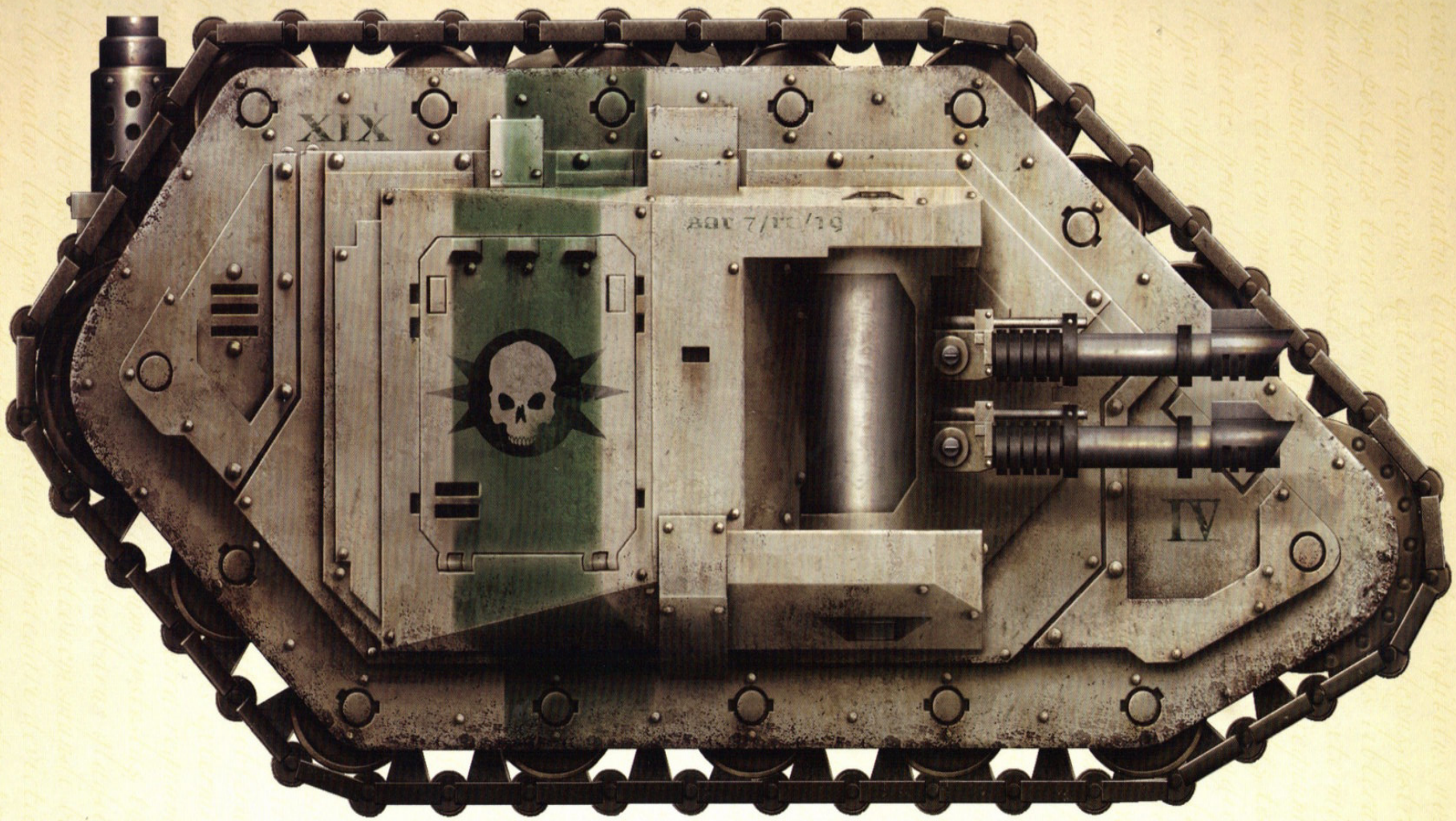
By the time of the outbreak of inter-Legionary hostilities, the command and organisational structure of a Legion was often more a mirror of the character and preferences of its Primarch and its abiding culture than formal writ. While certain formations and features were common, as an outgrowth of practical matters such as deployment and logistics their organisation and use was far from standardised. We may talk of great companies, regiments, chapters, battalions, cohorts, demi-chapters, companies, squads and maniples, but these are as much terms of convenient external classification as they were realities during the Great Crusade. More often the practical reality of their disposition would vary still more as terminology used within different Legions for equivalent ranks and specialisations bore the mark of the Legion's character rather than the desires of central administrators for a common nomenclature. In some cases this discrepancy increased as local languages such as Fenrisian or Khal'd had come to replace Imperial Terran. With these caveats in mind, the Strategic Disposition of a Space Marine Legion chart describes the broad and most common structural basis of a Legion (as well as some of the more commonly used terminology of rank) in the latter half of the Great Crusade.





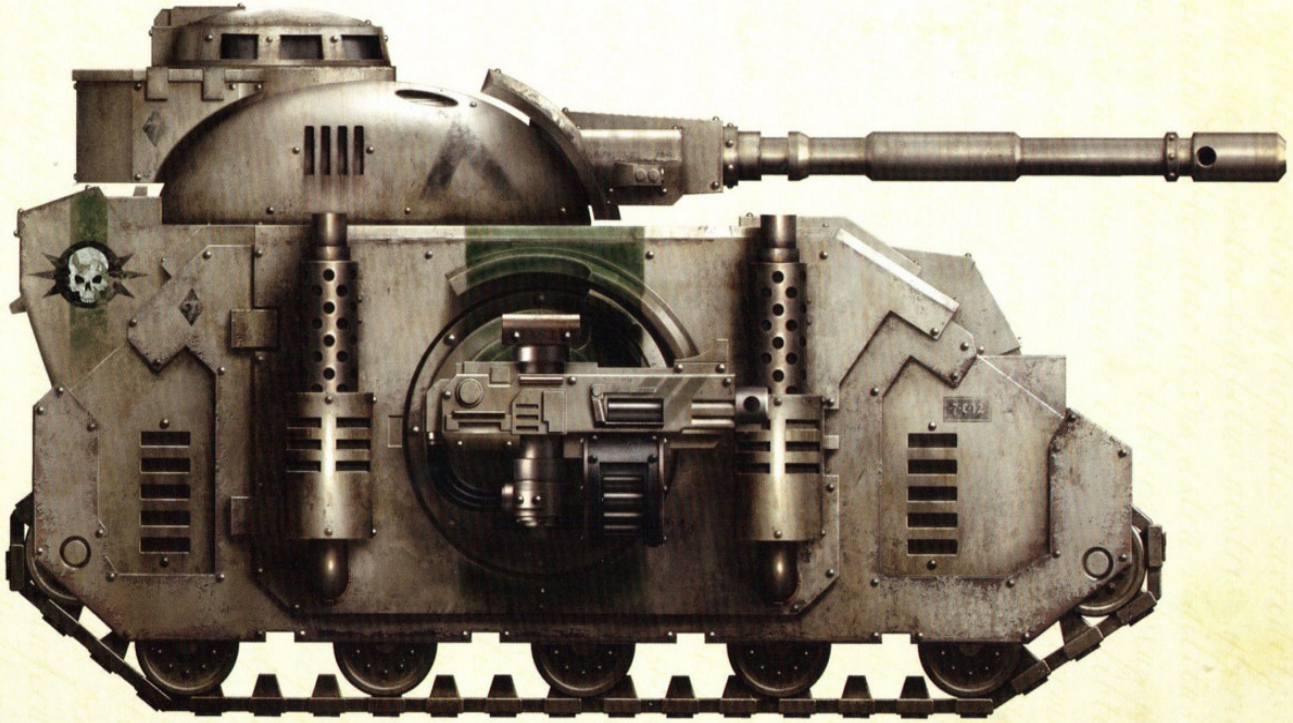
Sons of Horus Legion Spartan Armoured Transport [Pict-capture Isstvan III Atrocity]

This vehicle was used as a Terminator squad transport during the traitor Sons of Horus' final assault on the Siren Hold battle zone. Note: Extensive use of Cthonian glyphs to denote the vehicle's past campaigns and kills, indicative of a rising barbaric culture within the Legion.



Death Guard Legion Proteus pattern Land Raider [Pict-capture Isstvan III Atrocity]

The Proteus pattern variant shown here has additional armoured weapons cowling and is representative of the most common Land Raider design used by the Death Guard. Note: Primary armament – twin-linked lascannon sponsons: Vehicle designation code relates to the 19th Armour Reserve company, Death Guard Legion.



Death Guard Legion Deimos Pattern Predator Tank [Pict-capture Isstvan III Atrocity]

Attached to the heavy support section of the 7th Great Company of the Death Guard Legion, this Predator tank was deployed as part of the later traitor deployment to the Choral City. Utilised in conjunction with Vindicator siege tanks, Predators were used to shatter and sweep potential strong-points and hiding places with fire before infantry assault.



The Death of Isstvan III



Part I: Treachery

"I could tell of what these fallen sons are now, of what their betrayal brought them, and how power and pride mutilate nobility. But then anger would darken my words and hide the truth that you—my lords—so crave.

I will not pretend to understand the reasons that drove my brothers down the path to ruin: that is for others to tell. Instead here I will seek to remind my lords of what these warriors once were, and so show the height from which they fell."

-Crysos Morturg, Black Shield
-Survivor of the Atrocity at Isstvan III

It is an ancient proverb that all wars, no matter how bloody or great, begin with but a single shot fired. For the great cataclysm that was to engulf the Imperium and bring death and calamity to unnumbered billions, that proverbial shot was fired on Isstvan III when brother turned against brother.

The Isstvan Compliance

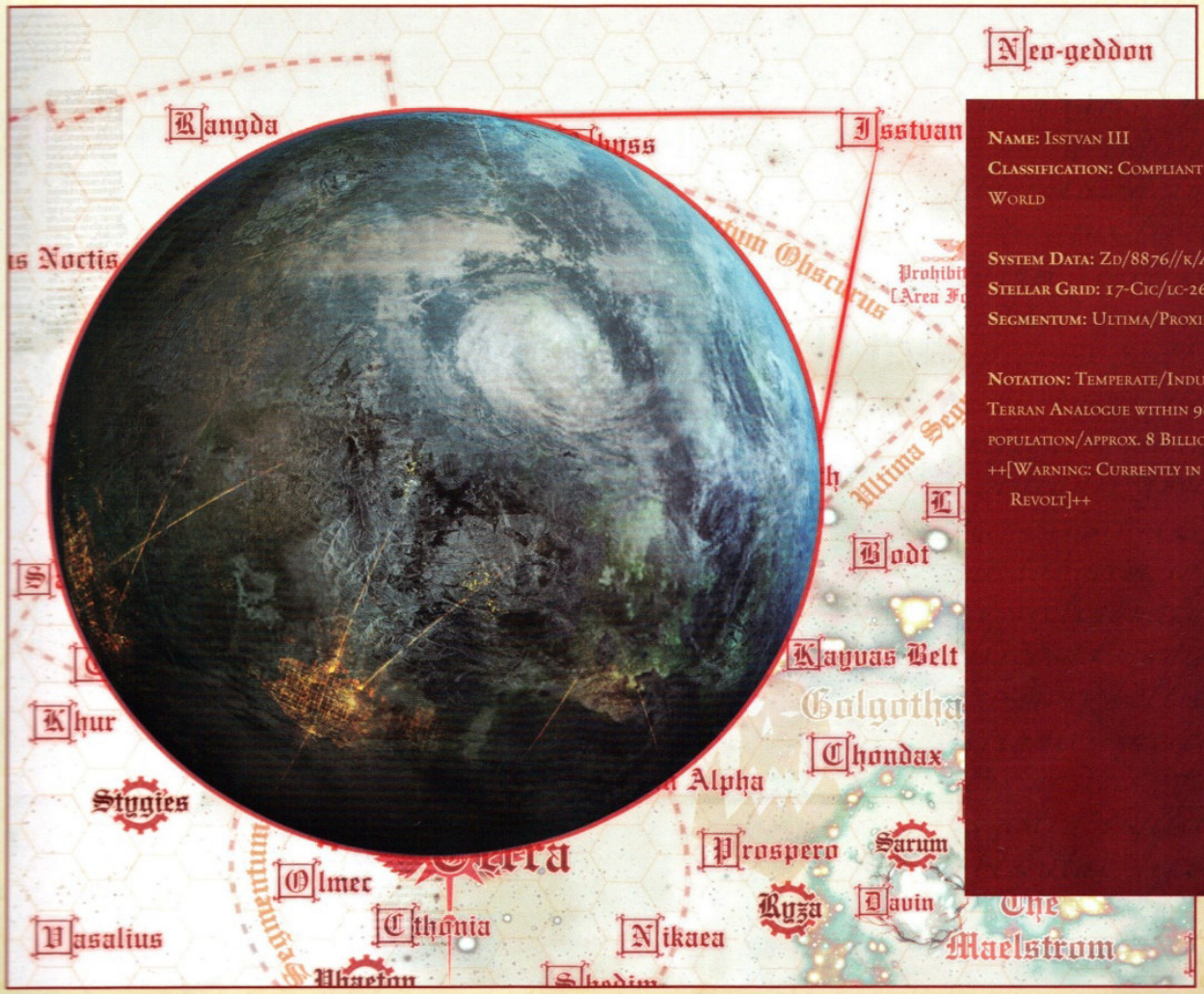
The Isstvan system is located in the northern reaches of the Ultima Segmentum, far beyond the established heartlands of the Imperium. It was an important system possessed of two life sustaining worlds, and the Dark Age human colony that had been sited there was one that had been spared many of the horrors of the Age of Strife thanks to its isolation amid the void. Though cut off, scout vessels ranging ahead of the Great Crusade had found evidence that human life on Isstvan III had managed to maintain a largely cohesive industrialised society that had endured the millennia intact, making it a high priority for contact and absorption into the Imperium.

A long-standing autochthonic culture was prevalent on Isstvan III, which included endemic local mysticism and religious practice. This, coupled with a history of independence, meant that once contacted by the forerunners of the Great Crusade the Isstvanians had first demurred and then denied compliance with the Imperial Truth. Given the strategic importance of gaining this life-sustaining and industrialised system with its large human population for the Imperium, a priority was given to achieving the compliance of the Isstvan system. In issuing this order the War Council assigned a caveat to this that precluded the use of overwhelming force in order to avoid excessive collateral damage that would spoil this valuable prize for the Great Crusade. So it was that the battle honour of Isstvan III was assigned in due course to the forces of the Raven Guard Legion and their Primarch Corax to claim—Corax's warriors having a matchless reputation for the use of surgical strikes and precision in such matters. The black-hulled strike cruisers and gunships of the XIXth Legion attacked without warning from the planetary night, systematically destroying Isstvan III's limited military infrastructure and taking charge of its seats of governance. By the time dawn rose upon the sprawling proto-hive of Khry Vanak—Isstvan III's political and cultural capital ('Choral City' in translation), the planetary senate which had dominated Isstvan III was a bombed-out ruin, and those that had led their world to deny the Imperial Truth were either dead or in chains. As with so many worlds before it, the Isstvanians had been cowed into submission by a bloody display of force that had destroyed resistance but

that spared its population from widespread calamity. With the sable-armoured Space Marines walking among them they dared not rise up, and what further sporadic revolt occurred was swiftly and efficiently put down. According to schedule, forces of compliance came to garrison and rebuild, offering hope and improvement, as well as order and a secure place in the Imperium for the natives, freeing up Corax's Legion for more pressing duties elsewhere.

The Raven Guard records of the compliance action make no unusual mention of serious resistance, xenos influence or strange phenomena on Isstvan III, but do make passing reference to malcontents and hold-outs being primarily religiously motivated, belonging to sects long suppressed and marginalised by the Isstvanian III mainstream. The established capital of Isstvan III, the Choral City, was chosen as the site of Imperial power and with the help of the Imperial Army Pioneer Corps and Mechanicum oversight, bunker and barrack networks were constructed to house its sizable new garrison, and the wrecked Precentor's Palace was raised again as an Imperial Castrum-fortress to house the seat of government. Alongside this a star port was created to manage inter-orbital traffic, and the woefully inadequate defences reconstructed and fortified to required Imperial standards. Along with these developments came the usual procession of goods and technologies, as the agents of Imperial law, iterators and administrators flowed into Isstvan III, and an assigned Imperial Commander to govern the planetary system was installed. The Isstvan system had required force to impose compliance so an outlander was chosen rather than a local to rule, and this task was given to Vardus Praal, formerly a Major of the XIth Lastran Rifles and later career politician of the Ultima Segmentum Court. Given Praal's record both as a soldier and civil administrator, he was deemed a 'safe pair of hands' to carry the responsibility of shepherding these millions of lives through the transition to becoming productive and loyal members of the Imperium, and initial records show he set to his new role with gusto and considerable success was met in the initial years of his tenure, but this was not to last.

Conditions within the Empyrean in proximity to the Isstvan system grew steadily worse almost from the point of compliance. Isolated as it always had been by distance from other inhabited spheres, it became increasingly difficult to reach by astro-telepathy and navigation as well. What reports that reached Terra, often relayed fifth and sixth hand from distant Expeditionary fleets and Rogue Traders on the periphery, and months old, spoke of a rising civil disorder, of iterators murdered and unexplained riots and outbreaks of mass hysteria in the cities. The blame once more was centred on backlashes from the natives after attempts to forcibly dismantle local sects, the most dangerous of which was given the name 'Warsingers'. Matters worsened as Praal ordered the garrison to tear down temples and breach the sealed vaults of ancient religious sites in an order to break the subtle but deep hold superstitious fears had over the Isstvanians and bring them into the light of Imperial Truth, but as to the success of this nothing could be ascertained as the warp storms which blocked Isstvan from the Imperium's core worlds worsened and all communications ceased.



Name: Isstvan III
Classification: Compliant Civilised World

System Data: Zd/8876//κ/Æ
Stellar Grid: 17-Cic/lc-26
Segmentum: Ultima/Proximal

Notation: Temperate/Industrialised, Geo-Terran Analogue within 98%, Indigenous population/approx. 8 Billion
++[Warning: Currently in state of Revolt]++

Six years after the last official communiqué from Isstvan III, a Death Guard patrol ship on the outer edge of its Legion's fleet, near Neo-geddon on the very edge of explored space, picked up a faint echo of an Astropathic transmission from Isstvan III, garbled and incomplete its central message was however clear, Isstvan III was in open religious rebellion, the Imperial government had collapsed, and Vardus Praal, now turncoat and perhaps turned mutant or psyker—the message was unclear—was leading the revolt, and the streets of the Choral City running red with the blood of non-believers. The message was estimated to be at least two years old, possibly six, but it could not be ignored. For Isstvan III and its tens of millions to have rebelled from compliance was a mar upon the Great Crusade that could not be tolerated, lest such sedition and malcontent spread, but that an anointed Imperial Commander who had received his office by the writ of the Emperor himself led the revolt was a crime that demanded the swiftest and most resolute punishment possible. It fell to Horus, the Warmaster, to bring Praal and all of Isstvan III to judgement, and he publicly vowed to make a fearful, bloody example to all the worlds of the Imperium of the price of sedition. But what few knew or suspected at the time was that the Isstvan III rebellion had provided Horus with the perfect opportunity to strike the first great blow of his own rebellion—a blow that would fall upon his own.

Conspiracy

For Horus the reconquest of Isstvan III would serve both to amass those forces loyal to him without suspicion, and also rid his own Legion and those of his closest allies of those within their ranks whose loyalties he suspected. The Isstvan system's distant location and the warp storms that still blocked it from Terra made a perfect screen for the dark deeds that were to come, and orders were given for four Legions—the Death Guard, World Eaters, Emperor's Children and his own Sons of Horus, to rendezvous at Isstvan, their approaches made to bypass the storms which raged to the galactic south-west of the system.

This was only the start of a far wider web of deceit and betrayal, and Horus using his authority as Warmaster sought to move the forces of the Imperial military as game-pieces on a board to a configuration of his choosing. He commanded the Primarchs Lion El'Jonson, Sanguinius and Roboute Guilliman to muster their Legions in preparation for a series of missions in the Signus Cluster and Veridian systems, each in dangerous and cut-off regions of space. Perceiving no obvious reason to doubt the Warmaster's motives, the three Primarchs set about planning their missions and transporting their Legions. So it was that three of the most powerful and staunch Legions—the Dark Angels, the Blood Angels and the Ultramarines, were sent by Horus to regions far from Earth and from the Isstvan system where they could not observe or intervene in what was to happen next. As for the rest—the Night Lords, Alpha Legion, Iron Warriors, Raven Guard, Salamanders and Iron Hands, all were actively involved in various campaigns and events across the Imperium. Safely occupied their time would come later—be it for corruption or destruction. The Word Bearers were already woven into the treachery that was to follow by ties that would not become apparent until far later on. The White Scars and Imperial Fists were on operation in the Segmentum Solar and too close to the Emperor for Horus to chance contacting them without raising suspicion while the Space Wolves and Thousand Sons were already caught up in a murderous machination long in the making.

With humanity ignorant of the great and terrible events that were about to unfold, a massive war fleet gathered at the edges of the Isstvan system as elements of four Space Marine Legions began to arrive, and the first actions of the campaign undertaken to destroy rebel outposts in the outer reaches of the system as the fleet coalesced. Fulgrim himself was delayed but a sizable task force of his Emperor's Children did make the rendezvous, led by Lord Commander Eidolon, and formed up with the rest of the fleet as it closed on Isstvan III. Horus' war host therefore consisted of the majority of his own Legion, plus significant portions of the Death Guard and their Primarch Mortarion, the World Eaters and their Primarch Angron, and Eidolon's smaller task force. Along with three Primarchs in attendance—itself a rare event, this constituted one of the largest concentrations of Imperial military force seen since the battle for the Pargor Hith system against the Orks of Charhack almost a decade previously, comprising well over 200,000 Space Marines, although exact figures cannot be corroborated, alongside Titan support from the Legio Mortis, Audax and Vulpa and a number of auxiliary units.

What was to follow must largely remain a matter of conjecture formed around such evidence that has survived in Imperial hands, but it seems apparent that as Isstvan III was



surrounded by the war fleet the Warmaster met with the two Primarchs and Eidolon on his flagship, the battle barge the *Vengeful Spirit*. This was ostensively done to formulate strategy for the coming campaign, but it also seems to have been the case that the face-to-face meeting was for Horus to gauge his allies' loyalty and preparations for the coming storm.

In this council then we can assume that Angron and Mortarion reported on the status of their respective Legions, the progress of the inclusion of the Warrior Lodges within them and that the majority of their forces would follow the Warmaster when he declared himself to be the rightful Emperor and took up arms against Terra. It appears however that as Horus had anticipated, both of the Primarchs and Eidolon—speaking for his absent master, had identified elements of

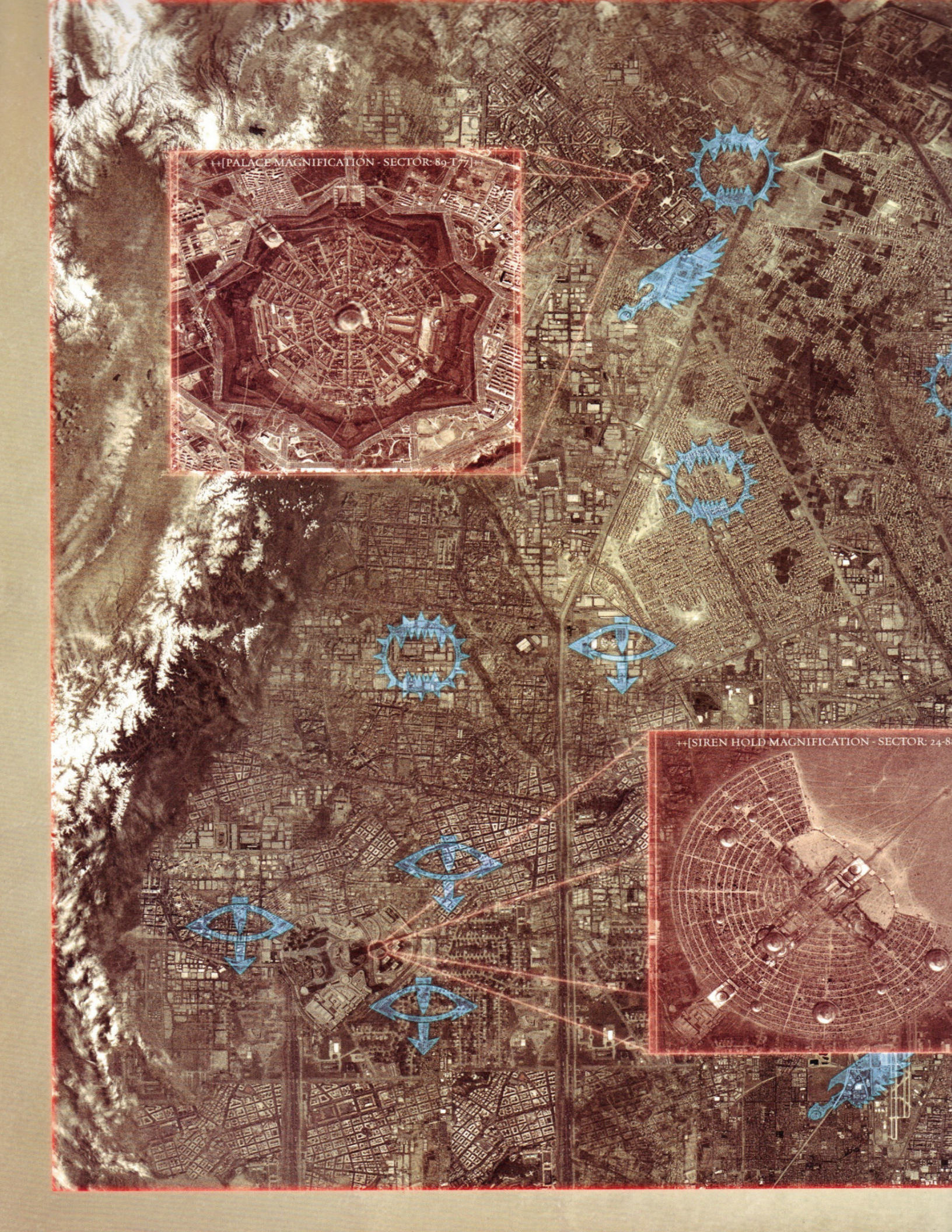


their Legions whose loyalty to the Emperor was unshakeable or who could not otherwise be trusted to follow the Warmaster's line. These loyal Space Marines would pose a great threat to Horus' conspiracy if they were not dealt with immediately and it appears that it was only at this moment that Horus revealed to his co-conspirators his shocking plan to rid their Legions of these dissident factions.

Isstvan III would prove no easy conquest; evidence had been gathered that some strange taint had taken hold of the population, and fighting to clear the enemy outpost on Isstvan Extremis on the edge of the system had revealed the rebels to be both fanatical and possessed of powerful psyker-warriors of some previously unknown type (designated as Warsingers from prior intelligence). For Horus this proved an ideal provocation for the use of a massive initial ground assault to retake the Choral City before a planet-wide defence could be organised. Those sections of the four Legions whose loyalty to Horus could not be guaranteed were commanded to prepare for an assault on the planet beneath and would form its core. The Warmaster's plan called for a primary strike conducted almost entirely by drop pod with limited gunship and teleporter support, with only the Death Guard forces landing with any significant armoured vehicle contingent in the first wave. So separated, and with no means of escape off the planet, those loyalists who did not die in the taking of Isstvan III would instead find that Horus planned to make it their graveyard anyway.

Onslaught

For the attack on the sprawling Choral City itself four primary target zones had been identified from orbit. The first was the heavily fortified Precentor's Palace and its environs which housed the seat of government, and presumably where the Traitor Vardus Praal might be located. This would be the focus of the Emperor's Children's attack. It was in the plazas which adjoined the palace and formed the principal arterial intersection of the city's transport network that resistance was likely to manifest quickly, and this was given as the World Eaters' target to first seize and then spread beyond. The western fortification wall with its Imperial-built bastions and the bunker network they protected were to be the target of the Death Guard's assault, with the goal of either eradicating or boxing-in the garrison forces they contained.


++[PALACE MAGNIFICATION - SECTOR: 89-T77]
++[SIREN HOLD MAGNIFICATION - SECTOR: 24-8



+Orbital Pict-capture+

+Initial assault phase+

The final, and perhaps most difficult, target was located in the east of the city; a vast and ancient complex of tomb-spires, shrines and temples known by the indigenous peoples as the Siren Hold. This complex had been in a state of near-disuse at the time of the first invasion and so left standing, but now long-range reconnaissance surveyor-scans showed the Siren Hold active again, with significant life signs and powerful anomalous energy patterns registering within. Given the assumed religious focus of the rebellion and the psyker-witches also encountered on Isstvan Extremis, the Siren Hold too was afforded the status of a primary target and the Sons of Horus assigned to the attack with orders to destroy everything and everyone they found within. A score of secondary targets to be hit in the first wave were also identified, including the star port and several prominent infrastructural complexes and numerous smaller, splinter forces assigned to take or destroy.

The first assault wave when it came showered Isstvan III with an iron rain of drop pods, which smashed into the Choral City like hammer blows, while strategic lance-strikes from the orbital fleet hit ground targets across the surface of Isstvan III, ensuring total air-dominance for the Space Marine Legions. Resistance was heavy—far heavier than the initial invasion had seen, but against such a force of Space Marines now unleashed against this world ultimately futile.

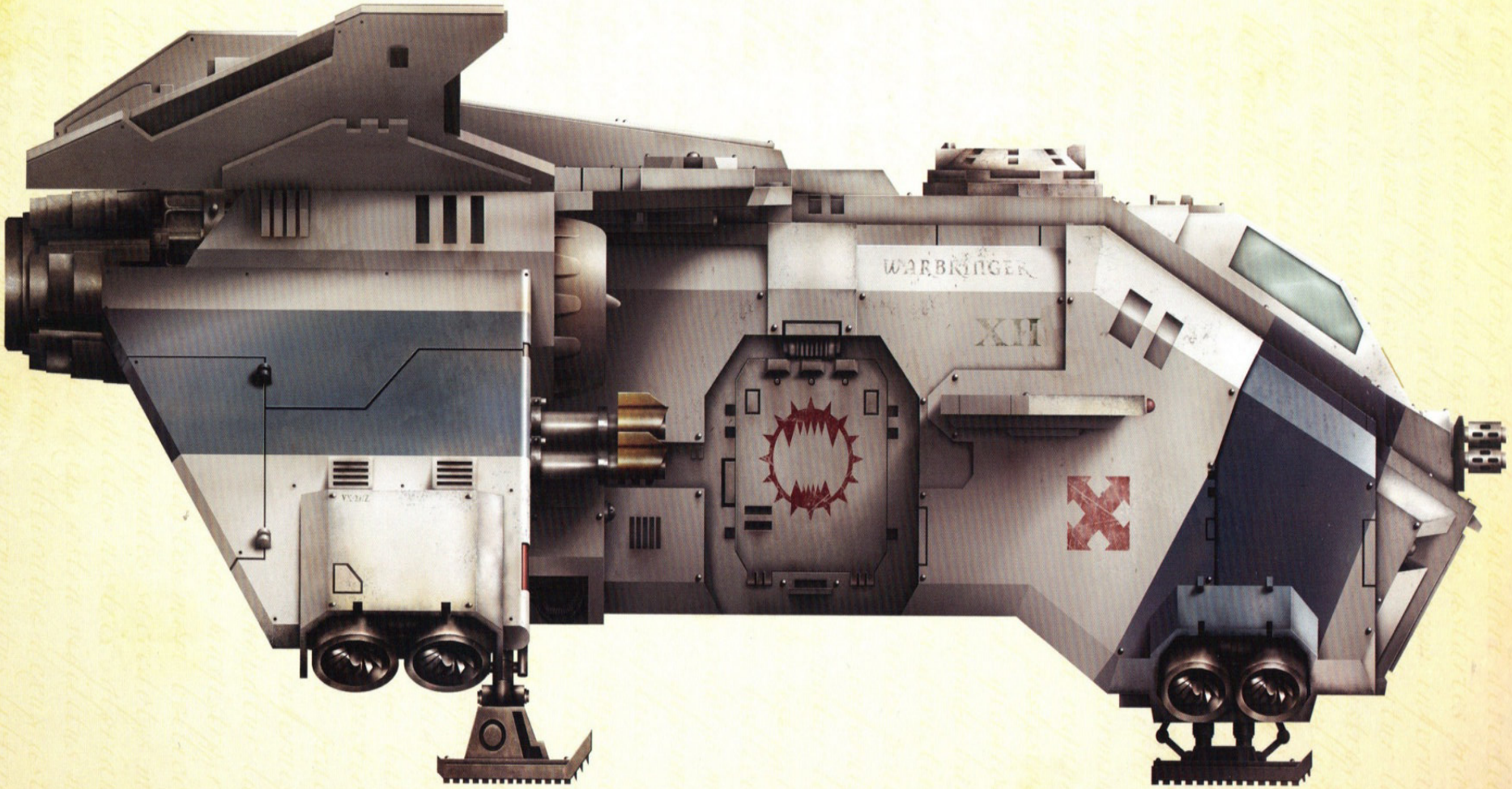
Against the walls and trench works of the western fortification line the Death Guard implacably hammered home their attack against troops that had once been loyal to Terra but were now half-insane, mutilated things. They were armed with Imperial weapons taken from the garrison stores —laslocks and stubbers, their trench lines anchored with mortar nests and emplaced autocannon set up with interlocking fields of fire with all the lethality of Officio Militaris expertise. Although reeling with the speed of the attack, they met the Death Guard with Basilisks and Malcador heavy tanks which rumbled up from depots concealed beneath the ground. But Mortarion's Legion was indefatigable and came down right within the cordon of fire so that the Isstvanians' artillery was left firing blind and overshooting the drop zones. With shells bursting around them the Death Guard moved in relentlessly, Terminators and heavy support squads toppling guntowers and punching their way into bunkers, while Tactical squads stormed trench after trench, sweeping them of life with methodical volleys of bolter fire. Gunships roared in and dropped Vindicator and Land Raider tanks to assail the bastions and high-walled revetments of slab-like granite that shielded the city from the plains to the west, and the close barrage from both sides of the wall soon took its toll. Soon the great bastions were left in smoking ruins, their fate sealed as a maniple of Titans from the Legio Mortis made earth-shaking groundfall to the west of the city and unleashed the awesome destructive force of their turboblasters and gatling cannon against the wall, pulverising battlements and causing granite to run like molten wax.

If the battle for the west of the city was the systematic destruction of a determined foe, the battle for the Precentor's Palace and its environs soon degenerated into a chaotic slaughter. The World Eaters' mass drop pod wave had struck first, smashing into the open plazas like a meteor storm, leaving the vast stonework colonnades and terraces a shattered wasteland. As thousands of World Eaters poured forth they killed everything in their path, overwhelming disordered garrison troops in a tide of howling violence, cutting down hundreds in mere minutes as they spread out like a swarm of devouring insects. As the din of carnage engulfed the city centre—a disordered roar born of countless screams, battle-cries, thunderous bolt shots and the growl of uncounted chainblades hacking into flesh—fresh golden-fire streaks came down in tight order, aimed like a hunter's bolt at the Precentor's Palace itself. The palace had been rebuilt by Imperial military architects to be both an imposing symbol of Imperial authority and a last redoubt in case of civil insurrection. It was a massive, multi-sided trapezoidal block of granite and steel capped with a great marble-sheathed dome, in dimension several kilometres across and as tall as a battle titan. In its shadow stood a dozen other armoured examples of Imperial stone craft: looming Auditoria and Censorium sat alongside squat residential blockhouses intended to house out-world administrators and iterators in safety from those they would govern. Each was a piece of tried and tested military architecture designed to resist—if not defy—bombardment and their placement itself formed a cordon of defence for the Precentor's Palace against direct ground assault. It was a defence the Emperor's Children's attack plan fully intended to circumvent. With a precision landing vector few Legions could have matched, the Emperor's Children wave landed directly on their target, clustering around its sprawling scatter of entranceways and admission halls. With speed and ruthless force bred from the zenith of training and pre-planning the Legion was famed for, already on top of the inner defences the Emperor's Children fought their way into the Precentor's Palace from a score of entry points against fierce resistance, while Dreadnought siege-claws and Legionary melta guns hacked and burned new ways in from the level of the domed roof above.

Across the city, with the sundering force of the claw-strike of a great predatory beast, the Sons of Horus drop pod assault descended upon the Siren Hold. Larger than the precincts of the Precentor's Palace, the Siren Hold was a scatter of great irregular conical tomb-spires, in appearance almost like deep ocean smoke-stacks, jutting hundreds of metres into the air. Around this was a labyrinth of lesser shrines, temples, mausoleums and amphitheatres, many of which were connected both to each other and the tomb-spires by an overhead web of arches and walkways. It was these walkways that posed the first hazard to the assault as descending drop pods smashed through them or were deflected away from their targets, careering like ricocheting slug-rounds from the stonework, some coming apart like shell bursts and slaughtering the Space Marines within. Scattered and under heavy fire from the outset, the Sons of Horus nevertheless rallied to the attack with their customary discipline and battle-lust, and the Siren Hold quickly became a tortuous, multi-storey killing ground, filled with shrapnel and smoke.

It was here the Warsingers made their first appearance in strength—psyker-witches who manipulated sound by the means of strange relic-technology to take to the air and surround themselves with bubbles of shielding force. Their screaming songs were able to shatter the ceramite armour of the Space Marines and rupture the flesh and powder the bone within, and drove the warrior-cultists that defended them to inhuman levels of fanaticism so that they hurled themselves at the Sons of Horus heedless of the shredding bolter fire that met them.

As the battle was fully joined the death toll mounted staggeringly as a great paean of howling sound engulfed the Choral City, drowning out even the din and cacophony of battle—an unnatural scream that tore at the brain and sent the people of Isstvan III into shuddering paroxysms of uncontrolled



World Eaters Legion Storm Eagle Gunship [Pict-capture Isstvan III Atrocity]

Perhaps the most common class of light gunship in service with the Space Marine Legions during the late Great Crusade, the Storm Eagle is a multi-purpose assault and transport vehicle capable of intra-orbital operations. Note: Assigned from central Legion Armoury: Heavy assault weapons configuration –dual twin lascannon and twin multi-melta.

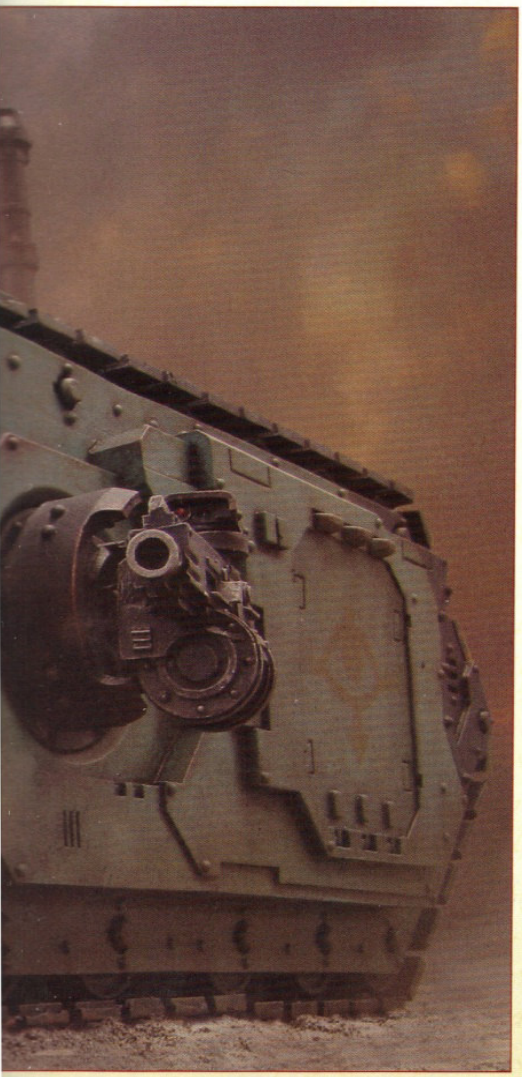
hatred. It was an auditory barrage that only the Space Marines' willpower and auto-sense baffled armour allowed them to resist and fight on regardless of the strange assault. At the western walls and trench works the Death Guard and the Legio Mortis had left the great bulwarks in rubble and now the Legionaries were brutally sweeping the bunkers and tunnel networks beneath clear of defenders, while in the plaza area the World Eaters were surrounded by a sea of slaughter. As the strange chorus of sound had bled across the city, it was as if the civilian population, cowed and terrified, had been driven to insanity and rose as one to strike at the invaders. Whatever dark power drove them cared nothing for their lives as they came at the World Eaters, first in dozens, then hundred then thousands. Screaming, laughing human waves of reckless hate, unarmed and unarmoured, came to Angron's already blood-spattered warriors to die, and the World Eaters were keen to oblige. As attack after attack came the World Eaters were pushed back by simple overwhelming weight of numbers into tight knots of warriors who fought back to back, sending frag grenades into the mass of densely packed bodies hacking and slaying until they were left with ramparts of dripping meat to fight behind. The Legion's heavy support squads ran their weapons dry cutting great reaping swathes through the onrushing crowds with their heavy bolters and missile launchers.

In the tangled warrens of the Siren Hold and the inner walls of the Precentor's Palace, victory was being clawed from the enemy a metre at a time, but not without cost. The unnatural psyker-powers of the Warsingers slew many before they were brought down, and elite warriors of the rebellion's inner-sanctum were encountered—surgically modified and mutilated, clad in black vitrified armour and bearing strange and hitherto unknown relic weapons that spat killing blasts of sound or darts of liquid metal. Deep within the Tomb Spires, the Sons of Horus spearhead, under the command of senior captain Garviel Loken fought their way into a strange, corpse-filled shrine of foul idolatry and slew the Warsingers there, while at roughly the same time, although having suffered heavy causalities, a small strike group of Emperor's Children under the command of the famed swordsmen Lucius fought their way into Vardus Praal's throne room and confronted the traitor. Praal, armoured in twisted baroque splendour and wielding strange psycho-sonic weaponry, was indeed master of this strange and arcane cult rebellion, but even his augmented might was not enough to best Captain Lucius who slew him in desperate battle. Regardless of whether Praal's death served to cut the head off the serpent, or if the destruction of the vile shrine at the centre of the Siren Hold was its cause, the strange cacophony that had held sway over the city collapsed and with it the power that had maintained the Isstvanians' resistance was ended. Within hours the rebellion was in tatters with all of the invasion force's objectives secured and tens of thousands of the enemy dead in the wake of the assault. The victorious Space Marines were jubilant, their victory hard-won and well-deserved, but unbeknownst to them, disaster was about to strike.



Life-eater

Shortly after the battle had turned in the Space Marines' favour, all communications with the orbiting fleet had ceased and the Titans of the Legio Mortis began a silent and implacable withdrawal beyond the city walls into the empty plains beyond. With inexorable slowness the great battleships and battle barges of the combined fleet—*Vengeful Spirit*, *Firebird*, *Andronius*, *Killing Star*, *Indomitable Will*, *Gauntlet of Spite*, *Warchild* and *Conqueror* descended into low orbit and began saturation bombardment of the planet. Orbital bomb racks bloomed and tiered decks of macro-cannon batteries unleashed torrent after torrent of shells downward into Isstvan III's lower atmosphere. The deadly cargo was the life-eater virus, one of the most terrible Exterminatus-class weapons in the Imperial arsenal, and a weapon whose use only the Warmaster and the Emperor could have commanded. Dispersed by concussive charge from a thousand exploding munitions, the life-eater virus began its work in moments, infecting and destroying, a rapidly-spreading necrophage which turned every living thing it came into contact with to sickening, liquid rot.



Human flesh sloughed from bones and screams were cut off as victims drowned in the decaying fluids of their own lungs. Plant life withered and melted into brown-black sludge as if time had turned them to the aged blight of years in mere minutes. Black gales of rot and corpse vapour moaned through the concrete and steel canyons of the cities, sounding the death knell of six billion souls. Beyond the graveyard cityscapes the wide plains and jungles collapsed into cankerous decay, while the oceans turned to greenish sludge so that to the war ships of the Warmaster's fleet above it appeared that cancerous stains rapidly spread across the surface of the planet until it hung like rotten fruit against the blackness of the void. Isstvan III died.

But the destruction was not over: a single burning lance from the *Vengeful Spirit* set the planet aflame. The dark genius of the life-eater virus' design was twofold: firstly to slaughter all organic life in mere minutes and ravage a planet's biosphere, the second to purge its surface clean by breeding from the rotten corpses of its dead a diseased miasma as flammable as it was lethal. The firestorm ripped across the surface of Isstvan III like a tsunami of golden destruction, driving before it a tenebrous hurricane of burning air and overpressure which scattered debris before it before the pulse of heat turned everything in its wake to cinder ash. The firestorm engulfed cities, razing them like kindling and lapped hungrily around the tallest mountain peaks. From there the leaping corona of flame raced across oceans, dragging up vast thunderheads of boiling steam in its wake and closed around the polar caps like a soot black fist. For the briefest of moments it was as if a new sun had been born in the place of a life-bearing world. Then, as the sub-atmospheric fires died down and spat their last fury, a burned and blasted orb was revealed in their wake, ash-strewn and scalded bare. Soon even this was shrouded by a tumult of pressure-driven hurricanes and continent spanning storms as malevolent thunder and lashing black rain ripped across the skies as the planet's tortured atmosphere was thrown into chaotic reaction to the attack. Isstvan III had become a dead planet.

Horus the Warmaster had at last declared his hand and openly defied the Emperor, and so consigned the galaxy to civil war. He had also planned that the virus bombardment would destroy a host of Space Marines he could not trust to fight for him in the coming struggle with the Emperor, but as was soon to become apparent his plan's perfection had failed.

"I saw it, the Life-eater, looked into its dark soul and knew it for what it was. When the word had come I hadn't believed, not truly—the treachery, too much to comprehend. But we Death Guard were made to endure, to survive—no matter what, and so we acted, acted even though most of us didn't believe, not until the bombs fell.

We were too far from the bunkers, and so I got my squad inside a cargo-cell and we fused it shut from the inside—for whatever extra protection that gave. The armour wasn't always enough, I knew that, not even Maximus battle plate, not always—even locked shut and on internal air—in sufficient concentration it can eat through suit seals, visor-ports even, and if you've taken so much as a micro-fracture in the wrong spot… you understand.

The bombs fell and the cargo-cell shook and we waited in the dark, silent, conserving our oxygen. For a few moments after there was hammering outside, but that soon stopped. Then Juball screamed over the squad vox, not a scream as you might hear a man die in battle, but choked, cut off, like a man drowning. I turned and saw him through my autosenses; he'd already clawed his helmet halfway off, and nothing but black grease and bone tumbled out, as if his armour had been filled with rot, not a man.

He was dead, fleshless, but somehow his armour was still moving—perhaps it was the armour responding to his last nerve commands, perhaps not.

I triggered my flamer and burned him, better the risk of using it, even as packed in as we were, than the alternative. Yes I saw it, the Life-eater, a monster of the Old Time, human evil given form.

Then I believed."

-From the testimony of Crysos Morturg



Part II: Ruin

"We are the Sons of Horus no longer! That name has no meaning to us now.

We are the Luna Wolves, Soldiers of the Emperor, and for him we will fight and if needs be, we will die gladly!"

-Garviel Loken
-Captain of the Luna Wolves
-Isstvan III

Eisenstein

Even before the first treacherous blow struck, the Warmaster's plan had, unknown to him, begun to unravel. Before the bombs fell, the impending atrocity had been discovered by several among the fleet who remained loyal to their Emperor and their comrades and who resisted. Chief among these was Captain Nathaniel Garro of the Death Guard, a Terran veteran and one of the original recruits to the XIVth Legion. Garro acted swiftly, rallying loyalists to him and successfully commandeering the heavy frigate *Eisenstein*, and signalled warning messages to his battle-brothers on the planet's surface. Elsewhere amid the Emperor's Children fleet, Captain Saul Tarvitz, a line officer of his Legion who had long harboured deep suspicions of his Legion's growing secrecy and actions, had uncovered the truth mere minutes before the onslaught was to begin. Powerless to prevent what was to come, Tarvitz stole a waiting Thunderhawk Gunship and descended to the planet's surface, carrying his own warning of the horror that was about to be unleashed. Others were not so fortunate however, and many loyalists and suspected loyalists not assigned to the ground attack looked on in shock as the virus bombs fell, only to find knives waiting for their backs. Many resisted valiantly but, caught utterly unprepared for such perfidy, were destroyed. This fate not only awaited loyalist Space Marines but others, including large numbers of human auxiliary troops, support staff, iterators and functionaries who, caught up within the ships of the fleet, were massacred as the Legionaries loyal to Horus in their midst turned on them with merciless violence. Even here however not all went to plan and the 'mere' humans, in many cases underestimated by the superhuman Legiones Astartes, put up considerable resistance or fled into the bowels of the great ships and had to be hunted down at length, often carrying out campaigns of sabotage in the process. During the orbital attack at least one torpedo-monitor, the *Ducroix*, remained in Loyalist hands and turned its firepower on the traitor ships in a futile attempt to interdict the bombardment, destroying several escort ships and inflicting significant damage on the Battleship *Killing Star* before it was ripped apart by traitor fire. Having refused the order to surrender, the Mechanicum Ordo Reductor Galleass *Xerxes 9-7-7*, a vessel that had joined the fleet late and was not part of the Warmaster's plans, also had to be shot down at considerable cost to its attackers, its disintegrating hulk descending into Isstvan III's burning skies and lost amid the flames. As this was occurring on the fringes of the fleet cordon the heavy cruiser *Sunstone* was the scene of a

protracted on-board struggle. Here the sworn lifeguard of the Terran Plenipotentiary, the renowned Duke Mortecher, turned what should have been a simple takeover of the ship by a delegation of the Emperor's Children sent to assassinate the Council of Terra's political emissary, into a frantic deck-by-deck battle for control of the vessel. It is not known what was to finally occur aboard the *Sunstone*, but as the firestorm raged on Isstvan III below, the Terran warship suffered a catastrophic detonation in her forward magazine, leaving the *Sunstone* a splintered wreck.

As this maelstrom of confusion and destruction was unfolding, the *Eisenstein* under Garro managed to break free of the fleet and escape at maximum thrust. Although intercepted and struck several times by enemy fire, the frigate managed an emergency translation to Warp space and fled the Isstvan system, its fate uncertain for its pursuers. This single act of heroic defiance was to alter the course of all that was to follow, but it would not be the only reversal of fortune the traitors were to suffer. As the firestorm below guttered out, as it had been designed to do, surveyor-sweeps and auspex beams were eagerly focused downwards from the orbiting fleet with the expectation of registering the charred remains of a dead and lifeless world, but quickly shock turned to rage for the Warmaster. On the planet's surface had been nearly 100,000 Space Marines drawn from the Emperor's Children, Death Guard and World Eaters Legions and they had taken Isstvan's Choral City with less than a tenth of their number as casualties. Although the full extent of their failure was not yet apparent to the traitors, perhaps fully two-thirds of the first wave had miraculously survived the bombardment, thanks to the warning messages they received from their loyal comrades in orbit. The loyalists had found shelter in hastily re-sealed bunker complexes they had only hours before taken from the Isstvanian defenders, or found protection in the stormed bastions of the Precentor's Palace or in the kilometres of catacombs which threaded out from under the Siren Hold. Warned just in the barest of time they had not been caught unawares—instead they had trusted to luck, to training, to wargear and the physiology of the Emperor's great design—and they had endured.

Survival

As the great storms which came after the fire abated, communication channels crackled into life and frantic signals rippled across the surface of Isstvan III and stabbed skywards demanding answers, screaming defiance and spitting curses against those the betrayed had once called brother. Never in the history of the Legions had there been such a terrible act of treachery and malice and the Space Marines on Isstvan III were incensed beyond reason, some driven to the point of madness —that their own Primarchs most of all—had betrayed them.

In the wake of the failure of the virus bomb attack to annihilate the Loyalists, matters further spiralled out of hand. Even as Horus attempted to re-establish strategic control of the situation and order a second, conventional bombardment, against orders and perhaps goaded by the response of those in his service—or as it has been suggested since—driven to grant the honour of dying by his own hand to those who once served him—the Primarch Angron took matters into his own hands. Spearheaded by waves of gunships and followed by a second drop pod wave, the World Eaters descended from the mighty *Conqueror* with Angron himself and his chosen warriors at the fore.

The Warmaster and his allies could only look on with outrage as the Primarch of the World Eaters made planetfall with a full fifty companies of his bloodthirsty Space Marines at his back, landing in the plaza areas to the west of the Precentor's Palace, hunting for their own kin with fratricide in their hearts. Their Thunderhawk and Storm Eagle gunships, strafing the now ash-strewn ruins, were met immediately with a sporadic return of fire—they had found their intended prey.

Angron—the 'Red Angel' as he was sometimes known in fear—roared from the belly of his gunship onto the blackened bones that littered the plazas like fallen leaves in a winter forest, his great chainaxes Gorefather and Gorechild screaming in anticipation of the slaughter to come. His challenge so issued was quickly met as storms of weapons fire licked out from the shattered city-scape to find him, but he strode through it heedless like a monster of dark myth made flesh. Behind him his World Eaters formed up in a great arrowhead of pale ceramite and glittering metal, eager for the slaughter to come, the forbidden rage-inducing implants dug into their brains screaming the need to kill with cruel and irresistible force. Inevitably, from the line of shattered ruins that edged the plazas, their loyalist brothers came, no less World Eaters, no less consumed by rage—a rage now fuelled to greater heights than they had ever known by the bile of tasted treason. Brother-Captain Ehrlen led them, a warrior whose tally of victories had been long in the service of the bloody creature he now faced. With him were a force of loyalist Space Marines some 2,000 strong, a core of World Eaters who had sheltered with their commander in nearby garrison bunkers to wait out the storm of what they had been told (for believability's sake) was an Isstvan suicide bio-weapon about to be unleashed, the rest of their Legion contingent scattered far and wide across the cityscape. For Ehrlen and his men the truth has been almost too terrible to face, and here and now, confronted by two-and-a-half times their number of those they had once called brother and the Primarch to whom they had pledged their lives, all set against them, it was simply too much. A homicidal madness overtook them—they would make an end of it—dragging down as many with them into death as they could claw and cut the life from. Both sides charged headlong, without tactics and without reason they charged into the arms of death, crashing against each other like competing waves of force. In moments hundreds were slain as superhuman matched spite

Historia Terra Regem

A Note on Veracity

This account of what was to happen in the aftermath of the bombardment of the Loyalists on Isstvan III is made up from the fragmentary accounts of the few Loyalist survivors given in testimony to the Council of Terra, the stratagem-logs of the heavy frigate *Eisenstein* and other sources taken from captured enemy vessels and interrogation logs of later provenance. It is therefore likely to constitute only part, rather than the whole of the truth, and I have no doubt that on Isstvan in the wake of the genocidal wrath of Horus, a great many faithful warriors of the Imperium were martyred unto the Emperor's cause. These heroes—and I do not use the term lightly—sold their lives dearly against an overwhelming foe, and did so largely unsung and unremembered and with this in mind, this account should be taken as exemplary, rather than exhaustive, in its details. In the wake of the atrocity, the ash of Isstvan III drunk deep of the blood of loyalist and traitor alike, and we shall perhaps never know the full extent of the glory and perfidy that was unleashed there.

and fury against superhuman. Ehrlen was overwhelmed by dozens of World Eaters and dismembered, still spitting curses at those he once called brothers, while charging traitor dreadnoughts exploded in the converging furnace heat of multiple melta blasts, showering shrapnel and flame across the battlelines. In the carnage that ensued a truth that was to become a bitter reality for years to come sprung fully formed into the reckoning of war; when Legiones Astartes fought Legiones Astartes the usual Imperial logic of battle—of superiority of force, of an enemy's morale broken, of belligerents weighed and found wanting—no longer applied. Instead matched in power and weapons, armour and skill, and above all in the unshakable resolve to fight, the result was an appalling stalemate of expended force and savage attrition. Battle would now be characterised by superhuman bodies hacked and blasted until they could take no more, of weapons emptied in wrath and battle plate pulverised by not one blow but a score's counting before its wearer succumbed, but succumbed with the foe's blood on their hands as well. This would be a war in which no victor would escape the battle unscathed. In the slaughter of the Choral City plazas where seven thousand World Eaters smashed and butchered each other in a frenzy of violence, it would be the traitors' numbers which finally turned the tide, that and the presence of their bloody lord. Angron was a machine made for killing, an unstoppable engine which sent torn bodies and shredded limbs tumbling away in looping arcs of crimson blood and spraying sparks of rent metal. He careered like a thunderbolt back and forth through the clashing press of armoured bodies, destroying everything that stood against him, shrugging off blade-strokes and bolt shell strikes as if they were the mere bite of insects, roaring his challenges and calling out the names of the worthy dead his axes reaped. The killing continued until there were none left to kill and the ravaged victors, their once-white armour now a gory red, stood amid a morass of shattered bodies, the filth of blood and clotted bone-ash around them like a spreading stain across the world.

"*It is well done!*" Angron is said to have cried upon viewing the horror that had been wrought, before ordering his World Eaters to spread out through the city and seek more survivors to kill.

So began the true bloodshed of the first great inter-Legionary war, the first battle in the Imperium's history when its greatest defenders, the Space Marines, turned upon themselves in battle without quarter asked or given. Such was the shocking betrayal, the pain and price of treachery so great, that there could be no respite or relenting in such a battle, only bitter hatred and bloody vengeance.

High above in the Strategium control-chamber of the *Vengeful Spirit* the Warmaster was incensed with Angron's disobedience and disruption of the carefully laid plan, a plan now almost in ruins. In retrospect it is clear to see the invidious position the World Eaters Primarch had placed Horus in. He could have continued with his preparations for a second bombardment and indeed carried it out, firing on both the Loyalists and Angron to punish him, but that at best would see the World Eaters' fleet turn on Horus' allies and start a second civil conflict the Warmaster could ill afford, and at worse, leave Angron alive and an enemy. No, there were far too many loyalists left on the surface to leave to the World Eaters, and if they were not attacked soon they would become dug-in and organised, and therefore infinitely more dangerous, while bombardment was no longer a viable option. The Warmaster was committed to fight and left to forge victory from disorder. So it was that Horus had no choice but to back Angron's headlong assault, and the general order to prepare for ground attack was given.

The Emperor's Children under their commander Eidolon were next to deploy, no doubt smarting over the actions of the loyalist Saul Tarvitz and keen to redeem themselves in the eyes of the Warmaster. With typical precision and exacting patterns of deployment, the traitor Emperor's Children selected a scorched-flat area formerly of open markets and parks a few kilometres south of the Precentor's Palace for their staging area. No sooner had Eidolon's taskforce dismounted their conveyers then he ordered his forces to immediately precede in column formation to the Precentor's Palace with the intention of taking it by storm and overwhelming what he clearly assumed would be a disorganised and broken group of survivors. Meanwhile further World Eaters support forces started to land, preparing for a lengthy battle of attrition, while Death Guard and Sons of Horus gunships began to conduct reconnaissance sweeps to the north-west and south of the Choral City respectively, searching for survivors amid the still burning ruins, firing on targets of opportunity and dropping off Seeker squads and outriders to hunt down isolated groups of loyalists still reeling from the planet-kill attack. Within hours however it became clear that this would be no simple mopping up operation for the superior traitor forces. Eidolon's column found the Precentor's Palace staunchly and expertly defended by the loyalist Emperor's Children forces who Eidolon had arrogantly underestimated. Instead of succeeding in a storm assault, his column came under heavy fire and was blocked from even reaching the palace walls and forced to retreat, leaving dozens of damaged and wrecked vehicles in its wake. Further attempts to send infantry squads through the ruins fell afoul of hastily set-up but effective redoubts and pre-arranged ambuscades, hurling his men back bloodied and without gain. Elsewhere the use of roaming gunship detachments had proved equally ineffective; auspex sweeps in the burning, tangled ruins could provide no more than a vague indication of enemy concentrations, while the vast blasted city-scape was a perfect haven for the enemy to lie in wait and loose missiles and lascannon blasts at the low-circling aircraft, the particular vulnerabilities of which were completely familiar to the loyalists as they were their traitor attackers—such was the price of brother fighting brother. Worse, one Sons of Horus Storm Eagle returning to the bay of its mother-ship, the strike cruiser *Minotaur* and displaying proper codes had conducted a suicide attack inside the launch bay, voxing its intention to "*...avenge the blood of Terra*" before ramming itself into a line of re-arming gunships, lascannon blazing, wreaking carnage and killing a full company of Horus' Legionaries in the process. Comm-channels and vox-codes already switched when the attack began were hastily being changed again, causing further disruption as the *Minotaur* incident added to a death toll that was already rising rapidly and shockingly in the loyalists' favour.

Darkness

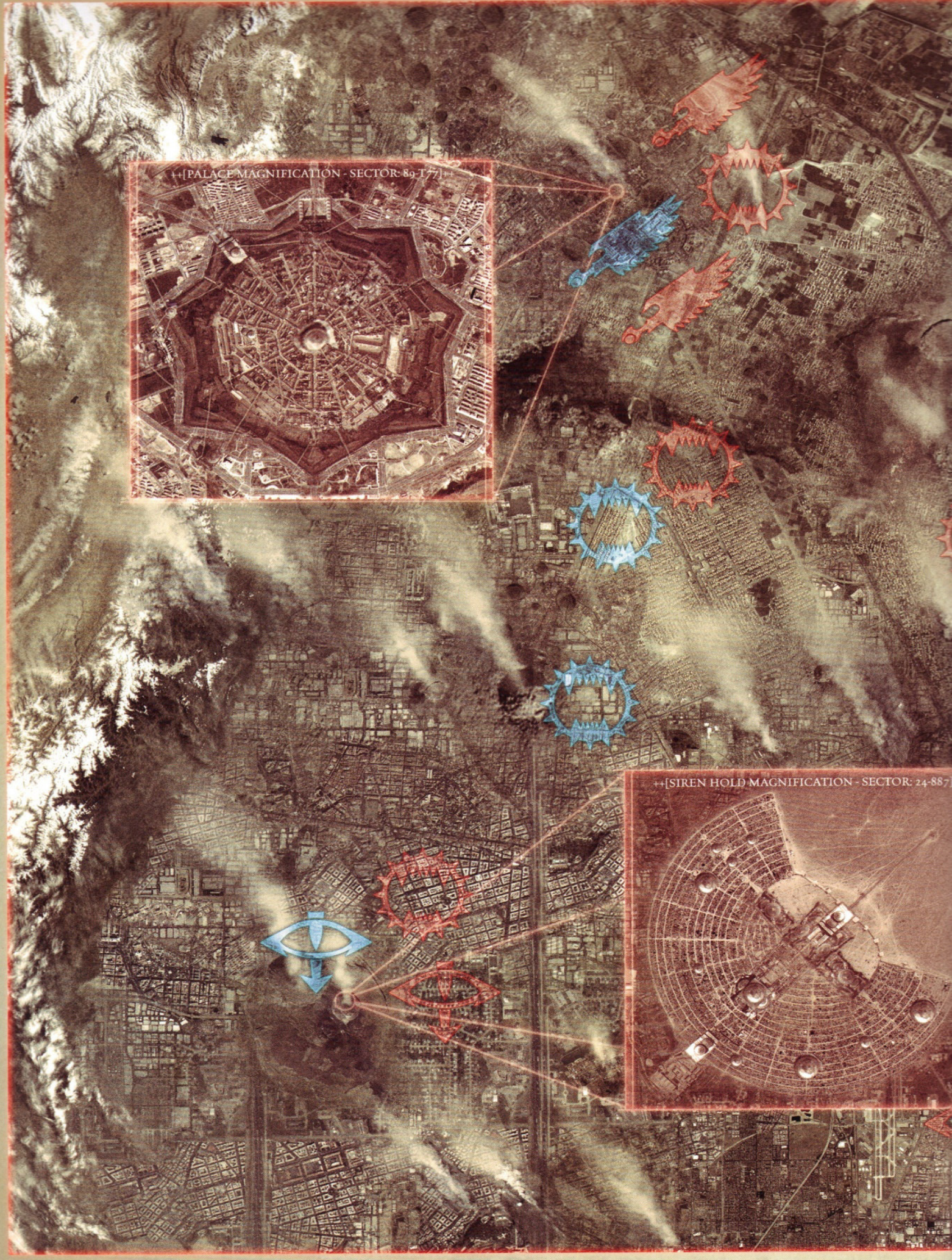
As night fell, the debris and dust thrown into the upper atmosphere began again to descend, the bleeding heat of the dying world birthing fresh continent-spanning storms which ravaged the tortured air of Isstvan III and closed over the Choral City with renewed force. Hurricane-force winds drove great torrents of still-hot ash through the ruined canyons of city-blocks and tomb-stone structures peopled with the dead, while thunderous volleys of lightning played havoc with vox-transmissions and surveyors. Flight was virtually impossible and the surface all but cut off from the fleet. While the first stage of the plan—the separation of the loyalists had proved successful, the second phase was approaching unmitigated disaster,

a fact that must have been readily apparent to the master-tactician that Horus undoubtedly was. Even masters of their craft however, post-human and human alike, are subject to the whims of chance and action. The virus-bombing of Isstvan III had ultimately done nothing more than slaughter billions of bystanders and turn Isstvan III into a hellish warzone of rubble, ash and storm which massively advantaged the defender while it vexed an attacker in turn. The over-confidence of the Emperor's Children had brought failure, and Angron's World Eaters had dispersed into the northern city in an uncontrollable and untrackable horde. Probing sweeps by aircraft had done little but suffer casualties, and revealed the scale of the loyalist resistance and demonstrating their bitter resolve to fight. Hundreds of hostile contacts had been flagged right across the sprawl of the shattered city, with particular concentrations identified in the north-western zone, the Precentor's Palace area and the lethal tangle of the Siren Hold district. Horus and his commanders must have had no doubt that under the cover of the darkness and the storm the loyalists were on the move through the ruins and underneath them, through catacombs, sewers and tunnel networks, consolidating, organising and fanning their lust for vengeance to a murderous heat.

What was to come was to be a gruelling war of attrition where air power would count for little, and even though Horus had the Titans of Legio Mortis at his command, he could not risk them in the city-ruins while the storm raged, blinding their scanners and defeating their advantage of range. Days became weeks as the tempest went on all but unabated and beneath its cover, bitter close-quarter battles were waged between loyalist and traitor in the ruined city, the forces almost evenly matched in numbers. In the gaunt frameworks of habitation blocks and in the fetid darkness of sewer networks thick with corpse-waste, Space Marine battled Space Marine unto the death. The traitors could only reinforce their assault piecemeal thanks to the storms, and during the worst of the climatic upheaval were forced into supplying munitions by drop pod if at all.

In the wrecked industrial zones of the southern city armoured columns of Vindicators and Predator tanks made grinding progress, battling block-by-block against brutal infantry counter assault and suffering a toll exacted by snipers and heavy weapons teams hidden in the twisted morass of factory ruins and toppled smoke-stacks.

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+Orbital Pict-capture+

+Inter-Legionary conflict D+15+

In the twisting shadows of the Siren Hold, warriors who had once proudly displayed the colours of the Warmaster and called themselves Sons of Horus defaced their armour and heraldry and reclaimed the name of the Luna Wolves once more. Their leader was Garviel Loken, once a hero of his Legion and commander of its 10th Battle Company, and formerly part of Horus Lupercal's inner circle. Singled out by the traitors for his unwavering loyalty to the Great Crusade and its ideals, Loken had been betrayed to his death on the surface like the rest, but now rose to the mantle of general and leader, co-ordinating resistance in the eastern and southern sectors of the city and masterminding a mobile defence of counter-thrusts and hit-and-run attacks that stopped his erstwhile comrades from employing the lethal encirclement tactics at which they excelled.

Again and again Eidolon's Emperor's Children attempted to take the great granite bulk of the Precentor's Palace only to be hurled back by Captain Tarvitz and his warriors, displaying implacable resolve and tactical excellence in their defence of the shell-shot edifice and its precincts. The palace was now further reinforced with recovered heavy weapons and patch-repaired vehicles claimed from the spoils of Eidolon's first failed attacks, and with the loyalist Emperor's Children fought the mighty Ancient Ryalanor—a dreadnought of the Legion, and to them he was like an undying icon of past glory and honour the traitors had so hatefully cast aside. Many times was the venerable dreadnought thought lost, only to rise again from the rubble and fire to punish those that had betrayed the Emperor whose name they bore. The traitors' attacks against the palace were further blunted by the need to guard their own flanks in the dust and darkness, as roving war bands of World Eaters, most loyalist but some perhaps merely uncaring of their 'allies" lives attacked from the ruins and rubble, slaying and plundering arms and munitions before being cut down by disciplined fire or disappearing victorious back into the darkness.

To the north-west, the Death Guard loyalists faced the direst situation of battle. Although heavily dug into the Isstvanian III bunker networks, trench lines and the screening city walls, and well-supplied with arms and munitions taken from the underground vaults of the planetary defence armouries, they were caught between the wrath of two implacable foes. From the inner city came Angron and his World Eaters, hammering again and again against their defences, hacking their way into tunnel networks heedless of casualties taken in the breach and leaving everyone within a red ruin of flesh and shattered ceramite. Beyond the city wall Mortarion, as implacable and relentless as death itself had braved the storm and landed the great relic-assault ship *Omen* amid the howling gales. Showing far more respect for the foe he faced than the traitor Emperor's Children had, Mortarion had *Omen*'s turret guns sweep the ground clear, smashing the nearby trench works and bunkers flat so they could provide no hiding place for a loyalist ambush before unleashing its cargo. In defiance of the hurricane and the darkness, the Death Guard marched forth in ordered ranks, and with them the Legion's behemoths of war—Spartan heavy assault transports and Fellblade and Typhon super-heavy tanks—and began their systematic and relentless attack with the Reaper-Primarch marching slowly at their head, counting the slain.

Historia Terra Regnum

The Blooding of the Traitors

Once the die had been cast for a brutal war on the ground, the arch-traitor Horus appears to have made a decision to turn this situation to a wider advantage in regards to the loyalty of those that had pledged to fight at his side to usurp the Throne of Terra. Rather than utilise a single Legion to press the attack to the loyalists' destruction and spare his other forces intact for later battles, he chose instead to employ each and every division at his command to some degree in turn. In this Horus clearly showed his wider grasp of the greater scale of the war to come, ensuring every element of his command was bloodied in the field against their former comrades, with the deaths of the Emperor's Space Marines laid squarely at their door. With this pact sealed in blood, there could be no going back for those that had turned against the Emperor and no forgiveness, only final victory or death.

Historia Terra Regnum

"We'd fought free of the trench works before we'd been cut off, and it had been a running battle all the way. Legion outriders, speeder sweep squadrons, they were relentless, but then so were we—both Death Guard, whatever blood was now between us.

We'd reached the edge of the industrial zone east sector by nightfall, nothing left of it but twisted ironwork and broken buildings now, most of it still burning. Not long after that we ran into about fifty of our 'brothers' coming the other way, they must had braved the storm in gunships to get ahead of us. They'd meant an ambush, but we had just blundered into each other in the ash storm. It had been killing at close quarters then and I'd got separated from my men and I'd taken hits as well, my blood supply was getting low as was my munitions.

I nearly fell into the crater in the ash-fog. Ten metres wide, it swallowed up the roadway I was on and was half-filled with Space Marine dead, Angron's butchers all of them. It was some sort of trap I had no doubt, but I had no time to question how or why, searchlights were flaring up behind me and I could hear the rumble of Rhino tracks drawing in. I dropped into the crater, and hoped to hide among the dead, at least get a shot or two off before they took me. It was only then I saw the dead World Eaters had been scavenged, ripped open and stripped—not just weapons, but power units, circuitry. I had no time to consider it, the Rhino had made the crest of the crater, and there was a dozen silhouettes around it—Death Guard, Kolak's Company by their markings, true sons of Barbarus all.

I was about to fire when I saw the others coming out of the storm. I thought they were Terminators at first; some pattern I didn't realise, World Eaters perhaps, come to avenge their dead. But they were too large, and I knew I was seeing something else, something unknown. The crater lit up like an exploding star and black lightning leapt from Death Guard to Death Guard, tearing them open.

The crater had been a trap, just not one lain by any Legiones Astartes, loyal or traitor."

-From the testimony of Crysos Morturg

Decima

Under the shroud of the storm in the far reaches of the city, perhaps five or six kilometres north of the ruins of the Imperial star port, something else was stirring beneath the drifts of ash and rubble. Unseen and undetected amid the howling winds and coruscating flashes of lightning, a great brazen orb was slowly grinding and rotating itself free of the blackened earth. The upper structure of the orb finally came apart hours after it had first started to emerge, opening like a huge inverted clockwork flower with bladed bronze petals. The orb was revealed at last for what it was although there was no onlooker left alive nearby to recognise it—a Siege Crucible of the Ordo Reductor. Launched into the firestorm during the dying moments of the loyalist Mechanicum Galleass *Xerxes 9-7-7*, the crucible's design and function was very much like that of the more advanced patterns of Space Marine drop pod, although it was both considerably larger and more heavily armoured. It was this durability alone that had allowed it to survive its plunging fall and bury itself like a bullet in the earth of Isstvan III rather than shatter to fragments on impact. Regardless, mere flesh—even that of Space Marines—could not have likely survived the projectile's impact, but its occupants were not mere flesh. They were the Magos Reductor Calleb Decima and his bodyguard cohort of cyborg Thallax, and to them the destruction of the traitors would not be a matter of burning hatred, but cold, ruthless logic.

The Traitor's Dawn

Nearly two full solar months had passed on dead Isstvan III when at last the great storms began to wane sufficiently for the traitors to recommence significant landings of reinforcements and munitions once more. The months had seen the attacking forces bled for each city-block and kilometre of rubble they took and rough estimates put the death toll as high as twenty thousand on the loyalist side and perhaps twice as many of the attackers slain. Loyalist resistance still commanded the Precentor's Palace despite the best efforts of the Emperor's Children and latterly the World Eaters to take it by storm, while Loken's Luna Wolves still dominated the sector that surrounded the Siren Hold as their killing ground.

To the north-west, however, Mortarion's Death Guard's implacable advance had caught the loyalists between hammer and anvil, and steadily forced those that could not fight their way clear into an ever smaller pocket of resistance, and the noose was tightening. Here the only reversal for the traitor Death Guard had been the rebellion of some of its heavy siege armour, whose crews bore loyalties to those their Primarch now called enemy and either refused to fire on their former comrades, or who in some cases turned their siege cannon on Mortarion's traitors or Angron's World Eaters instead. The resulting bloody fiasco devolved into a five hour running battle, known by the Death Guard who survived it as the 'Veil of Grief' in which thrown into confusion the legendary resolution and discipline of the XIVth Legion broke down for a time. Traitor and Loyalist became lost in a maelstrom of battle, firing on friend and foe alike, traitor Death Guard marshal Durak Rask and his command squad was slain to a man by the loyalist Morturg's Destroyer squad, and the Death Guard Primarch himself is said to have suffered hurt, burned by plasma fire from a Predator tank in his own Legion's livery before he and his Deathshroud bodyguard hacked it to pieces. Only by issuing the order to withdraw and regroup did Mortarion bring the debacle to an end, although the respite had brought time for a force of loyalist Death Guard to escape before Mortarion's grasp tightened again around the loyalists.

Now as the storms faded fresh companies of traitor Legionaries, tanks and heavy armour made planetfall on the outskirts of the city in substantial numbers, and the loyalist Death Guard enclave was the first to suffer as Mortarion poured his Legion's strength into the area. What Malcador heavy tanks salvaged from the Isstvanian defence armouries and turncoat armour the loyalists had assembled proved no match for the forces ranged against them and were swept aside by Fellblade squadrons and long-range fire from the Titans of Legio Mortis. Now in complete command of the field and surrounding the loyalists' last redoubts the traitor Death Guard came on in wave attacks, their tactical squads so densely packed they advanced shoulder to shoulder across the torn-up ground, bolters blazing in unison. The loyalists did not give up however, despite the insurmountable odds they faced, manning their few captured artillery pieces until they ran their munitions dry, and matching the storm of incoming fire as best they could until the barrels of their own bolters glowed like hot embers and the barrel-shrouds of their meltas cracked and buckled from over-use. It was to no avail and the Death Guard Legion overcame their barricades and trench works like a black tide and drowned them. What few loyalist survivors remained retreated to their last stand, deep into the lowest reaches of the sub-surface defence tunnels and collapsed the passageways behind them. But the traitors had prepared for such eventualities, clearing the way with vortex charges and Hades drills. Mortarion himself came for them in the darkness.

Above ground the assault was renewed in earnest, and the Warmaster unleashed his wrath. A Sons of Horus taskforce thirty companies strong and led by Ezekyle Abaddon and his elite Justaerin landed to the city's south-west with heavy armour support. They immediately set about crashing through the burned and blackened tenements they found there in ever widening circles, flushing out and destroying any pockets of resistance they encountered. With the attack now fully underway once more, great orbital conveyors began to land fresh maniples of Titans from the Legio Mortis and the Legio Audax to reinforce those that had sat out the great firestorm and savage hurricanes untouched beyond the city, darkening the skies of the west. In the shadows of these colossal landers, a rag tag assortment of stranger craft followed: black insectile gunships descending on columns of azure flame and battered civilian lighters with hulls bedecked with human body parts and daubed with strange symbols shuddered to the ground. From the first came black-robed Mechanicus bearing macabre weapons, robotic spider-skulls scuttling before them and multi-headed battle-automata, each large enough to dwarf a Legiones Astartes Dreadnought, grinding after them in their wake. But as outlandish and sinister as these 'Dark Mechanicum' undoubtedly were, the wasted, scarecrow figures that issued from the charnel bedecked lighters carried with them such a palpable aura of horror and sickening power that even the hardened Space Marines drew back warily where they walked. They were the witch-priests of Davin and the taint of the Warp hung heavily around them like an unseen, worm-ridden shroud.

The tide was quickly turning and while the loyalists had held out thus far the advantage was now the traitors'. They had their former brethren outnumbered and vastly outgunned, and were able to leverage their superiority of arms at last, while every dead loyalist was now a loss the defenders could not afford. The mathematics of slaughter had now swung decisively in the Warmaster's favour.



Part III: Extermination

"In truth a Titan has only three enemies against which it must guard: folly, hubris and another of its own kind."

-Grand Master Volkus
Ordo Sinister

The storms had finally abated, and what replaced them was a murky stillness which enfolded the shattered city as the temperatures plunged, the ash of a world's cremation blocking out the heat of Isstvan III's sun. The silence of this pale dawn was broken by the eerie howls of colossal sirens echoing through the city and the distant rumble of earth-shaking engines on the move—the Titans were walking to war, and the distant sounds of their approach were a portent of what was to follow.

With the balance of power in their favour, the traitor forces prosecuted their attack with renewed vigour, moving through the city in a thrust towards the Precentor's Palace, relying on overwhelming force to overcome any pockets of defence they encountered on their way. Before them they sent in pave-way strikes from Avenger Strike Fighter wings and Thunderhawk Gunships, showering areas judged to be likely strongholds with high explosives and raking cannon fire to try to pin the loyalists in cover and prevent them scattering or withdrawing ahead of the attack. Thousands of Horus' Space Marines—Death Guard, World Eaters and Sons of Horus—were on the move, streaming through from the landing grounds beyond the broken city walls in a vast crescent formation supported by hundreds of Rhinos, Land Raiders and Predator tanks. Jetbike Sky Hunter squadrons and Land Speeders screamed through the air, circling the traitors' flanks searching for targets and wary of ambush. And looming over all came the Titans of the Legion Mortis and the Legio Audax—two full battle maniples of Warlord and Reaver Titans with a dozen Warhounds in support. At their head the *Dies Irae*, an Imperator pattern Titan looming head and shoulders above its brother war engines, striding high above the tallest ruin in the city, its footfalls shaking the ground, splitting the tortured city-scape like thawing ice underfoot. Against such firepower, nothing could stand, and no sooner was a likely point of resistance encountered then the Titans unleashed their wrath upon it, detonating whole city-blocks in clouds of dust and flame, and melting the metal hulks of industrial plants to glowing pools of slag. Such was the awesome power of the Titans' unleashed weapons as the column advanced, that the vibrant flashes of weapons fire were visible even through the cloud layer from orbit above.

As they approached the high-sided curtain walls of the Precentor's Palace, the Titans were met with the traitor Emperor's Children force already laying siege in an another attempt to storm the vast compound and being answered in turn with defiant volleys of lascannon and bolter fire. The Princeps of the Legio Mortis had clear orders and cared nothing for which of the forces were loyal

or traitor, and with a single deafening blast of their war-sirens the only warning they gave to Eidolon's command, they opened fire. The curtain walls of the Precentor's Palace had been constructed by the Mechanicum's siege-enginseers to withstand the fury of a world risen up in revolt, and though now pitted and mauled by firestorm, shot and shell they still stood, but would do so no longer. Volcano cannons roared and turbo-laser clusters spat arcs of searing light and the battlefield was engulfed in a bellowing fog of black smoke and roaring flames. Into the darkness the gargantuan war machines, like wrathful primordial gods, armoured in sable and deep crimson, poured their combined fury and the Space Marine Legionaries around them could do nothing more than hold back from the fearful display and wait for the storm to pass. When the deafening barrage ceased at last and the tumbling dust settled over the attackers like a fall of grey-black snow, the destruction the Titans' weapons had visited was revealed—the great curtain wall facing them was gone and a jagged spill of smouldering debris was left in its place. Beyond the broken walls the great dome that covered the inner precinct had crumbled and fallen, and the towers and manses within were toppled and crushed like broken toys. The Titans howled again in triumph, and this time were answered from the massing packs of the World Eaters as Angron bellowed the order to charge. All that remained for the loyalist survivors trapped in the ruins was to sell their lives as dearly as they might.

As the main traitor attack column was storming the broken holdfast of the Precentor's Palace, in the northern and southern sectors further assaults were taking place to break the back of the loyalist resistance and hunt down the scattered survivors in the ruins. Against Loken and his Luna Wolves, their former brothers the Sons of Horus under the command of Ezekyle Abaddon mounted their own attack in force, under explicit instructions to return victorious or not return at all. Mounting their attack from multiple directions at once, the Siren Hold came under attack from land and air. Caestus Assault Rams smashed into the upper tomb spires along with flights of jump-pack equipped Assault squads descending from gunship troop bays to take the heights where the gun emplacements and sniper roosts of the Luna Wolves had been set up in defence. At ground level the city-scape trembled before a cluster of armoured spearhead formations, heavy Spartan and Land Raider tanks smashing a path through rubble-piles and barricades alike, the foremost painted not in the sea-verdigris of the Sons of Horus, but the night black and tarnished bronze of the Legion's Justaerin elite. The tank spearheads smashed their way into the tangled cemeteries, soaking up the returning fire that flared up to meet them, and punching through shrines and toppling statuary with blasts of lascannon fire in reply. Despoiler squads—eager for blood, chain-blades revving and grenades primed—ran headlong in streams out from the wake of the tanks, dodging and weaving towards the defenders' positions, marking them out by the muzzle flash of their enemies' weapons, heedless of their own fallen.



"It had been fifteen or, perhaps, seven days perhaps since the Precentor's Palace had fallen. I cannot be sure now, my sus-an membrane was functioning erratically owing to repeated injury, and the cold and the dark skies had made day and night all but indistinguishable then. In truth I should not have been alive; none of us should by then.

I had command of nineteen of my Legion, all fighting wounded, scatterings from a dozen squads. Our last Apothecary—Daeka had been cut in half by a Medusa shell in the attack that had driven us from our last holdfast. Shabran Darr, the World Eater the others called 'White Eyes' was with us, with six of his brother berserkers, 'Revengers' they called themselves, armour burned black and plastered with blood and bone trophies like some madman's nightmare of what a Legiones Astartes might be, but we were glad of them, glad of their chainaxes too when the enemy was on us.

We did not want for weapons or battle plate, Decima's clanking brood took care of that, stacking away supplies neat and bloody in the sewer tunnels since the start, tireless, inhuman things —I know not how many they had killed under the shadow of the storm. Nor even the will to fight —spite fuelled us, sustained us still, and while traitors drew breath we hungered for their lives. But life and strength were failing us, and we were now so very few.

We had vowed to make an end of it then, while we were strong enough to do some real damage still, an Oath of Moment to die and in dying make the traitors bleed. To my surprise Decima had agreed: 'The logic of war is to consume life and material,' he had said. 'All things die, only death is eternal.' If he still possessed a face, I believe he might even have smiled. In truth even his Thallax had suffered severe depletion and were in a state much the same as us in their way.

We had chosen the outer concourse of the star port as the site for our stand, and to draw them in Decima had his last adepts crew a pair of armoured Proteus Land Raiders and a Grav-attack—battlefield wrecks he'd repaired to the point of bare functionality—they were to attack a known staging point and feign flight. It was a suicide mission, but the adepts did not say a word.

We were granted more than our wish—one Proteus returned to us aflame, and I cannot comprehend how it managed it, and in pursuit came a Fellblade super-heavy, smashing aside anything in its path at the head of four Rhino-mounted squads, three in Sons of Horus livery and one of the Death Guard.

Our valiant Proteus slewed to a halt just near where our desperate plan had demanded and was a moment later kicked up in flame and tumbled across the concourse like an empty food canister as a shell from the Fellblade's main cannon took it.

We waited as the Traitor armour fanned out in a crescent across the open concourse, the Fellblade's turret slowly traversing to cover them, and was joined a few moments later by a Death Guard Land Raider lumbering on damaged tracks.

The position was far from perfect, but Decima must have judged it was as good as he was going to get and he triggered the weapon. It looked like a brass star made of twisted clockwork as it rose out of the pit he had concealed it in and went skyward—I know not what it was, perhaps some bastardised bomb made from the teleportation engine of his ship, perhaps something else. There was for a second a flash so bright I could see the bones of my hand through my armoured gauntlets—we had been warned to deactivate our armour beforehand and switch it on after the blast. When my autosense cleared I saw that half of the Fellblade was simply missing, as if it had been carved away by a knife, and of one of the Sons of Horus Rhinos there was nothing left but a shadow burned onto the concourse. The rest had a curious, bleached-out quality to them and had fallen still, save for the Land Raider. Further back and unscathed it was reversing in retreat as swift as it was able as traitors spilled from the dead Rhinos like puppets with tangled strings.

We rose from our concealed positions and cut down the ones in the open with bolter fire while the World Eaters charged in to finish the rest.

The Thallax smashed up from where they had been buried in the earth to block off the traitors' retreat and caught the Land Raider in the converging arcs of their strange weapons, soot-black corposant dancing across its hull until its tracks disintegrated and cannon sponsons detonated. The machine-creatures left it for dead, flame spewing from its crew-ports.

Victory was ours, but triumph lasted only a moment as the furthest group of Thallax was blown to pieces—the shell blast exploding among them before we heard the report of the cannon that fired it. Another Fellblade was smashing through the city towards us, flanked by Predator tanks and Rhinos, kicking up great clouds of ash in their wake. We scattered to cover again as a squadron of Storm Eagles came in low across the concourse, showering the area with missiles, not caring if any of their own were still alive at the ambush site.

Soon we were surrounded, scattered, cut off, our trap turned against us. Sons of Horus and Death Guard closing in on all sides, shells hammering down on us, bolter fire coming in like waves on the shore. Something heavy calibre, an autocannon shell I think, took me in the side and powdered my ribs beneath my battle plate, but I would not let myself fall.

I fired until my ammunition was gone, reclaimed a weapon from the fallen and fired again as my comrades died around me. There were so many, injured as I was I couldn't miss.

One of Horus' scum with a Volkite in his hand made it past the barricades and I struck his head from his shoulders with my power blade, but not before he'd killed another of us.

It was then I saw Shabran Darr across the concourse, charging through the storm like some demon of ancient myth, his armour unravelling under who knows how many hits. I saw his left arm disappear in a spray of red mist and he staggered, but he still reached them, throwing himself into the Sons of Horus, his chainaxe a bloody arc of steel.

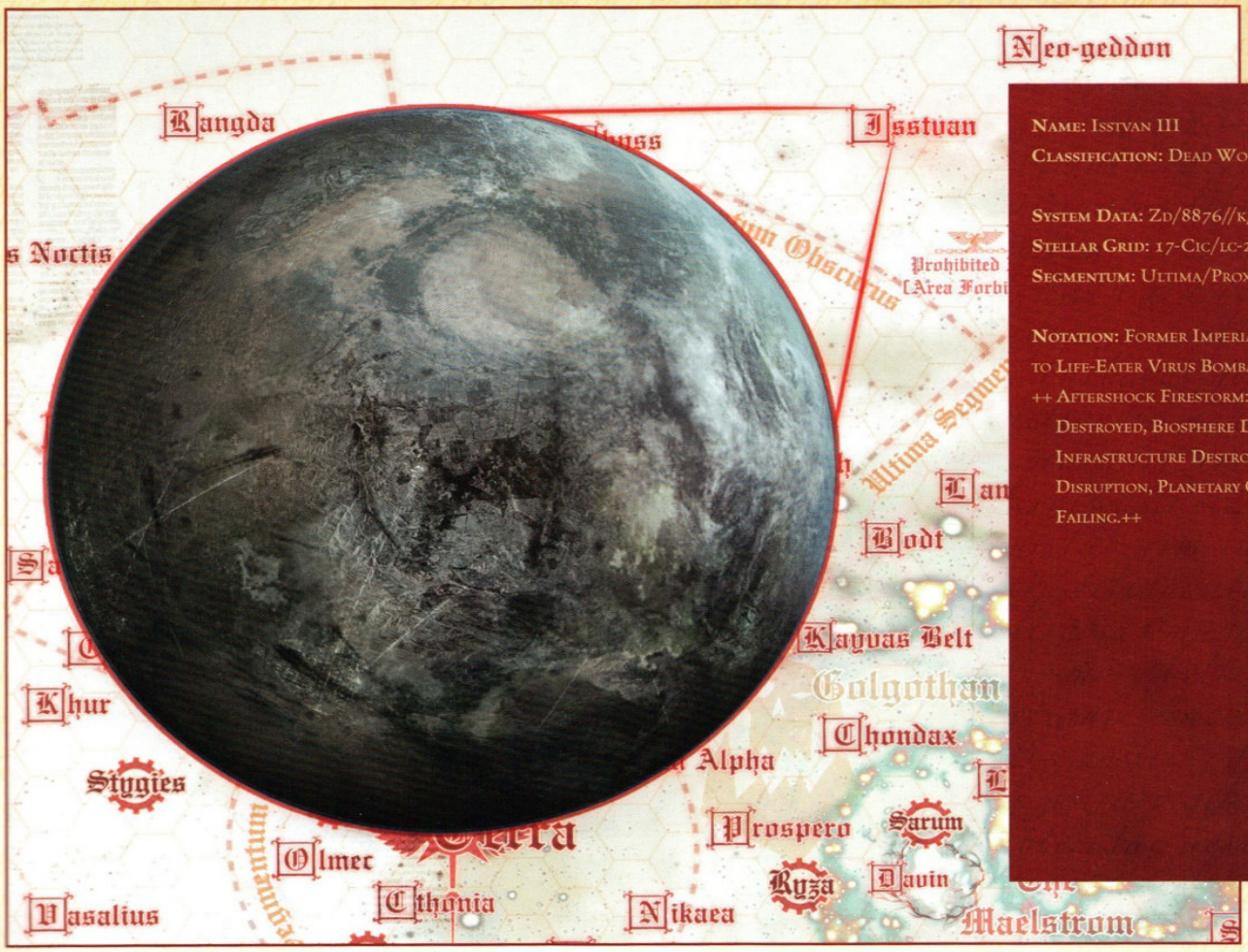
Then the Fellblade smashed aside the wreckage of its kin and fired point-blank into the ruin I and the handful of loyal Death Guard that remained was using as cover. I was blown clear, my armour a ruin of shrapnel and my legs shattered.

I lay on the concourse, struggling to rise—to die on my feet—when a tattered red blur flew over me and ran, spider-like up the glacis of the Fellblade —I doubted my own eyes then. It was Decima, and with a molten flash of red, he was inside the Fellblade's turret, disappearing so fast I doubted he had been anything but a figment of my dying mind. I could still hear the Thallax weapons screaming eerily, the bolters thundering, but my consciousness was failing. My last memory of the battle was of the Fellblade's yawning cannon-maw, then the turret turning… turning away from me.

Later, much later I think, I recall as if in a dream being dragged through the ash and bone for so very long, a tattered crimson cloak fluttering over me, the cold, the night sky riven with fire in the distance.

I did not know it then, but it was over. Isstvan III was finally dead, and my Legion buried with it, but the hate remained."

-From the testimony of Crysos Morturg



Name: Isstvan III
Classification: Dead World

System Data: Zd/8876//k/Æ
Stellar Grid: 17-Cic/lc-26
Segmentum: Ultima/Proximal

Notation: Former Imperial Possession, Subject to Life-Eater Virus Bombardment
++ Aftershock Firestorm: Organic Life Destroyed, Biosphere Destroyed, Civil Infrastructure Destroyed, Severe Climatic Disruption, Planetary Oxygen Cycle Failing.++

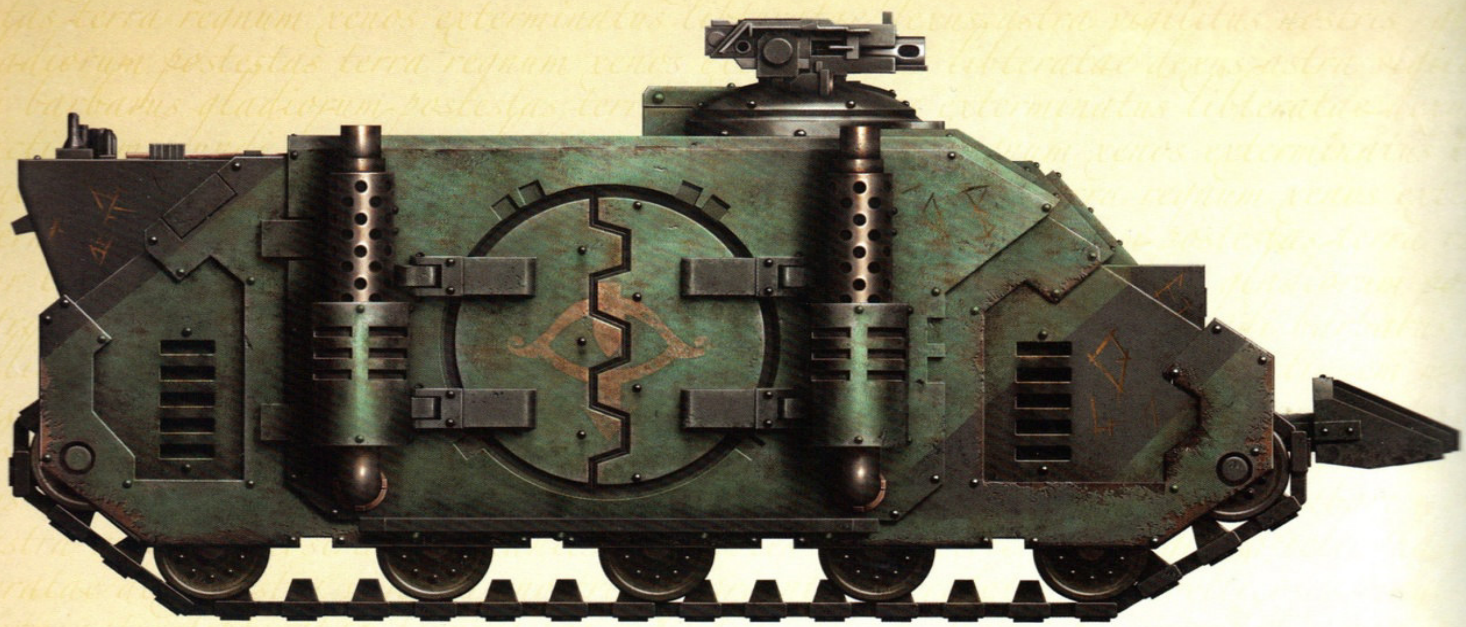
The Luna Wolves lacked nothing for courage in the face of their hateful foe, but they were hopelessly outgunned and outnumbered, and their ammunition low. Some sought to fight free and scatter if they could, for on this day survival itself was a great victory against fearful odds. Others, some injured, cut off or simply too tired and bitter in spite to retreat, stood their ground before the onslaught and brought time for their brothers with their lives, firing to the last bolt shell and the last drop of their blood as the Justaerin Terminators stormed the barricades of broken marble and tomb-sepulchres, smashing aside stone cerements with power-fist blows and raining hails of bolt shot and blazing plasma on the last few hold-outs within. The Siren Hold fell within an hour, but hundreds had escaped and Abaddon, victory ashen in his mouth, stalked the ruins, hurling insults and threats of death at those who had failed to close the trap in time. Regaining his composure, he ordered his forces to break up and search the city while he set the Dark Mechanicum and his own Destroyer squads the task of running down any that had fled below. Soon canisters of burning Phosphex were being emptied into the air vents and catacombs that ran below the Siren Hold, while covens of Davinite witches and cultists used their own dark arts to hunt the wastes and rubble for the living.

As the darkness of true night once again fell over the city of the dead, the only light was the stabbing beams of search lamps methodically sweeping the skeletal remains of the city, with the promise of death following in their wake. The only sounds were the immense grinding tread of the Titans stalking through the ruins and the intermittent sounds of gunfire echoing like phantoms through the empty waste of rubble and bone as traitor found loyalist in the darkness. The death of Isstvan III had entered its final, murderous phase. It could no longer be called a battle, but was instead a manhunt; the harrowing, cornering and destruction of most dangerous prey—but prey now none the less—to its extinction.

The Tide of War

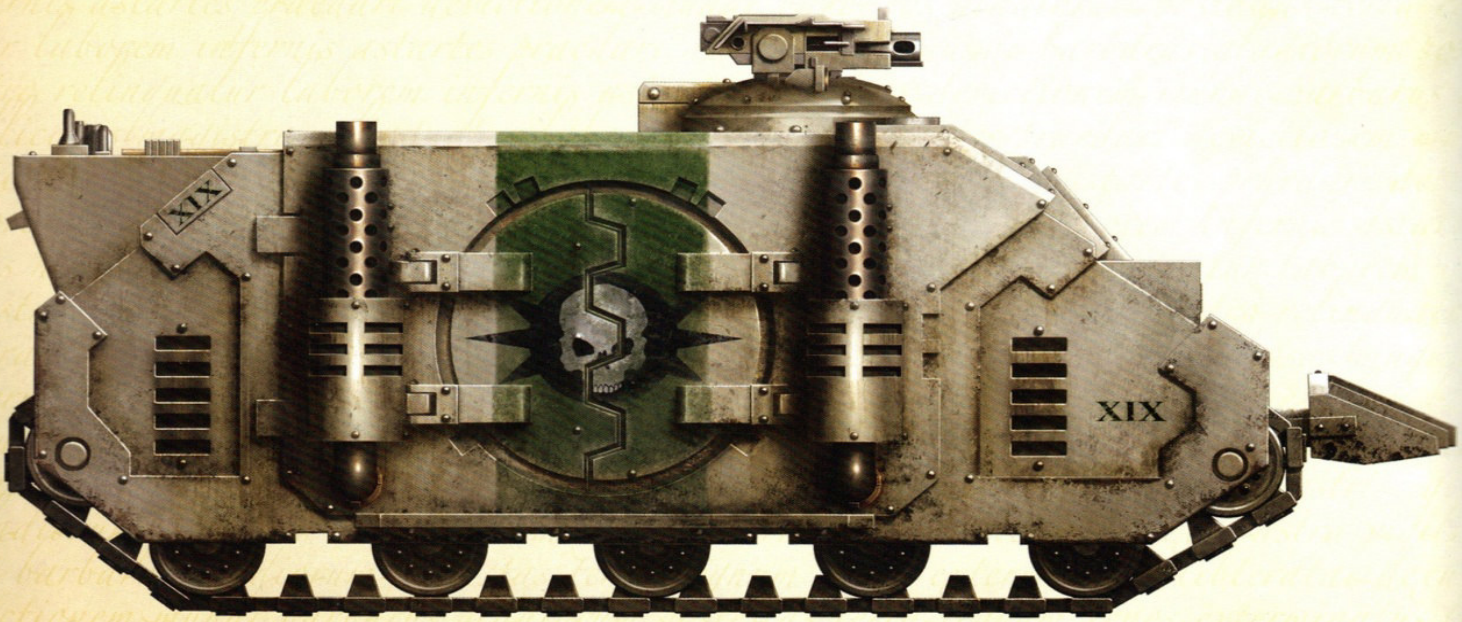
Time waits for no mortal nor Primarch either, and though the loyalists had been defeated and cast into the role of the hunted on Isstvan III, the last remnants stubbornly refused destruction, and the price Horus had paid in warriors and weapons to achieve the deed was heavy. The lingering shreds of the loyalist force on Isstvan III had no chance of escaping and its total extermination was now no longer a luxury the Warmaster could afford. At last Fulgrim, Primarch of the Emperor's Children, had re-joined him, but the news he bore was unsettling. Time was no longer on Horus' side—new plans needed to be laid and acted upon with haste if the Emperor were not to discover that Horus and his allies were moving against them. The time for forging allies to his treachery was over; the time to act was now or else risk losing everything.

With bitter bile the Warmaster ordered a retreat from the surface of Isstvan III, left a cemetery in his wake, charging Fulgrim and Mortarion to drag Angron from the planet's surface if needs be. In departing Horus ordered the guns of the *Vengeful Spirit* turned once more upon the carcass of the Choral City, not with virus weapons but conventional warheads, and pulverised its ruins flat before leaving Isstvan III a corpse-cinder in the wake of the Traitors' progress. Calth, Signus, Prospero—already the contagion of war and massacre was spreading, but for Horus, the next goal of his campaign to become the master of Mankind lay not in a distant system, or even yet on Terra itself, but Isstvan V.



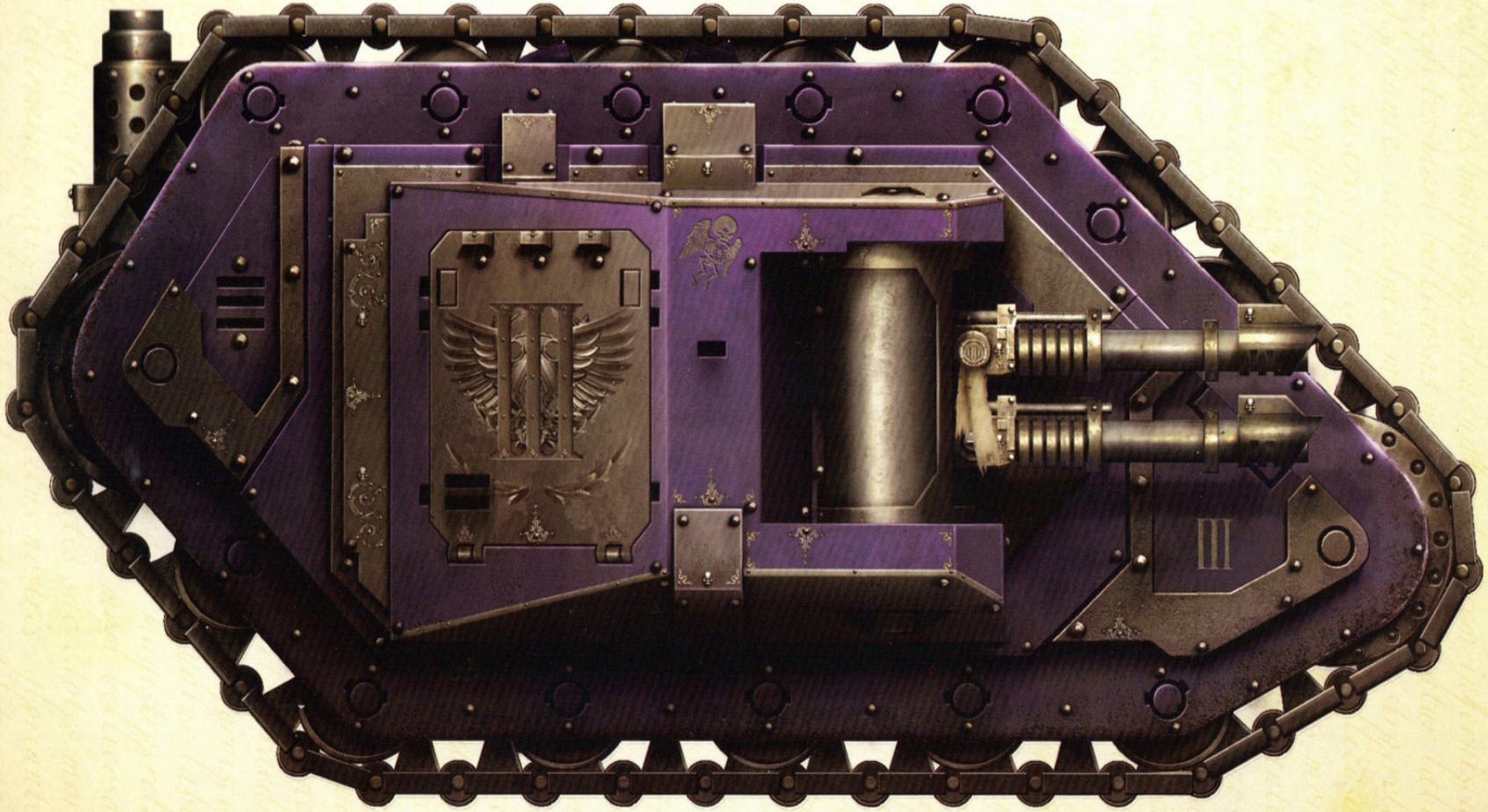
Sons of Horus Legion Deimos Pattern Rhino Armoured Carrier [Pict-capture Isstvan III Atrocity]

Rhinos were utilised in prodigious numbers across the Imperium's armed forces, and were extremely robust vehicles, easily maintained and easy to repair in the field. Their protection was sufficient to resist small arms fire and shrapnel, and they had the further advantage of being able to operate using a sealed environment and even in hard vacuum with little modification. Note: Standard Legion armament configuration – remotely operated turret bolters.



Death Guard Legion Deimos Pattern Rhino armoured carrier [Pict-capture Isstvan III Atrocity]

Note: Vehicle designation code relates to the 19th Armour Reserve Company.



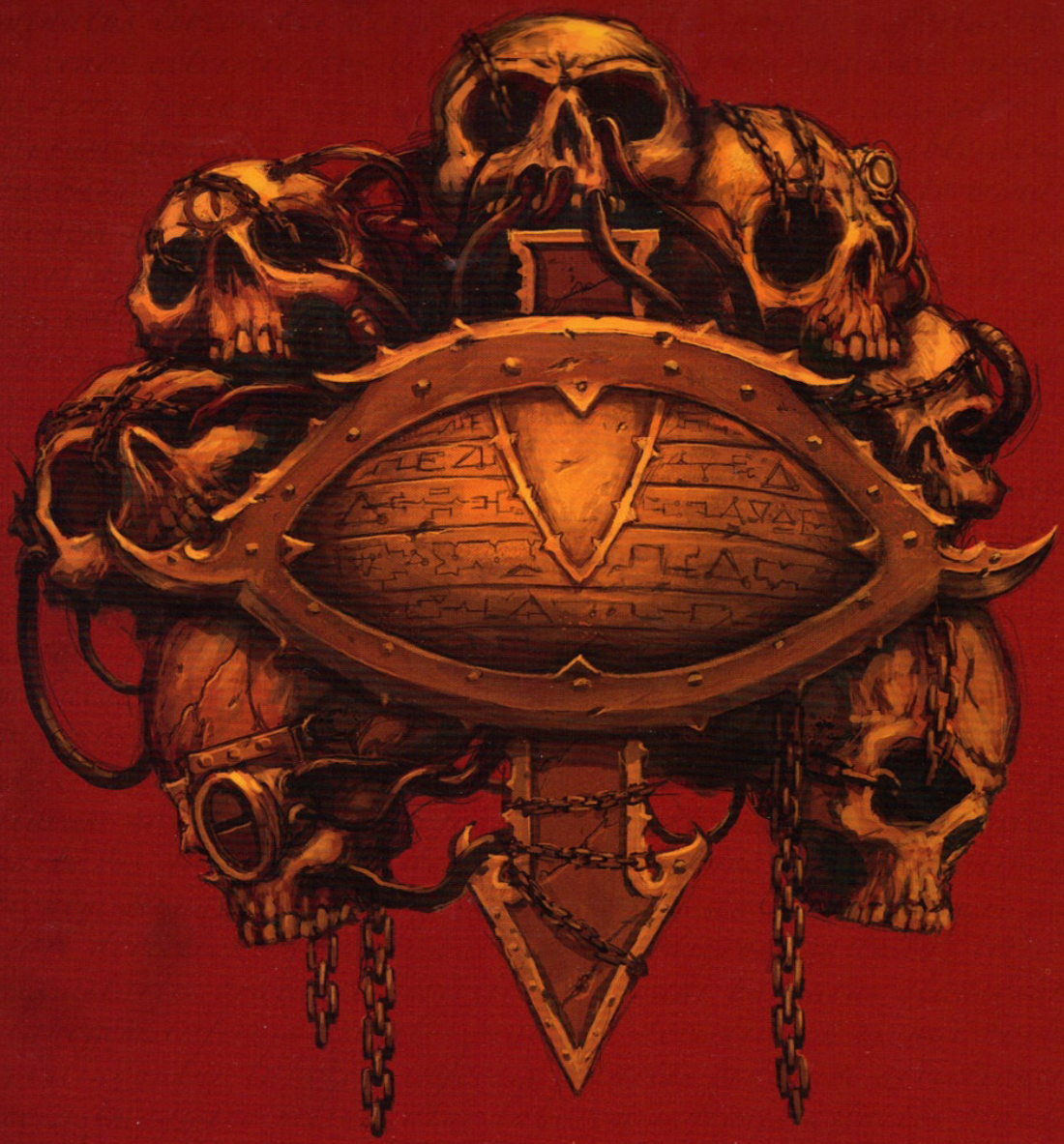
Emperor's Children Legion Land Raider Proteus [Pict-capture Isstvan III Atrocity]

This vehicle is an example of the modified Proteus Pattern which had become the standard battle tank of the Space Marine Legions by the latter decades of the Great Crusade, employing extra armoured reinforcement and abandoning the additional sensory sub-systems of the earlier Proteus patterns for enhanced carrying capacity. Note: This particular example, like many of the war machines employed by the Emperor's Children Legion displays considerable embellishment and aesthetic modifications to its basic design carried out by the Legion's Techmarine artificers.



THE SPACE MARINE LEGIONS

The following chapter records in detail the particular attributes, character and history of the four Space Marine Legions involved in the Isstvan III incident—the Sons of Horus, Death Guard, World Eaters and Emperor's Children and the nature of their Primarchs.



The Sons of Horus

Numeration: The XVIth Legion

Primogenitor: Horus, aka Horus Lupercal

Cognomen: (Prior) The Luna Wolves

Observed Strategic Tendencies: Shock Assault, Harrowing Actions and Strategic Decapitation Strikes.

Noteworthy Domains: Cthonia, Serenax, resource tithe rights on 37 other primary worlds.

Allegiance: Traitor Maximus

The Sons of Horus—the Legion of the sire of heresy, the first in infamy if not in treachery, whose name now resounds as a curse throughout the scattered and war-torn realms of humanity. Such is their crime that it is easy now to forget that the past was very different, and once they and their perfidious master were lauded above all the warriors of the Legiones Astartes, and favoured in the Emperor's sight. Born as the XVIth Legiones Astartes on Terra, they would rise to greatness as the Luna Wolves and fall into the abyss as the angels of ancient myth bearing the name of their Primarch. Before those dark days they fought at the Emperor's side on Terra and through the early Crusade. They were as stalwart and indefatigable as any, their actions doing much to exemplify what it was to be a warrior of the Legiones Astartes. Brutal, ruthless and unwavering but also honourable, and once loyal beyond question, their history is the history of the ambition of the Imperium itself, and the flaws that broke its dreams of unification and glory asunder.

Origins: The Wolves of Terra

Before there was the Sons of Horus, there was the Luna Wolves. In the time when the Emperor's eye began to fall beyond the unity of Terra he raised new armies to fight his Crusade. He drew these in part from the forces that had unified Terra, and in part from his subjugated enemies, and beside the gene-breeds, warwights and battle emissaries were the first of the Legiones Astartes.

These were not yet the vast armies that in their hundreds of thousands would conquer the galaxy, but inheritors of the Thunder Warriors that had come before them, and together they represented a fighting force unparalleled in history. Though it would grow under the demands of conquest, the XVIth Legion most likely had a strength of no more than a thousand at its birth, and yet despite their numeration are known from a wealth of evidence to have been one of the first active service units of the Legiones Astartes, with many battle honours in the later Wars of Unification.

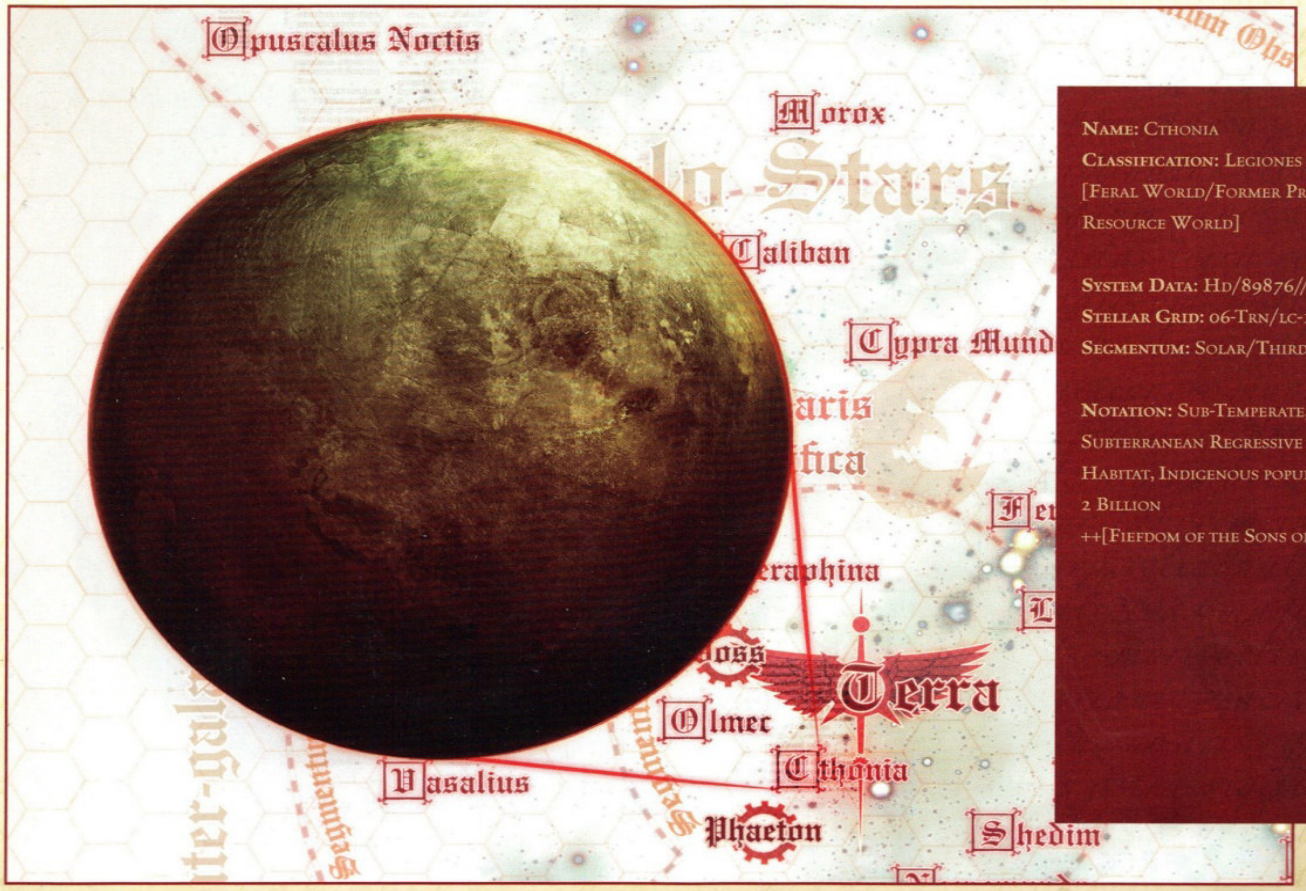
Like most of the embryonic Legiones Astartes, the XVIth drew their first recruits from the Terran population. Though it is difficult to be certain there are indications that many of the XVIth Legion's early intake came from the hunter-clans of the Jutigran Bowl and the Samsatian sub-plate slums. Perpetual conflict and the harshness of life on the desolate margins had given these people the hard edge of ruthlessness and independence. Perhaps the Emperor, knowing the qualities bred into each Legion, matched this stock of recruits to the XVIth gene-seed or perhaps there was another reason, known only to his fathomless mind, but no matter what the origin of their first recruits the character of the XVIth became swiftly apparent.

The XVIth Legion made war with abrasive aggression. Perhaps through the influence of their genetic heritage or the use the Emperor put them to, the XVIth became synonymous with sudden and overwhelming shock assaults. To the XVIth fell the swift prosecution of battle and the bloody termination of campaigns; their attacks were pre-emptive as often as they were part of an existing conflict, their forces either the first deadly thrust or preserved to enact a final killing blow. The First Pacification of Luna was perhaps their most famous of these early victories, but the breaking of the Coriolis Enclaves and the Fire Winter left scars in the collective consciousness of Terra that persist even now where in the Capridian Sinks traders and gamblers still refer to the Legion's number of sixteen as 'the counting of the wolf'.

It was said that the XVIth were unleashed to begin and end wars their enemies did not know they were fighting. They would come out of the night or in the dawn, carried in the holds of Stormbirds and Storm Eagles, flanked by squadrons of escorting Lightning Crows. Those who witnessed such attacks say that the XVIth were fighting eye-to-eye with the enemy before the thunder of their missiles and shell-strikes faded.

The warriors that fought these battles were of a character wholly in keeping with their reputation. Proud, little given to humour or empathy, nor mysticism nor even the ritual of military elite, they were a breed apart from the true human forces that fought at their side. Their aggression was clear in their every action, but so was the strength of the control that held it in check, and the needs of that age easily accommodated such a belligerent and cantankerous attitude.

If a single event from that time speaks to the nature of the XVIth it was the unification of Somon, a set of sub-orbital principalities that had stubbornly resisted diplomatic overtures from the Emperor, refusing to become part of the growing Terran unity. Central to this obstinacy was Somon Prime, the orbital station that impaled the southern sky like a silver needle. When the Panarch of Somon met with the final delegation sent to the orbital station he directed much of his bile at Lercon Hurn, Captain of the XVIth Legion's 3rd Company. In a tirade that lasted an hour the demagogue listed the sins manifest in the creation of such beings as the Legiones Astartes. Hurn, unarmed, had only accompanied the delegation after prolonged appeals. He was reluctant to be there, and appeared bored both by the formalities and the Panarch's outburst. When the Panarch found that his words had no effect he spat on



NAME: CTHONIA
CLASSIFICATION: LEGIONES ASTARTES HOME WORLD [FERAL WORLD/FORMER PRE-IMPERIAL RESOURCE WORLD]

SYSTEM DATA: HD/89876//M/Æ
STELLAR GRID: 06-TRN/LC-17
SEGMENTUM: SOLAR/THIRD QUADRANT

NOTATION: SUB-TEMPERATE, MACROLITHIC, SUBTERRANEAN REGRESSIVE INDUSTRIALISED HABITAT, INDIGENOUS POPULATION/APPROX. 2 BILLION
++[FIEFDOM OF THE SONS OF HORUS LEGION]++

Hurn's armour and struck it with his sceptre. Still there was no response. Only when the Panarch near-collapsed in exhaustion did Hurn react. Slaying the Panarch's guards with his bare hands, he then ripped the man's head from his body. Seeing what one of the Emperor's warriors alone and unarmed could do, the remaining rulers of Somon heeded the point and surrendered.

At some time the notion of the Emperor sending his 'wolves' to break intractable or potential enemies took root in the consciousness of the new-born Imperium, with the Pacification of Luna its apocryphal source. The XVIth embraced the epithet with relish. The wolf's head became a common icon among them, the link being somewhat abstract—wolves themselves having been largely relegated to existence as gene-stock for bio-weapon beasts on Terra itself, and synonymous with controlled savagery. The wearing of pelts of such augmented canid predators increasingly marked field commanders and Legion officers. The XVIth would not be the only Legion to bear such a title and embrace this imagery for their own, but they were the first.

Cthonia: A Hell of Legend

For the Luna Wolves evolution away from their origins as one of the fighting forces that had finally delivered the lasting Unification of Terra came with the first intake of new initiates from Cthonia, the world associated with the Primarch with which they had been reunited. This was to have a profound influence first on the Legion's character, and over many years would work a slower change which would later manifest a dramatic transformation on its outward appearance.

Cthonia was a world of hard rock, worm-bored with tunnels and underworld cities, orbiting a slowly dying, angry blue star in an otherwise lifeless system. Colonised in the lost past Cthonia was a world of riches that had been systematically gutted over thousands of years and left a hollowed-out carcass. Its mine networks had once produced adamantine ore, gemstones and crystal dust in vast quantities, fuel for the lost Dark Age of Technology. In harvesting these resources Mankind had burrowed ever deeper into Cthonia's crust, and scabbed its surface with processing hives which eventually collapsed and crumbled into the endless caverns below. As the mines reached deeper they became an echo of the hell of legend: the air filled with the smell of sulphur and raw heat, the faces of the labour gangs lit by the glow of the rocks they mined. Death came easily on Cthonia and wore many faces: a magma breach into a mine tunnel, an earthquake that swallowed a hive, a pocket of poisoned gas seeping into a tunnel. Even during its high days, there were many ways for people to die, but Cthonia's hives swarmed with the masses of humanity, their short lives lived in the heat of the mines or the dust-choked confines of processing plants.

Who were the masters of this hell world? Who fed on the riches cut from its heart? None can be certain. Some claim that it was the Priests of Mars, ever greedy for materials to feed their forge cities. Other sources indicate that it was a star kingdom that dwindled to nothing long before unity was a dream on Terra. No matter who it was they ate the heart of Cthonia until it was a dead husk. Afterwards, before even the coming of Old Night perhaps, Cthonia became an orphan world, abandoned to entropy and violence, and even before the great collapse, true darkness had descended there.



The Seal of the Luna Wolves (XVIth Legion)

Accounts from those few who visited Cthonia from Mars or Terra during the Age of Strife tell of mining expeditions vanishing in a single cycle. Sometimes a token of their passing would be left: a mark on a tunnel wall or a single corpse with mirror-coins covering its eyes. On most occasions though, nothing would remain but dried blood and fearful whispers. From what was known, in the infernal heat of abandoned mines and the tangled roots of hives gangs of killers swarmed like vermin in a midden, there was no law but the law of the blade, no desire save that to survive. Some gangs were territorial, their leaders possessing all the pretensions of barbarian kings. With armies of men and women bonded to their service they would seize access to tunnels, demand tribute from other factions and create enclaves in the lightless heat of abandoned tunnel networks. To other gangs blood and power was a crop to be harvested by violence and violence alone, and the dead meat enough to live on. Holding no territory and living from plunder these gangs raided, murdered and burned. Where they did not need food, ammunition or supplies they would raid simply to enhance the fear they spread, or winnow out the weak and the undeserving from their own ranks. While these reaving gangs left blood and ruin at their passing, others moved like spectres on the edge of sight,

killing silently and for ends that few could understand. Between these factions a fluid web of respect, tribute and rivalry existed. Factions would form, evolve and dissolve in a few solar months. Of those that endured longer only one thing was certain: their time too would pass. And so it was for the long years of the Age of Strife, the strong killed the weak only to be killed themselves as others rose up again and again and again, and somehow this murderous strain of Cthonian humanity not only survived, but thrived by murder and prospered by plunder, and so Cthonia endured.

A Human Harvest

By the time of the Great Crusade Cthonia's mines were long spent, but it had a resource that the new Imperium needed more than metals and jewels—hardened fighters and born survivors in their millions; a lean and hungry race of killers with no illusions about the horrors of the universe. With the taking of Luna and its gene-forges the Emperor could accelerate the production of his Legiones Astartes. Rewarded for their part in the Pacification of Luna, the XVIth Legion were honoured with the greater part of the output of the moon's gene-forges. This honour would see the XVIth double its numbers, and double them again in the space of a few years. To fuel this growth the gene-wrights needed flesh on which to work. As this need arose so a solution presented itself in the shape of Cthonia's bounty.

Cthonia, relatively close to Terra in the void, and with whom some minor intermittent contact had been maintained even through the Age of Strife, had its murderous and strife-torn population marked by one of the first expeditionary fleets to leave the Sol system. One of the few records that still exists indicates the first inclination of that Imperial expedition was to burn all life from Cthonia, within and without. In an age of reason and truth there was no place for the barbarism of Cthonia; indeed its first, almost prophetic, description named it "*...a nest of serpents coiling in the dark that we would be better to destroy*". With its resources stripped it had little strategic worth and its people were judged largely beyond illumination, but the fledgling Imperium needed teeth as well as ideals and that necessity saved Cthonia. Its youth was harvested in their tens of thousands, first as impressed troopers for the Crusade armies and then the finest specimens were taken for the Legion. On Luna these chosen sons of Cthonia were reborn as warriors of the XVIth. With these new recruits came a further accolade.



THE FATHER RETURNED

Whereas the early history of many Primarchs are extensively, if unevenly documented, the same cannot be said of Horus. Contradiction and omission tarnishes all accounts of Horus' formative years. It is clear that the Emperor did find Horus and also that he took command of the XVIth Legion early in the Great Crusade. Beyond these manifest facts agreement between sources is decidedly lacking, some even placing Horus on Cthonia as a foundling.

Like many of his brothers these sources say that he thrived in this harsh environment, learning his first lessons in war and killing from Cthonia's tech-barbarian kill-gangs. Another source claims that Horus returned to Terra itself. Poetic passages dated to the early days of the Crusade describe Horus' incubation capsule falling from the night sky as a burning star. In this account Horus grew at the Emperor's side, learning from his father even as they took back the Sol system and forged alliances that created the Imperium. Other highly creditable claims state that the Emperor found Horus, the first of his lost sons, but either do not specify where or place this finding on Luna, Skarasen or even on a floating hulk near the galactic core. Many of these legends say that the Emperor sent the still young Horus to live in the Cthonian gang warrens until he was mature and ready to take his place within the Imperium, others that he trained him by his side.

Indeed it is both symptomatic and frustrating for the chronicler of the story of Horus that there are other still more fanciful accounts: the Emperor snatching Horus from the vortex even as it tried to claim him. Horus returning to Terra from a distant empire at the head of his own fleet, only to bend his knee at the sight of his father. Horus dying and being made anew by the Selenar gene-tech cults of Luna. Horus stepping from a pool of light in the Emperor's Palace having walked amongst the light of lost stars. We will never know the truth; the world that was has already become too torn, too folded with myth, and soiled with the blood of what was to come to ever be certain, save for that from the beginning Horus was a being that, perhaps more than any other Primarch, sowed his own myths and legends as he walked, a being to whom great deeds came easily and almost supernatural glory accrued as if ordained.

The Emperor in honour of their new birthplace, the ruthless propensities of the Cthonians and the victories of the past, gave the XVIth a name to strike fear into his enemies. As they scattered to spill blood amongst unclaimed stars their enemies would know them as the Luna Wolves. Perhaps now, with the weave of history clear, we can say that it would have been better if Cthonia had burned and been forgotten.

A Legion Reborn

The Cthonians remade the XVIth Legion. They did it without thinking, perhaps even without being conscious of what they did. For the Terran Space Marines, their new brothers brought with them their own customs, attitudes and modes of thought, and ingrained inheritances of a thousand generations of callous violence and the ruthless pursuit of survival that the indoctrination practices of the time could modify and perhaps suppress but not erase, and after all, perhaps that was the point. As the Terrans fell in battle their voices and the more ordered military traditions they had been trained in became fewer and fainter. The marks of change were many and subtle, not overwriting entirely but bringing unique character to what had gone before. Examples of this change came slowly. Topknots and mohawks as sported by the Cthonian gang head-hunters became common throughout the ranks as armour and personal decoration. Blooding in battle to honour a worthy foe was marked often by a scratch across a helm's eye socket. Perhaps most tellingly, the Cthonian word for cutting the throat of an enemy gang-killer in single combat "*Aebathan*" became a common term in the ranks to describe the completion of a campaign, and the personal charisma and reputation became a feature of the Legion's commanders, as if the ways of the Cthonian gang lords stained their understanding of leadership, and this applied none more so than to their Primarch Horus whose cult of personality was universal within the Legion.

In battle though the character of the Luna Wolves did not change, if anything it seems to have become stronger over time. The Legion strove to maintain the flexibility to allow them to fight any war or enemy they might encounter on their own terms, but where possible the application of sudden and overwhelming force was their favoured form of attack, and that of their Primarch. As a doctrine this became bound up with a savage ferocity born of Cthonian blood, and wielded with ferocious intelligence and the matchless tactical instinct of their Primarch. Star systems would often fall to the Legion in a single engagement: warships would cut in from the system's edge, forming a spear formation that would break into many smaller blade tips to strike at planets, moons and space stations. Orbital bombardment and simultaneous mass orbital drops would break the enemy's strength and will to resist. Tactical threats were systematically identified, isolated, outflanked, encircled and destroyed with merciless precision and close-quarter savagery which spoke of apex pack predators splitting a herd and gutting its members with lightning fury. The armies that followed in the Luna Wolves' wake often had little to do but scrape suddenly compliant worlds clean of the leavings of battle.

The Luna Wolves' approach to the Crusade was direct and brutal, and their results were often inelegant if unmistakably effective. They would think nothing of unleashing the full power of an orbiting fleet on a fortress city while deploying thousands of Luna Wolves to the surface with orders to kill every living thing within the city's walls. In battle each warrior of the Legion acted seamlessly both as an individual and as part of an integrated squad, a beast with a score of eyes and hands which moved as one. They fought by pulling an enemy apart, cunning in manoeuvre but unafraid of overwhelming through brute force when necessary, and running down a fleeing foe without mercy or relent. What remained in their wake was often little more than ashes and tatters of burned flesh. The cooling debris of a tyrant's palace and the pulped remains of their soldiers were a stark lesson to those who lived outside the Luna Wolves' strike zones. The compliance forces that moved in after such an operation have said that they would most often find populations in a state of shock, barely able to understand how the pillars of their universe had been toppled. Though it was bloody the Legion's progress was undoubtedly swift and laurels of victory were heaped upon the Luna Wolves and above all their Primarch. Time and again the Luna Wolves would break resistance on a world and move on to the next campaign with barely a backward glance.

In this method of conquest we can see the character of the Luna Wolves' tenacity and ruthlessness as displayed during the conquest of the Sol system, but also the savage mentality and ferocity of the gang-wars of Cthonia where prisoners were simply unwanted mouths to feed. War was a matter of identifying the strength and leadership of the enemy, isolating it and then obliterating it. In the same way that a gang leader's eyes would find a rival and their knife would follow, so the Luna Wolves conquered.

Brutal it might have been but to the Space Marines of the Luna Wolves it was a matter of necessity; wars could be brutal and short or long and wasteful. Driven by the energy of the Great Crusade their methods fitted the needs of the age.

Sons of Victory

The Luna Wolves waged war for two hundred years, pushing back the darkness with fire and blood. Their victories were manifold and Horus' generalship was legend, and

The Fallen Light

What drew Horus into Darkness is a mystery we will never solve. Only those who were there, that saw and heard all may know, and they are lost to us. What we do know is that during the time after he became Warmaster, Horus fell grievously ill while quelling a rebellion on the moons of Davin. Whether caused by a wound, poison or other means is not certain, but Horus seems to have been close to death. Unable to save their Primarch, and with his grip on life weakening, the Sons of Horus accepted the aid of one of the Davinite warrior lodges.

Horus entered the Serpent Lodge, and days later emerged alive. What transpired within the walls of that place is unknown, and speculation is certain to be inaccurate. That it involved occult ritual and interaction with the powers of what we now bitterly call Chaos is the limit of reasonable supposition. That this was the moment of Horus' fall seems almost certain; though the origins of the flaws through which Chaos entered Horus' soul must have formed long before that day. That others had a hand in creating these circumstances also seems likely. Chief amongst the suspects are the Word Bearers Legion, who had secretly embraced slavery to lies of the Warp long before Horus became Warmaster. No matter what the cause or reasons, from the moment of his stepping from the Serpent Lodge on Davin, Horus trod the path of heresy.

so it was that the respect of their brother Legions rose to almost unrivalled heights. In tens of thousands of battles they were rarely defeated. In every mode of deployment they excelled, whether as the spearhead of a star cluster-sized assault or an individual squad supporting a grand formation of the Imperial Army. Other Legions, sometimes hostile to the interference of their brother Legions, would request campaign placement amongst the Luna Wolves and welcome it in return.

Of course much of the Luna Wolves' reputation was the reflection of the qualities of their Primarch. Horus' charisma and unequalled record lent him a measure of respect unrivalled among his brother Primarchs, while Horus himself demonstrated an almost preternatural talent for wielding the relative strengths of the other Legions to their best advantage on a strategic level. Indeed in the case of the World Eaters and their bellicose Primarch Angron, he was one of the few to be able to command them at all. Horus was said by some to be without peer beneath the Emperor. Certainly he was rare amongst the Primarchs in that he commanded the respect and the loyalty of all, and backed it up with strategic and tactical genius. Others commanded larger Legions, saw more deeply, excelled beyond Horus in certain crafts of warfare and lore, or perhaps drew greater fraternal affection, but only Horus could hold every view and ideal in his mind. Even the most difficult of Primarchs are known to have deferred to Horus in many matters.

Though the Luna Wolves had won many victories in their years of ceaseless conflict, one would eclipse all others and see them reborn once again. On Ullanor the Imperium broke the greatest Ork empire in known existence, called by some the last true threat to humanity's domination of the galaxy. Here Horus slew the Overlord Urlakk Urg with his own hand, and some say saved the Emperor's life in doing so, and here Horus' forces burned the worlds of the Ork empire to their bedrock. It was a victory unrivalled in its day in scale and importance. To exalt its prosecutor the Emperor granted Horus a great honour. On the surface of Ullanor the might of the Space Marines, Imperial Army, Titan Legions and the Mechanicum marched in a triumph past the Emperor, Horus and eight of his brother Primarchs. At the culmination of the triumph the Emperor awarded Horus alone the title of Warmaster—with the Emperor withdrawing back to Terra, strategic command of the Great Crusade would from then on fall to Horus. Now when fleets sailed to reclaim the barbaric dark they would do so at the will of Horus and when worlds burned or were spared, it would be by the Warmaster's lips the words were given. Though respected, Horus was a son apart from that moment; no longer a brother he was a Lord of Primarchs. Beside their father the XVIth would also be recast. In honour of Horus and their conquests within a handful of years the XVIth would no longer be the Luna Wolves. Their armour would be the metallic green of a sea in storm. In place of the crescent moon and wolf's head, a single, unblinking reptilian eye would stare from their pauldrons. For a second time reborn, the Sons of Horus had risen with their father to an unrivalled height.



Unit and Formation Structure within the Legion

First as the Luna Wolves and later as the Sons of Horus, the Legion kept much of their outward structure as it had existed since the wars for Terran and Solar unity, which had adhered closely to the Terran pattern laid down by the Officio Militaris before the unification with the Primarchs. The smallest formation within the '*Logos Terra Militia*' and therefore within the Luna Wolves was the squad. This consisted of a group of Luna Wolves under the command of a sergeant. Squads varied widely in both size and specialisation, with the majority of units ranging between 10 and 20 Space Marines within the XVIth Legion. Conversely very specialised squads, such as reconnaissance units, or those that might have suffered heavy casualties, might only consist of a handful of Space Marines in active service.

The specialities and equipment of squads in the Luna Wolves included all of those generally found in other Legions, including those designated Destroyer and Seeker units, shunned by some in lesser quantities. They also maintained considerable resources in terms of armour and vehicles, with tithed industrial worlds they had been brought into compliance and good relations with the Mechanicum ensuring a steady supply of munitions and materiels for the Legion, which spent such coin readily. Ever the generalist and pragmatist Horus, upon his reconnection with his Legion, is thought to have adopted new squad formations having seen their effectiveness in other Legions. For example, it is noticeable that until the Lactrical Onslaught the number of shield-equipped Breacher squads was relatively low in the XVIth Legion. The contribution of such units amongst Imperial Fists forces cannot have escaped his notice. After the annihilation of the Lactrical, the number of such squads in the ranks of the Luna Wolves rose noticeably. Other anecdotal evidence of this adaptability and willingness to embrace new weapons of warfare can be found in Horus' vocal backing of the Tactical Dreadnought Armour project, with the result that his Legion was one of the first and most widely equipped with Terminator armour and at the forefront of the development of tactics for its use in assaults.

If Horus and his Legion showed a preference for a particular squad formation it was towards the Tactical squad. Squads configured in this form within the Sons of Horus outnumbered all other squad types combined throughout the Great Crusade. Horus remarked on several occasions that there were few challenges of war that could not be met by, or did not require, the use of such units. The presence of Tactical-type squads designed to be held in reserve and unleashed once a weakness in an enemy line had been identified, trained in fire saturation and carrying additional close combat weaponry for use in overrunning enemy positions—the so called Despoiler squads—shows again the dominance of the Tactical squad in Horus' tactical thinking. Such was the effectiveness of this subdivided tactic that its use was copied in several different Legions, such as the White Scars and Iron Warriors, who fielded Despoiler squads of their own.

The heart of the Sons of Horus Legion was the Company as the principal military division. Made up of a grouping of squads under the leadership of a captain, the Company was the base currency of campaigns and battles. There was no fixed strength for a Company within the Sons of Horus. While other Legions codified and enforced strict limits on the size of similar formations, this was not the case amongst the Sons of Horus, which had begun in a more regimented form, but had become increasingly ad hoc in structure and disposition over time.

Company strengths as small as 36 and as large as 972 were recorded by datafactors during the Legion's action against the Dasim Patrimony, for example.

The configuration of squad types within a Company varied as widely as its strength. Some comprised almost exclusively of Tactical squads with a few support squads. Others were an eclectic mix based on the varied requirements of campaigns and the will of Horus. By way of example, the 17th Company, known as the Hesperus Guard, had a standard strength of 205 at the time of the bombing of Isstvan III. Tactical squads made up half this strength numerically (with the Legion placing in general great importance on the use of Tactical squads in every deployment). The rest consisted of two veteran units, three reconnaissance units, a heavy support squad and multiple batteries of support weaponry. The 1st Company showed even greater variation. Small in number it contained two distinct sub formations: the Justaerin Terminator squads formed one part and the Catulan Reaver assault squads the other. Both sported the black armour worn only by this elite company and each was led by a captain under the overall command of the First Captain. Used in combination the 1st Company exemplified Horus' predilection for precise and overwhelming attacks against strategic targets.

In other Legions a Company would form part of further layers of organisation, variously referred to as battalions, cohorts, chapters, regiments or by any number of other titles. Horus seems to have preferred to avoid this extra layer of fixed organisation, which eroded over time in the Legion and was largely academic by the time of their transition to the Sons of Horus. Instead of a formal structure he would group Companies and individual units together as required

Historia Terra Regnum

The Mournival

The Mournival were Horus' most trusted advisors and confidants. Consisting of four chosen captains, the Mournival existed outside of the rest of the XVIth Legion's command structure. Together the Mournival functioned as the soul of the Luna Wolves, and later the Sons of Horus, supporting their Primarch and steering the Legion's temperament and decisions. Horus relied on the Mournival to balance his decisions with questions and different perspectives. In this way the four captains were a combination of counsellors, confidants and naysmiths. It is known that there was an element of ritual to the bond between the Mournival brothers: meetings of the Mournival took place in moonlight, a different phase of the moon was graven on to the helm of each brother, and its oaths of brotherhood were made over the reflected image of a moon. The origins of the Mournival are unclear although there are parallels with the rites of brotherhood amongst the Jutigran clans and the practices of the gene-cults of Luna. Whatever the Mournival's origin its existence within the Legion certainly lies in the early decades of the Legion's creation, and it is known to have persisted even after the Isstvan III atrocity.



Unknown Sons of Horus Legionary [pict-capture Isstvan III Atrocity]

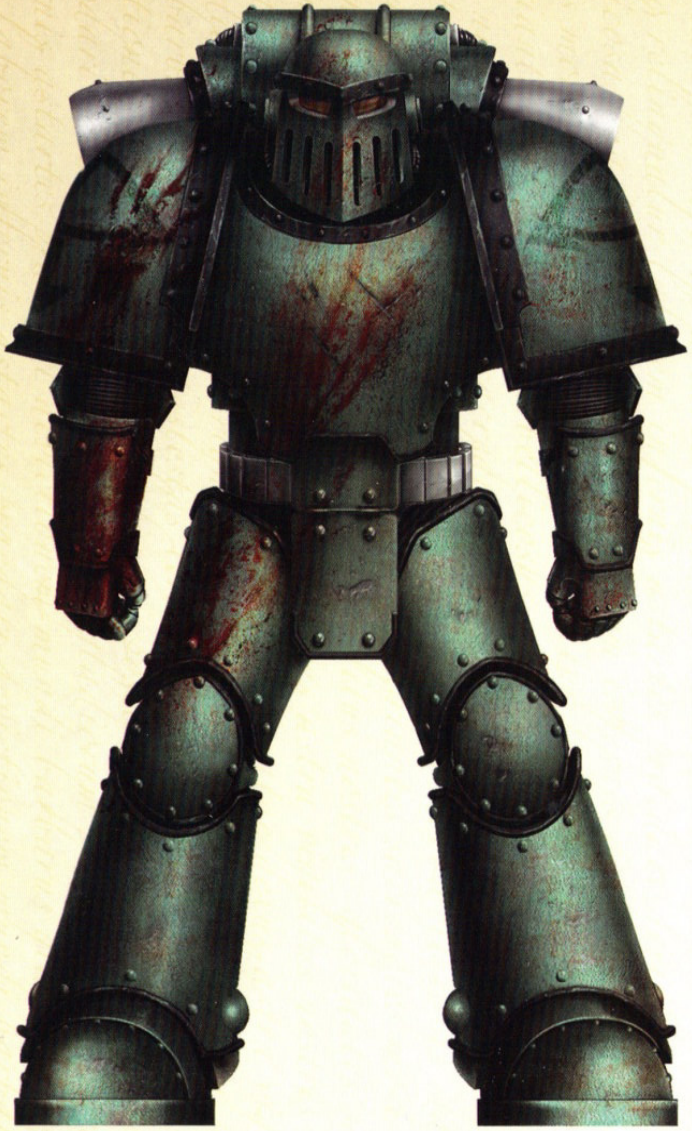
This warrior's raiment amplifies the latter development of the Legion's appearance. Note: Armour assembled from several distinct patterns and heavily customised (possibly denoting a veteran of long service): Helmet fitted with late M.30 'Mantilla' pattern respiration unit (later to become standard issue for MkV Pattern armour): Kill-markings self-inscribed into armour: Cthonian 'mirror-coin' tokens for claiming honour in battle.



Later dipictions Sons of Horus Legion iconography

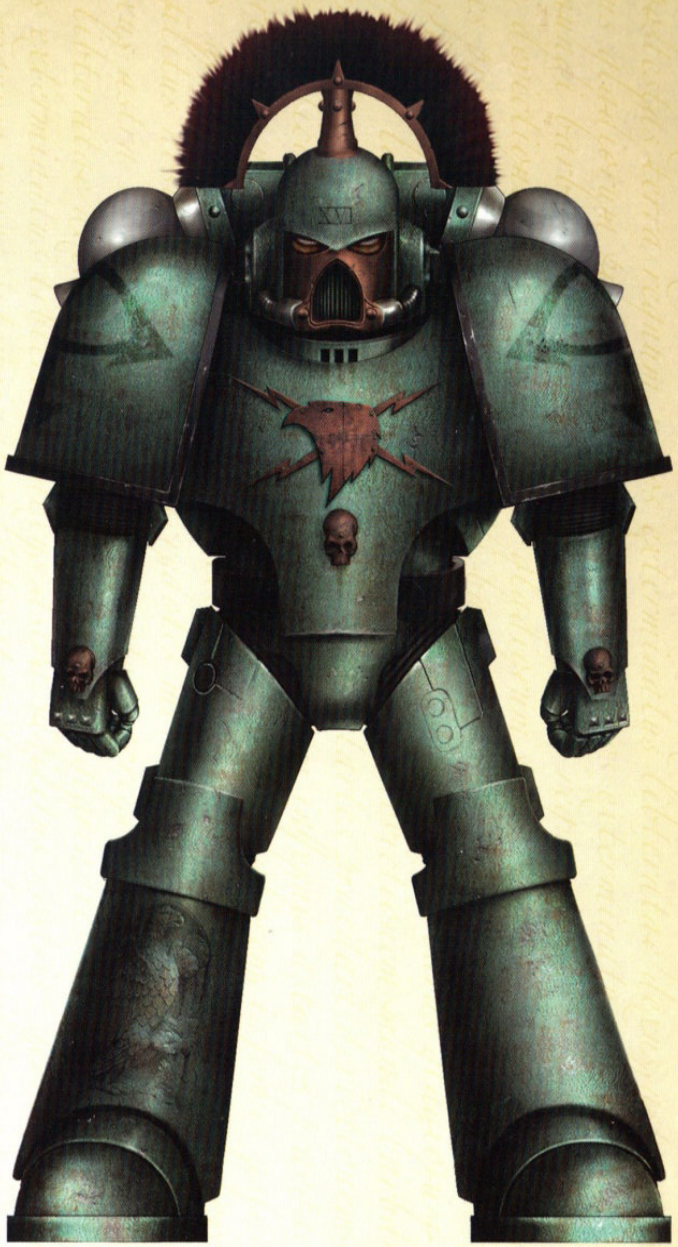


Cthonian Serpent glyph, utilised as a variant by some elite Legion formations



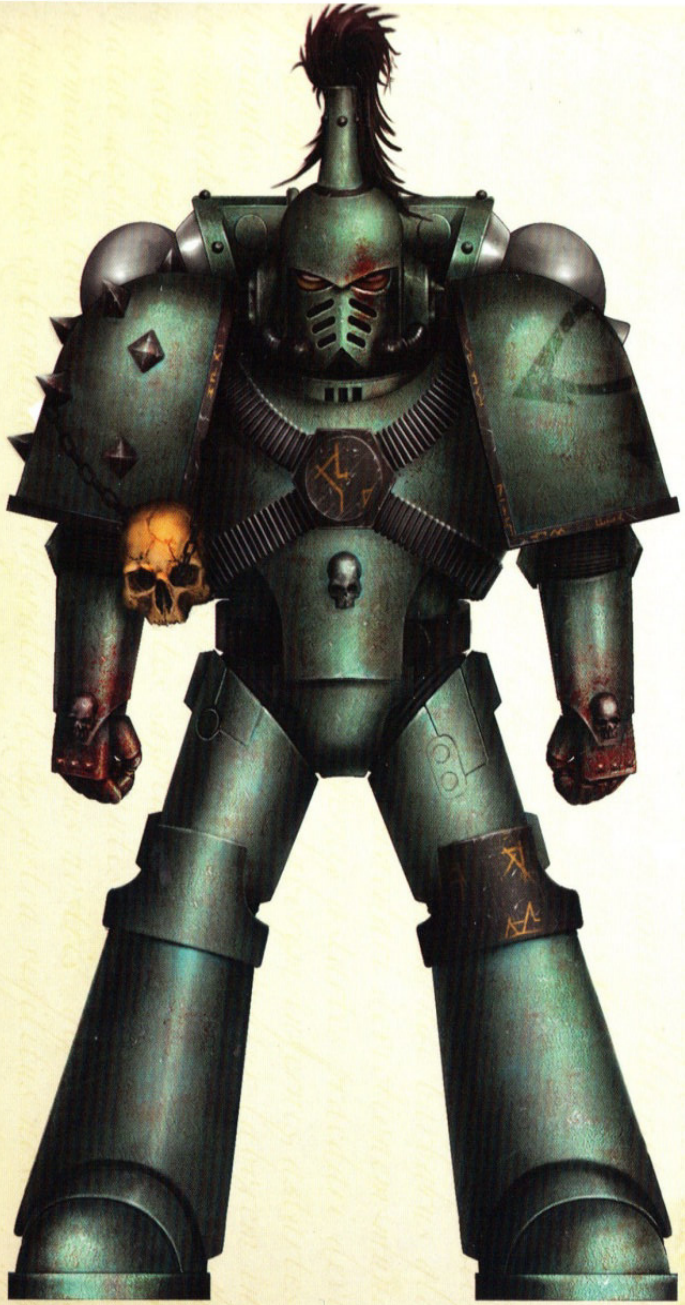
Sons of Horus Legionary Avakhol Hurr [pict-capture Jubal Secundus Liberation]

Hurr was a part of his Legion's Rukal Breacher Battalion, which was primarily employed as a support assault contingent during boarding action and siege operations. Note: 'Iron' Pattern armour, which is particularly suited in design to close-quarter, high-threat environments: The Rukal customarily preserved any blood spray from their previous engagements to decorate their armour, as a visible sign of their destructive intent.



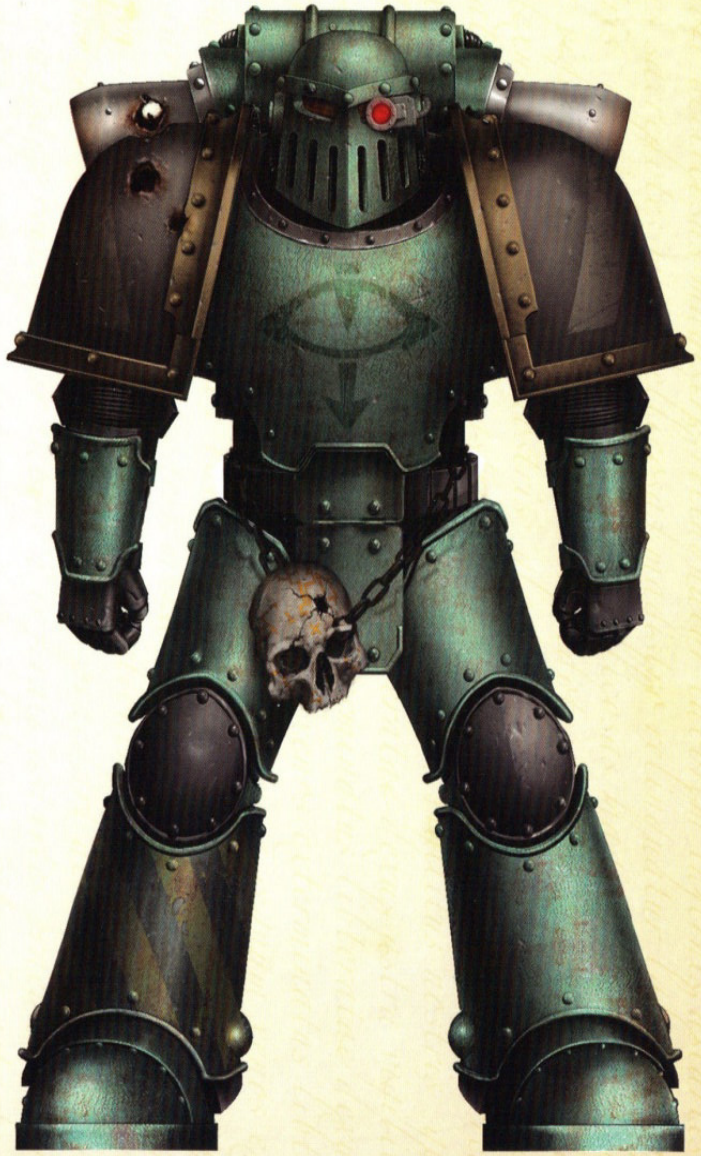
Sons of Horus Lieutenant Kloros Endall [Pict-capture Isstvan III Atrocity]

Endall was a Terran and veteran of the former Luna Wolves incarnation of the Legion. Part of the First wave Isstvan III assault, Endall presumably was slain during the betrayal. Note: 'Maximus' pattern late Legiones Astartes issue armour: Raptor Imperialis –battle honour displayed on chest plate: Transverse helmet crest or 'Centuria' is a Terran rank signifier and a hold-over from the panoply of the Luna Wolves.



Sons of Horus Sergeant Guljuk Ygethddon [Pict-capture Planetary Assault, Xuxoris Campaign]

Ygethddon commanded a Despoiler Squad of the 9th Battle Company, 2nd Battalion. Note: Customised 'Maximus' Pattern power armour: Cthonian glyph markings and helmet plume (native gang-sign origins): Human skull dipped in gold typically carried as a trophy of a dead enemy leader or champion.



Unknown Sons of Horus Legionary [Pict-capture Isstvan III Atrocity]

Iconography denotes Legionary part of Heavy Support 'Devastator' Squad. Note: Modified 'Iron' Pattern armour with weapon-slaved targeting monocular: Incurred Bolt Damage to right shoulder plate and backpack unit venting.



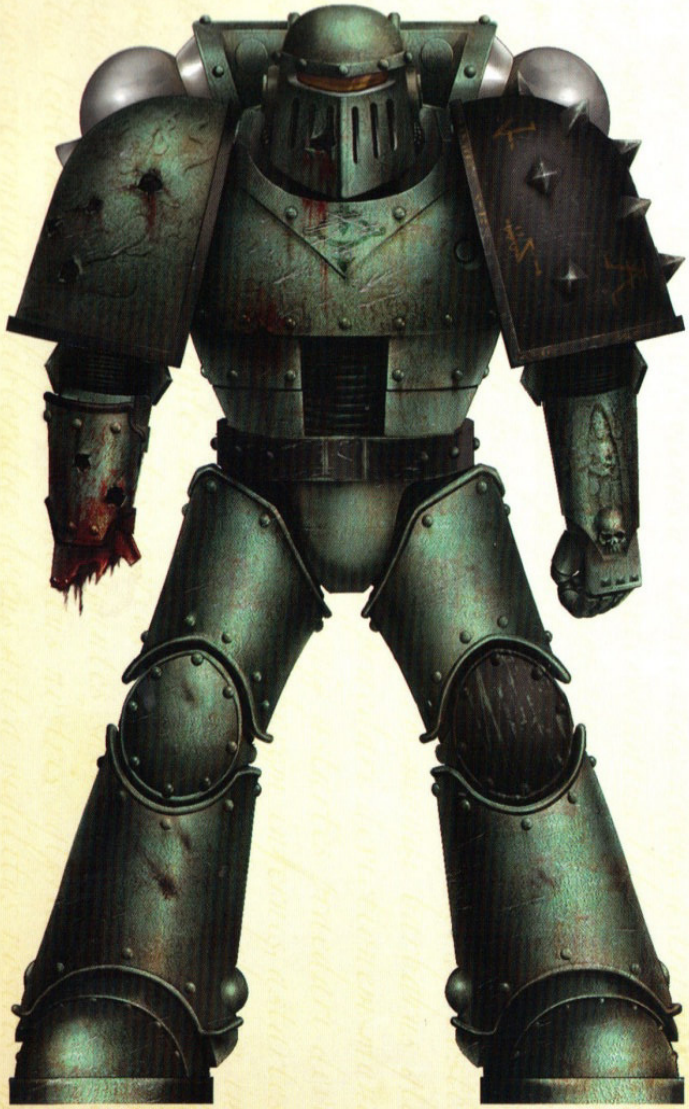
Sons of Horus Section-Leader Dastruak Judd [Pict-capture Isstvan III Atrocity]

Judd was part of the Traitor attack forces unleashed against the Siren-Hold defences in the latter stages of the Isstvan-III Atrocity, where he was slain by the Dreadnought Ghrastak. Note: Late Legion issue 'Maximus' pattern armour with early model Sol-Harrier type Jump pack unit: Sarum pattern helm: Chest armour displays leonine marquetry commemorative of campaigns fought to reclaim the Segmentum Solar



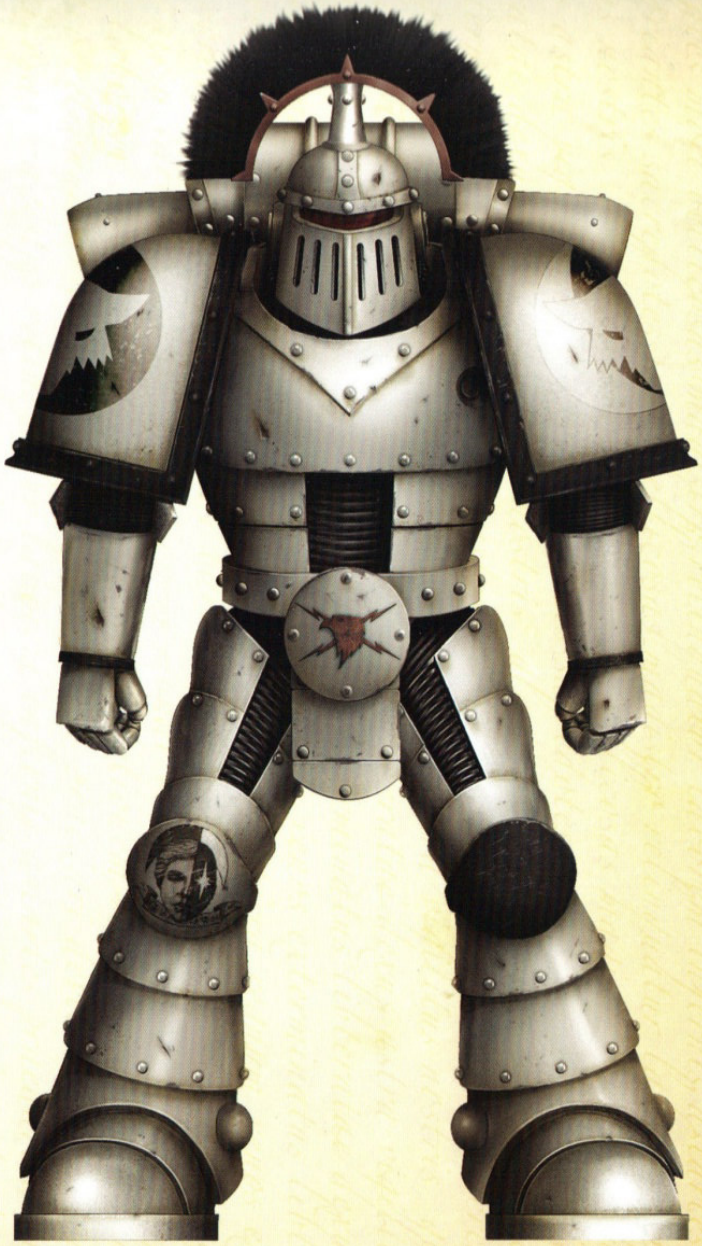
Unknown Sons of Horus Legion 'Chieftain' of the Catulan Reaver Company [Pict-Capture Isstvan III Atrocity]

The Catulan Reavers were one of the Sons of Horus elite formations, as denoted by their distinctive black armour specialising harrowing actions and hit-and run tactics. Note: Extensive Cthonian Glyph-markings, variant 'Eye of Horus' icon thought to denote inclement in cult activity [ref: Warrior Lodges]: Use of the Cthonian serpent-eye glyph in place of standard Legion heraldry.



Unknown Loyalist Sons of Horus Legionary [pict-capture Isstvan III Atrocity]

Glorious are the honoured dead. Note: Armour assembled from several patterns and different suits –likely including battlefield scavenging during attrition campaign: Former Sons of Horus heraldry largely defaced in wake of betrayal: Severe battlefield injuries sustained.



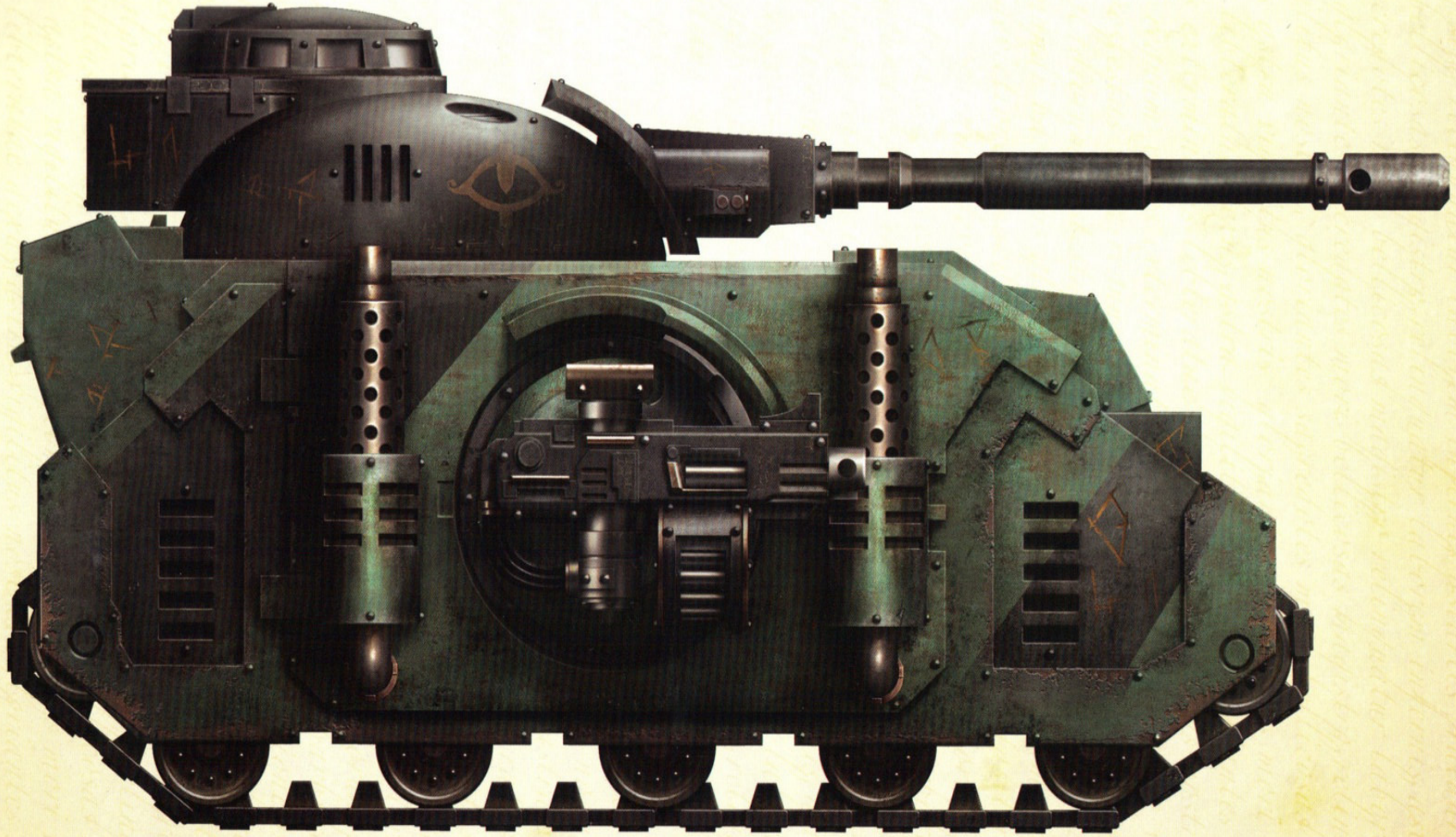
Historical Record: Luna Wolves Centurion [Pict-capture: 3rd Trans-Solar Crusade]

Original Panoply and Heraldry of the Luna Wolves Legion. Note: Base pattern Legiones Astartes Power Armour (Retroactively designated as 'Crusade' Pattern): Transverse helmet crest: Raptor Imperialis and battle honour of the First Pacification of Luna featured.



Loyalist Sons of Horus Dreadnought Ghrastak [hulk recovered Isstvan III aftermath]

Ghrastak was a Cthonian by origin and former captain of the 13th Battle Company, but he remained a staunch devotee of the Emperor and of the ideals of Unification and so became a victim of the Warmaster's conspiracy. Deployed via drop pod with the Sons of Horus first wave on Isstvan III. Note: Contemptor class Dreadnought Chassis with heavy bolter and close combat power claw armament: His Dreadnought casing displays numerous war trophies and battle honours, including the Aquila Miltaris, and the Black Eclipse denoting the purgation campaign against the Khrave of Morduna in which he fell in battle.



Deimos Pattern Predator Tank [Pict-capture Isstvan III Atrocity]

The Predator is the standard general-purpose support tank of the Space Marine Legions. Note: Armament configuration 'Destructor' – Rapid-firing high-calibre autocannon primary armament, sponson-mounted heavy bolters as secondary armament: Heraldry and iconography denote this Predator [designation unknown] was attached to the Catulan Reaver Battle Company.

for the execution of a particular campaign. The commander of such a formation would usually be a senior captain. If the formation was especially large then other captains would take on the role of lieutenants to the overall commander until the completion of the campaign. These formations rarely had formal titles, but the Sons of Horus commonly referred to formations intended to prosecute a rapid assault as '*Speartips*'. In eschewing formality and fixed structure above the basic level of the Company, Horus demonstrated his pragmatism and his preference for waging war with judged precision.

Within the Sons of Horus squads also commonly had their own honorific or epithetic titles rather than simple numeration: Illuminators Prime, Death Makers, Jerrok's Reavers, the First Sons, and similar, while some were named for the sergeant or chieftain that led them where their leader's own reputation was strong enough alone. Many of these titles betrayed the culture of Cthonian gang honours and the tradition of reputation and internecine warfare from which they sprung. This had over the years grown steadily stronger within the rank and file of the Legion's intake. One avatar of this increasing influence was the late re-emergence of Chthonian gang-sigils graven into a particular Space Marine's armour recording notable kills and deeds, as well as to which Company they belonged, a practice which accelerated rapidly after the Legion had transitioned into its identity as the Sons of Horus. This transition marked not so much a new open brutality in the Legion, but a factor that had always been there and had become more visible as the Legion's panoply finally began to shrug off much of the influence of Mother Terra. The white of the Luna Wolves turned sea-green, then darkened further to a murky verdigris green-black as the Sons of Horus further cast off the disciplined Terran traditions of warfare and erred in pride and growling malice towards the dark heart of Cthonia, and its traditions of gang-fiefdom, blood-pride and merciless, incessant conflict.

Legion Command Hierarchy

As with all Legions Horus' command over his own Legion was absolute. Beneath Horus were his captains, beneath them were the unit sergeants, and where a formation of squads came together for a purpose, the informal rank of 'Chieftain' was given to the sergeant granted field command authority—a matter not always of seniority, but rather selection of the best or most suited for the task at hand; an approach which fitted well with the Legion's pragmatic and sometimes impulsive approach to warfare.

Beneath them were the battle-brothers of the Sons of Horus. This simple hierarchy belied the truth of matters when applied in practice within the Sons of Horus. Within each rank prestige and personal reputation counted for much within the brotherhood of Space Marines. There were distinctions between those who had fought with the Legion for longer, between those who had fought in different campaigns, between those who had received certain honours, and between ordinary squads and those who formed a captain's honour guard.

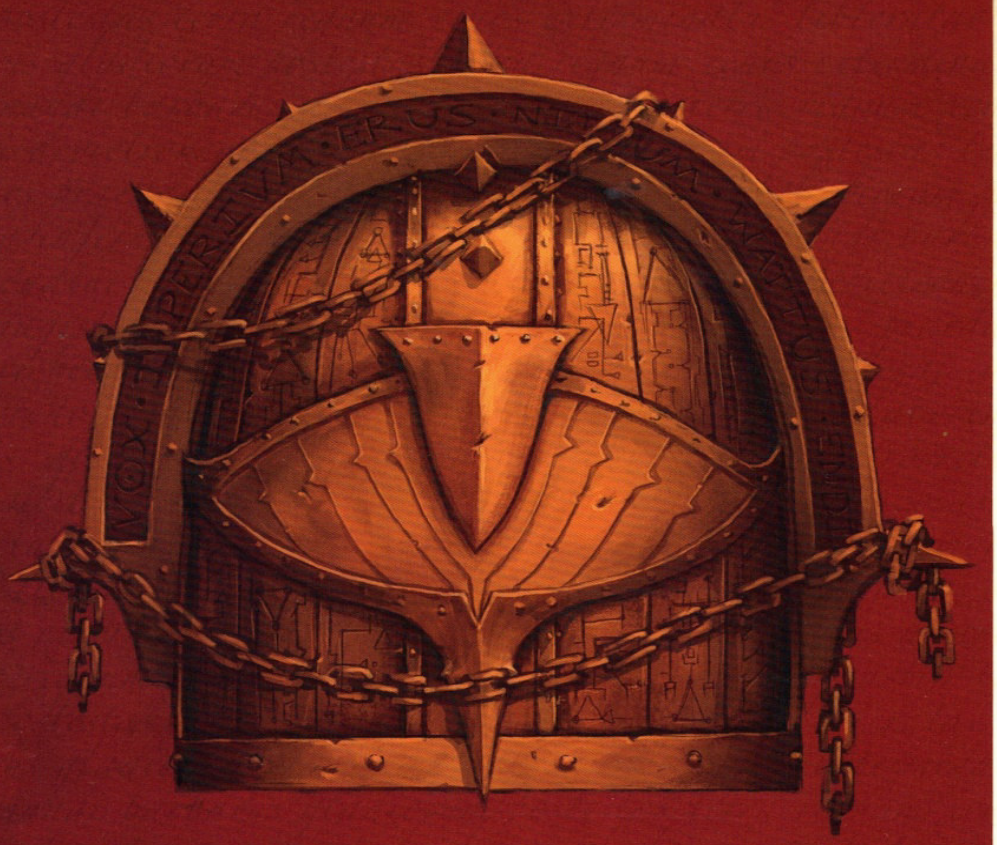
Historia Terra Regnum

The Warrior Lodges

The mysterious warrior lodges that existed within some of the Space Marine Legions were closed brotherhoods of warriors that existed outside of all other Legion structures. Warrior lodges seem to have existed within the Sons of Horus since their first contact with the Davin and the warrior lodges of the Davinite tribes on which many believe they were based, and it may be that this benighted and thrice cursed world was the source of the cancer that grew at the heart of the Imperium's finest warriors. They were also known to be present in other Legions and it is possible that the practice spread from them like a slow contagion. There is also the possibility that the influence of Lorgar's Word Bearers played a role in the proliferation of the lodges. Practices within a Legion's warrior lodges are known to have varied, much in the manner of all such mystery cults and secret societies through the ages, and varied still more between different Legions.

From what little is known to us, behind closed doors the members of a lodge put aside the divisions of rank and honour. No rank existed between members aside from the ranks and divisions of the lodge itself. It was quite possible for a senior captain to be greeted as an equal by a man under his command. Likewise it was equally possible for a sergeant to be a lodge master, one of his acolytes a company captain and a neophyte to be a senior commander. Such subversion of the order of rank and military discipline was possible because the lodges bound themselves about with ritual and secrecy. The meeting places of a lodge were secret chambers entered by only one door. That door was guarded, and only those bearing the words and symbols of membership could pass within. Members recognised each other by the use of artefacts, marks, gestures and coded phrases. Symbolism and ritual significance surrounded initiation into a lodge. In some lodges the prospective initiate was blindfolded, only seeing again once the ceremony was complete. In others lodges he would drink a cup of blood, a cup of water, and a cup of soured wine. Some had labyrinthine levels of rank to ascend; others confined themselves to a basic few.

Though they venerated no god or occult principle, the ritual and secret elements of the warrior lodges did not fit with the ruthless rationality of the Imperial Truth. Frowned upon but tolerated, the lodges persisted and flourished. They survived in part because many saw them as relatively harmless, and in part because they promoted fellowship within and between Legions. It was a misjudgment that would have consequences that few could imagine.



Exemplary Battles

The battle honours of the XVIth Legion span two hundred years of the Great Crusade and number into the thousands. Few other Legions could match the listing of their achievements and of those that could few could rival the XVIth for the brightness with which their victories shone. Spread across hundreds of expedition fleets and on countless battlefields they broke the enemies of the Imperium and pushed the Great Crusade forwards. In part their reputation was because of the quality of the XVIth as warriors, but the position of Horus as the Emperor's favoured son undoubtedly enhanced their triumphs. The Emperor fought alongside all of the Primarchs, and led all the Legions at different times, but Horus and the Luna Wolves stood beside him for many of his greatest victories. From the beginnings of the Great Crusade until the Emperor's return to Terra, the XVIth Legion were the Emperor's favoured tools of war. So numerous are their victories that it is necessary to be selective in examining their record. The destruction of the empire of the Ork Overlord Urlakk Urg, the Scarman Offensive, and the horrors of the now legendary War of Murder, one of the most brutal and hard fought campaigns of the Great Crusade, and many others are described at length in other sources. Presented here are three incidents which perhaps show most clearly the character of both Horus and his sons.

The First Pacification of Luna

The First Pacification of Luna was the first operation mounted by elements of the Legiones Astartes beyond the skies of Terra. The Wars of Unity were still raging across the surface of Mankind's birth world. The forces of Cardinal Tang still held a number of fortress zones, and several other uncompliant enclaves were yet to fall. Luna was the bastion of a conglomeration of resurrectionist gene-cults, the members of these cults believing that human nature was both fractal, fractured and transcendent. To them the true nature of Mankind was visible in the flesh and mind of the individual, but that each person was an echo of archetypes that persisted throughout human existence. Each cult clung to a different set of archetypes: some represented them as anthropomorphic figures, some as numbers, and some as symbolic systems. Shot through with low occultism, most fell short of deification, but all pursued understanding through their craft of gene-forging. Each cult member was a product not of random breeding, but creation by the cult gene-wrights according to formulae born in the Dark Age of Technology. Resurrected in body time and time again they attempted to reach a true personification of a single archetype. In their subterranean complexes the cults were powerful, insular and resistant to the Imperial Truth. Such resistance was hardly a novelty, and would normally have been dealt with in the usual manner—by obliteration. The fact that the gene-cults had something that the growing Imperium needed complicated that position.

Clouded as it might have been by occultism, the gene-craft of the Selenar Luna cults was unequalled save within the Emperor's own facilities. With Terra teetering on the edge of complete unification, the conquest of the Sol system and the galaxy beckoned. For that Crusade there would need to be more and more Space Marines. The Terran facilities would not be able to cope with such a huge increase in the creation of recruits for the Legions, so the Imperium needed Luna's wealth of gene-craft and capacity added to its own. But the Selenar gene-cults would not bow willingly to the hunger of the new-born Imperium, and had fought off the machinations of Terran warlords and Martian magos in the past. The Selenar had received Imperial ambassadors with courtesy, but answered their offers, threats and entreaties with silence. As the threats began to outnumber the offers the Luna cults began to turn away the ambassadors and gird themselves for war.

Normally highly factional, the possibility of Terran domination overcame all doctrinal disagreements between the cult matriarchs and gene-wrights—they would resist the Imperium together and without limit. The final Imperial deputation to Luna was returned to Terra as a still-screaming soup of fused liquescent flesh in the dead shell of their shuttle.

So it was that the Emperor ordered the Luna cults to be pacified, their beliefs broken, and their craft yoked to the needs of the Imperium. It could be no simple conquest by destruction; the gene-forges had to remain intact, as did the cult gene-wrights that mastered them. A single blow had to cut away the cult's beliefs and their will to resist. To this task the Emperor set three of his Legions most suited to his purpose on what some chroniclers name as the first true battle of the Great Crusade, the combined force of the VIIth, XIIIth and XVIth lifting from the surface of Terra in a scattering of rocket flame.

The as yet unnamed XVIth had been chosen for the force's vanguard, operating in full strength. Free of Terra's pull their assault craft cut their power ice-cold and silent to mask themselves from detection, set to drift towards the silver disk of Luna like arrows fired into the night. Only Space Marines, clad as they were in suit-sealed armour, could have enacted such a plan and lived. Within the void cold interiors of each craft the warriors of the XVIth waited in the airless dark, their armour rimed with ice. Behind them came a smaller wave of craft carrying elements of the VIIth and XIIIth. Their engines burning and their skins glittering with void shields, this second wave was the show of might that the gene cults expected and the perfect distraction from the first. Fire filled the space between Terra and its only moon. Weapon systems embedded in Luna's surface lashed the oncoming assault force, but even as the guns fired, the first of the XVIth assault craft, unlooked for and unseen, struck their targets like a dagger in the night.

The previous ambassadorial missions to Luna had not been entirely wasted. Imperial agents amongst the entourage had conducted subtle surveys of the Luna surface, and covert infocytes had infiltrated the population. By the time the XVIth Legion's assault craft slipped the gravity of Terra, the location of each defence battery and cult leader was known and the XVIth hit each with overwhelming force, smashing aside defences and breaching the tunnel complexes below regardless of what half-machine monsters of the Selenar's gene-craft were thrown against them, and it is said that those looking up at the night sky of Terra could see the face of Luna glitter with flames. The defence batteries fell within seconds, the corridors of their silos running with blood from the slaughter. Of the hundred or more cult leaders scattered across Luna most died without realising they were under direct assault. Those that did not die fled as hulking warriors in pale grey armour smashed into their refuges and gutted them of life. Without defence systems and the direction of their leaders the Selenar cult could do nothing as the VIIth and XIIIth landed and began to systematically break their remaining strong points and isolate pockets of resistance. Within six hours of the first shot being fired Luna was pacified. Faced with annihilation the surviving Selenar bent the knee instead, their surrender communiqué calling for the Emperor to *"call off his wolves"*. Broken and humbled the enslaved gene-wrights of Luna would help forge the next generation of Legiones Astartes and fuel the conquest of the stars.

The Gorro Hollowing

The Great Crusade exterminated hundreds of alien races, and the darkness of space is a cemetery strewn with the husks of dead empires and lifeless worlds that are graves to civilisations that defied Mankind's dominance of the stars, but despite all the Ork is a menace that we could not destroy. Perhaps now we never will.

In hundreds of ramshackle empires they infest the galaxy and as the Great Crusade moved ever outwards from Terra the Ork proved to be a constant foe. We raised thousands of their junk-strewn worlds and killed them in their billions, but still they persisted. The larger their numbers the greater the threat, for it seems that as their numbers increase so the Ork becomes more deadly in every way. The Orks within the greatest Ork domains are huge and capable of shrugging off heavy weapons fire as if it were rain. As their population increases so their ramshackle technology increases in inexplicable sophistication. The Orks that dominate such bloated empires are vast creatures, covered in muscle and possessed of a dangerous level of intelligence. Much is written of the Ullanor Crusade, but there were other Ork empires, some rivalling that centred on Ullanor. The Telon Reach was home to one such Ork empire, and at its heart was the scrap sphere of Gorro.

The Ork tech-caste dominated the Orks of Gorro and had made the world their own. Gorro was a layered sphere of debris and scrap sifted from the space lanes and wreck drifts of the Telon Reach. It hung in the light of a red sun like a rolled ball of crushed metal held together and shielded by magnetic and gravitational field generators. In thousands of levels beneath its surface the Ork machine shops worked without ceasing. The dominant tech-caste on Gorro seem to have been fascinated by a form of plasma technology never encountered before or since. Capable of destructive yields of terrifying potency these plasma weapons had done much to blunt the Crusade's advance across the Telon Reach.

Knowing that this campaign hinged on the death of the scrap world, the Emperor decreed that Gorro must be destroyed. Many expected the Emperor to give the task to Horus and his Luna Wolves, in this they were wrong. When a thousand strong fleet dropped out of the Warp above Gorro it was the Emperor himself who gave the order to begin the assault. Horus, the ever dutiful and favoured son, stood at the Emperor's side and watched as tens of thousands of assault craft spread out from the fleet.

The fields holding Gorro together also made it highly resistant to bombardment. The Luna Wolves would have to hollow Gorro out from within and as the drop pods struck the rust-crusted surface, speartips of Luna Wolves teleported into the layers beneath. In the vanguard was the Emperor and by his side was Horus and a guard of black armoured Justaerin Terminators and golden-clad Legiones Custodes. As they attacked, the Ork resistance they faced was near overwhelming. The Orks of Gorro were huge and augmented with scrap bionics. Some stood taller than dreadnoughts and their weaponry burned through power armour like a candle flame through parchment.

As the surface assault fought to break through to the deeper levels, the speartips fought towards the centre of Gorro. It is said that at the height of the battle the fury of the Orks split the Emperor from his guards. Alone he slew hundreds of them until a blast from an Ork plasma weapon opened his guard and one of the Ork leaders seized him. The tales say that the creature's strength was so great that as it took hold of the Emperor it buckled his armour. As the creature's grasp closed Horus stormed through the press of battle and cut the Ork's arms from its body with a single blow.

Together father and son led their forces deeper and deeper into the sphere until they reached the centre of Gorro. The heart of the scrap planet was a self-sustaining plasma sphere contained by a warp-fold envelope the like of which had never been seen before or since. It is said that the Emperor himself worked to collapse the plasma sphere allowing it to implode into the Warp. In its place he opened a hungering hole into unreality. Without its power source Gorro's magnetic field generators and power shields collapsed into the vortex and the internal structure of the scrap sphere began to fall apart. Metal sheered and crumpled, levels twisted together and the whole structure began to deform. Gorro ate itself from within as the Imperial forces withdrew. When the vortex collapsed a hollow skin of rusted metal around an empty void was all that remained to mark the death of the Ork world.

The Castigation of Terentius

Terentius was an Imperial warlord who ambition was to turn into hated foe. Vatale Gerron Terentius was bred for war by the mercenary consanguinities of the Ordoni star cluster. Apprenticed to the most able mercenary generals he soon proved to be not only capable of surpassing his tutors, but destroying them in open war. In the Ordoni's vicious conflicts Terentius built a reputation for unsurpassed tactical insight and the ability to win supposedly unwinnable conflicts. His star rose until it met a challenge it could not overcome when the forces of the Great Crusade invaded the Ordoni Cluster, returning the protests of the system lords with fire and death. The survivors turned to their greatest mercenary general and promising him anything he desired they begged him to produce a miraculous victory. Observing the forces arrayed against him Terentius did what his mercenary training and war scholarship told him was the only path to survival: he surrendered.

But the Imperium had need of men like Terentius, and the Great Crusade gave him opportunities and riches such as he had never dreamed. Like many of the human war leaders common during that time, Terentius created his own momentum. Given a small fleet of ships and a handful of Imperial Army regiments Terentius grew his forces by conquest. For five decades he rose in power and reputation, conquering worlds around the Halo Stars. It is said that at the height of his powers he had the ear of the Sigillite and the countenance of several Primarchs. When he turned against the Imperium many were shocked. Given his past perhaps we should not have been surprised.

Terentius began to conquer but now his forces were assaulting already compliant planets. As Terentius' contra-crusade began the planets, systems and clusters conquered by him over five decades rose in his support, and soon he had fleets of ships, tens of millions of soldiers and the loyalty of a hundred worlds. Ringed by fortress worlds this rebel empire began to eat up Imperial worlds around the Halo Stars.

The Imperium responded with its full wrath. The Emperor gave the task of breaking the renegade to Horus, who must have known that he could not simply defeat Terentius for the manner of Imperial wrath had not just been to defeat Terentius, but to demonstrate to any others the inevitability of a betrayer's defeat. Horus elected not to use only his Legion to complete the task at hand and personal requests to his brothers saw substantial strength from the Night Lords, Iron Hands and Alpha Legion joined to the might of the Luna Wolves. With his forces already moving Horus planned ahead, layering objectives, targets and methods of war even as the forces of Imperial retribution closed on Terentius.

The first blows of the castigation fell far inside the borders of Terentius' nascent empire. Ships refuelling in the Hecuba and Hilicia systems suffered reactor failures. The explosions consumed two battle fleets and stranded hundreds of thousands of reinforcements. On Yeno Prime Terentius' chief lieutenant disappeared along with his command staff. On Jubal the spire forges collapsed as tectonic charges detonated in their foundations. On hundreds of planets disasters and cataclysms cut into Terentius' supply and support lines.

Terentius was no fool and even as key supply lines and bases of strength fell he redistributed and reformed. As he did this news reached him of more disturbing developments; ships began to arrive from worlds on the edge of his realm. The ships came from agri-worlds, from backwaters and the population sink worlds close to the Halo Star's margins. Tens of thousands of corpses filled the holds of each vessel. The crew, chained to their stations, brought word of planets decimated, and a message from the midnight-clad attackers: '*We have come for you.*' Panic began to spread across worlds and through Terentius' forces. No matter how carefully the renegades tried to contain news of these events it spread and spread without control, and soon some sections of Terentius' forces slipped away during warp transit or simply stopped responding to orders.

Reports arrived telling of bastion worlds coming under assault by large forces of Iron Hands. As Terentius moved his forces to counter-attack, they were intercepted and destroyed by strike forces of the Luna Wolves, and so the war spiralled on—rebel



Icon of The IIIrd Battle Company,
Sons of Horus Legion

forces fragmented driven by tales of culled worlds. Renegade supply bases burned and across a dozen frontline worlds the Iron Hands advanced. It is said that it was at the moment that Terentius realised he could not win that the Luna Wolves came for him. Dropping from the Warp within weapons range of Terentius' ships they annihilated half of his command fleet. Horus himself teleported onto the bridge of Terentius' flagship along with fifty of the Justaerin and slaughtered all they found there. Terentius died unrepentant it is said, and by some accounts he was laughing as he was slain upon Horus' talon.

With Terentius dead his rebellion crumbled, but the castigation continued. Horus, his pride slighted, is said to have ordered the Night Lords to decimate every world within Terentius' rebel empire. Added to this the power of the Iron Hands and elements of the Mechanicum Ordo Reductor were brought to bear on every structure on Terentius' bastion worlds. So his realm was slaughtered, his cities smashed to dust, and his world's very air laced with toxins. The castigation complete Horus sent the gold-dipped skull of Terentius to Terra. "*So perish all traitors,*" are the words said to have been carried on the lips of the messenger that bore it.



The World Eaters

Numeration: The XIIth Legion

Primogenitor: Angron the Conqueror

Cognomen: (Prior) The War Hounds

Observed Strategic Tendencies: Shock Assault, Planet-kill and Exterminatus Operations, Close-quarters Actions (Space Hulk Purgation, Boarding Operations, Line-breaker Attacks, 'Forlorn Hope' Objective Assaults).

Noteworthy Domains: Bodt [Muster World], Sarum [Temporary Fortress Station], recruitment rights of several feral worlds in the Segmenta Solar and Ultima.

Allegiance: Traitoris Perdita

"I have voyaged the dark stars for five times the lifespan of a common man, long before our glorious Emperor made me one of his, and I tell you this: monsters crawl the blasted faces of myriad uncounted worlds—creatures so foul they would stop a man's heart just to see, and that is only the start of the true nightmare, for there is no mortal mind that can encompass the wickedness of the alien in all its forms and designs.

So then, why should it surprise the wise man that in such a galaxy of terror, that humanity should need monsters of its own—if we are to survive?"

Captain Kalako Jaq Harlock,
Sanctioned Rogue Trader
-Attached as Pathfinder to the "bloody" 13th Expeditionary Fleet

The treachery of many who were to turn their backs on the Emperor is often shocking and near unbelievable, even with the false clarity of hindsight, and in many cases paints a tragedy of a fall from grace. But in truth neither of these things can truly be said of the XIIth Legion, the World Eaters—monsters long before Horus became corrupted and monsters they remained, only now with what little remained of their restraint and their humanity stripped away. Of all the Space Marine Legions of the Great Crusade, none were so savage and dreaded. For while others such as the Night Lords could justly claim to have brought worlds into compliance by fear alone, and others such as the White Scars and the Space Wolves could descend without warning and leave a world burning in their wake, for the World Eaters to be assigned to a campaign meant only one thing for the enemy—extermination. Extermination not by virus bomb or atomic firestorm, but by chainaxe and bolt shell—worlds drowned one-by-one in the blood of their inhabitants.

Origins: "A Necessary Evil"

Such sources that survived the Siege of Terra regarding the origins and formation of the XIIth Legion of the Legiones Astartes are fragmentary at best, and in compiling this record I have been forced to rely on secondary evidence from those who fought alongside them, and the apocryphal accounts handed down by those many who had cause to fear and resent this most dread of Legions.

Of the Terran origins of the XIIth it would appear that there was no particular bias as to the tribe or city state from which the initial influx of recruits was taken as there was in the case of several of the other Legions. There are though tantalising hints towards psychological screening being used to single out the most inherently aggressive and obsessively competitive recruit in an experimental pre-selection program that may have also informed the intake of a handful of other Legions as well. Whether this is true or merely supposition later formed to fit established facts, it is apparent from such records that survive that the XIIth were from the outset deemed a highly aggressive force, its warriors hot-blooded and savage.

The Legion's first recorded engagement saw them used in the Sa'afrik Liberation as a spearhead of shock troops, mounting direct annihilation assaults on enemy forces, both in open battle and fortified positions, and able to carry the attack despite their then relatively small numbers by sheer courage and the fury of the violence they could unleash. The nascent Legion however, after its initial battles, seems to have been largely held in reserve by the Emperor during the latter Unification Wars and right through the re-conquest of the Sol system, perhaps in case of a sudden reversal of the fortunes of war, or as veiled evidence, implies as a weapon to be unleashed in case of disloyalty among the Emperor's own. During this time the XIIth was kept in a state of constant readiness, training relentlessly and steadily growing in numbers and on the occasions it was brought into battle it performed with almost gleeful savagery, tearing apart whatever enemy it was given to fight without mercy or falter, regardless of its own losses and heedless of risk. It is believed that it was during this period that the Emperor himself dubbed the XIIth Legion his 'War Hounds' as a tribute to the savage and tenacious way they fought to pacify the narco-sprawls of the Cephic Hives, and in pride of this the red hound became the Legion's badge of war.

One of the few first-hand accounts of this is found in the war-memoirs of Bashar-Colonel Alves Scorn of the Terran XXIInd Dracos Regiment (who later famously became the Imperial Commander of Proximal Secundus), who fought alongside the XIIth during the Cerberus Insurrection.

The insurrection forces had slaughtered the ruling castes of the hollowed-out asteroid prison colony, and in the wake of the uprising the 3,000,000 or so indentured habitants of Cerberus had risen up in anarchic revolt in a state of near continuous rioting and mob violence, and initial attempts to impose order by Terran troops had been thrown back in disarray as it became apparent that among the insurrectionists was a renegade cadre of outlawed Thunder Warriors—long believed dead—calling themselves the Dait'Tar. With many of the Space Marine Legions already assigned to the first Expedition fleets and en route to the stars, the Emperor himself dispatched his War Hounds to Cerberus (and it appears the irony was not lost on him in doing so) with explicit instructions to reclaim Cerberus colony and carry the Emperor's wroth to those that had defied him.

At 0300 Hours Terran Sidereal time the War Hounds of the XIIth Legion attacked multiple access points on the asteroid's surface, and at 0808 Hours a signal was received from Praetor-Commander Calyb Hax of the XIIth Legion that Cerberus-Primary had been returned to compliance. When asked by the leader of the waiting second wave how many prisoners to expect to transfer into custody, Hax replied that he had not been ordered to take any…

Alves Scorn, whose command had been part of the second wave, led his regiment in the bleak task of clear-up operations in the wake of the War Hounds' assault, hunting down any survivors hiding in the warren of tunnels and passageways, of which there proved to be precious few. Afterwards he wrote of his experiences in his journals, and records more than once coming across the hulking carcass of an armoured Thunder Warrior, often with three or four of his number in Legiones Astartes dead around him—of choke-points and defence posts turned into blood-soaked charnel houses—and of scores upon scores of insurgents cut down from behind while fleeing in blind panic, their weapons abandoned. The Bashar-Colonel summed up his experiences with the following, sadly prophetic, commentary:

"I do not doubt my Emperor's wisdom in creating a necessary evil such as these fearful warriors, nor do I doubt their effectiveness in battle. It remains my fervent hope however, that though I spend my life making war for the liberation of Mankind that I never again see such inhuman butchery as I have witnessed in the halls of Cerberus."



The Bloody 13th

As the early decades of the Great Crusade progressed, and the first of the Primarchs were found, the XIIth Legion was broken up temporarily into a number of independent sub-commands, each several thousand Space Marines strong. The largest of which, at some 8,000 War Hounds, along with dedicated assault and fleet support elements was designated the 13th Expeditionary Fleet, or the 'Bloody 13th' as it became quickly known.

These detachments were sent as a mobile reserve where the fighting was fiercest in the Great Crusade's front lines. Here they served as frontline assault troops in glorious campaigns alongside the Space Wolves, Iron Warriors and Dark Angels Legions. Elsewhere they would often provide the killing-strike for larger Imperial Army formations in war zones where an impasse had been reached, breaking a strategic deadlock in a single furious attack which sent an enemy reeling. During these times the War Hounds developed a reputation for victory, although at a cost—and it was said every assault they conducted ended in only one of two ways: victorious slaughter or simple slaughter, either of which left the foe in no condition to resist further. However effective there were many who fought alongside them who found them also to be unpredictable, intemperate and dangerous to anything that stood in their path, combatant or otherwise. Rumours began to circulate that they had put to the sword human auxiliary regiments they saw as failing them in battle, and they kept a guarded distance from other Legiones Astartes they served alongside. Outsiders noted that an unusually harsh code of discipline was enforced in the ranks by the Legion's officers and was indeed needed, as the War Hounds themselves could prove fractious, and bloodshed between brothers was far from uncommon.

Increasingly the warriors of the XIIth were deemed by the War Council as being more suitable for use against targets where annihilation was the goal rather than compliance or liberation, a task to which they seemed eminently suited. As the Legions grew in size and many came to be re-united with their Primarchs the task of reinforcement became less important, and the War Hounds were brought together again under the banner of the 'Bloody 13th' alongside a variety of units who, like the War Hounds, had gained dark reputations for unrestrained violence rather than military discipline, or who were otherwise deemed as unusable for actions where collateral damage was to be kept to a minimum and liberation rather than destruction was the goal. This muster, centred on the harsh, volcanic world of Bodt which had been taken by the War Hounds as a training ground some years before, included regiments of feral world head-hunters inducted into the Imperial Army and brute abhumans on the edge of tolerated genetic deviance. To these were added units such as the Titans of the Legio Audax around who a pall of suspicion had fallen ever since the Lorin Alpha Massacres, and the distrusted Numen Gun Clans—nomadic techno-barbarians who had bitterly fought against compliance for years before their recent and grudging induction into the Imperium. Upon viewing the reports of the muster at Bodt the Primarch Sanguinius is apocryphally said to have remarked that:

"The Emperor is assembling a carnival of monsters for his amusement, although I doubt whoever he unleashes them upon will see the jest."

The Lord of the Red Sands

Most stories told of Angron's early life cast him as being discovered at a young age on an unknown, but technologically advanced, world some sources place within the Ultima Segmentum. Conflicting details of this discovery place the young Primarch badly wounded and surrounded by slaughtered predatory beasts or the bodies of xenos warriors he had slain, but agree that those that found him were in service to the world's human masters, a decadent and vicious ruling elite for whom human blood-sport was the greatest art and principal entertainment. It was to these murderous games that the young Primarch was bound by the slavers and gladiatorial masters, at first as a novelty expected to die, but soon as a favoured champion who rose swiftly to become the greatest gladiator the world had ever known. It was a matter of course that the slave masters used biochemical and cyber-surgical enhancements as well as relentless and brutal training to 'improve' their fighting stock. Angron was to be no exception, and although his Primarch's physiology resisted much they attempted, in one particular method they were successful, and were able to implant deep within his brainstem psycho-surgical devices to augment his aggression to inhuman levels and turn him into a superhuman beast, a killer the likes of which they had never before seen, Angron—the Lord of the Red Sands.

Little did his 'masters' know, or perhaps they did not care, as secure as they were in their overmatching power, but bitter hatred and resentment burned in Angron's heart for his captors, while his only comradeship was with the gladiatorial warriors with whom he fought. Long had he plotted rebellion and vengeance, and soon he shattered his bonds and led a bloody revolt, staged amid the largest Death Games the arena had seen in generations. With his gladiator kin rallying to him he battled his way clear of the arena, slaughtered his captors and reaped a bloody swathe across the settlements and cities that fell before his path. But despite snatching victory time and again against fearful odds and the superior ranged weaponry of the planet's elite, Angron's revolt was ultimately doomed to fail and he knew it. He and his slave army, however individually powerful they might be were simply too few to take on a whole world set against them and were slowly being worn down by attrition, sickness and hunger. Determined as brothers and sisters to stand and die in honourable battle rather than be taken alive, and pursued now by five armies, each one outnumbering them alone ten times and more, Angron and his followers ascended to the high mountains to make a bloody end for themselves where few could hold back many—at least for a time—and awaited their final battle.

Far above the Emperor had watched with pride as Angron had led his outmatched revolt, but now chose to intervene, unwilling to accept his lost son's death in battle no matter how resolved and honourable the cause. Upon confronting Angron and making an offer of a place by his side, to his surprise he was refused and rejected; Angron had sworn to live and die with his followers and that was exactly what he intended to do. The Emperor however would not accept this, and the night before the final onslaught forcibly teleported the enraged Primarch away from the slaughter that followed, as the rebellious slaves were butchered to the last man and woman. This was a deed for which Angron would never forgive the Emperor, and a stain upon the Primarch's honour that would never fade but fester into a soul-deep wound.

In hindsight, it is now clear that this red-handed army was being assembled for a very particular reason, and that it awaited only a new master to command it.

The Primarch of Wrath

A very great deal about the finding of the Primarch Angron remains unknown to wider record. There is in fact evidence that this information, including the true name of the world he was found on was known but was kept secret by the command of the Emperor or those close to him. Such that is known denotes a tale of a brutal upbringing, murderous violence, and the bloodlust of idle rulers made corrupt by absolute power, and ultimately of Angron's revolt against them. That his acceptance of the Emperor's intervention was not an easy one is also widely reported, but the exact records of what shape this antipathy took and how it was resolved is a matter of shadowed rumour and conjecture without proof. What can be said with certainty is that Angron's first reaction to his new situation was rage, and it is said that for some time any War Hound who came before him was met with a grisly death for their efforts. It is certain that at this time the Legion Master of the War Hounds, Ibram Ghreer—a respected general who had commanded the XIIth for nearly three decades—disappears without explanation from any record of the time and no explanation is given by his taciturn Legion for his absence.

That some accommodation, however bloody, was reached is shown by what happened next as Angron swiftly took charge of his Legion. On the world of his youth Angron had led a force in rebellion that came to be known as the Eaters of Cities for its wrath and violence, now his Legion would become the Eaters of Worlds.

Much is said of Angron's physical power —greater even it is said than many of his fellow Primarchs—his berserker fury, his near-insane love of violence and bitter, quixotic temperament, but few comment on what is clearly a native intelligence, fearsome charisma and strength of conviction that marked him out also as the post-human that he was. To his Legionaries the mutilated, bloody, reeking, wrathful figure that now stalked among them as their master swiftly became a kind of savage messiah; a greater warrior than any had known, an exemplar of a brutal ideal of honour and combat that sang to their souls. Angron became to them their first master; displacing for many the loyalty they had once only given their Emperor, becoming their judge, their general and a conqueror whose banner they would follow into the depths of hell.

Taking charge of his Legion at the mustering ground of Bodt, Angron swiftly worked many changes on his forces, his 'World Eaters' as they were now named. In this he seems to have been given a surprisingly free hand for a newly invested Primarch—not for Angron a period of shadowing one of his brothers while he grew into command, or even time spent in his new-found father's company, instead he was given license it seems to simply take charge of his host and with bellicose energy he prepared it for war. The regime of discipline and training the XIIth Legion abided by in the past had always been noted as among the harshest of any of the Legions, but this proved to be but a shadow of what came to pass under Angron's direction and reform. Conflict was the only measure and the only judge, and training beyond its most basic elements was as real as any war or battle a World Eater would find themselves in—red blood flowing, live rounds and bared blades, fighting pits and gladiatorial combat. Each now wore scars by which to count the lessons learned amid heat and the bitter volcanic sands, and those that failed did not live long enough to try again.



Name: Bodt
Classification: Legiones Astartes Muster/ Training World
[Imperial Possession – Carta Unclassified]

System Data: VVC/00325//P/Σ
Stellar Grid: 22-Gal-cor/U-05
Segmentum: Ultima/Coreward

Notation: Volcanic/Arid, Low Register Terran Analogue, No native population
++[Fiefdom of the World Eaters Legion]++
++[Approach with Caution]++

Culture within the Legion shifted to ever more violent and bloodthirsty mores and values, which became quickly echoed in the shifting skein of the Legion's own rites and ceremonies, and the martial traditions of Old Terra, never strong in the War Hounds who had prided themselves in their fury and courage above all else, disappeared altogether and were replaced by Angron's own red code of butchery and savage competition. When the World Eaters departed Bodt under their new master for the first time, it was under the symbol of a great fanged maw poised to crush a life-bearing world, an image that was to prove entirely fitting to describe what was to come.

The planets upon which the World Eaters fell were not merely crushed—they were destroyed utterly. Where once resistance had been found, now were left only grave worlds in their stead—planets not merely burned or blasted from on high but slaughtered in their streets and palaces, factories and fortresses. Cities were left standing like silent half-ruined cemeteries commemorating the whitening bones and fading bloodstains that littered their forlorn and lifeless spaces. The World Eaters Legion became a byword for unbridled violence and slaughter on a grand scale, shunned by many of their fellow Legions for their excesses and whispered of in fear by those who in theory they had been created to protect.

Under Angron's command the Ork empires of Blitzklaw and Neverlight were exterminated by the World Eaters, as were the Khrave of Serreak-17 where others had failed before them. In one of the most famous triumphs of its time, the Legion entrapped the Eldar Craftworld of Tuonoetar which had endured for a hundred millennia and scoured it of life in a brutal attrition campaign, its vast and empty wraithbone carcass sent hurtling at last into a bloated ancient sun. Nor were human and abhuman worlds spared the Legion's wrath: Susa, Gwydion, Jubal, Badlanding and a dozen more all fell before these Angels of Death and more than once non-compliant planetary systems surrendered wholesale at the rumour of the World Eaters' approach, so potent had their bloody legend grown.

With this legend came dark tales of atrocity and wanton destruction that froze the blood of even hardened Imperial Commanders and caused concern even at the level of the War Council and the other Primarchs. Not least of their detractors was Roboute Guilliman, Primarch of the Ultramarines, who fought beside Angron and his Legion during the Cleansing of Ariggata and saw at first hand the bloodbath they had left in the wake of their attack on the Basalt Citadel, where the last resistance of this non-compliant human world had made their stand. Guilliman had seen the ramp of World Eaters corpses that had been used to finally mount a breach in the mighty fortress and the vengeful horror the Space Marines had wrought within and been sickened. But Angron's Legion, while friendless, nevertheless had its supporters, most vocal of which were Horus Lupercal of the Luna Wolves who defended their martial record and named them an invaluable asset to the Great Crusade, while Jaghatai Khan of the White Scars more cryptically praised their strength of purpose and purity, and challenged his fellow Primarchs: *"...not to judge those on a path on which the winds of fate decreed that they had never themselves walked, nor ever could."*

As the Great Crusade went on there were increasingly those in the Imperial military who whispered that Angron was mad and his Legion had followed with him into madness. These whispers became openly voiced as widespread discontent and demands for censure when stories began to circulate that Angron had ordered his Apothecarion to conduct widespread psycho-surgery after the infamous Ghenna Massacre came to light. This action, undertaken at Angron's instigation, resulted in the entire planetary population that had rebelled against its installed Imperial Commander being wiped out in a single night of extraordinary bloodshed. The psychic screams of the dying were reported to have been audible by astropaths half a sector distant.

After Ghenna the Emperor was moved to act and called Angron before him for reprimand, ordering the end of such prohibited surgery in the Legion and issuing the World Eaters with orders to depart to the northern fringes of known space, there to harry and reave against xenos far from the Imperium's core worlds. This time of exile, perhaps intended as punishment, was instead for the World Eaters a subtle vindication and it remains doubtful that in any measure they ceased the dark rites and practices from which they had been forbidden. Later, wishing once more to bring the World Eaters back to the fold, the Emperor turned to Horus, then his most trusted son and recently appointed Warmaster, asking him to confront and challenge Angron, to mentor and work upon his fellow Primarch and bring him back into line. In this was a terrible and grievous miscalculation made, for Horus had become himself corrupted by the Warp and in Angron's wrathful heart bitterness soon became treachery.



Unit and Formation Structure within the Legion

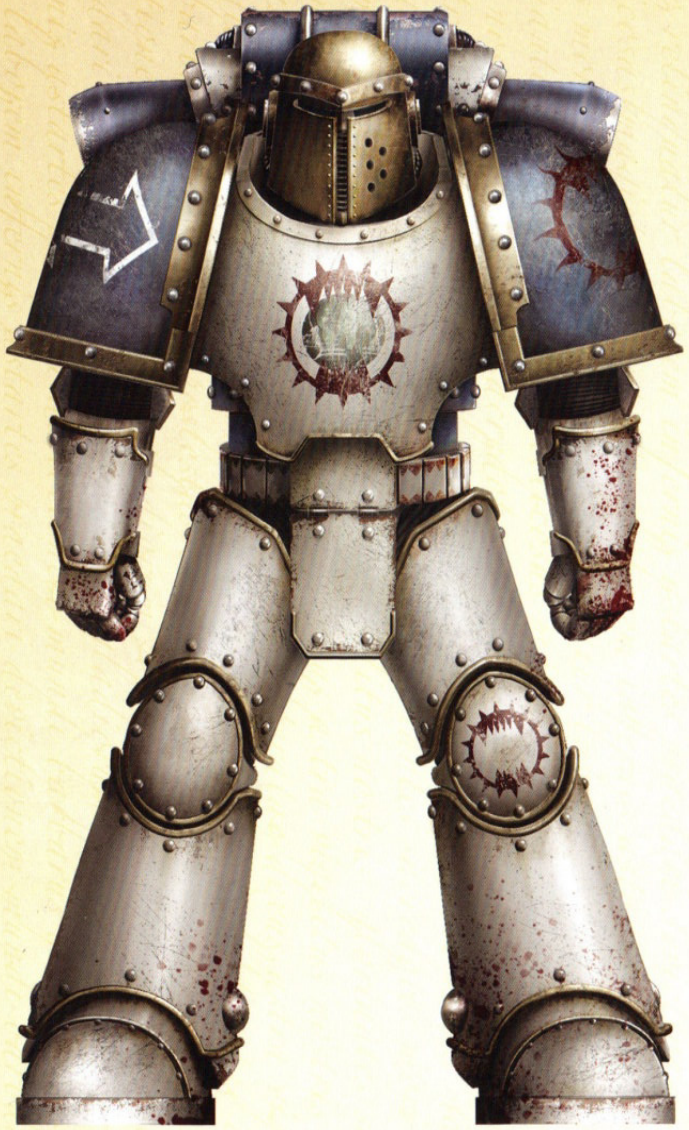
As with almost all the Space Marine Legions, the XIIth at its creation followed the so-called 'Terran Pattern' of organisation as formulated by the Officio Militaris at the outset of the Great Crusade, but even in this earliest period the Legion's procurement and outfitting showed a considerable bias towards direct assault and operations within the close and deadly confines of the kinds of battlefields designated as 'Zone Mortalis' in strategic doctrine. This would continue under Angron's transition of command, and the Legion's organisational structures were kept largely intact but often further streamlined, with its echelons (as its Chapter-level structures were commonly named) being biased in make-up towards line infantry formations. These were by their panoply and tactics a hybrid of tactical/close assault troops for the main part, supported by dedicated heavy assault units such as Terminators and specialised units such as Land Speeder squadrons.

This organisation lent itself well to a highly aggressive strategic posture and belligerent tactics which while extremely costly in terms of casualities, were also highly effective. One example of such a doctrine was the Legion's preferred pattern of planetary invasion. In this the Legion quickly embraced the use of mass-drop pod attack from orbit in invasion situations to deliver themselves directly to the heart of the enemy without manoeuvre or preamble as a first wave attack. This sudden overwhelming blow was designed to keep the enemy pinned in place fighting this vanguard (which often suffered heavy losses), while a second wave of armour and heavier units followed in its wake and smashed into areas of high resistance revealed by the first wave. In these attacks the Legion pressed its assault with murderous fury, often fighting in conjunction with dangerously close supporting barrages from warships in low orbit, or with Titans and other siege units right in the thick of the fighting with them. By these tactics the World Eaters' onslaught overcame any resistance through sheer fury, hurling themselves again and again at the foe until their enemy broke and was cut down, fleeing in terror.

Hand-to-hand combat was always the Legion's preferred form of warfare, even before it took the Emperor-given name of the War Hounds for itself. This did not mean that the Legion lacked ability and competency in ranged engagements or armoured warfare and supporting artillery attack—indeed no lesser luminary of mechanised warfare than Ferrus Manus himself praised the War Hounds' armoured assault at Aldebaran Septus as the *"epitome of iron-clad rage given form"*, but for the War Hounds such things were a tactical means to an end. That end being successfully delivering the killing force of the Legion—its Space Marines—where they could inflict the most harm and come to grapple with their foe at close quarters. No clearer sign was possible in the Legion of this preference for dealing death face-to-face than the preponderance of close combat weaponry habitually carried by its rank and file. In addition to the ubiquitous combat blades or gladius, even Legionaries attached to reconnaissance squads and vehicle crews commonly carried chainblades, flay-cutters and mono-serrated bayonets, back-up knives, hatchets and cleavers. While in dedicated assault units particularly this profusion of bloody killing tools was added to by a weapon that dated back to the techno-barbarian tribes of Terra, the broad-bladed chainaxe. With the coming of Angron as their commander, the World Eaters' predilections for hand-to-hand bloodletting reached even greater heights, as the master-gladiator taught them new weapons and new ways to kill, and what can only be described as a cult of personal combat took hold of the Legion at a fundamental level. The chainaxe was further refined under Angron's direction, and such was the reputation it gained (particularly given its effectiveness against brute beasts such as the Orks), that its use spread to several other Legions. But as an abstract the weapon could be seen as a symbol of the World Eaters themselves: brutal and savage, remorseless and unsubtle, a machine with but one purpose—to kill.

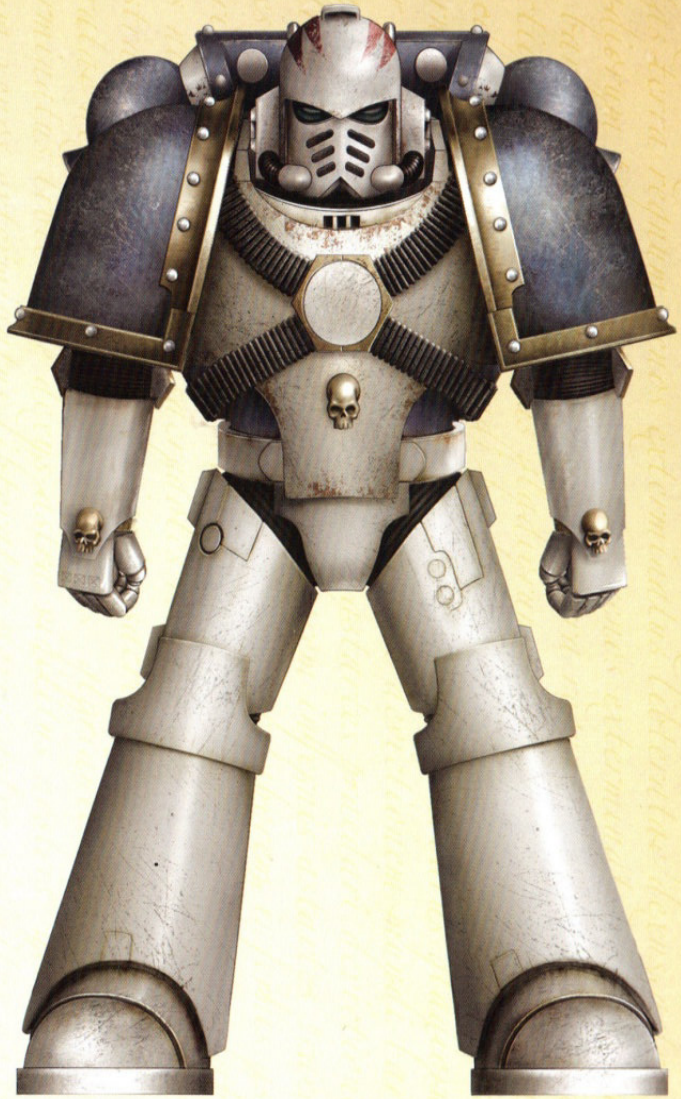
Attrition rates within the World Eaters were high, and fatality levels on recruits during training are believed to be the worst of any Legion in the period, so unrelenting were the World Eaters' methods. Past a certain point in training, gladiatorial contests and battle-exercises became real life-and-death combat with live rounds and wetted blades, with the goal to raise the skill and strength of the warrior to the greatest extent before they could be deemed worthy of joining the World Eaters' numbers. Despite this focus on individual skill, the wider arts of warfare were not neglected in the World Eaters' regime and entire companies and even battalions fought one another in great matches and competitions to enforce unit tactics and coherent operations under their Primarch's eye and judgment, but it was always the battlefield that the World Eaters hungered for, and where its champions and officers were chosen.

In order to cope with the rigours of their training and ceaseless campaigning, under Angron's direction recruitment processes were streamlined and accelerated, and recruits were drawn from a number of Feral and Feudal worlds scattered across the Segmenta in order to meet the Legion's demands. The Apothecaries of the Legion embraced the use of the Primarch's own genetic material to stabilise and speed up the progression and implantation procedures—the so-called Grabiya's Theorem. Alongside this a far darker practice began to evolve within the ranks of the World Eaters; the use of psycho-surgical implants to enhance aggression and pain tolerance far beyond that which even the gene-engineered flesh of a member of the Legiones Astartes was capable, but left them devoid of joy or peace save for that found in battle. In this Angron ordered the study of the implants he had been given by his slave masters—the infamous 'Butcher's Nails' to serve as a template. This posed difficulties however, as Angron's implants were relics of a long lost technology, little understood even by their makers, while removing them from Angron for close study would have proved fatal to the Primarch. Because of this, early attempts to duplicate them by the combined efforts of the Legion's Techmarines and Apothecaries appear to have been far from successful, and resulted in high rates of mortality and irrecoverable homicidal frenzy on test recruits. However as time progressed, viable technology was replicated and steadily improved (although it was never fully stable or constant between subjects), and entire newly-formed companies of recruits were implanted, as well as large numbers of existing World Eaters who volunteered for the dangerous operation. The majority of these were absorbed back into the Legion's line units, while those deemed perhaps too unstable for such tasks joined a growing number of near-berserker assault units known as Rampager squads, and within these those too far gone to be anything but restrained between battles simply became known as the Caedere or the 'Butchers' —a frightening portent of what was to come for the Legion.



Unknown World Eaters Legion Veteran Tactical Marine [Pict-capture Isstvan III Atrocity]

This unknown World Eater was one of the assault wave led by Angron down to the surface of Isstvan III in the wake of the viral bombardment: Note: 'Iron' pattern powered armour –older Legion issue, with modified helm (brazen colouration denoting veteran status): several versions of Legion symbol adorning armour denoting long service.



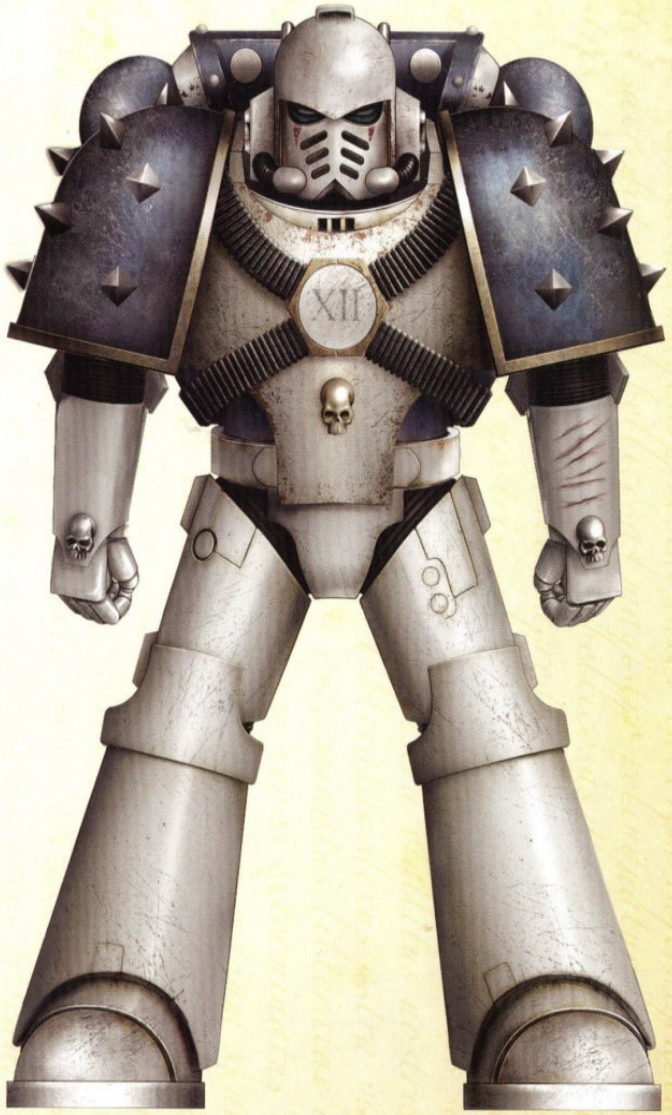
Unknown World Eaters Legion Space Marine [Pict-capture Isstvan III Atrocity]

In contrast to the previously presented image, this Space Marine, also part of Angron's assault wave, can be seen as a recent initiate into his Legion, owing both to the condition of his armour and lack of full Legion heraldry (as this was customarily an earned right of service). Note: Recent issue 'Maximus' pattern power armour. The red striations on helm are a personal decoration echoing psycho-surgical cortex implantation.



Assault Legionary Kharad Huygan, World Eaters Legion [Pict-capture Isstvan III Atrocity]

Huygan was a Terran veteran of long-standing, deployed with the first wave to re-conquer Isstvan III. He is recorded as being part of the assault force sent to take possession of a northern sector communications relay. His fate following the firestorm remains unknown. Note: 'Crusade' pattern power armour with Serpha-V Jump pack system: the 'crossed-chain' decoration on vambrace accords him status as having killed a fellow World Eater of higher rank in a sanctioned arena duel.



Unknown World Eaters Legionary [Pict-Capture Ghenna Massacre]

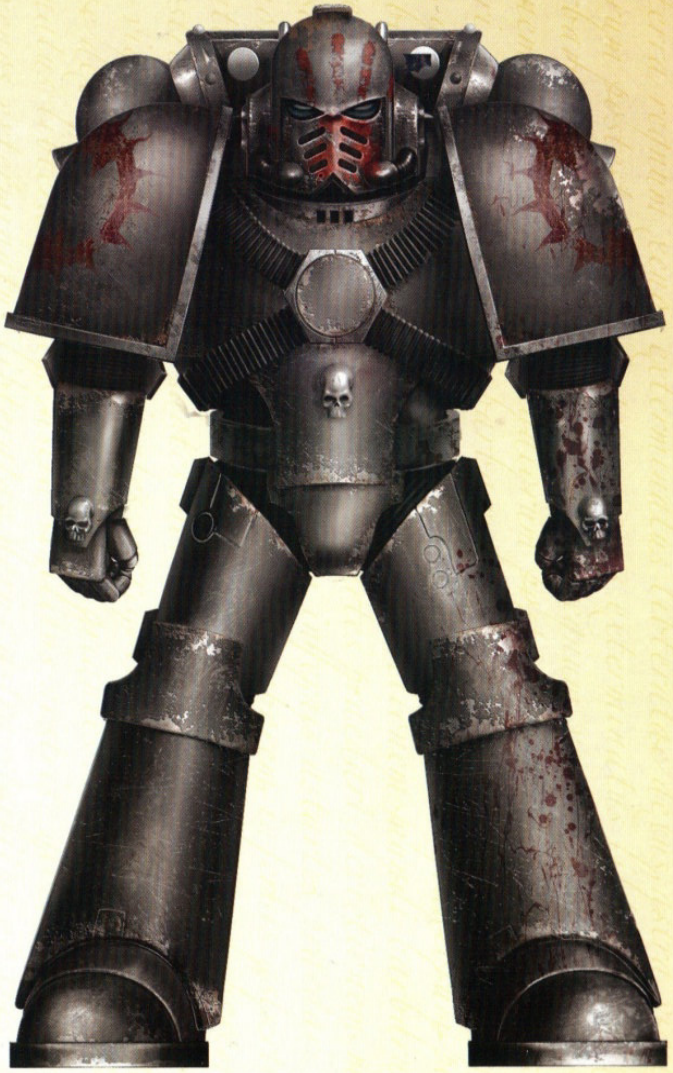
This Legionary's armour shows modification of a type not uncommon to the World Eaters Legion, designed not only to evoke fear but also to turn the armour's surface into a weapon in its own right. Note: Red 'tears' thought to denote ritual scarification: Kill tally marks incised into vambrace.



World Eaters Legion iconography – Later Great Crusade



"Devourers" – World Eaters variant iconography



Unknown World Eaters Destroyer Legionary [Pict-capture Revash-Prime Assault]

The World Eaters were known to maintain a strong Destroyer cadre in their ranks, the Legion favouring their tactical use against monstrous xeno-forms and during extermination campaigns. Note: The Destroyer's 'Maximus' pattern armour has been subjected to radiation and thermic damage, most likely from the Destroyer's own weaponry. This Destroyer carries the 'Red Hand' across his faceplate, denoting an award for bloody victory by his commanding officer in his previous battle.



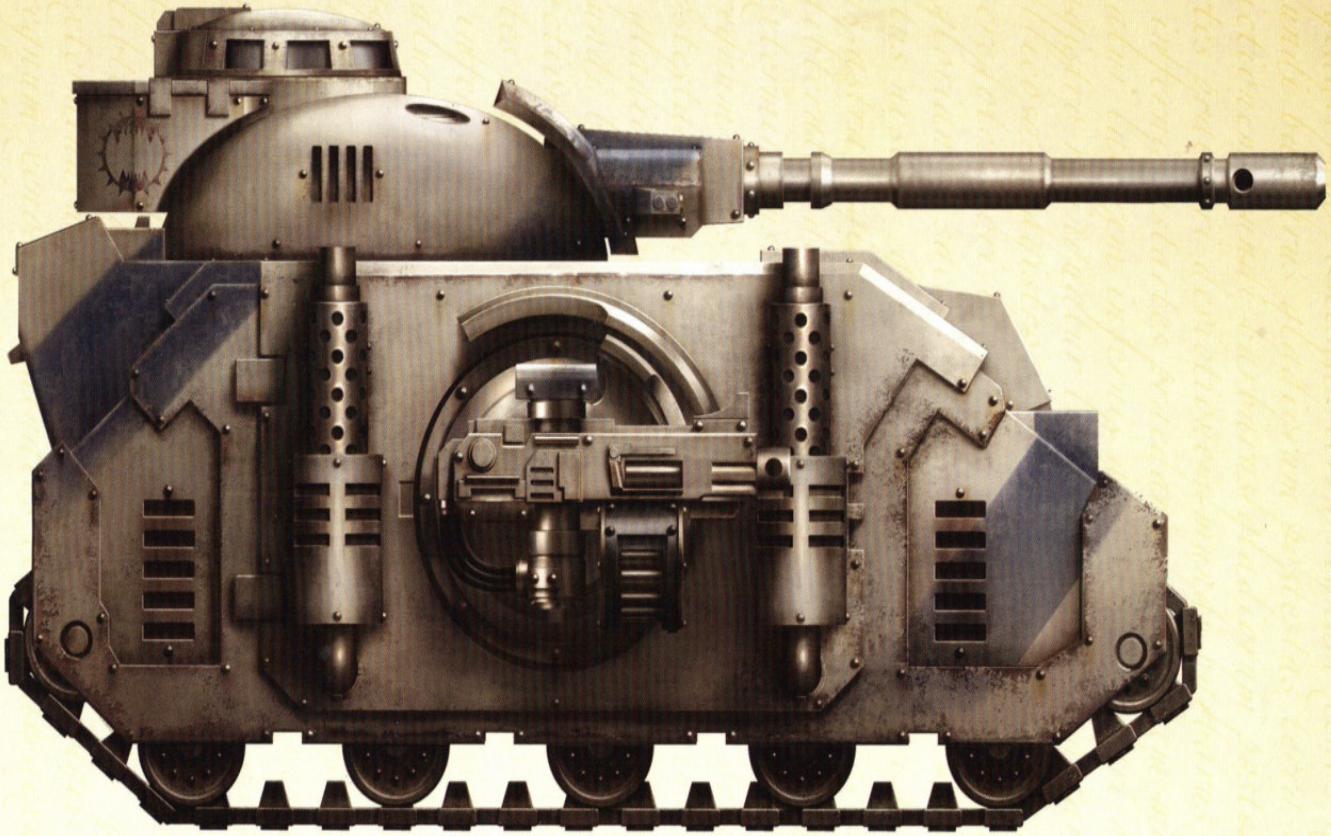
Loyalist World Eaters Legionary Mica Vulkov [Pict-capture Isstvan III Atrocity]

Vulkov was a section leader for a Tactical squad attached to the first wave on Isstvan, III managing to survive the virus bombardment by virtue of being engaged against Isstvanian rebels in the depths of a manufactory unit during the initial attack. Incensed to the point of madness by his Legion's betrayal, he fought relentlessly against them, finally falling fighting alongside loyalist Death Guard forces in the northern city zone. Note: Early issue 'Crusade' pattern armour with 'Sarum' type respiration mask.



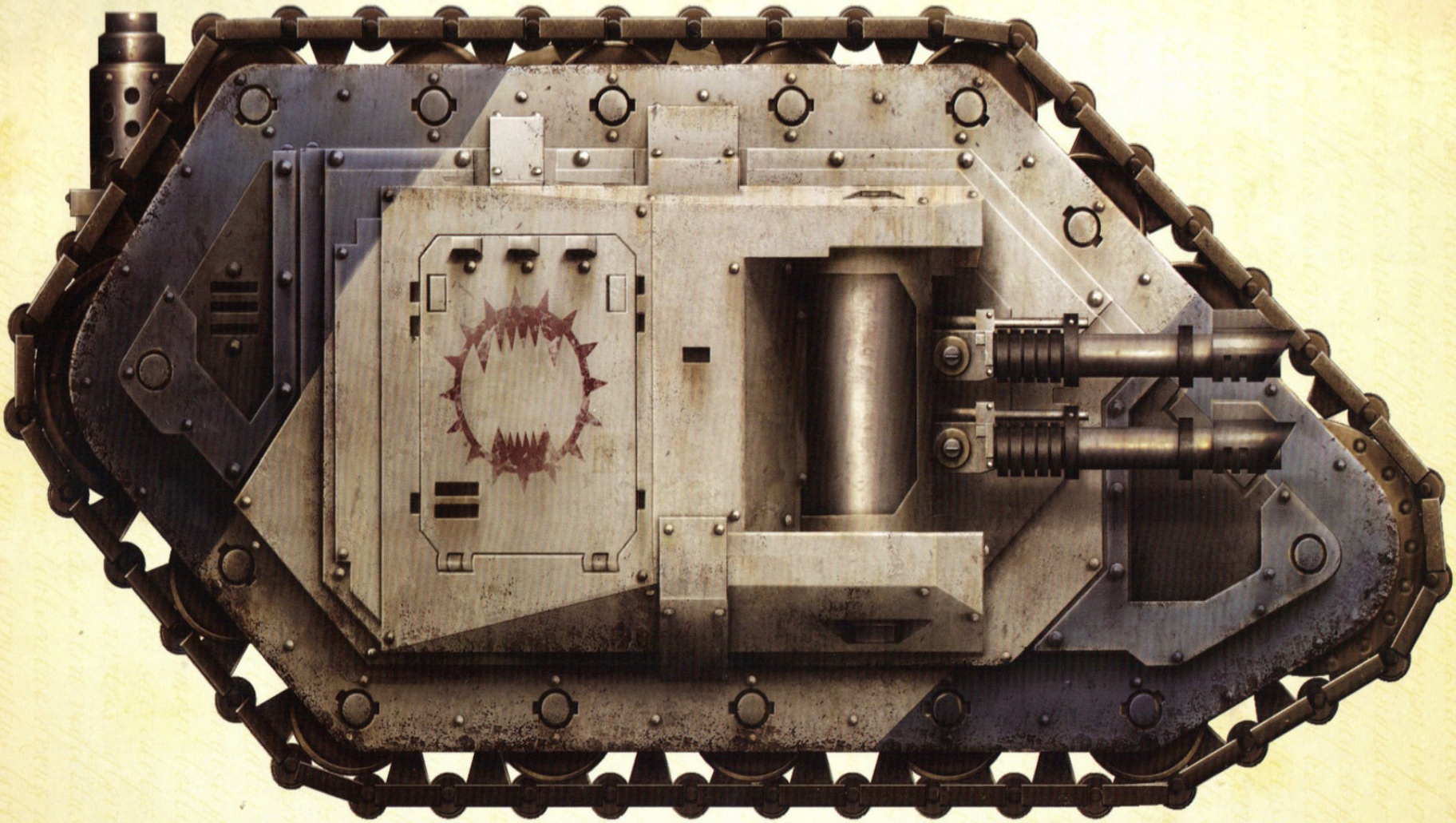
Historical Record – Panoply and Heraldry of the War Hounds Legion [Pict-capture Cerberus Suppression task force]

The War Hounds Legion were among the first to be equipped with the fully integrated and environmentally sealed version of power armour that would be later designated as 'Crusade' pattern.



World Eaters Legion Deimos Predator Tank [Pict-capture Revash-Prime Assault]

The Predator was a relatively uncommon armoured vehicle within the World Eaters Legion compared to its extensive use in many other Space Marine forces. Where present in the Legion's dispositions it was typically employed in roving hunter-killer squadrons tasked to pursue and destroy enemy armour and other targets of opportunity rather than for infantry fire-support missions. Note: Standard 'Destructor' configuration.



World Eaters Legion Land Raider Proteus [Pict-capture Isstvan III Atrocity]

The most common heavy armour vehicle of the Space Marine Legions, various patterns of Land Raider were in service within the World Eaters Legion and used first and foremost in the role of assault transport. Note: This Land Raider Proteus has been retro-fitted with enhanced armoured sponson embrasures to increase protection for its primary lascannon armament.

Ember Wolves and Crimson Priests

Close-knit and often isolated as the World Eaters Legion was, it is important to note that it was not without its allies and support structures. Originally the make-up of the 13th Expeditionary fleet of which Angron had been placed in command had contained a number of auxiliary forces, although many of these would be destroyed by attrition or as punishment for their failures. One, the Legio Audax—or the Ember Wolves to give them their common name—would continue on to become synonymous with the World Eaters Legion. Originally a Vanguard Demi-Legio, comprising only of Scout class Titans of various types, the Legio had quickly developed an alarmingly savage and dangerous reputation, and was looked on as becoming almost bestial by the Titan Legions it fought alongside. The match of this savage set of semi-outcasts with the World Eaters was a natural one, and in battle the tendencies of both for brutal, direct assault married well together, although the close allegiance of the Ember Wolves to the Primarch Angron, over their distant Mechanicum masters was cause for growing concern for the Collegia Titanica. This matter only worsened with the breaking of the siege of Sarum by the 13th Expeditionary fleet in the opening action of the great Golgothan Slaughter.

Sarum was a besieged Age of Strife Mechanicum outpost with whom shaky and intermittent contact had been maintained for nearly a century. Its masters, the Tech-priests of the Redjak Covenant, had remained nominally loyal to Mars down the centuries, but had been forced by fighting a relentless battle for survival alone to become something many within the wider Mechanicum were deeply suspicious of—a highly militant and schismatic sub-faith with secrets of their own. The Redjak Mechanicum of Sarum quickly embraced their saviours, the World Eaters, as allies and swore to Angron and his Legion directly many oaths of fealty and entered into pacts of mutual protection and support.

For the World Eaters this provided the Legion and its Techmarines with a ready source of resupply and armament far outside the Imperium's inner spheres. This allowed, among other benefits, the reconstruction of the Legion's badly damaged flagship Battle Barge, the *Adamant Resolve* into the heavily-armoured *Conqueror*, fitted with arrays of Ursus Claw systems—great void-harpoons designed to spear enemy vessels and drag them within reach of bloody boarding actions. Smaller-scaled versions of these Ursus weapons would be modified to also arm the Warhound Titans of the Legio Audax and the World Eaters' assault Dreadnoughts in turn. As for the crimson Redjak Magos, in the World Eaters they gained powerful protectors who shielded them from the scrutiny of their erstwhile brother Mechanicum. Although as the Warmaster's rebellion drew close, this relationship prompted the suspicious Fabricator-general of Mars (and ally of Horus) to despatch Archmagos Veneratus Vel-Kheredar as representative to the World Eaters Legion both as spy and ambassador on the eve of the war.



Despite its risk and its costs, evidence exists that this psycho-surgery was embraced, not simply because it enhanced the fighting ability of the Space Marine who survived the implantation, but also because that by doing so the World Eaters believed it brought them closer to their Primarch spiritually, becoming one with his tortured soul and his rage.

Legion Command Hierarchy

As the War Hounds, the XIIth Legion was known for its harsh enforcement of internal discipline and the hot-blooded temper of its Legionaries. Command within the Legion was gained through a mixture of martial prowess on the battlefield and displays of leadership on the front line, with specialists singled out by aptitude early on. No rank or role within the Legion was exempt from the expectation that they would fight as hard as the rest however, nor was the desire to grapple with a foe and cut them down by blade-stroke discouraged if the opportunity arose, be the Space Marine in question an Apothecary or Artillerist rather than a line fighter. Compared to many other Legions, order and discipline did not come as naturally to those of this gene-seed as might be expected—tempers seethed, slights perceived or real were met with anger and more often than not violence should their sense of honour be impugned. Any officer of the Legion knew they were expected to back up their commands by force if needed, and punish infractors by their own hands as was the Legion's way to disobey an order in battle was a death sentence to be carried out without delay. To the XIIth Legion life itself was war—a conflict that never ended from cradle to grave and the Legiones Astartes was this concept given its purest form. Failure in battle was not tolerated, surrender was never countenanced and mercy was a quick death delivered to a foe that had fought with bravery—cowards deserved no more than savage butchery in reward of their fear. This simple but resolutely brutal code of war was the Legion's article of faith and they extended it to both their own number and their enemy.

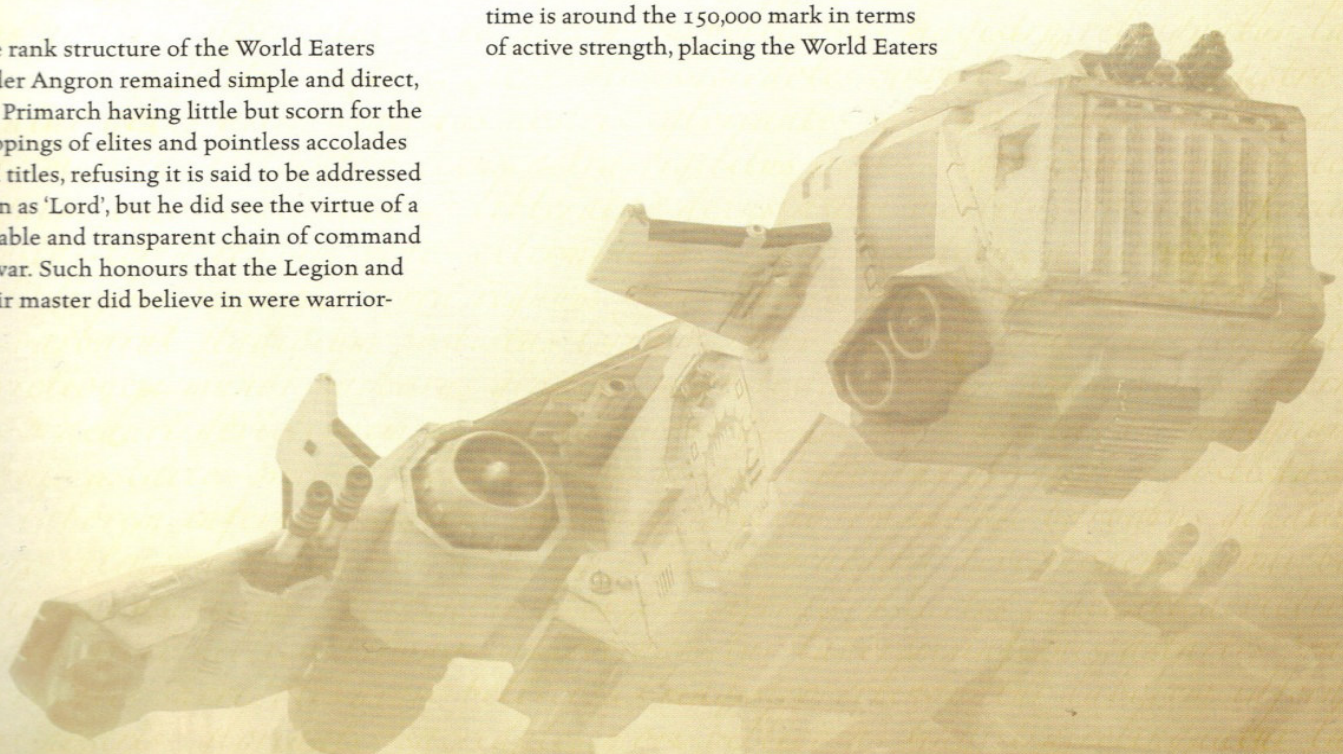
The arrival of the Primarch Angron brought a primitive, almost tribal unity to the newly renamed World Eaters, and he quickly became the pinnacle of warrior-hood to be aspired to for his Legion. Under his influence, the competitive, hot-blooded tension that had always roiled under the surface of the Legion's psyche was channelled and given form. Gladiatorial combat—never without blood spilled, and when taken to its extremes fatal, became

both the crux of the World Eaters' training, honing their individual battle skills to a razor's edge and a vital outlet for the pent-up aggression and frustrated bloodlust of the Legion between war zones. Trial by combat was also the Legion's preferred route of settling disagreements within its ranks, and bloodletting by warriors in open discord was an honourable thing both in Angron's eyes and that of his Legion. Here also could one of higher rank be challenged for the right to command, although such rare contests were always to the death. The most revered measure of this latter practice was membership of the Devourers. This cadre within the Legion was a dedicated bodyguard unit for the World Eaters' Primarch (whether he needed one is another matter). In battle they fought encased in Terminator armour and carried the most savage weapons the Legion possessed. This warrior band numbered only twelve members, and access to its ranks was only attained by defeating a Devourer in single combat to the death or, should one of its number fall in battle against an enemy, a successor was selected by a contest open to all in the Legion, only one of which would survive.

The rank structure of the World Eaters under Angron remained simple and direct, the Primarch having little but scorn for the trappings of elites and pointless accolades and titles, refusing it is said to be addressed even as 'Lord', but he did see the virtue of a reliable and transparent chain of command in war. Such honours that the Legion and their master did believe in were warrior-marks of brotherhood and the scars of battle; these things transcended rank and spoke to the worth of the Space Marine beneath the armour. The sundered chains of one who had fought overwhelming odds and lived—an allusion that spoke to Angron's own bleak history, and the bloody handprint over the face or heart bestowed by a battle leader for a warrior whose fury had transcended that of his brothers—to the World Eaters these meant more than any mere bauble, title or trinket.

War Disposition

At the time of the Isstvan III atrocity, a precise estimation of the World Eaters' fighting strength and disposition is impossible to make account of. It was known however to be well-supplied and supported both by the Ember Wolves Titan Legion and a fleet of at least sixty Capital class vessels. The Legion itself had been heavily engaged in near-continuous battle for decades, and had suffered huge casualty rates, and maintained a through-put of new recruits that not even the Warmaster was likely to have been able to keep track of. Our best estimates in their observed strength at this time is around the 150,000 mark in terms of active strength, placing the World Eaters Legion in the higher-mid levels comparative to its contemporaries. Perhaps three quarters of this number accompanied their Primarch to Isstvan III and of these a full third were placed into the first attack wave, and betrayed unto their deaths on the surface. Of all the Legions that sacrificed a proportion of their own number on the surface of Isstvan III, the make-up and selection of the World Eaters force remains perhaps the most impenetrable to fathom in some regards. While many in the spearhead were indeed of Terran stock, others were not, and Terrans remained at Angron's side, nor were the rest entirely selected from those who had not elected for psycho-surgery, as indeed there were precious few such individuals remaining at this point. By whatever mechanism Angron chose, choose he did and tellingly, and after it became apparent that Horus' treacherous blow had not had its desired result, Angron defied the Warmaster and descended with his own to do his warriors the honour of killing them face-to-face.





Exemplary Battles

The Golgothan Slaughter

From its early days under Angron's command was the destiny and course of the World Eaters Legion set. The first known target to suffer their wrath was the stellar wasteland of the Golgothan Sector, sited near the galactic core under the baleful light of the vast Realspace/Warp rift known since ancient times simply as the Maelstrom. This turbulent vortex cast a great shadow into the Warp around it, sending out unpredictable eddies and tempests of force in both real and unreal space. Navigation near its bounds was treacherous at best, and time and space became a twisted horror in its grasp. The many worlds caught under its sway were subjected to nightmarish influences and disasters beyond the scale of human reason. No Imperial Expedition craft had ever plunged into its depths and yet returned. Even beyond its direct reach the nearby regions such as Golgotha were wastelands of dying stars and tainted worlds, havens for foul xenoforms, petty abhuman empires and warp-haunted madmen. Before now the Great Crusade had encircled and bypassed the stellar wasteland, content to ignore what few 'recoverable' human worlds were caught in its treacherous depths in favour of better and more pressing targets, but increasingly Golgotha was proving a cancerous neighbour and a threat to the compliant worlds of the burgeoning Imperium.

It was to Angron's World Eaters and the remnants of what had been the 13th Expeditionary fleet under his command that the Emperor gave the duty of ending that threat in a campaign which was entered into the Imperial annals as the 'Golgothan Slaughter'. The campaign that was to follow would last eleven standard years and see no fewer than forty-eight worlds and outposts ravaged and destroyed by the World Eaters, and seven separate dangerous xenos species rendered extinct as their fleet cut a swathe of destruction through the wastes of Golgotha, and even ventured into the perilous fringes of the Maelstrom itself. But despite these many victories, it was the first major engagement of the campaign the breaking of the Siege of Sarum, also the first in which Angron commanded his full Legion into war, that was to enter quickly into the World Eaters' legend and signpost the path of much that was yet to come.

Sarum was a Mechanicum station world on the edge of the Maelstrom, founded during the Age of Strife and long cut off from aid. For centuries it had been subject to the privations of raiders and enemies from all around it, and the Tech-priests who had endured alone down the years of conflict had adopted their own warlike and survivalist sect of the Machine Cult named for its founder, Redjak. These crimson priests of the Machine God had maintained only intermittent contact with distant Mars and the Forge World Anvilus, requesting aid that had never yet managed to reach them, and was now under a direct siege by the abhuman empire known as the Brotherhood of Ruin who wished to take the Mechanicum's technological secrets for themselves. In response the Redjak retreated beneath the surface of Sarum—an airless planetoid composed mostly of iron and other metallic elements, and were fighting a determined resistance against the malformed cyborg abhumans and hosts of Ork mercenaries the Brotherhood had bound to their will by bountiful payments of arms and munitions.

But neither time nor numbers were on the Redjak's side and now Sarum's surface swarmed with void-suited attackers and boring machines like maggots on a carcass as their enemies sought to burn and blast their way in, and a vast fleet of warships hung in space around the planetoid, blocking any chance of escape. Angron's plan was simple, to shatter the siege and free Sarum to use as his fleet's principal base of operations in the region, but this would be a feat of arms easier said than accomplished. Limited intelligence information from the Redjak showed the system around their target thronged with warships, and hundreds of thousands of heavily armed and inhuman killers awaited them in a battle that would have to take place in the most deadly environment possible —open void space. Angron's plan called for a single massive assault wave to scatter and destroy the foe. It would be a highly dangerous and costly operation at best, and some might say an insane risk given the unknown strength and disposition of the enemy, but it was a plan the World Eaters embraced with a fanatical fervour, keen to show their new-found father their worth in battle.

Driving his war fleet and its Navigators perilously close to destruction in the Warp, Angron ordered his ships to form a single strike force aimed at the Sarum system and they tore into Realspace with the fury of an unleashed hurricane, bearing down upon



Juljak Nul, 'The Storm Walker,' Dreadnought of the World Eaters Legion [Pict-capture Isstvan III Atrocity]

Nul had the dual distinctions of being the first Master of Ordnance of the XIIth Legion—later known as the War Hounds, and being one of the first of the Legion's officers interned within a Dreadnought frame after being horrifically mutilated by Slaugth murder-minds at Rangda. He served within a Lucifer pattern Dreadnought chassis for more than a century until this was damaged beyond repair during the liberation of Sarum then, subsequent to recovering from dire wounds to his preserved body, he was re-interred in one of the Legion's new Contemptor Dreadnoughts. An Imperial Loyalist whose Legion had changed around him almost beyond recognition, he was betrayed to his death at Isstvan III and was finally destroyed during the great battle between his Legion's two factions following Angron's landing, carrying many of his former brothers with him into death's embrace. Note: At the time of the Isstvan III assault, Nul's Dreadnought frame was configured in the Contemptor-Mortis pattern and armed with two Kheres assault cannon.



the besiegers at maximum thrust. The first outer guard ships were caught unprepared and outnumbered, and burned from stem to stern by the World Eaters fleet to be left as cinders in their wake. Swiftly recovering from the shock of the attack the Brotherhood of Ruin responded, sending a wave of Ork Terror ships and gunboats, backed by their own blocky factory-cruisers to counter the advancing fleet. The World Eaters ships numbered nearly two hundred warships, nearly half of which were Capital class vessels, but the enemy before them while it had few large vessels to match the Imperial Grand Cruisers and Battle Barges, numbered in the thousands, dramatically outnumbering and outgunning the 13th Expeditionary fleet by volume and overall tonnage.

In response Angron's fleet drew into close formation and smashed straight through the enemy armada-cloud of ships, their void shields flashing under fire like diminutive suns, bludgeoning aside any smaller vessel that got in their way like an avalanche of steel and atomic fire. The line of defence breached the World Eaters fleet, still smoking and burning from the pounding it had received breaking the blockade force, blasted its way into orbit, unleashing swarms of gunships and drop pods upon the planet's surface. Fifteen thousand World Eaters, their armour glinting in the faint light of Sarum's bloated sun, chainaxes whirling soundlessly in the airless void, erupted from their drop pods, each eager to prove themselves to their new master, and fell upon the besiegers. Now the real killing began. Their deadly cargo unleashed, the battered World Eaters fleet broke formation as the enemy once again closed around them, seeking to envelop them with their superior numbers and cut off their escape, but Angron and his Legion had no desire for or thought to escape, instead they wanted blood. Shattering apart like a storm of steel bolts the World Eaters fleet became not one formation but a hundred smaller vessels, each one ravaging alone through the enemy armada, plunging in so close that the wild fire of their foes struck their own as often as the Imperials, while with enemies on all sides the World Eaters gun crews had their pick of targets at every angle. Boarding torpedoes and assault rams screamed out from flight decks and slammed into the hulls of terror ships and abhuman vessels, disgorging the World Eaters in their

unstoppable, inhuman rage, turning enemy ships into charnel houses of hacked and broken bodies, severed limbs and crystalline sheets of rapidly freezing blood spinning away into space as wounded vessels vented their crews into the void.

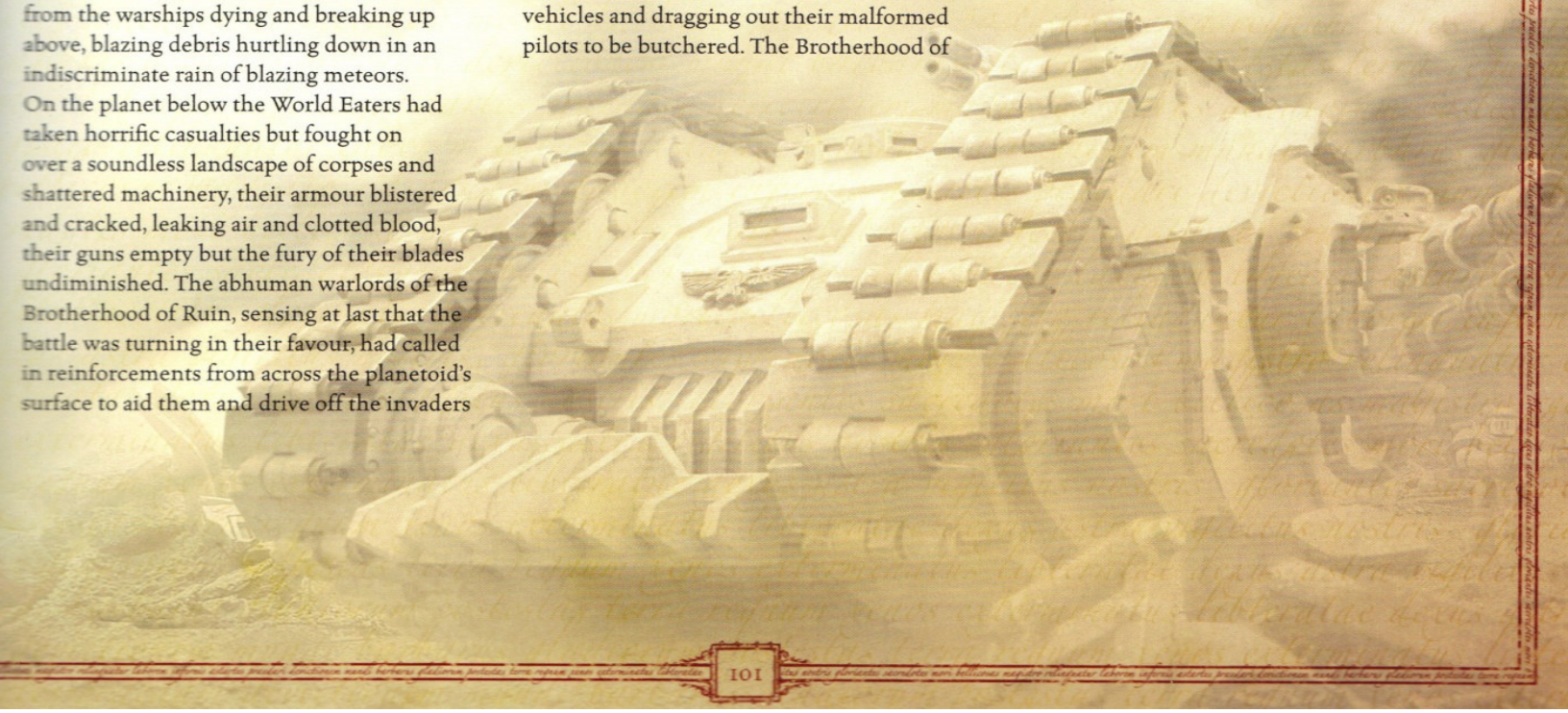
On the surface of Sarum below, a near-silent cataclysm of violence was being played out as, caught by the onslaught from on high, the abhuman cyborgs and their Ork lackeys died in their thousands, unable to co-ordinate a defence from this unforeseen direction of attack. Chainblades and bolt shells made a mockery of void-suits as the power-armoured Legionaries smashed through their disordered foes, and rampaging Dreadnoughts tore open atmospheric-modules like paper houses condemning their occupants to choking, airless deaths. Termite engines, caught lumbering and ungainly on the surface, proved equally easy prey, exploding in sheets of flame as melta-charges were slammed into their sides, or lascannon-beams sliced through to their reactor cores. But just as soon as the initial attack took hold the Orks, bred for war in blood and bone, began to fight back and fight back hard, outnumbering the World Eaters many times over, and for every score that perished, a World Eater was brought down in turn, while those abhumans of the brotherhood that survived the shock assault withdrew as best they could and mounted their own defence from their armoured bastions, blasting away with plasma-mortars and shell-firing automaton-cannon, heedless of whether they hit friend or foe.

The battle raged on for hours, the skies above Sarum riven with fire and lightning from the warships dying and breaking up above, blazing debris hurtling down in an indiscriminate rain of blazing meteors. On the planet below the World Eaters had taken horrific casualties but fought on over a soundless landscape of corpses and shattered machinery, their armour blistered and cracked, leaking air and clotted blood, their guns empty but the fury of their blades undiminished. The abhuman warlords of the Brotherhood of Ruin, sensing at last that the battle was turning in their favour, had called in reinforcements from across the planetoid's surface to aid them and drive off the invaders from their prize. Hosts of brutish Ork foot-soldiers, hulking robot-cannon ordnance and slab-sided crawler tanks converged on the World Eaters' drop zones for a final crushing counter assault. It was then that a false dawn flared blood-red in the naked skies above. Seconds later a volley of cyclonic torpedoes smashed into the surface all around the World Eaters who fought on, cracking and shaking the iron ore surface of Sarum, ringing it like a mighty bell. In their wake came a ragged fleet of hundreds of gunships and rams, burned black and pitted with shrapnel strikes—it was the World Eaters' second wave, and with them came Angron descending like a god of wrath. Behind them came seventeen great black metallic cylinders, each the size of a habitation-block, braking thrusters around their bases burning white-hot to slow their fall.

The battle in space had been won and the initial drop assault had served its purpose; it had stirred up the insect nest and drawn out the enemy, lining them up for the kill. The gunships picked their targets and unleashed a hell of missiles and melta-blasts as thousands more World Eaters, already blood-drenched from their battles above and now rearmed for this new fight, crashed their ceramite boots down on the rust-red dust of Sarum. The mighty black cylinders split open and the towering god-engines of the Legio Audax strode forth, weapons blazing.

What followed was raw slaughter, the Orks broken and insane, turned on each other and their erstwhile masters in their flight to escape, while the World Eaters overran the crawler tanks, their Primarch at their head, ripping open the armour plated vehicles and dragging out their malformed pilots to be butchered. The Brotherhood of Ruin's colossal cannon-automata matched their might against the Ember Wolves and were found wanting; outmanoeuvred and out-gunned their hulls burned down to liquid slag, and their armoured think-engines smashed to glittering fragments in hailstorms of mega-bolter fire. Death was everywhere and destruction reigned on Sarum as the ground split open, and the Redjak—seeing the shadow of the Omnissiah's wrath descended—came forth. The crimson priests' steel fangs clashed hungrily in their skull-masks as their own spider-like battle automata speared the fleeing enemy with barbed harpoons and dragged them back for their masters to rend. The killing went on and on until there was nothing left to kill, and the World Eaters and their red-handed Primarch consecrated their union with the death of tens of thousands. The siege of Sarum had been broken.

In the months that followed the World Eaters made Sarum their forward raiding base. Meanwhile the crimson priests scurried to reclaim what had been theirs, adding the millions of tons of battlefield debris and the damaged but largely intact factory ships of the Brotherhood to their assets, bending all to the cause of supplying their saviours. The world-cluster that had belonged to the Brotherhood of Ruin, stripped now of its war-leaders and greatest weapons, was the next target for the World Eaters' ire and swiftly put to the sword. They were but the first in an eleven year campaign of slaughter that would end the threat of the Golgothan Wastes to the Imperium, and sealed the World Eaters on the bloody path their Primarch had set for them.





The Emperor's Children

Numeration: The IIIrd Legion

Primogenitor: Fulgrim

Cognomen: (Prior) None

Observed Strategic Tendencies: Combined Arms Warfare, the use of Complex Manoeuvre and Discursive Tactical Planning, Asymmetrical Assault.

Noteworthy Domains: Chemos (Primary), Terra (tertiary rights)

Allegiance: Traitoris Perdita

The Emperor's Children were the only Legion to bear the Emperor's own name and his own standard—the great Palatine Aquila—granted to them by his own hand. Few were ever so honoured among the Space Marine Legions and given less cause to betray a father than they. Given the plaudits and accolades accorded them, few could doubt that they were the embodiment of what the Emperor intended the Legiones Astartes to be: noble in action and aspect, excelling in all matters, strong, civilised, firm of purpose and loyal to the core. From this height they descended in treachery to the lowest and vilest of creatures, enslaved to pride and consumed by desires that no natural power could fulfil. The history of their deeds before their fall is not simply a history of what they were and what they achieved, but as with others that turned traitor, a history of how they created their own doom, for as the ancient texts say *"pride goeth before destruction"*, and seldom has this proverb been more apt than in the case of the IIIrd Legion of the Space Marines.

Betrayal changed the Emperor's Children beyond recognition, their quest for perfection became a hunger for excess, and the finally balanced order of the Legion's structure twisted until it shattered. These changes and horrors were yet to come when they came to Isstvan III. At that moment the skin of the past still held in place over the corruption beneath. What follows reflects the history and structure of the Emperor's Children as it was for much of the Great Crusade up to the Isstvan III atrocity.

Origins: The Martial Brotherhood

The IIIrd Legion was created alongside their brother Legions during the latter phases of the Unification Wars on Terra, with many of its first recruits drawn from the courts and blood vassal populations of Europa. The nobles of Europa selected the finest of their youth and offered them to the Emperor as tribute and penance for their previous defiance after their systematic humiliation in battle at the hands of the Thunder Regiments. Among them were sons drawn from each noble family, a fact apocryphally said by some to have given the Legion its lasting name, reaffirmed in later years by its Primarch. Of this tithe some gave in grudging tribute, thought of as little more than hostages, while others co-operated with the zeal of true converts—House Loculus of Komarg is said for example to have sent all of their sons at the time of their capitulation, and to have given the first born of each generation thereafter to the Legion willingly. In later decades other Terran dynasties followed the example of Europa, filling the ranks of the IIIrd Legion with the flower of Terran youth which seemed well-matched with the aristocratic blood of its initiates, forming a martial brotherhood whose ancestry in war stretched back into lost ages.

Much is still extant in documentation of this Legion's founding, and from the data it is apparent that the mark of the Legion's gene-seed and its conditioning produced warriors with finely sculpted physiques, a noble bearing, and finely controlled thought processes, with psychological tendencies driven towards personal achievement and competition to prove individual superiority. The only abnormality registered was the occasional incidence of albinism, and a shift in iris colour to violet in some recruits. Such minor effects of the gene-seed implantation and conditioning process did nothing to distract from the aura of aesthetic refinement that clung to the IIIrd Legion, even in the first years, and they were held up as an archetype to be lauded and by whom others were judged. Clad in thunderbolt and rayed-sun adorned power armour, to the human followers of the Emperor's cause they were the demigods of myth made flesh and bound in steel.

In these early wars the IIIrd Legion seemed to have been used to notably support the actions of the nascent Imperial Army, and in many instances to directly lead it in battle. This differed notably from many of the founding Legion forces which were often deployed as unified commands en masse as shock troops supported by heavy war machinery only. Coordinating and leading 'lesser' troops seemed natural for the IIIrd Legion. They had a profound ability to understand the strengths and manifold weaknesses of the diverse armies in service of the Emperor and drew on the long traditions of Terra's military aristocracies to command with surety and purpose. The Antarctic Clearance is, for example, marked as a victory for the Army Group Antilles, but in truth any detailed analysis of the conflict reveals that it was the IIIrd Legion which sculpted the tactics and strategy of the campaign, and led it to successful completion. Likewise when the Bronze Host took Nadarin it was under the eye and with the aid of the IIIrd Legion, and the Fifth Raising of Jove-Sat II was done principally by their hand, though other names than theirs throng the honour rolls. The examples are numerous, and through them all the IIIrd Legion proved their superb ability to execute and exceed the intent and expectations of their Emperor in war.

Owing also to their singular character and mien, the Emperor also used members of the IIIrd Legion as aquilifers and equerries in situations of hazard and utmost danger, a responsibility the Legion was proud to carry. Bearing the palatine eagle standard of the Emperor, members of the IIIrd Legion accompanied diplomatic missions and emissaries as bodyguards and agents into the heart of the foe, and in battle bore the standard and commanded the armies of the newly conquered as instruments of the Emperor's will and judgment if needed. The sight of the Emperor's symbol carried by one of his favoured warriors was enough to keep many a wavering new ally in line. These standard bearers, and the honour guards that accompanied them, symbolically coloured their armour with lacquer of imperial purple to mark their rank and mission.

So arrayed none could doubt that they were the chosen of the Emperor, and such was the record and esteem with which they functioned that for a time it became common for them to bear the Emperor's wishes and orders to other Legions and military forces scattered across the new-born Imperium. The nature of the IIIrd Legion's psychology meant that they would carry the precise meaning and intent of any order without deviation and with their last breath if needed. In this role the IIIrd Legion took on the mantle of the Emperor's will—no other Legion was so honoured. Others bore his words, but at this time the IIIrd were his voice.



Historia Terra Requem

The Palatine Aquila

It was after the Proximan Betrayal that the Emperor's Children Legion was granted the exclusive right to bear the Palatine Aquila, the Emperor's personal standard, in its own heraldry. This honour was bought in blood as the Legion's XVIth Cohort, assigned to the Proxima compliance ceremonies and honour guard, fought and died to the last warrior alongside the Legio Custodes, never giving ground during the insurrectionist surprise attack on the ceremonial plaza. By their sacrifice was the wounded Emperor, who had suffered injury by the use of a Vortex weapon, bought time to recover and fight his way clear of the insurrectionist trap. In recognition of this, the standard of the Palatine Aquila so fiercely fought for that day was given to them by the Emperor's own hand, to be their relic ever after, along with the right to end the Proxima revolt by Exterminatus and so repay the blood that was owed them.

While the great Aquila in its variations signifies both the Imperium of Humanity and loyalty to the Emperor as its master, and there is much allegory bound up into its form, for the Emperor's Children it also now represented their own deeds as well—an honour never given to another Legion.

"There is a tragedy in perfection as the ancient philosophers were wont to say—it is doomed to fail, to become imperfect. The more tightly it is grasped the more imperfect it becomes. The fall of all those who turned against us are all bitter tragedies in their own right, but the fall of the Emperor's Children is a tragedy in the greatest and oldest sense. Their tragedy is not that they fell from perfection, but that it was never in their power to attain it, for they were always flawed, broken things. They reached for a distant light that would forever be out of their grasp and in reaching they fell so far that the flawed magnificence they had so painfully achieved would rot in our memories. The flaws were there, my lords. They were always there. We were blind to them. Now we must see both the glory that was and the ruin it became—we have that duty."

Malcador the Sigillite
-Address to the Council of Charon

The Gene-seed Crisis

One great disaster marks the early decades of the IIIrd Legion's existence—the catastrophic loss of nearly the entire Emperor's Children's gene-seed stock. Coming within a solar year of their great moment of triumph fighting at the Emperor's side at Proxima, it was to prove a turning point that was to forever alter the Legion's future.

As the Emperor's wars of unity broke the bounds of Terra, the pacification of the gene-cults of Luna and the Martian Compact allowed the Imperium to produce and equip new Space Marines at an unprecedented rate, and the Legions began to expand to meet the demands of war across the stars. As the gene-forges began to implant recruits for all the Legions, a portion of the IIIrd Legion's gene-seed reserve was dispatched to Luna for establishment there. What happened next is not clear. Some claim that elements of the Selenite cults still resistant to the Imperium hijacked a defence laser and destroyed the ship carrying the IIIrd Legion's gene-seed, while conflicting accounts recount that the ship lost control and crashed as it was attempting to dock, whilst others claim that it simply vanished. It would be easy, in retrospect, to assign hidden conspiracy or malignant agency to this disaster and this is not a possibility that can be discounted. The loss of the IIIrd Legion's gene-seed reserve was a severe blow, but it would not have endangered the Legion's survival if a second calamity had not occurred in quick succession.

Like all Legions the IIIrd recovered the progenoid glands from its warriors who fell in battle. From these organs a fresh set of gene-seed organs could be grown and a new warrior created to replace the fallen. This system was, however, not perfect. The nature of battle, and the manner in which Legionaries died, did not always allow for such recovery. To ensure that there were always organs ready to implant into new recruits a reserve of gene-seed was kept safe on Terra. From this emergency reserve it should have been possible to keep the IIIrd Legion supplied with new warriors, even with the loss of the gene-seed sent to Luna the Legion would have endured and in time grown; survival should have been certain. But in a single night that hope was obliterated.

It was discovered that a fast acting viral blight had suddenly infected several of the gene-seed vaults on Terra, its cause and origin unknown. Feverishly the Bio-Magos sought to hold it in check as its progress threatened to wipe out in a matter of hours what had taken a century to build, but the doubtlessly artificial—and many surmised xenos—infection defied treatment, and it was only the intervention of the Emperor's own peerless genius that was to purge the taint. While many Legions suffered losses from this attack from an unknown quarter, the blight was found to have destroyed the gene-seed of the IIIrd Legion in its entirety. From that moment the IIIrd Legion began to die.

While other Legions grew in size and glory as the Great Crusade gathered pace, the IIIrd Legion withered. The only way it could replace losses was from the progenoid glands of the dead. Without the Legion's Primarch, the Emperor and his gene-wrights could only rebuild the gene-seed reserves with painful slowness. As the process of rebuilding crept forward the IIIrd Legion's strength dwindled with every battle. It became clear that the IIIrd Legion would have fallen far below effective strength long before their gene-seed reserves were rebuilt. The doom of the Legion was inevitable.

The Chemos Salvation

The IIIrd Legion was saved by the discovery of their Primarch. Guided by chance or the wisdom of the Emperor, the Great Crusade came to long-forgotten Chemos. It was a grey-skied and grey-skinned mining world, where hope was thin and drudgery the coin of life, and slow decay the fate of the isolated human population that abided there. Privation was common on Chemos and there were doubtless hardships to be endured, but there have been those that have wryly observed that compared to the foundling fates of many of the Primarchs, Fulgrim was blessed.

On this drab world the Primarch Fulgrim had grown and risen to a position of power. Fulgrim himself was pale-skinned and fine-boned, like some ancient paragon of grace given life. Ash white hair framed a handsome face and his violet eyes held a spark of delight. In war, thought, craft and creation he excelled effortlessly. The details of his life and the influence of Chemos on Fulgrim have been told several times over by diverse hands. For our purposes the most significant fact is that Fulgrim had become a beacon of hope amongst the fading existence of the people of Chemos. His presence had driven a resurgence of craft, art and intellectual refinement, and through dint of his intellect and achievements he had stopped the backsliding of this hardscrabble world and set it upon a path, if not to greatness, then at least a betterment of its lot. Grown on stony ground, this reaching for something better would never attain great heights, but the will to grasp greatness Fulgrim inspired was strong.

The reunion of father and son was a warm one, and the accession of Chemos into the Imperial fold smooth and eagerly accomplished, and soon the Emperor gave Fulgrim charge of the dying IIIrd Legion. Numbering only two hundred, they arrayed before him. They were so few that each of them bore a banner of a Company that had either perished, or now numbered only a handful of warriors. They were unbowed and stood with pride, as if in defiance of fate. Did Fulgrim see an echo of the struggle of Chemos in his remaining gene-sons? We cannot know, but at that moment he knelt before his own Legion. When he rose he spoke to them, telling his gene-sons of their destiny, of how they must shake off the misfortunes of the past, and rise to heights that others dare not. "*You are the Emperor's chosen, his heralds, his warriors, his children, for this is only the beginning,*" the Primarch decreed. On hearing of Fulgrim's words the Emperor renamed the IIIrd Legion the Emperor's Children, ratifying a name

long known but now given full force of decree. The Officio Militaris College of Arms recorded the change and marked their panoply as imperial purple with the talon-spur as their emblem and the Aquila Palatine their right to bear as executors of the Imperial will.

The Emperor's Children could begin to rebuild. The discovery of Fulgrim allowed the rapid synthesising of gene-seed and Chemos could provide the raw material of recruits. The Emperor, perhaps pleased with the zealous acceptance of Fulgrim and his people into the Imperium, personally decreed substantial resources immediately put at the Legion's disposal. Some amongst the War Council advised taking new recruits from different worlds. In their eyes there was little to mark the people of Chemos out as suitable warrior material. They also lacked the strong martial culture common amongst worlds that supplied recruits for the Legiones Astartes. Fulgrim dismissed these objections; the people of Chemos had the right and will to rise above their beginnings—to become something greater than their past had allowed them to be.

Other worlds did, however, help rebuild the Emperor's Children. On Terra some of the old families of the nobility renewed their tribute of sons, and as Fulgrim took part in the compliance of human worlds it became customary for him to offer the ruling elite the chance to give their young sons as aspirants if he deemed them worthy. Fulgrim seldom refused such tributes of noble sons, despite his words to the War Council. Perhaps he was flattered.

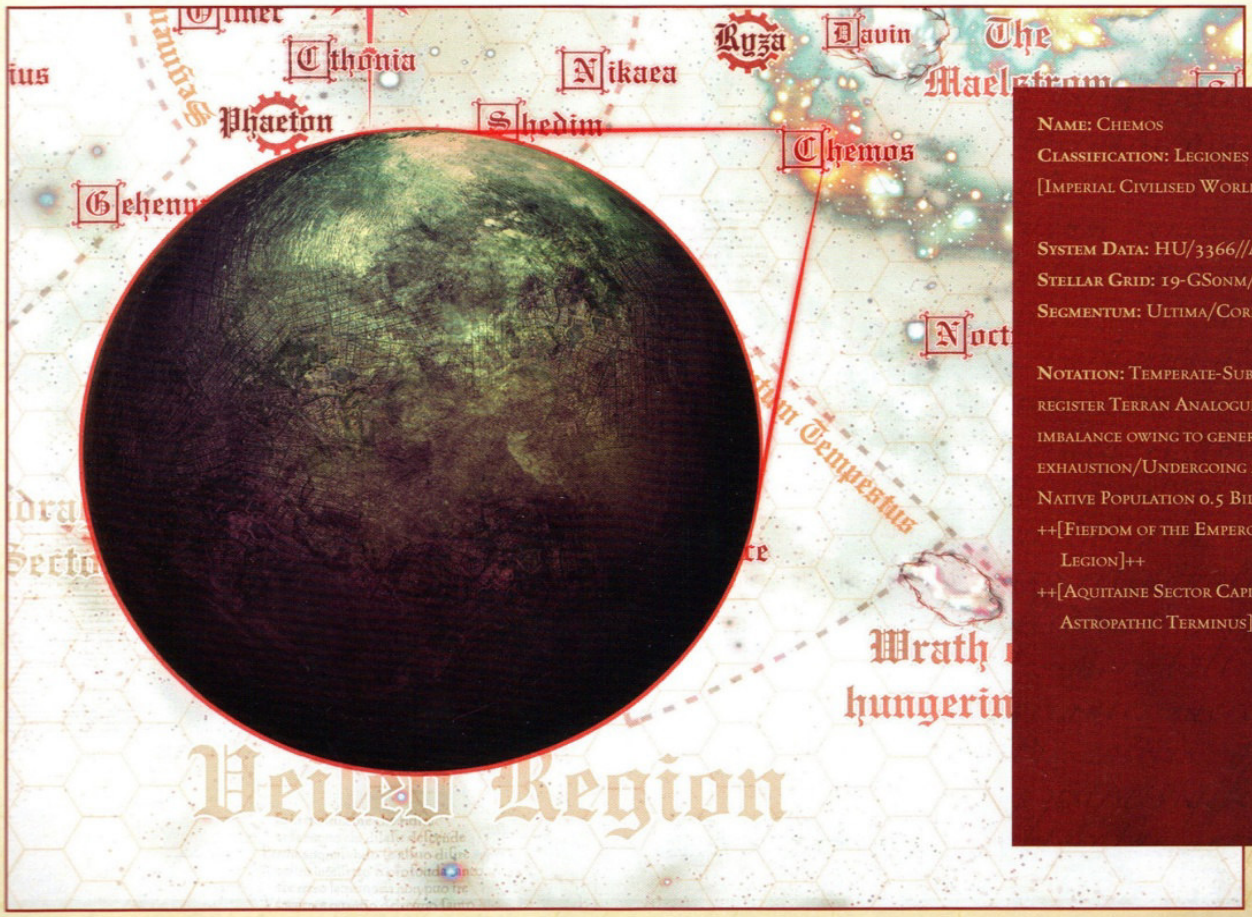
Brothers to Wolves

Even as the Emperor's Children grew again in strength they were still a shattered remnant when compared with their brother Legions. The Emperor's Children numbered just a few hundred, while the Ultramarines had already been the first to breach the mark of 100,000 Space Marines, and beside them the larger Legions such as the Imperial Fists and Luna Wolves had numbers enough to prosecute multiple campaigns alone. Even the XXth Legion, young as it was and yet without its Primarch, had greater numbers in the field. Seeing the need to nurture the Emperor's Children's recovery, the Emperor asked Horus to mentor Fulgrim and his Legion. So it was that for over a decade the Emperor's Children and the Luna Wolves fought side by side.

The bond of brotherhood and trust forged in battle between Fulgrim and Horus, unalike as they were, became unbreakable. So also did their Legions grow close, just as unalike in temperament but equal in skill, both Legions and Primarchs seemed to complement one another. Where Horus was swift and intuitive, Fulgrim was patient and considered. Where the Luna Wolves were direct and brutal, the Emperor's Children were flexible and subtle. When eventually the Emperor's Children broke away to stand on their own they had become oath brothers to the Luna Wolves; it was a bond that treachery one day would twist into a chain to shackle their souls.

Pride and Fall

A passionate intensity filled the Emperor's Children from the moment Fulgrim knelt in humility before them. It was as if the achievements of the past counted for nothing to them, only a future mattered, a future in which they could countenance no failure. They pursued all matters with total dedication and focus, and the skills of war were chief amongst their concerns and they would accept nothing that another could better. When another Legion excelled in any detail of warfare the Emperor's Children would set out to learn those skills. They channelled themselves completely into their training and study, allowing it to consume them completely until mastery was achieved. Once mastered a method would be evaluated and refined.



Name: Chemos
Classification: Legiones Astartes Home World [Imperial Civilised World]

System Data: HU/3366//A/R
Stellar Grid: 19-GSonm/U-02
Segmentum: Ultima/Coreward

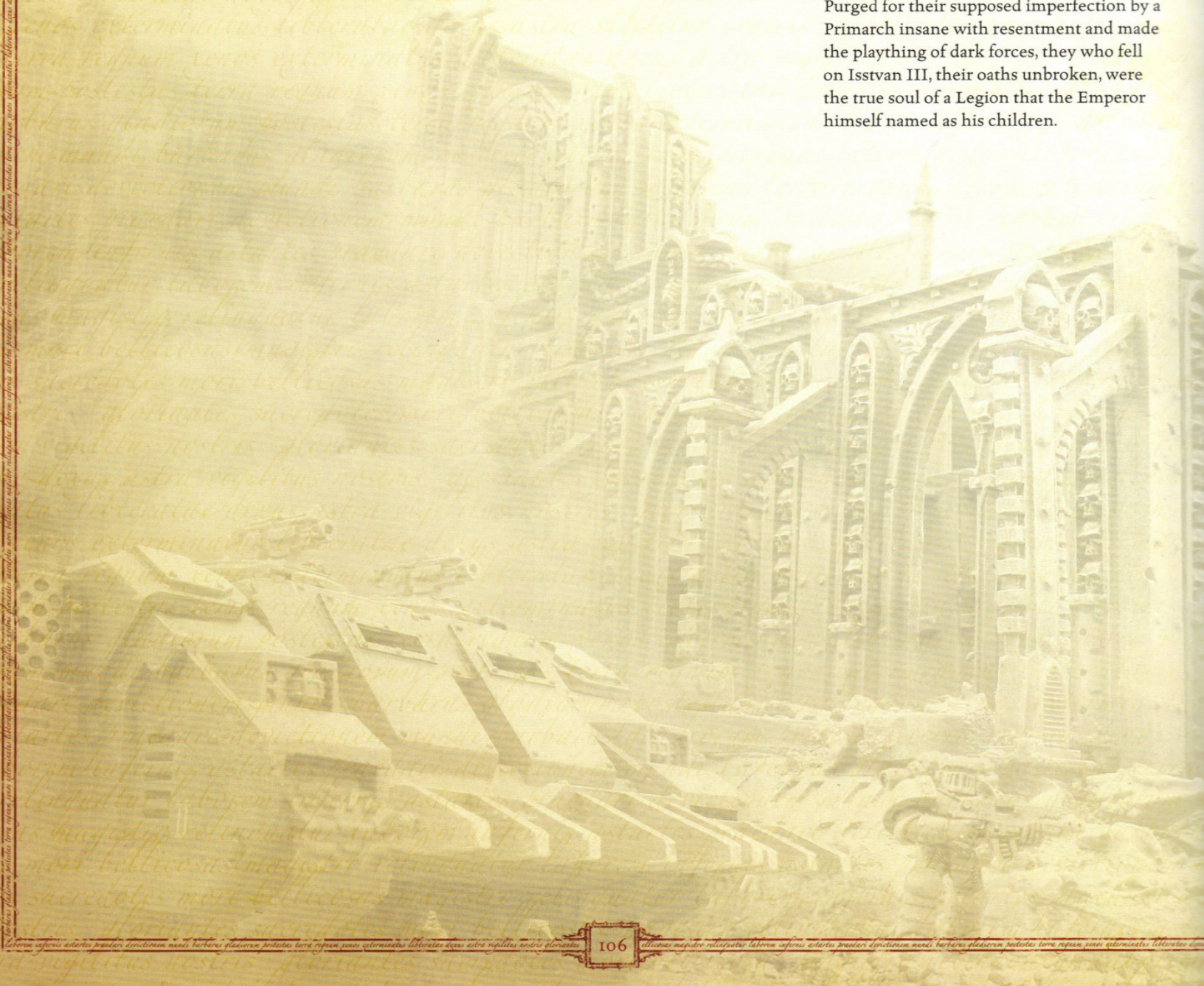
Notation: Temperate-Sub Artic/Moderate register Terran Analogue [77%]/Ecosphere imbalance owing to generational mineral exhaustion/Undergoing environmental repair.
Native Population 0.5 Billion
++[Fiefdom of the Emperor's Children Legion]++
++[Aquitaine Sector Capital/Primary Astropathic Terminus]++

This compulsion famously allowed Fulgrim to smile in the Council of Blades that followed the destruction of the Ork empire of Mirga, when Roboute Guilliman noted to the Chamber that the Emperor's Children had demonstrated his own counter-attack doctrines better than the Ultramarines had on the day of battle.

As admirable as such practices may seem they came at a price. Though their conduct was exemplary, at some point pride and resentment polluted nobility.

The only measure of achievement is to measure oneself against others. When another Legion was honoured it was said they took it as both a spur to do better and a wound to the Emperor's Children's pride. When they failed to reach the quality of another it created jealousy. When they did excel it bred contempt for those they had risen above. And no matter how high they rose, no matter how much they achieved, it was never enough. The achievements of the past were dead to them. Their hunger for perfection was without limit, and could never be sated. The atrocities that would come later demonstrate this assessment, but the signs were there long before they fell.

The point at which Fulgrim and the Emperor's Children embraced darkness is not known. Perhaps Horus corrupted Fulgrim after his own fall, or perhaps Fulgrim was already on a downward path and Horus' treachery simply overshadowed and consumed that existing corruption, we shall never know. Some amongst those who serve the Emperor on his left hand point to Fulgrim's cleansing of the dangerous xenos species known as the Laer as the crisis that finally doomed him, as there are indications that malign forces used this event to ensnare Fulgrim and begin the rapid corruption of the Emperor's Children. This may be true, but even if the dark powers used the Laer to sow their seed, it could only have bloomed on fertile ground. Contra-wise it is also the case that many of the Emperor's Children held to their ancient nobility to the last. Whether they saw the doom of their Legion coming is a moot point, but that they were resistant to the taint that claimed their brothers is clear. The ashes of Isstvan III hold the inviolable evidence of the ultimate price paid for their resistance and loyalty. Purged for their supposed imperfection by a Primarch insane with resentment and made the plaything of dark forces, they who fell on Isstvan III, their oaths unbroken, were the true soul of a Legion that the Emperor himself named as his children.



Unit and Formation Structure within the Legion

The Emperor's Children were organised in a manner that suited the ideals of Fulgrim and their own exacting nature. As with every other aspect of the Emperor's Children nothing was left to whim or chance; everything was deliberate and assessed for its aesthetic and functional value. Fulgrim was fond of remarking that if one was to excel then no detail was too small to consider, and that the quality of the whole lay in the quality of its constituents. In ordering his Legion it is not surprising then that Fulgrim favoured formality, conformity and order.

The organisation of the Emperor's Children took much from the structures of the Legions when they were first created, it also added its own layers of terminology, emphasis and balance while remaining largely true to the Terran patterns long established. A hierarchy of authority and ability existed in every part of the Emperor's Children. Every warrior, piece of equipment or officer was placed in a function best suited to their strengths and proven ability, and in that sphere expected to excel. Fulgrim also maintained rigid order amongst the divisions of his Legion and command hierarchy. The fluid variations in size and nature common in certain other Legions played no part in the Emperor's Children's way of war. Any change or variation was deliberate and the outcome of careful consideration. Likewise the appointment and rank of every warrior of the Emperor's Children was carefully delineated. Honours, symbolic representations of achievement and marks of renown abounded, but were solely gifted by a superior rather than assumed by an individual, with honours granted by the hand of the Primarch held in the highest esteem. Every warrior of the Legion knew his place and value in the sight of the Primarch and the Emperor, and this translated into a level of personal commitment and bravery the equal of any found among the ranks of the Space Marines, fuelled in no small part by an unshakable faith in their own superiority.

The Emperor's Children were ordered and precise; formation sizes and structure were largely uniform and where they were not it was either a temporary aberration or a deliberate variation for a particular purpose. Within this careful order the squad was the base unit that showed most variation in both size and function. Comprising a handful of Emperor's Children each squad had a particular purpose and specialisation. Squad members were expected to excel in their allotted roles and would train exhaustively to achieve the pinnacle of efficiency and unit cohesion. Notably all of the variations in squad type and equipment found in other Legions were present within the Emperor's Children, as they believed there was no sphere of warfare they could not or should not excel in. There were however certain beliefs held within the Legion's culture about the superiority of certain martial virtues over others. Beliefs that originated as the opinions and inclinations of their Primarch Fulgrim and filtered down through the ranks as ironclad doctrine that was not to be questioned.

Once such chosen virtue was the importance of speed—whether in manoeuvre, action or attack as being of cardinal importance over strength, endurance or even firepower—the decisive warrior who struck first was the likeliest to be victorious, just as the moving target was harder to strike. This doctrine was made manifest on many levels, from the selection of battle plans to the choice of the wargear the Legion favoured. This factor being evident in the large number of jump-pack equipped assault units and Land Speeders, Grav-attacks and Sky Hunter squads present amongst the Legion. In particular, jetbike-equipped Sky Hunter squads dominated the ranks of a number of companies. One often quoted reason for the favour given to these units seems to be that their mode of warfare appealed to Fulgrim's nature by his own admission: swift and elegant they captured much of the old legends of noble knights and mythic champions riding to battle, their banners streaming behind them and their armour glittering in the sun. Further practical considerations for the extensive use of high speed vehicles and a reliance on manoeuvre can be seen in the fact that the Emperor's Children Legion never possessed the active numbers let alone the psychology to engage in brute attrition warfare as the Iron Warriors or Death Guard did for example. For Fulgrim, keeping his Legion as intact as possible while achieving victory was perhaps always a consideration, albeit one seldom admitted to.

The Legion relied greatly on thorough and detailed strategic planning and the flawless execution of its battle plans by the individual warriors of the Legion. Every aspect of battle was analysed and turned to their advantage, from terrain and weather to the availability of logistical support and reinforcement, nothing was left to chance. Each component of the Legion's forces as well as any allies or ancillary forces under their command was taken into account and utilised accordingly. This forethought and almost mechanistic approach to warfare had its dangers as well as its strengths however, and should an entirely unforeseen contingency occur (as unlikely as this was in most cases), or some crucial element or strategic asset be unexpectedly removed, the Legion could be wrong-footed, thrown into confusion and suffer the consequences.

Alongside the division of units commonly found within other Space Marine Legions, the emphasis and regard placed upon skill and excellence also notably led to the formation of a wide number of unique 'elite' or veteran units within the Emperor's Children. Some were highly specialised such as the 'Sun-Killers'—lascannon equipped support squads formed from the crème of the Legion's heavy weapon specialists, or who fulfilled more formal and ceremonial roles such as the Phoenix Guard whose number was set at 200 to commemorate the first days of the Legion's rebirth. Perhaps the most famous example whose renown spread outside their own Legion was the Brotherhoods of the Palatine Blades. These units were not permanent formations but formed for particular battles against foes deemed worthy, and whose membership existed outside of the usual rigid rank structure. When such an enemy was encountered the senior commander would draw together the finest swordsmen from

amongst the forces present—a selection made easier by the relentless sparring and duelling that took place between battles to hone the Legion's skills. Armed with duelling blades, sabres and trophy weapons the Brotherhoods would then seek out the finest warriors amongst the enemy on the field of battle. The number and quality of such squads depended on how many of the Emperor's Children were present in a given warzone and the quality of their foe. When twenty Millennials of the Legion came together under Fulgrim to destroy the Golden Kings of the Moraeb Drifts, over a hundred of the Blade Brotherhood took to the field. Amongst them were warriors who had already writ a legend among their Legion—Lucius, Akurduana, Irmandus and Fulgrim himself led them against the bodyguards of the heretek kings.

Command Hierarchy

Fulgrim maintained clear and rigid lines of authority within the Emperor's Children Legion. The Primarch himself stood in overall command of his Legion and beneath him were ten Lord Commanders who led the first ten Millennials of the Legion. Fulgrim had invested ten of his sons with this exalted rank when the Legion was still recovering from near extinction and the tradition had remained strong throughout the Great Crusade. Forming an inner circle around the Primarch each was expected to be a paragon of leader, warrior and noble. The Primarch Sanguinius called these ten the 'Princes of War', and to them fell the leadership of the largest and greatest campaigns undertaken by the Emperor's Children Legion. It was common for a Lord Commander to be given overall command of forces consisting of contingents from other Legions, millions of soldiers of the Imperial Army, and forces drawn from the many militant arms of the Imperium and on the rare incidence of true failure in command, the Lord Commander was apt to take their own life in penance.

Authority descended through an elaborate and multi-tiered command structure which reached from the Lord Commanders through the Praetorate which in turn comprised Commanders, Lieutenant Commanders, Masters, Sub-Commanders, Tribunes Palatine and Ordinary, Captains of various divisions, to Consuls, Equerries, Ancients of various functions, through Centurions and Heralds to the Praefectors and Sergeants who commanded the Legion's individual squads, down finally to the Legion's warriors. As each Space Marine of the Legion looked to his superior for guidance and leadership by example, and devotedly followed their lead in matters of style and doctrine, they created a pattern of leadership that bordered on a personality cult at every level throughout the Legion, with Fulgrim himself and beyond him the Emperor viewed as objects of almost religious devotion. This fanaticism was well-noted by the Legion's peers (some of whom did not look favourably upon its obsessive quality in their private councils), and was outmatched perhaps only by that once held by the Word Bearers. That such fervent loyalty to the Emperor could be so readily set aside seems incredible, but nevertheless it proved true.

Historia Terra Regnum

The Perfection of Flesh

The quest for perfection consumed the Emperor's Children in body as well as spirit. For some it was not enough to achieve the accolade of perfection, they thirsted to embody that perfection. For these warriors it was not enough that the Emperor had crafted their flesh, and shaped each with insight and knowledge no other could rival; their granted state was simply the beginning of an unfinished path. Evidence would emerge during the Heresy that many years before Horus' treachery was made manifest, a few amongst the Emperor's Children Legion believed that they could perhaps improve on what gene-seed, human breeding and the Emperor's design had made them. They tampered with implanted gene-seed organs, analysed and modified progenoids, and undertook surgical augmentation of those willing subjects who shared their obsessions. The blasphemies of flesh this belief would birth only emerged in the darkest years of the war, but its roots must have grown long before the Emperor's Children trod the hot ashes of Isstvan III.

The root of this folly was no doubt to be found in the Legion's Apothecarion, which in proportion was considerably larger than that of most other Legions, and was both fiercely proud of its work and acutely paranoid of failure in its responsibility—spurred on no doubt by the weight of memory regarding the Legion's past near-extinction. In time criminal and outlawed medicae-practices would spread cancerously, become warp-tainted and swallow all of the Emperor's Children, but it seems likely that the taint of evil began with a few individuals, and possibly with just one—Lieutenant Commander Fabius, the Legion's Chief Apothecary at the time of the Heresy whose name has since become a byword for atrocity.

It is certainly known that the Apothecaries of the Legion performed more careful purity checks on both aspirant and gene-seed before implantation. Did those checks stray and become 'correction'? Certainly there were elements in the Emperor's Children who bore 'improvements' before the Isstvan III atrocity. Some beneath a shell of apparent superhuman normality concealed augmented senses, modified musculature, even surgical alterations to brain structure far from aligned to the Emperor-ordained pattern set for the Legiones Astartes. Transgenic blasphemy and forbidden technology may have played its part, but above all it was the fact that many of the Emperor's Children willingly embraced such alteration that was the true corruption that went unnoticed.

It seems that the submission to such procedures was akin to a secret cult within the Emperor's Children. While the warrior lodges played their part in dragging other Legions into heresy, amongst the Emperor's Children it was their own sins of the flesh that helped them on the path to damnation.

The Swords of a Thousand Forges

Duelling between battle-brothers was a part of many Legions' martial traditions. For some these practices were a matter of training and honing the skills of battle. For others they took on significance beyond that of practical necessity; they became an end in themselves rather than a means to effectiveness in war. The fighting pits of the World Eaters are one example, the Blade Feasts of the Imperial Fists another. To the Emperor's Children, however, duelling was a fundamental part not only of their training but of their psychology. The duel was the ultimate expression of a warrior's skill and prowess, a mirror which reflected his essence.

The weapons they used to duel with were a key part of this culture, and spoke to their aesthetic appreciation. Many of the Emperor's Children bore swords crafted by the blade-smiths of a thousand worlds. Among these the Charnabal sabre of the Old Terran tradition was a particular mark of quality within the Legion; forged to ancient rituals and alchemical formulae each blade was a unique product of a master sword maker. Examples of this regard can be seen in several well-recorded incidents, such as when Fulgrim gave six Charnabal sabres, forged by Yelena Mordant, to the survivors of the Cyberseer Insurrection as an award of valour. While Akurduana—before his death reckoned to be the finest swordsman of the Legion—fought most often with paired Charnabal sabres, although it was also well known that he possessed a personal collection of 360 swords taken from defeated foes. This habit of taking particularly fine weapons from defeated enemies was a strong characteristic of the wider Legion. If a renowned swordsman encountered a weapon of surpassing quality in the hands of an enemy he would take it as a trophy. The swordsman would then practise with the trophy weapon until he wielded it with more skill than its makers, this act representing an almost kabbalistic ritual absorbing and defeating the enemy in spirit. So it was that the champions of the Emperor's Children wielded Racathian glass glaives, friction axes from the Norvik Sinks, Aegisine 'saintie', Tuonela mortuary swords, Terran Gladius and Martian-forged power blades to name but a few. No prohibition existed against weapons taken from aliens or cultures that were otherwise worthy only for destruction; all that mattered was the quality of the weapon itself.

War Disposition

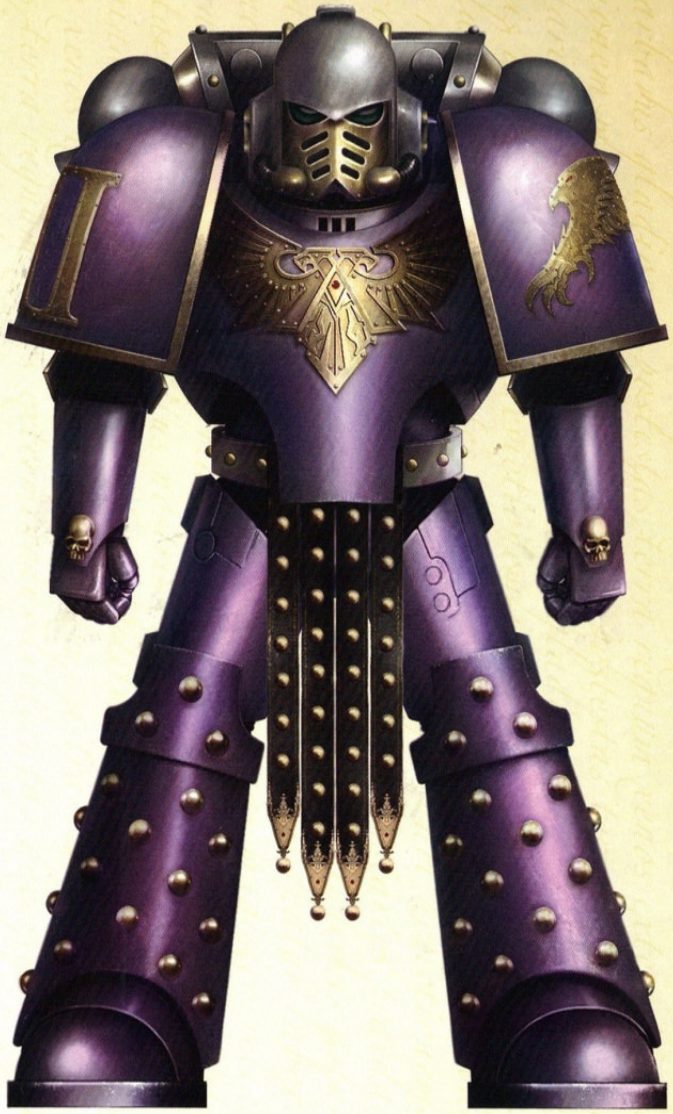
Unlike Horus, it seems that Fulgrim did little to dissemble the strength of his Legion prior to the atrocity of Isstvan III. Though the slaughter of the loyalists was planned in advance what little we know of Fulgrim's psychology at the time would indicate that viciousness, whim and excess had already begun to cloud his strategic judgement. Amongst those purged on Isstvan III it is likely that there were some that would have followed Fulgrim into treachery, but died because they failed the test of perfection.

The pre-atrocity strength of the Emperor's Children was likely to be approximately 110,000 Space Marines arranged into roughly thirty Millennials, as the Legion's Chapters were referred to. Of these perhaps a quarter to a third were marked for death on Isstvan III. The losses incurred by the traitorous portion of the Emperor's Children in the battle to eradicate the loyalists also seem to have been high. Fulgrim may have lost as many as 20,000 warriors in the process of eliminating the survivors of the virus bombing. This would place the strength of the Emperor's Children after Isstvan III in the region lessened by perhaps 50,000 Space Marines: a substantial loss of fighting strength by any measure and a fact that anecdotally is said to have enraged Horus in the extreme. The growing strength of the Emperor's Children in later phases of the war, and the increasing instability of its warriors may be linked to the gene-seed experiments and flesh abominations of its renegade Apothecaries and their haste to replace these losses and bolster the Legion's strength as the war continued. Unfettered by the restraints of secrecy or fear of discovery they would change the bodies of the Emperor's Children to reflect their corruption.



Prefector Flavius Alkenex of the Emperor's Children Legion
[Pict-capture Ullanor Triumph]

Alkenex's armour displays the typical aesthetics and complex heraldry of his Legion. Note: Helmet crest denotes status within the Legion's organisation, in this case the membership of the elite 'Phoenix Guard' Millennial of the Legion: Seal papers carry 'Oaths of Moment' commending the wearer to fulfil specified duties or ordinances at any cost.



Unknown Emperor's Children Legionary [Pict-capture Isstvan III Atrocity]

This Space Marine's wargear and panoply typify that of his Legion at the latter stage of the Great Crusade, including considerable personal adornment and customisation of his armour. Note: 'Maximus' pattern power armour, reinforced with molecular bonding studs in the greaves by Legion artificers: Palatine Aquila displayed across chest plate (an honour unequally bestowed on the Legion): Leather pteruges added to standard armour as martial decoration (often worn as a privilege of minor within particular Legion companies.



Decanus Grythan Thorn of the Emperor's Children Legion
[Pict-capture Kobal Compliance]

A known figure outside his Legion, Thorn served as equerry to his Primarch Fulgrim during the Kobal Compliance campaign. Thorn is known to have been slain during the botched commandeering of the heavy cruiser *Sunstone* during the early stages of the Isstvan III atrocity. Note: Eye of Horus emblem denotes service with the Warmaster and possible lodge involvement.



Decurio Raths Luastus of the Emperor's Children Legion
[Pict-capture Isstvan III Atrocity]

Terran by birth and strike leader of one of his Legion's jump pack-equipped assault companies, Luastus was slain during the initial Isstvan III attack by a 'war-singer' rebel battle psyker. Note: Equipped with older issue 'Crusade' pattern power armour: White enamel inlay used to denote rank and heraldry was an older Legion tradition dating back to before its unification with the Primarch Fulgrim.



Apothecary Abdle Comendius of the Emperor's Children Legion
[Pict-capture Isstvan III Atrocity]

The Emperor's Children Legion maintained an unusually sizable and influential Apothecarion. A native of Chemos, Comendius was betrayed along with his Legion's first wave, and fought valiantly in the defence of the Precentor's Palace against the traitor attack: Note 'Phoenician' pattern helm (Emperor's Children Legion unique variant awarded as a badge of valour): Specialised medical auspex and illuminator systems in-built into modified backpack.



Unknown Legionary of the Emperor's Children Legion
[Pict-capture Isstvan III Atrocity]

Legionary assigned to siege-assault breacher squad, Lord Commander Eidolon's traitor forces: Note: 'Iron' pattern armour only in limited use within the Emperor's Children Legion by specialised units: Complex personal heraldry displayed.



Centurion Azeal Konenos of the Emperor's Children Legion
[Pict-capture Isstvan III Atrocity]

Known as the 'silent' after the Isstvan III atrocity, Konenos was Lord Comander Eidolon's second in command during the ground assault against the Emperor's Children loyalists, leading repeated attacks and sustaining multiple injuries while doing so. This included the destruction of his voice box and larynx which was later replaced by a crude augmetic as self-inflicted punishment for his failure. Note: Transverse helmet crest denoting rank.



Unknown member of the Palatine Blades, Emperor's Children Legion
[Pict-capture Isstvan III Atrocity]

Drawn from the usual ranks and formations of the Legion, the Blades were among the finest swordsmen in the Emperor's Children forces, tasked with seeking out and slaying the foe's finest warriors in battle. Note: Inclusion in these elite squads was often marked by the use of platinum blazoning of armour sections: Legion artificer-modified 'Maximus' pattern power armour.



Exemplary Battles

The Emperor's Children were an exemplary Legion. It is not the simple accumulation of victories that distinguishes their history before the Betrayal, but the manner by which they won those victories. Each record of every engagement they fought contains some feature that is admirable: a detail of battle planning, a feat of arms, or a note of individual heroism. Few other Legions could rival them for the honours won by individual warriors or units. Ever striving, ever eager to assimilate new skills and hone their craft, they were all that was best in the Legiones Astartes. While others made a way of war their own, and applied it like an iron stamp to all situations, the Emperor's Children never held to a single mode of warfare. Their victories show more diverse application of strategy and tactics than any of their brother Legions, save perhaps the Ultramarines. It is almost as if they sought to rub out any imperfection in their abilities by embracing and honing all modes and skills of war. At range, in close quarters, in swift assault or protracted siege their record is an embarrassment of diverse achievement. The demonstration of that achievement is exceptionally well documented as no other Legion embraced so thoroughly the concept of the remembrance or their unsanctioned predecessors. In countless now sealed texts, images, recordings and works of art we see a reflected image of lost perfection. That the perfection of the Emperor's Children held a flaw is a fact written in the blood of countless worlds, and the atrocities committed on the people of Terra. Though we did not see it at the time, perhaps the voices of their future crimes whispered from the victories won in that long dead past.

The Defence of Tranquillity

The defence of Tranquillity was a protracted and vicious engagement fought by the Emperor's Children on the periphery of the Dalinite Nebula region during the early phase of the Great Crusade's progress into the Galactic East. Close to the eastern side of the galactic core, the Dalinite Nebula was home to a menagerie of notable xenos life forms, many of which were sentient and almost all lethal, having competed bloodily in petty wars with each other since time immemorial. Were there nothing of value within the Dalinite Nebula it is likely that the Great Crusade would have simply bypassed the region, devoid as it was of human colonisation, and left it to its vermin inhabitants while more pressing conquests and liberations were at hand, but there was something that drew the conquering armies like insects to a light—the Dalinite Gates. These were hundreds of warp gates, made by ancient and forgotten races, hid within the veils of stardust and sickly hued gas, devices that were vast hoops tens of thousands of metres across which hung in empty space, at the heart of dense dust clouds or orbiting stars, moons or planets. Made of materials that baffled the most learned Adepts of the Mechanicum those devices that still functioned allowed space ships to cross the vast distances of space more safely and swiftly than even the finest Navigators could achieve, and the local network of these passageways through the Immaterium had fuelled the insular xenos wars of the region for millennia. The Great Crusade had encountered similar gates before, but in the Dalinite Nebula the Magos Explorators believed that they had found a nexus point. The possibility that somewhere in the region gates might be found that led to other locations within the galaxy or perhaps even beyond made the Dalinite Nebula a treasure of profound value.

Several Expeditionary fleets were combined to prosecute a campaign to purge the Dalinite Nebula under the overall command of Horus, and amongst them were the Emperor's Children, although at this time their fighting strength was still very limited, a single cohort of barely five hundred warriors. Attached to the Dalinite task force, the Emperor's Children were nevertheless given the important role of securing the world of Tranquillity on the trailing edge of the Imperial advance into the nebula. Tranquillity was a poisoned world of splintered crystal stacks and jagged fissures. Acidic and toxic fog rolled across its surface and life was limited to microbes and viruses.



Ancient Sarancos, Dreadnought of the Emperor's Children Legion
[Pict-capture Isstvan III Atrocity]

The Techmarines of the Emperor's Children were famous for the detailed armorial work and artifice they invested in their Legion's Dreadnoughts. A former champion of the 9th Millenial, Sarancos was part of Lord Commander Eidolon's traitor command, and is thought to have survived the battle on Isstvan III, although became mentally unstable owing to a combination of battle damage and trauma. Note: Twin lascannon armament favoured as principal heavy support weapon of the Emperor's Children Legion.

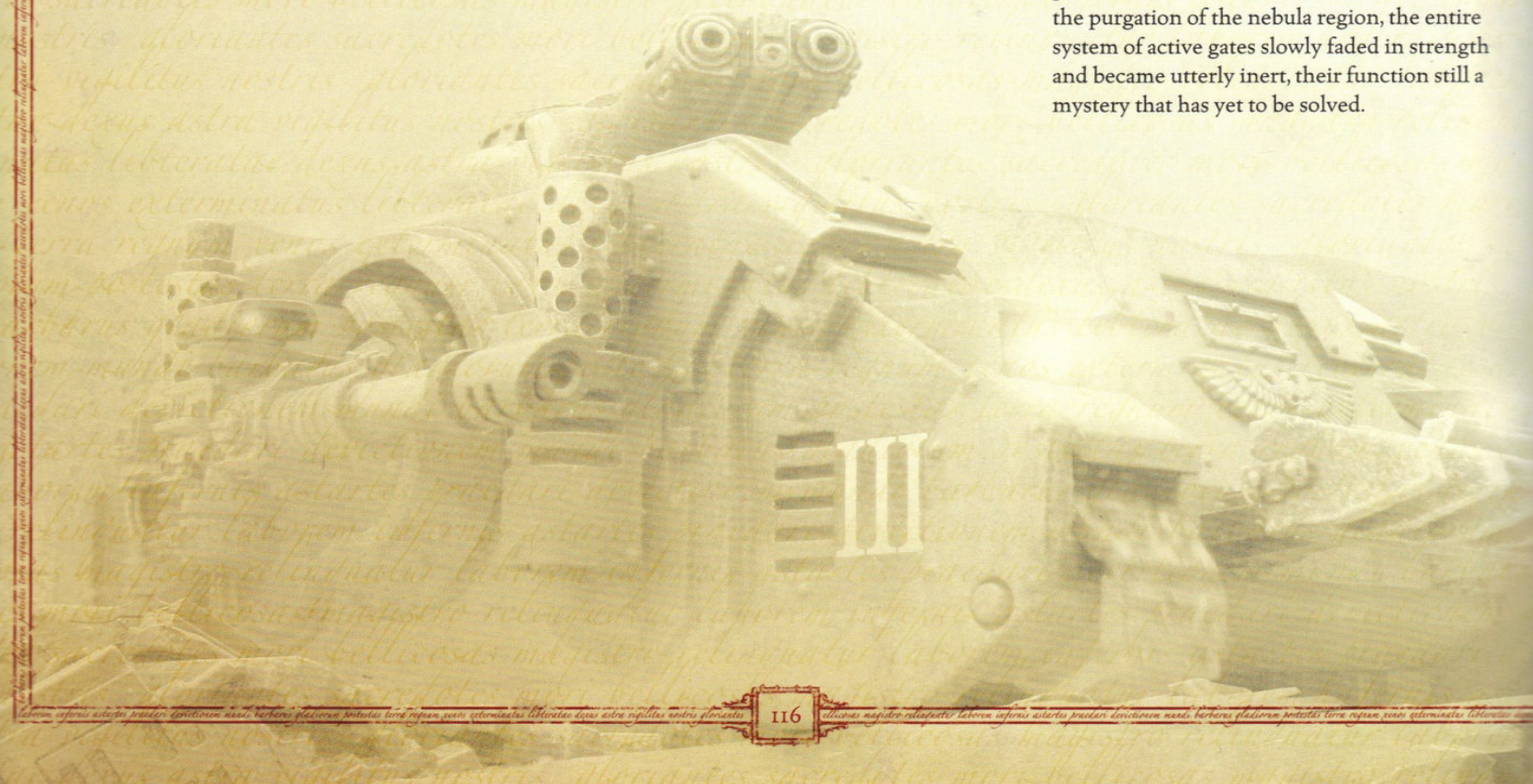
It was an utterly worthless world except that a warp gate hung in high orbit above its pole and a forward Imperial navigation and signal relay had been constructed there. Thought to be inactive the Tranquillity Gate had been marked for later investigation and reinforcement, but until that time came the Emperor's Children would stand vigil in case the Gate was used to threaten the Imperial advance. It was a well-founded fear.

Without warning a fleet of xenos ships emerged from the Gate, their type and origin unknown in the xeno-libram. Seemingly made from iridescent glass the ships were bulbous and asymmetric in shape and several kilometres in diameter. Unshielded, but possessed of powerful beam weapons that made any Imperial ship's approach to broadside range near suicidal, the xeno-craft succeeded in driving off the Imperial cruiser squadron deployed to defend the planet, and began a ground assault against Tranquillity's surface immediately. Tens of thousands of alien warriors dropped through the atmosphere. Shockingly inhuman (it remains an open question whether the warriors were true life forms or some sort of construct), each alien existed in the form of a many pronged star of transparent crystal that moved by a strange process of expansion and contraction of its mass. Surprisingly fast, each creature was able to project an energy beam capable of cutting through ceramite, flesh and bone.

As alien numbers committed to the assault grew, the Legion's positions became untenable. Orbital support had been routed, the sensorium outpost overwhelmed and its bastion walls dissolved to molten slag by the concentrated power of the crystal-things' attacks. The Legion Praetor Abisare commanding the Space Marines ordered a withdrawal into the surrounding maze of fissures and stacks, although in retreat the Emperor's Children were far from beaten. Long before the attack the Legion had prepared for their duty with customary precision and focus, and as part of this every Space Marine assigned to the taskforce had studied and memorised holo-scans of Tranquillity's surface in minute detail and in transit all had trained in conditions simulating those they would find on the surface. Once deployed they had reconsidered every tactical possibility, planned counter measures and drilled until every warrior could function with honed perfection regardless of the adverse conditions.

Despite the entirely unexpected and inhuman nature of the foe, the battle across Tranquillity then proceeded as if driven by clockwork in accordance with the Space Marines' plan. As the xenos advanced the Emperor's Children pulled them onwards striking, feigning flight and punishing them at every turn. The warriors of the IIIrd Legion knew every inch of ground, pre-determined optimal fire-patterns and killing grounds, and before a shot had been fired decisions had already been made about how long to hold at each point, where to fall back to, and how to compensate for each change in the battle's flow. Praetor Abisare is recorded as remarking that the battle was not a fight but simply "*...an execution of considered intent.*" As the xenos losses mounted with gathering speed, the creatures frantically deployed more reinforcements from the ships in orbit, until they simply began to run out of troops. Finally the aliens started to sweep the surface with fire from their ships in an attempt to gain an advantage. As the first pillars of energy struck the surface the remaining Imperial warships executed a rapid, desperate attack—a murderous, pre-planned engagement at point-blank range as the xenos directed their weapons downwards, rendering themselves vulnerable. Seven of the nine alien warships were destroyed within minutes, their hulls dissolving into scattered fragments, crystal dust and flares of exotic energy.

Unable to sustain their crushing losses the remaining xenos craft fled back through the warp gate, leaving their surviving fighters on the surface of Tranquillity where they were swiftly annihilated. A little more than a year later the War Council issued an edict of extermination against the unknown xenos species that had attacked the IIIrd Legion on Tranquillity, and an Expedition fleet led by the Ultramarines passed through the Tranquillity Gate, located their crystalline homes among an isolated cluster of gas giant worlds far to the galactic north and purged them to the last. The prize of the Dalinite Gates was to prove a hollow one, and within a decade of the purgation of the nebula region, the entire system of active gates slowly faded in strength and became utterly inert, their function still a mystery that has yet to be solved.



The Extinction of the Katara

The Katara were an insular abhuman civilisation who had evolved in the Kenuit system during the Age of Strife, turning irrevocably from the purity of the human form and the fellowship of Mankind. Tall, sunken-eyed, extremely thin and with fine limbs they are said to have moved with a considered grace and spoke little. Their cities spread beneath the ground of their moons and planets in vast networks of stone and metal-lined tunnels, and although technologically sophisticated the Katara seemed to have chosen to apply their arts solely to the building of their cities, void-ships and weaponry. Ritual wars between bloodlines, cities and moons were constant. Governed by an intricate set of rules and principles these wars were, it seems, the primary form of social discourse. Art, philosophy, music, architecture and technology were all framed in terms of war, but the wars of the Katara were not wars as waged by the Imperium. The personal skill of combatants reigned supreme and the modes of battle were defined to reflect this.

When an Emperor's Children fleet discovered the Katara the first signs were that compliance would be possible without bloodshed. The Katara offered no resistance and made no move to oppose the Imperium's forces. They received envoys and appeared to listen to our combined promises and veiled threats with calm seriousness. It was only when Lieutenant Commander Abdemon asked directly for the Katara to formally surrender to the Imperium that matters deteriorated. The Kataran representatives withdrew without saying a word. Their answer came in the form of a warship.

The Katara ship came alone; small, fast and armed with a form of radiation weaponry it destroyed the light cruiser *Locrian* before sustaining damage itself and withdrawing. So provoked, Abdemon ordered the invasion of the largest Kataran city-complex the fleet's augurs could detect. Orbital bombardment cracked open the upper levels, and the underground cities were burning even as the Emperor's Children landed.

Expecting mass resistance to their invasion, what the Emperor's Children encountered instead were lone Kataran warriors who attacked unsupported and by turns in denial of all tactical doctrine or sense. Clad in layered scales of exotic metal they fought with leaf-bladed ceramic axes, plasma-tipped spears that burned like suns and swords of black glass that could cut ceramite with a delicate stroke. The skill with which the Kataran wielded their weapons was dazzling even to the Emperor's Children. The imagist Beshinal said of them that *"as other men might breathe or walk, so the Katara fought. They were born with the instinct of the blade in their blood, and its whisper on their lips."* Each attack would kill at least one of the Emperor's Children and in some instances entire squads fell before these sublime warriors' blades, but such losses did nothing to slow their advance for within hours the lead elements of the Emperor's Children had penetrated far below ground level.

The Kataran representatives came forward again once hundreds of their warriors had died in their seemingly insane, staggered attacks and requested to meet again under truce, and to this the Emperor's Children assented. The Kataran brought a proposal to the Emperor's Children: let the war between them be ended not by the might of many warriors but by two. Two champions would fight: one for the Imperium and one for the Kataran. At the end the victor would claim victory not just for himself but for his civilisation. Incredibly Abdemon agreed and said that he would enter the field as the Imperium's champion.

The throng of both sides gathered. In the space between the two the Kataran champion waited. Hamaya was his name—or so the relic records say. Armed with a paired set of black-bladed axes and scaled in graphite he was spindle limbed and taller than any Space Marine. Abdemon, armoured in Tyrian-lacquered battle plate, walked to meet Hamaya. The sword in his hand was called *Illumination* and had been a gift from the Terran armourers of the Ionic Plateau. The first blow is said to have been Hamaya's and to have drawn Abdemon's blood. The poet Cartidimus recorded every blow of the duel that followed as both warriors drew the other's blood, both feinted, countered and riposted, recovered, lunged, sliced, beat and moved to a sublime rhythm. At last when both were sheeted in blood Abdemon sliced under the plates of Hamaya's right arm. As the Katara champion faltered, Abdemon lunged and drove the tip of his sabre through Hamaya's throat.

With their champion lying on the floor the Katara representatives bowed low to Abdemon. Rising they ordered that all should know that their people had been defeated by an enemy of equal honour but superior arts. Their order given, the Katara leaders fell on their own swords before the Emperor's Children. Across all their domains every member of the Katara followed their leaders into death and the Katara cities became tombs.

Some amongst the Imperial forces advocated stripping the now unoccupied worlds and beginning a process of resettlement. Abdemon and the Emperor's Children refused, decreeing that the Kataran planet would become a mortuary world. The cities would remain untouched until time unmade them, and the corpses of their makers returned to dust. Relics were collected from the dead so that the Katara would be remembered: the body, weapons and armour of Hamaya were set in a stasis coffer, and a token taken from each of the Kataran warriors slain by the Emperor's Children. It is said that Abdemon and members of his cohort trained and fought with the weapons of the Katara, and bore their relics throughout the rest of the Great Crusade. Abdemon himself is believed to have died on the traitorous blade of one of his captains on the death fields of Isstvan III.



The Remembrancers

Remembrancers were a class of itinerant artists, scholars and chroniclers that accompanied the forces of the Great Crusade under license and edict. Following the Expedition fleets and conquest forces, they recorded what they saw in words, picts, paintings, sculpture, music and any number of other modes of artistic expression. For much of the Great Crusade they existed on the sufferance of individual military commanders, and their presence in the wake of the Legions was tolerated by some and forbidden by others. The Emperor's Children fell into the former category and had a high number of such individuals amongst the fleets under their command, a fact which some of their fellow Legions met with disapproval or even derision. Because of this welcome, many of the finest artists and creators followed and recorded the Emperor's Children; indeed it was noted by some observers that something of a cult of the aesthetic had sprung up around the IIIrd Legion. Much of this can be attributed to the Emperor's Children's readiness to accept such people into their presence, and the appreciation of aesthetic refinement that pervaded the Legion, along with a desire to commemorate the Legion's deeds and those of the Great Crusade for posterity. Fulgrim himself sponsored the creation of a large number of works of art, and his patronage was seen as the highest of artistic accolades in the Imperial culture of the age.

Remembrancers became fully ratified as an arm of the Great Crusade following the creation of the Order of Remembrancers by Imperial decree following the Triumph of Ullanor. From this point on all Legions and forces would be accompanied by Remembrancers who would immortalise the actions and forces of the Great Crusade. Such official status brought a number of renowned artists into the ranks of the Remembrancers. Figures such as Ignace Karkasy, Valora Reheen and Seketina Dei joined along with thousands of others. Many would perish in the opening days of the war, others simply disappeared in the tumult of the times, their fates unknown and unrecorded. Those that survived were subject to dissolution. Many of the works of the remembrancers survive still under a seal of secrecy, and some, particularly those created under the late patronage of the Emperor's Children, are too dangerous by implication or subject to be allowed to endure and have since been consigned to oblivion.



The Praxil Compliance

When the last Tyrant of Praxil bent his knee to the Imperium it was an act forced by the presence of over a hundred regiments of the Imperial Army, a Titan Legion, Mechanicum forces and the warriors of three Space Marine Legions. Lord Commander Iddinam of the Emperor's Children was notably absent from this final moment of the system's compliance. Though in many ways it was his victory, its taste must have been bitter in his mouth.

As soon as the Imperium made contact with Praxil it was clear that whoever brought the system into compliance would gain high renown. Settled by humanity in its distant youth it had remained isolated for millennia. Without warp capable ships the people of Praxil might have regressed to barbarism as had so many others. They had not; instead they had flourished. Great cities covered the surface of three inhabitable planets. Agri-domes glittered across the backs of orbital plates that drifted above the atmosphere of each planet, and strings of void stations clustered around the system's gas giants and uninhabitable moons.

Praxil was a jewel of sophistication but it was not going to fall easily into the Imperium's lap. Having preserved itself against the dangers of a predatory galaxy for thousands of years Praxil was ready to fight rather than bend its knee and a fleet of warships met the first Imperial approach to the system. The battle saw the Imperial fleet pushed back with substantial casualties, but if the Praxil warships were formidable so were their warriors.

Drawn from the system's prison colonies each was already a formidable killer and survivor. Implanted with drug glands, vat-grown muscle and bone grafts, mind-wiped and conditioned with battle-memes they were lethally dangerous. Armoured in partially powered battle plate, bearing high penetration laser weaponry and fractally sharpened blades, they posed a risk even to Space Marines. It might have been possible to simply batter and grind Praxil into ruin, and take its compliance from the ashes. Certainly there would have been little for the Imperium to claim if the World Eaters, Space Wolves or Iron Warriors had resolved the issue. As it was the Imperium wanted Praxil's wealth and resources harnessed to the needs of the Great Crusade, and so the securing of Praxil would fall to an army group of the Emperor's Children supported by selected elements of the Imperial Army and the Mechanicum. Theatre command fell to one of Fulgrim's favoured: the centennial veteran

Lord Commander Iddinam. Known for his precision of deployment and planning, it was understood by all that Iddinam would bring Praxil to heel intact.

The campaign did not begin well. Despite meticulous planning the outer moons and void stations fell only after substantial losses were inflicted on the Imperium's forces. Casualties rose to five times those estimated, including amongst the Emperor's Children. Iddinam reassessed his enemy and his plans; if the Praxil resistance continued at similar levels effective compliance would take six times his original estimate in time and manpower. Such a figure was clearly unacceptable. Iddinam changed his strategy. Rather than a systematic conquest of the system's void stations, moons and planets he would concentrate on the Praxil space fleet. Without the ability to redeploy their strength each of the Praxil domains would become a closed tactical problem.

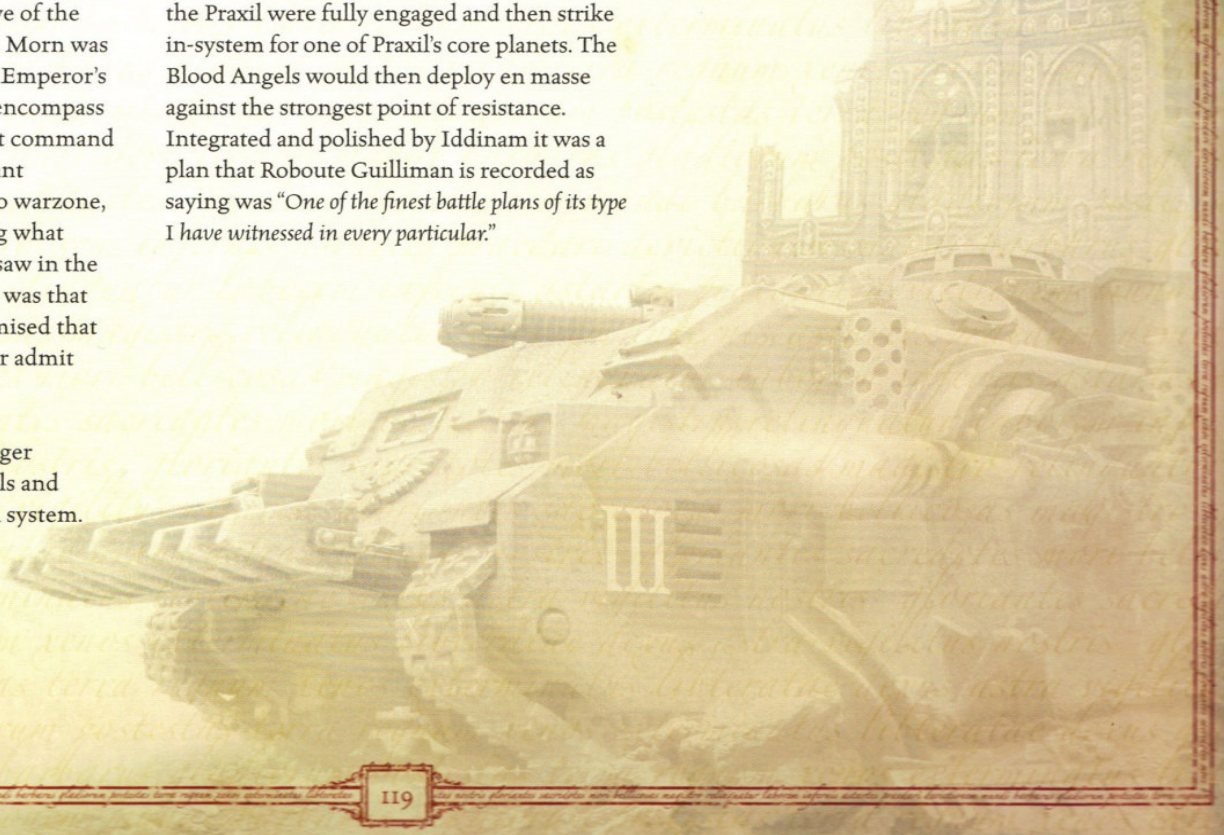
But the Praxil had anticipated Iddinam. Multiple enemy strike fleets attacked the Imperial fleet as they gathered. Targeting primary warships the Praxil aimed to cripple and damage rather than kill. Suicide teams boarded Imperial vessels and killed command crews. Ships packed with explosives rammed the engines of Imperial ships leaving battle barges drifting in the void. Iddinam's fleet was still intact but its repairs stole time, and in that time the Praxil used their own ships to mount a counter attack against the Imperium's toe holds in the outer moons and stations. But amongst Iddinam's fleet was a representative of the War Council of Terra. Harpocratia Morn was a war-chief who had fought at the Emperor's side when the Imperium did not encompass all of Terra. Having long left direct command she was one of a number of itinerant observers moving from warzone to warzone, observing, assessing, and reporting what she saw to her masters. What she saw in the progress of the Praxil Compliance was that Iddinam needed aid. She also surmised that the Lord Commander would never admit that such aid was needed.

We can only guess at Iddinam's anger when elements of the Blood Angels and Imperial Fists arrived in the Praxil system. Both forces were substantial and their leaders had reputations almost equal to Iddinam's: Chapter Master Raldoron was one of Sanguinius' senior commanders, and Marshal Cazzimus of the Imperial Fists had masterminded the breaking of several protracted system sieges. Receiving both with perfect formality Iddinam enquired as to why they had come. The reply must have been a knife to Iddinam's pride. The War Council had agreed that the swift prosecution of the Praxil Compliance required additional resources and specialist knowledge. Worse it had been Fulgrim himself who had requested aid from his brothers' Legions. Both Cazzimus and Raldoron were careful to emphasise that they had come to serve under Iddinam's command and guidance; the War Council's concern was the speed of compliance not that it would not have been achieved. To a war leader like Iddinam those reassurances must have sounded like the gravest of censures. Despite this Iddinam welcomed his unlooked for aid and asked Cazzimus and Raldoron to review the plans for prosecuting the second offensive against the Praxil.

The revised plan of conquest took much from the initial Emperor's Children strategy. The sequential taking of void stations, moons and planets was sound, and the strategy of isolating the system elements by destroying their fleets also held merit. These strategies were unified, and augmented by the Imperial Fists' flair for fleet engagements and void-siege warfare, and audacious set pieces. A full Chapter of Blood Angels under Raldoron would hold back until the Praxil were fully engaged and then strike in-system for one of Praxil's core planets. The Blood Angels would then deploy en masse against the strongest point of resistance. Integrated and polished by Iddinam it was a plan that Roboute Guilliman is recorded as saying was *"One of the finest battle plans of its type I have witnessed in every particular."*

Praxil fell within three solar weeks of the Imperium's renewed offensive. Throughout the campaign the Emperor's Children's performance was exemplary. Attached to Imperial Fists siege-breaker companies they assimilated and executed the Imperial Fists' tactical doctrines and commands without fault. The 81st Cohort that accompanied the Blood Angels in the taking of Praxil Prime and Praxil Secundus won the personal praise of Chapter Master Raldoron, and wore thereafter a ruby blood drop held in the winged claw of their own Legion emblem. Above all, Iddinam's control of the battle sphere was such that Harpocratia Morn sent word to Terra recommending that the War Council honour him directly for his leadership.

When the Imperium had claimed its victory, however, Iddinam departed before the formalities were complete; it was Raldoron who accepted the sword of the last tyrant of Praxil. Praxil would add much to the Imperium in terms of resource and blood, its warriors fought as the Praxil Reborn in the Emperor's service on countless battlefields, and its governor rose high in the Segmentum Court. All those who effected the compliance of Praxil afterwards proudly listed it in their scrolls and banners of victory, all except Iddinam who is said never to have acknowledged his part. Iddinam would be fully confirmed as a prime conspirator of his Legion's ultimate treachery, and remained so, giving himself over to the horrors of the Warp before finally being destroyed by the loyalist Iron Warriors Warsmith Auric Saxton at the Battle of the Harrow Ravening.





The Death Guard

Numeration: The XIVth Legion

Primogenitor: Mortarion the Reaper

Cognomen: (Prior) The Dusk Raiders

Observed Strategic Tendencies: Heavy Infantry Assault, Attritional Warfare, Hazard/Death Zone Warfare, Xenos Eradication and Purgation operations.

Noteworthy Domains: Barbarus [Home World]. No others known.

Allegiance: Traitoris Perdita

Of all the Space Marine Legions raised by the Emperor as part of his nascent Legiones Astartes, few had beginnings so glorious and yet ends as tragic and nightmarish as would befall the Death Guard. Once a byword for resilience and unshakable courage, whose warriors served the overthrow of alien tyrants and warlords on more than a hundred worlds, and at whose hands scores of xenos races met their destruction, horror was to overtake them. The Death Guard were to become the very thing they once fought so tirelessly against: inhuman, unrecognisable and soulless monsters of the dark—the very stuff of nightmares. This treatise however does not yet concern itself with the terrible fate of the Death Guard, but rather what came before it, and in particular the influence of their Primarch, the enigmatic and macabre Mortarion, which in hindsight may well have encompassed both his Legion's genesis and its doom.

Origins: The Warlords of Dusk

It is a curiosity of note that of the eight Space Marine Legions who were to turn on their brothers, four of them had once held to identities, traditions and names other than those they claimed when they put their blades in the service of the traitor Horus. In this they were almost unique in doing so in the ranks of the Legions—recalling to some the wisdom of the ancient Terran proverb: "A *coat turned once, may be easily turned again*". While the truth is no doubt far more complex than mere proverb might suggest, it is however salutary to realise that each of these changed Legions: the War Hounds,

the Imperial Heralds, the Dusk Raiders and lastly and most infamously the Luna Wolves, were to turn their coats and remake themselves, not on mere whim, but at the direct behest of their Primarch and in closer imitation of them. In none perhaps was this change more marked and more visceral in nature than the transformation of the Dusk Raiders into the Death Guard.

The story of the Dusk Raiders begins in the earliest days of the Unification Wars. The base stock for the majority of the initially raised Legions came from Terra, and in the case of the XIVth Legion the main bulk of the gene-recruits used were drawn from the ancient and warlike clans of Old Albia. Indeed such was the suitability of this stock for induction to the ranks of the Space Marines, recruits drawn from Old Albia's towering, soot-blackened Castram-cities were also to be found in the ranks of the founding VIIIth and Xth Legions, although to a lesser degree than the XIVth who were by blood and culture shaped by the traditions of the warlords of Albia as well as the hand of the Emperor.

The recruitment of the sons of Albia served two purposes for the new-born Imperium. Firstly, and most importantly, it drew off the cream of whole generations of strength from a Terran realm, now friend and ally but never fully trusted. For Old Albia, towering amid the northern Atlan wilderness, had once been not only a feared enemy whose legend stalked the Age of Strife, but once was also a true rival for control of the destiny of Man. By taking its brightest and best into the Legions and the other growing Imperial organisations marked for war amid the stars, the Emperor ensured they could never threaten unification from within. Secondly it subsumed into the Emperor's forces all the martial traditions and bloodlines that had for centuries held much of Terra under their cruel grasp and eventually overcome the Panpacific Empire under the rule of the Unspeakable King—such a breed of relentless warlords and soldier-scientists was a valuable resource that the Emperor was loathe to waste. The warlord clans of Old Albia did not readily bend the knee to the Emperor however, having by then finally thrown off the tyranny of the last descendants of the Unspeakable King they refused to have another master in their place. Instead the Albians met the Emperor's Thunder Regiments with their own battalions of steam-belching proto-dreadnoughts and armoured Ironside soldiers. In battle after battle the forces of Unification were held in check although at shattering cost for the Albians, who would not give in despite the onslaught.

Admiring the martial temper and indomitable courage of the foe, the Emperor called a ceasefire and sought victory over the warlord clans by negotiation, knowing that to crush them by force alone would entail a grinding bloodbath that would only serve to decimate his own forces and gain him nothing but a handful of ashes as a prize of war.

Thus it was that despite the contrary advice of his human counsellors and generals, for whom the warriors of Old Albia had held an almost superstitious fear born of generations, the Emperor pursued peace. Going before them, it is said, unarmed and clothed in white and crimson, the Emperor spoke to the warlords' parliament and laid before them his vision of a future Mankind reunited and ascendant, of tyrants toppled and nightmares slain. He offered them glory among the stars and most importantly redemption for many hundreds of years of kin-slaying and bloodshed. The warlords of Old Albia—to the shock of many—accepted. In doing so the Albian clans became among the Unification's most zealous supporters, although still untrusted by many, lending their warriors and war machines to the Emperor's cause, and secrets long kept were offered up to the Emperor's eyes alone. Most importantly for the future of humanity, they sacrificed their sons to become Space Marines.

The XIVth Legion quickly developed in the use of tactics and methods of warfare that their Ironside forebears would have found utterly familiar, matched with a stoic temperament and gene-crafted aptitude which few doubted was the Emperor's design all along. Operating in the role of heavy infantry, they were experts at survival and endurance, and quickly gained a reputation among the other newly-forged Legions as relentless and disciplined fighters. In defence they were stubborn and indefatigable—able to stand unwaveringly against the heaviest fire and hold their position against all comers to the last living body and bolt shell if needed. In attack they systematically destroyed a given target, crashing upon an enemy in wave after wave of armoured bodies, excelling in close range fire-fights and bloody attrition. Their grey and unadorned power armour began to carry the symbols of rank and decoration, now modified that once formed the armorial imagery of the Ironsides of Old Albia, and most tellingly their right vambraces, gauntlets and shoulder plates were painted the deep crimson of drying blood, now symbolising the red right hand of the Emperor's justice where once it had proclaimed the murderous reach of the Unspeakable King.



Seal of the Dusk Raiders

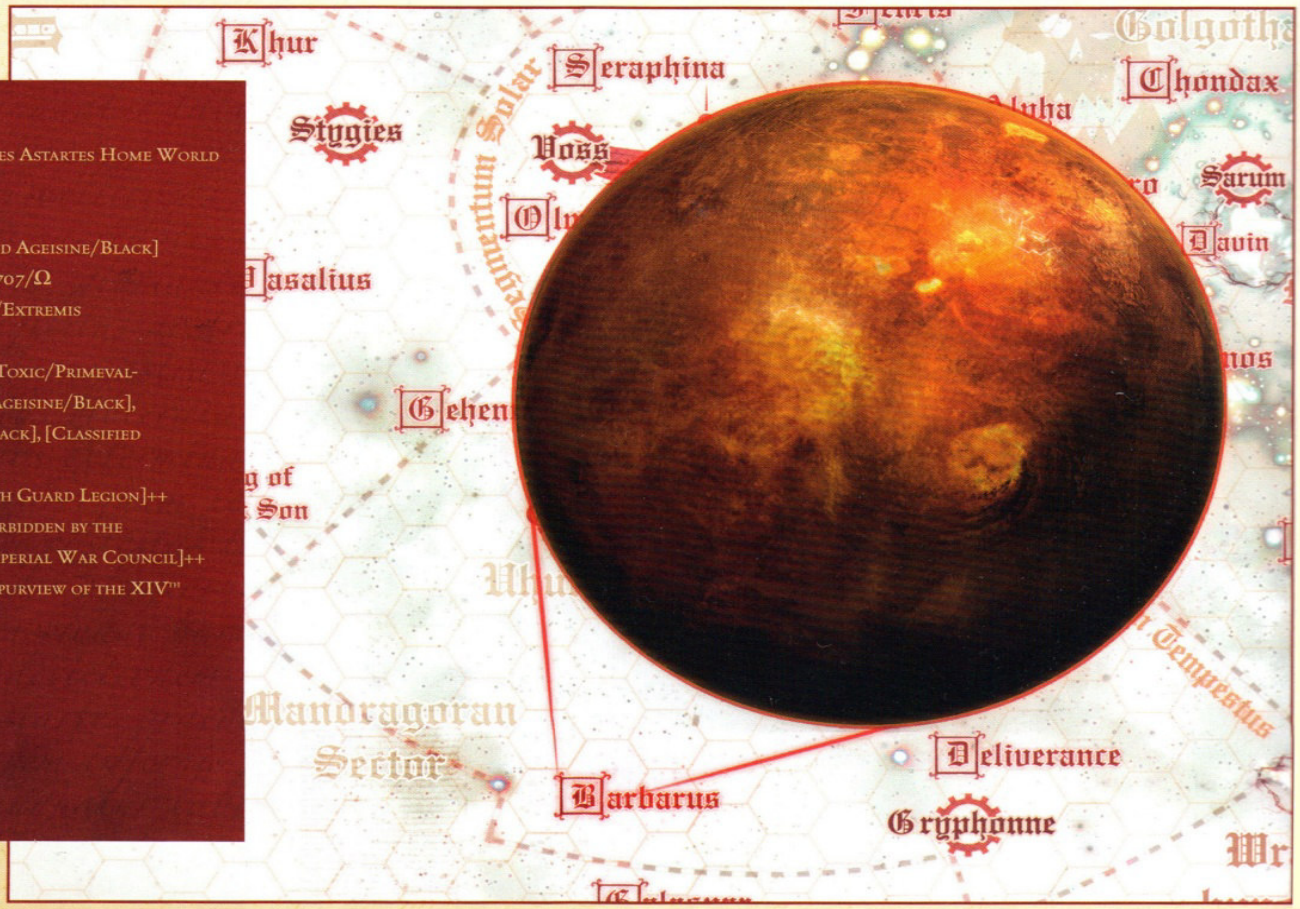
As the XIVth Legion fought in the last battles of Terran unification and the first battles of the Great Crusade off-world, they were given the epithet of 'Dusk Raiders' by those they fought and took it for their own. This name was a consequence of their use of the ancient Albian tactic of conducting major ground attacks at fall of night when the shift of light confused an enemy's watch, and gathering darkness would shadow an advance across open ground. Such was the reputation they garnered in fact, that foes given an ultimatum of attack by the Dusk Raiders would often waver in their resolve, their soldiers panic and desert their bastions or throw down their arms and flee at the coming of darkness. As relentless as they were in attack, the Dusk Raiders were known to be honourable opponents as well, who would hold to bargains struck for early surrender and honour symbols of truce. When such terms lapsed however and the die was cast for destruction, it was just as widely known that nothing would stay the Legion's hand. Such honourable terms only extended to human foes worthy to be brought into the fold of Imperial Compliance however—to the degenerate, the mutant and the alien, no mercy was given.

So matters continued, and for more than eight decades the Dusk Raiders fought on unwavering in the service of the Great Crusade. Still fatherless during this time as other Legions gained their Primarchs until only a handful remained to be discovered, this 'orphan' status further bred a self-reliance and a quiet, stubborn pride in the Dusk Raiders' self-forged character, and the martial triumphs of the XIVth Legion were many and enviable. Their reunification with their Primarch though, when it finally came, was not to be the happy event that many had long hoped for, but instead it was to be a pall that fell across the Legion, and under its shadow the Dusk Raiders were broken down and remade, and only the Death Guard remained.

The Stygian Scrolls of Lackland Thorn

Of all the worlds upon which the Primarchs were scattered, few were as terrible or forlorn a place as damned Barbarus. Very little can be said for certain about this remote and baleful planet, or the young Primarch's formative years spent there as it appears even at the time of Mortarion's finding the truth was carefully edited and obscured by the hand of the Emperor himself. What was found on Barbarus was perhaps too much for public consumption, or held too many truths deemed too dangerous for wider humanity —or even the warriors of the other Legions to know. What consistent information can be gleaned now of Barbarus and the Death Guard Primarch's story have a single source —the so-called *Stygian Scrolls* of Lackland Thorn. Thorn was a famed if disreputable figure himself, a historian attached to the Crusade Fleet that breached the dark nebula that surrounded Barbarus. Thorn was a polymath – highly skilled as a xeno-translator, antiquarian and poet, but whose vision was a morbid one, and whose works unsettled as much as they illuminated. His own place in the legend of the Great Crusade was sealed as he disappeared soon after his *magnum opus* was completed. On Barbarus he was to find the apotheosis of his dark art in recording the story of Mortarion for posterity, and his resulted works, the *Stygian Scrolls*, became part of the Death Guard's culture; a copy of which was presented to each Space Marine of the Legion upon their formal investiture into its ranks. Outside of the Death Guard Legion, the work was widely suppressed and held to be a baleful and sinister thing, too nightmarish to be anything but a dark allegory. This opinion was a false one.

The world on which the young Mortarion fell was the very epitome of the terrors which had befallen Man during the long night of the Age of Strife—a domain of savage, alien overlords who ruled over an entrapped and preyed upon human population as cruel and terrible gods.



Name: Barbarus
Classification: Legiones Astartes Home World [Feral/Death World]

System Data: [Classified Ageisine/Black]
Stellar Grid: 21-VX-0707/Ω
Segmentum: Tempestus/Extremis

Notation: Hazardous-Toxic/Primeval-Temperate [Classified Ageisine/Black], [Classified Ageisine/Black], [Classified Ageisine/Black]
++[Fiefdom of the Death Guard Legion]++
++[Access to System Forbidden by the Ordinance of the Imperial War Council]++
++[Dispensation in the purview of the XIVth Legion]++

Even Barbarus' planetary ecology was a sinister and lethal contrivance so strange and singular as to be likely engineered by its masters both to sustain them and serve as a means of control in its own right. It was a dim, craggy, mountain-crowned world of primordial swamps and twisted forests. Barbarus' colossal mountain heights were perpetually shrouded in poisonous fogs, choking miasmas and punctured by acid rains strong enough to strip flesh from bone in moments, while the valleys far below were a realm of perpetual gloom where the light of the system's ancient and swollen sun barely shone, and night was an umbral darkness as impenetrable as a sealed grave. It was in the lowland forests and swamps that Barbarus' feral human inhabitants clung to life in isolated villages and holdfasts fortified as best they could against the coming of the night. Theirs were lives of perpetual terror and hardship, whose every waking moment and troubled hour of sleep lay under the shadow of the knowledge that unseen above them, their monstrous overlords in their fog-bound keeps and shrouded towers waited to feast.

The true name of Barbarus' xenos masters has been stricken from the record, and not even Thorn dared enunciate it in his writings, but the evidence of their foul appetites and hideous strength is well established. Giants they were, thrice the height of a man and bedecked in rusted armour, these gaunt and horrific petty gods were beings whose sciences and necromantic lore had long ago conquered death save by great violence, and who filled their eternities with intrigues and conflict among their own kind played out with unimaginable inventive malignity. The foot soldiers of their feuds and internecine wars were an endless parade of nightmares: hordes of wire-stitched walking dead, tormented, half-mad shape-shifting predators and membrane-winged golems. Their champions were more horrific yet, plasm-mounds of acid-dripping amorphous tissue whose thousand screaming mouths begged incessantly for death, and countless others fiendish creations beyond sane description—all carved and cut from the living flesh of Mankind. To their charnel lords the feral humans were not even slaves, but merely meat hanging in a larder waiting to be plucked forth for the feast.

The *Stygian Scrolls* tell that it was the greatest of these carrion-crow overlords, who after one such 'reaping' of a human crop strode well-pleased amid the massacre he had wrought upon one of the largest of settlements and was struck suddenly as the silence of the dead was riven with the sound of an infant's cry. Drawn on and on he was through the sea of corpses and into the poison fogs where at last he found a child, pale and hungry, but alive where no such life should have been possible. The overlord contemplated this white and helpless thing, clearly human but to its alien senses clearly so much more, and considered whether to end its existence at a scythe-stroke, but did not. For the overlord, like all his kind, was neither truly dead nor fully alive and in this infant he saw a prize he could never have otherwise had—a son and heir. Amid the carrion and battle wreckage he named the child 'Mortarion'—that which is born of death.

Testing the child Primarch's limits, his monstrous adopted father gauged the extent to which Mortarion could endure the increasing toxicity of the heights of Barbarus, the overlord building a stone keep to be the boy's prison and his training ground at the furthermost extent of Mortarion's tolerance, and establishing his own black manse yet further up within the heights above where the vapours would have been death, even to a Primarch. In this shelter and prison combined, bounded by weeping stone walls and spiked-iron battlements set to keep out his 'father's' enemies, the young Mortarion grew to adolescence in a sunless world where the very air was poison. Surrounded by the carrion comfort of an open tomb and with misbegotten horrors for his servants, the ancient inhuman monster that had claimed him became his only tutor. Here he was trained to be a living weapon, to fight, to command and to kill, and what other secrets of that nameless and terrible race that had held Barbarus in its sway for countless generations he learned it is impossible to say.

The young Mortarion is said to have devoured every fragment of information he could lay his hands on, from battle doctrine to arcana, machine-lore to vivisection surgery, and proved an apt pupil. Already mighty and a deadly fighter, Mortarion was soon put by his master to more active tests of his abilities, for the vendettas and wars of the charnel overlords were incessant and merciless, and soon he joined his master in battle and in the reapings, a faithful warrior at the towering giant's side. Time passed and Mortarion grew swiftly, his superhuman strength and intellect flowering even in the lightless and deathly environs into which he had been led by unkind fate, while his burgeoning mind was soon wont to ask questions his adopted father was ill-disposed to answer truthfully.

Increasingly Mortarion's curiosity was drawn to the fragile creatures huddled behind their paltry defences in the valleys far below, the creatures whose corpses provided them with base materials for the overlords' armies and other forms of amusement. His master, seeing the danger, denied Mortarion further access to the valleys below but this only fuelled the maturing Primarch's obsession, and when finally Mortarion escaped his home and slipped away into the darkness, it was to the sound of the curses hurled down from the miasma above by a father betrayed, promising him death should he ever return. Alas that history would prove that the charnel overlord who had raised and sheltered him was not to be the last 'father' who would have cause to curse Mortarion's disloyalty as a son.

Alone and without the toxic fog that followed the overlords when they descended from the heights, the taste of the air itself was a revelation to the young Primarch, as was the aroma of life, the sound of human speech and laughter untainted by the brackish vapour of rot or the echo of madness. He found immediately the truth he had feared, that he was kin to these who the masters preyed upon—not the masters themselves; his life had been a lie. Mortarion vowed at that moment, consumed by cold rage, to bring justice to the overlords for the countless generations of horror and sin they had perpetrated on his kind—he would bring them death.

Gaining the trust of Barbarus' feral human inhabitants was no simple task for Mortarion however, for no matter the kinship he knew he had to them, to the people of Barbarus he was as much a monster as any they had seen. For the Primarch towered over them as his charnel lord had over him, his flesh was gaunt and pale and his black eyes hollow and haunted from the waking nightmare he had thus far lived. To be shunned and outcast stung him deeply, but Mortarion bided his time, using his great strength and wits to aid the people as he could, raising walls and working the fields tirelessly to harvest in the settlement's meagre crops, knowing the time to prove himself would come. Then, one night as darkness fell, the monsters came. A lesser overlord and his shambling revenants descended upon the settlement that Mortarion was shadowing to carry off all that could not flee for their master's playthings.

With grim determination the settlers tried as best they could to fight off the encircling creatures, but knew they were doomed, for this fate had played itself out so many times before, and with no better arms than crude iron blades and burning torches they could do little more than prolong the struggle before they were taken. Into the fray came Mortarion, wielding above his head the great two-handed harvest scythe he had made for himself, its blade's span equal to the height of a man. He tore through the ranks of the unliving like a hurricane and put the shocked overlord to flight. Retreating swiftly into the toxic fog that had been his kind's surest defence against the humans since time immemorial, the *Stygian Scrolls* record that the alien's distorted features were still grinning as Mortarion plunged through the poisonous mists undeterred and hacked off the overlord's head, the first of his kind to fall in battle by human hands in generations—he would not be the last.

Mortarion's victory had bought disbelieving adulation from the human settlers, and he became to them a taciturn, remorseless prophet who promised them freedom from the terrors that had held them and above all justice and revenge. He went among them teaching war-craft and industry enough to aid in their own defence, and leading them in battle wherever he went as relentless as death itself. Soon across the benighted world of Barbarus Mortarion's legend spread and the rebellion began in earnest, and where once the 'reapings' had been one-sided massacres, now were true battles fought, and increasingly they were battles the feral humans, hardy and grim as they were, often won. But just as often was true vengeance denied the humans, as the defeated overlords would retreat into the fogs whenever danger threatened, for so-long lived were they that they were jealous of their near-immortality and would seldom risk personal destruction at the hands of their vengeful 'playthings'. This was particularly the case if Mortarion took to the field, as he had already become a feared anathema to the charnel creatures. It is possible that if they had put aside their own internal strife the charnel overlords might still have crushed the rebellion acting as one, but their hatred and distrust of each other, rendered to the keenness of a razor's edge over millennia, was stronger it seems than even their outrage and fear at the rebellion and its instigator.

With the dark powers of Barbarus retreated behind the impenetrable bulwark of the poisonous mists, Mortarion saw that victory and justice could only be attained by taking the fight to them—his people needed to be able to attack the creatures above, not merely defend against their depredations. In order to make this dream of bloody vengeance real, Mortarion recruited an army from the toughest, most driven warriors from Barbarus' feral humans and trained and drilled them relentlessly. He had them clad head-to-foot in crude iron plate forged by holdfast blacksmiths turned armourers, and armed them with heavy, hacking blades and wide-mawed blackpowder guns of his own devising. To this panoply he added crude respirator gear, the fruits of his own formidable intellect



and the efforts of the ferals' finest artificers. So were the first Death Guard born. With his army at his command the next time a charnel lord descended from the poisoned heights with its horde of surgically created horrors and tentacle-dragging flesh-hulks, they were met by Mortarion and his newly dubbed 'Death Guard' in savage battle. The force swiftly checked and then broke their enemy, slaying the charnel overlord and destroying his misbegotten army of monsters as they attempted to retreat back into the toxic fog above.

The tide of fate on Barbarus had truly turned at last, but for decades the war carried on, the charnel overlords and their issue were first forestalled, then one by one isolated and systematically destroyed. Every few years improvements in the Death Guards' breather masks and just what his feral soldiers could endure meant that the humans' counter-attacks could be pressed ever higher and another domain of nightmare besieged, burned out and toppled. Decades after Mortarion first came down from his adopted father's domain only the great charnel lord who had once named himself Mortarion's father remained, inviolate in his black and fetid manse atop the highest peak of Barbarus. Here the poisoned fogs ate through respirator masks and killed in mere moments, and even Mortarion's Primarch physiology could not endure long.

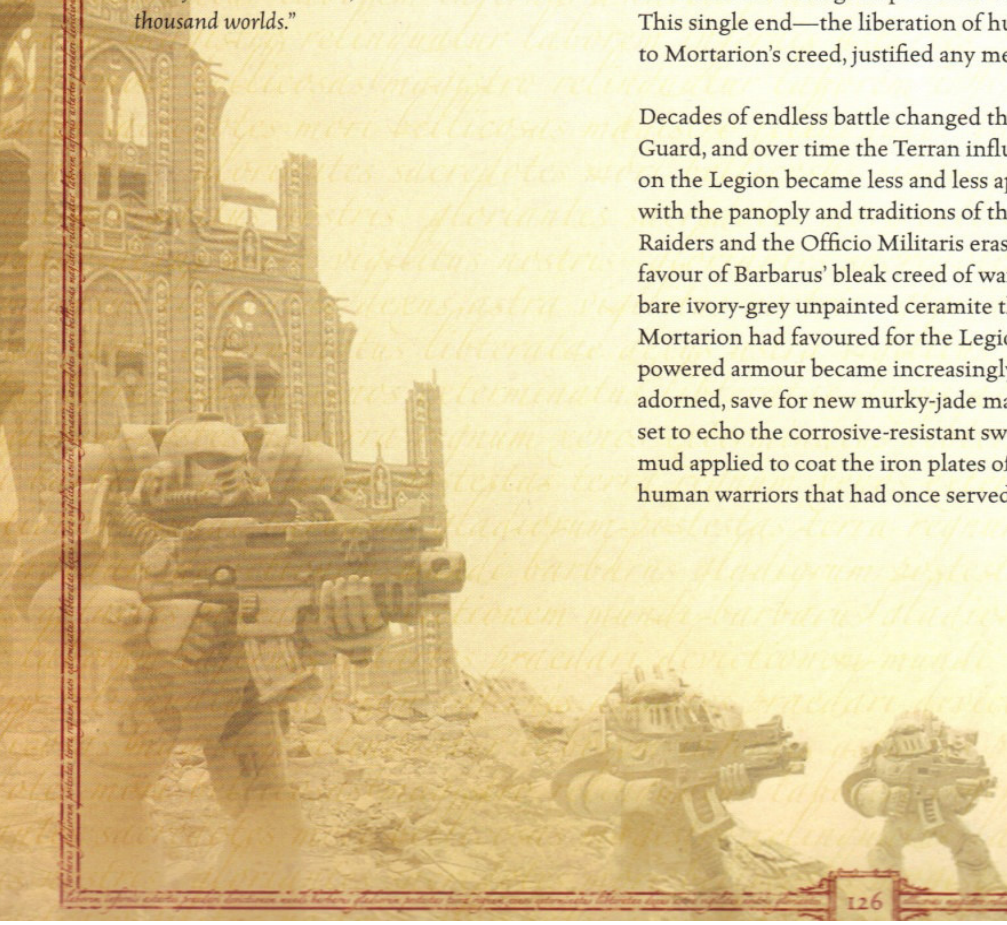
Frustrated and denied, Mortarion's world once again began to unexpectedly spin from his control, as on his return from one such unsuccessful and costly assault on the heights he found his place as saviour suddenly usurped by a shining new benefactor who had come from the stars to deliver the people—the Emperor had come to Barbarus. The *Stygian Scrolls* record what appears to be an edited and inconsistent account of Mortarion's dealings with his creator, but it is apparent that the early meetings did not go well, and Mortarion was resentful both of the intervention and the Emperor's offer of aid in slaying the last and most powerful charnel overlord he had once called father. It seems discord and malcontent were the tenor of the reunion, and that matters soon came to a head. A pact was struck that if Mortarion could defeat the last charnel overlord unaided and by his own hand, then the Emperor agreed to leave both him and Barbarus alone and pass on. However, if the bitter Primarch could not make good on his word, then the Emperor would do what he could not, then Barbarus would become part of the Imperium and Mortarion would swear his total fealty and obedience to him. Over the protests of his first Death Guard, the hostile and wroth Mortarion made good on his word and ventured into the heights alone, resolved perhaps to die if he could not endure to reach his goal. Soon he passed the smashed ruins that had once been his home and upwards he went, through the black and caustic fog to the overlord of Barbarus' bleak manse. At this murderous height the respirator the Primarch wore perished, its air-hoses rotted away and every step was ever more torturous as his flesh blistered and the tissues of his lungs and throat began to liquefy and slough away, choking him. Finally within sight of



his goal, Mortarion sank to his knees and with fading sight he witnessed the inhuman overlord he once called father coming down for him in the mists to fulfil his promise. Then from the poison fog a second, shining figure came. It was the Emperor, who struck down the charnel overlord with his burning blade. Thus was Barbarus delivered and Mortarion saved. So was Barbarus doomed to future history's judgement and Mortarion damned never to have his vengeance, bound by oath to the service of a new father.

A Mournful Unity

True to his oath, Mortarion bent his knee to his new-found father as soon as he was sufficiently recovered to do so, although his final act of defiance on Barbarus would leave scars upon him both physical and mental that would never fully heal. A skilled warlord in his own right, he was immediately given command of the XIVth Legion which carried his genetic inheritance, and did so on his own terms. Gathering them before him, a grim and spectral figure robed and bearing the great black scythe that had once belonged to his nightmarish foster-father, it must have seemed to the Terran-born Dusk Raiders that an ancient, graven image of the Grim Reaper had come before them as their new master. His words were simple and delivered in a harsh whisper that never the less carried to each and every one: "*You are my unbroken blades, my Death Guard. By your hand shall justice be delivered, and doom shall stalk a thousand worlds.*"



By this simple decree the Dusk Raiders were no more, and the records and annals from that day forward would carry this new name as one to strike fear into the hearts of Mankind—the Death Guard. In the decades that followed the renamed XIVth fought tirelessly in the service of the Great Crusade, never relenting in battle beneath their Primarch's gaze they pursued the liberation of Mankind with a fervour the Great Crusade had never known. Their restless fleet ploughed the cold void from one campaign to the next, resupplying on the move, never pausing but to make war. They did not garrison, they did not build—they only tore down and slew, coldly, determinately and with the inexorable progress of a contagion or a tsunami wave, and worlds fell before them.

Over time Mortarion shaped the creed and practice of the Death Guard, his beliefs in many ways forming a natural extension of their own, beliefs and doctrine becoming ever more refined and extreme. At the heart of them was the unshakable determination that Mankind should be free of oppression and terror. Such freedom could only be won in the Primarch's mind by destroying those that would shackle and devour us. This was a war to be fought without mercy or limit, without restraint or relenting. The battle for the human future was one that could only be won by enduring any hardship, no matter how terrible, and not shirking from any act, no matter how savage in pursuit of victory. This single end—the liberation of humanity to Mortarion's creed, justified any means.

Decades of endless battle changed the Death Guard, and over time the Terran influences on the Legion became less and less apparent, with the panoply and traditions of the Dusk Raiders and the Officio Militaris erased in favour of Barbarus' bleak creed of war. The bare ivory-grey unpainted ceramite that Mortarion had favoured for the Legion's powered armour became increasingly less adorned, save for new murky-jade markings set to echo the corrosive-resistant swamp mud applied to coat the iron plates of the human warriors that had once served the Primarch of Barbarus, and shorn of older heraldry and Terran influence. The martial stratifications of Old Earth's warmasters were done away with too, and eventually the Legion's Librarius was disbanded thanks to Mortarion's hatred of witchery such as that the hated charnel masters of Barbarus had once wielded.

The Death Guard cared little for emblems of rank—except where needed for battlefield recognition. Nor for badges of honour or trinkets to commemorate deeds of valour —instead the closest the Space Marines of the Death Guard came to such decoration was respect for the marks of battle itself on their armour, be they from an enemy's blade or bullet, or the corrosive stains of an environment none but the Death Guard could have endured. So long as the armour plate itself was not compromised such damage was left to adorn the Death Guard as a statement that there was nothing they could not endure, adding to the Legion's increasingly sinister appearance and deepening reputation among their fellow warriors.

As fresh intakes of new Space Marines came in from Barbarus, the surviving core of Terran blood became a minority as the Great Crusade burned on across the stars, the Death Guard at the forefront of the fighting in the most hellish war-zones imaginable. Although second perhaps in their father's eyes, the Terran contingent remained stubborn in the ranks, hardened veterans and a force to be reckoned with in the Legion—until the treachery of Isstvan III where Mortarion moved quickly to rid himself of these warriors who had served their macabre master faithfully despite any misgivings they may have had. Their stalwart resolve to defy death and endure would see these loyalist Death Guard stand against the onslaught of those who they once called brother on Isstvan III and extract a bloody toll on the traitor, and it would be one of their number Garro (of whom much has been written elsewhere), who with his fellows would break free of the Arch-enemy's trap and bring word to Terra of the Warmaster's treachery.

The Inheritance of Barbarus

Under Mortarion's direct command the XIVth Legion changed with rapid and edifying speed, it was as one iterator put it: *"a final catalyst was added to some alchemical mixture, effecting a violent change, transforming them into something at once dramatically different but somehow preordained, even expected."*

Their Primarch's mere presence seemed to augment and amplify characteristics that had always been present in the Dusk Raiders to new and unseen extremes, while other aspects of the Legion's established nature fell away like a shed skin. The newly christened Death Guard were remorseless, relentless and resilient. They were a tide of steel and ceramite that crashed upon a foe heedless of casualties or loss, utterly unstoppable in assault and near-indestructible in defence. Mortarion's hand and mind was at work everywhere remaking his Legion, from changing tactical doctrines to equipment procurement and, some say, behind the selection of candidates and changing practices in the Legion's Apothecarion—where he gained the latter knowledge to interfere is best left unconsidered.



A full description of what happened in the early days of Mortarion's command of the Legion remains unrecorded or deliberately obscured. The prevailing conditions on Barbarus and the foul beings that once ruled there were kept from the Imperium's wider knowledge and those who had seen the truth fell silent or, like Lackland Thorn, simply disappeared. It is believed that elements of the xenos overlords' progeny still stalked the planet's fog-shrouded mountains and deep swamps, and there were whispers that its people would have been better euthanised or displaced to a 'cleaner' world for the sake of the sanity of future generations. Mortarion would have none of this—Barbarus now belonged to its people, he declared, bought and paid for by generations of blood and terror, and its strongest sons would now serve as recruits for his new Death Guard. As for the purely human Death Guard that had once fought for him against the overlords of Barbarus, many now became the masters of that world and a dread aristocracy they soon became, while the youngest and strongest took full or partial conversion into the Legiones Astartes, heedless of the high fatality rate that late induction carried with it—deemed a small enough price to pay to continue in the service of Mortarion their saviour.

Attrition rates within the Death Guard Legion on active service were frighteningly high despite their legendary resilience. Indeed for many years of the Great Crusade only the World Eaters and Iron Warriors Legions were on occasion recorded to have spent more lives proportionately to their strength in pursuit of the Imperium's conquests. With new recruitment at issue, Barbarus itself in a short span of years became little more than a factory of sorts to produce new recruits for the Death Guard Legion, and intake from other sources of recruitment to which the Legion had title dwindled to a mere handful—unless the pressure of fatalities in the field proved too great. Mortarion's resistance to the use of bloodstock other than that of Barbarus wavered only because of the need to keep his Legion's strength battleworthy in his eyes. Recruitment solely from Barbarus was however aided by the high suitability of the planet's hardy feral population to the conversion process. Long had the humans there suffered, and only the strong survived while the demands of unknown generations on the poisonous world had left its children uncommonly resistant to contagion and toxins—a factor the Legion's gene-seed would amplify to unheard of levels.

Unit and Formation Structure within the Legion

Before they were united with their Primarch, the Dusk Raiders conformed very closely to the standard raiment of arms and organisational patterns laid out for the early Legions by the Officio Militaris. The XIVth Legion is noted in record in this period as maintaining a rounded capacity for multiple modes of warfare, although with some bias to heavy assault formations and attritional engagements, as evidenced by the particular use of close-ranged weaponry among its specialised units. With Mortarion as its master much within the Legion, including its arts of warfare, changed dramatically over time. He was at his heart an infantryman, and in his Death Guard he saw the chance to perfect the principle of the utilitarian warrior on foot who could go anywhere, fight on any ground and destroy any enemy through resilience, resolve and implacable aggression. As part of this doctrine squad formations were not largely static as with most Legions but were formed, reformed and ordered as needed. To this end a Death Guard Legionary was trained to be equally adept at any infantry role he might be called on to perform on the battlefield rather than fighting in a particular role, acting as a Tactical Marine in one battle, a support weapons operator in another and so on, with only Techmarines and other highly specialised occupations remaining separate.

At its most fundamental level the Death Guard Legion was organized around the principle of equipping individual Space Marines as well as possible, so that they could endure and prevail against any foe encountered, and operate for extended periods without resupply or support if needed. This was a dogma espoused by Mortarion which was readily embraced by the wider Legion, as it built on the independence and surety with which the Dusk Raiders had always fought. Bolter, melta and flamer were now the trinity of weapons around which their wargear was based, keeping supply needs to a minimum. Other types of ranged weapons were deployed sparingly only as the tactical situation or nature of the enemy demanded. Each Death Guard also carried a close combat blade as well—broad trench daggers, warscythes and the heavy slashing *Kukra* of Barbarus, forged of dense black ceramsteel, these brutal and efficient weapons soon became a hallmark of the Legion. This reliance on simple but effective tools of war was an outward manifestation of the cardinal belief held by the Legion that the Space Marine himself was the greatest of all weapons at the Imperium's disposal—a tireless engine of war before which any enemy would eventually succumb, or as Mortarion put it to his Legion: "*One man can murder a world given sufficient time and the fortitude to wield the blade again and again and again until death's work is done.*"

The Death Guard relied almost exclusively on its infantry to provide its strategic strength, with the bulk of tactical support firepower coming from heavily armed support squads, and latterly with considerable numbers of Terminators and Dreadnoughts—a tradition begun by the Dusk Raiders, providing reinforcement and assault spearheads where needed. This focus was also one of the reasons the Death Guard Legion developed a particularly admirable record in fighting to clear space hulks of alien infestation and for their ability to destroy fortifications and citadels from within. While the Death Guard did maintain and utilise field armour, support vehicles and transports (as Mortarion would not allow his forces to be circumvented, cut-off or left wanting for their lack), these were not given any primacy in the Legion's tactical doctrine. The only exceptions to this were dedicated siege units such as the Vindicator which was fielded in disproportionately high numbers by the Legion, alongside squadrons of Fellblade super-heavies and Land Raider Spartans in mass warfare. It was notable in hindsight—and would prove to be a telling factor on Isstvan III—that a proportionately high number of Death Guard Legion war machine crews were of Terran blood by the time of the Heresy, while the heaviest infantry strike units, particularly the Legion's sizable core of Terminator armour-equipped shock troops, were of Barbarus stock.

Legion Command Hierarchy

When the new-found Primarch was given command of his Legion, his fellow Primarchs and the Lords Militant of the Imperium no doubt waited with some expectation to see what manner of warrior this macabre addition to the ranks of the Emperor's sons would prove. The answer came in a perhaps unexpected form as Mortarion proved himself within the span of a very few battles to be one of the finest field commanders the Great Crusade had ever seen, ever at the forefront of his forces smashing down foes. The mysterious Primarch had an uncanny sense for the tide of a battle's turning, and where and when forces under his command—sometimes removed by thousands of miles from his own position—should hold ground or advance to brutal effect—so well did he perceive the ebb and flow of war. Many of his contemporaries, and indeed commentators, since have underestimated Mortarion's razor-sharp intelligence and flare for organisational simplicity and efficiency. These factors, coupled with the ability to inspire a fanatical loyalty in those of Barbarus blood who viewed him as no less than a near-divine saviour, allowed Mortarion to remake his Legion as a single instrument of his will. Of all of the Legions, it was said of the Death Guard that they were but one entity with a single purpose and one body.

Obedience and order in the ranks of the Death Guard was absolute and expected, and a clear and unbroken chain of command ran like blood in the Legion's veins. Legionaries were extensions of their sergeants' will, sergeants their captain's, and captains their commander's, and through them all were instruments of Mortarion, body and soul. Few other ranks or divisions of formal organisation existed, except in very specialized, often technical, roles and each member of the Legion knew their place and the seniority and tasks of those around them without recourse to heraldry and symbol. All conformed to Mortarion's decree without rancour or dissent, and rivalries and internal strife were observed by outsiders to be few, particularly in comparison to more notably fractious Legions such as the Night Lords or Space Wolves. When an officer died in battle, his successor stepped into his place swiftly and decisively without need for orders or discussion, and so the Legion's chain of command was seamless even under the heaviest losses, contributing to the Death Guard's reputation for endurance in war.

The overall Legion Mortarion had re-ordered into seven 'Great Companies' of considerably larger size than standard Legion organisational structures would mandate—the number seven and its derivations seeming to hold occult and ritual significance both to Mortarion and the culture of his blighted world of adoption. Notionally each company was to hold some 70,000 Space Marines, the desired strength of the Death Guard Legion's number then some 490,000 Legiones Astartes—although in reality nothing approaching this number was ever achieved. Attrition and bloodshed, as well as the constraints of time and resources,

Fearful Weapons

It is of note that the Death Guard under Mortarion quickly became associated with the use of alchem and radiation weaponry to a greater extent than any other Legion, further darkening their reputation with their battle-brothers. Simply put, the use of toxic gas, crawl-burning Phosphex and contaminated rad-shells did not rankle their Legion's honour as it did for some, while Mortarion himself was a master of such weapons and student of the most horrific arts of war, and had no compunction in their use against any that threatened humanity. Furthermore while Space Marine physiology was engineered to be resilient to such poisons and taints, the Death Guard were more so. Exposure to a pathogen or toxin that would kill an unprotected human in seconds might only inconvenience or impair a member of the Legiones Astartes, but to a Death Guard, it often did nothing at all. This led the XIVth Legion to be more and more frequently deployed into battle in warzones where hellish and lethal conditions—be they atomic, bacteriological or chemical in nature—were present, and in which they would then excel. The Great Crusade was, after all, launched to conquer worlds not destroy them, unless there was no alternative, but in such warzones, already hopelessly contaminated and unsuited for human life, the usual caveats and protocols restricting the use of contaminate weapons by the Emperor's command did not often apply. This resulted in a kind of self-fulfilling fate for the Legion, as they were ever more associated with the most nightmarish of wars and in them the use of the most terrible weapons.

A timbre of horror and charnel taint seemed to adhere to the Death Guard then, long before the Heresy was born, and they came to be to some extent shunned and suspected by their fellow Legions in a way the Dusk Raiders had never been, although in truth how much this was to do with their sinister Primarch rather than the Legion itself is debatable. Mortarion himself kept little company with his fellow Primarchs, save for Horus and Curze upon occasion, beings perhaps in some way more likened to himself than the rest, and by others such as Perturabo and Lion El'Jonson he was actively shunned. It is said by some sources that long before he actively betrayed his second father, Mortarion and his Death Guard came under suspicion to the extent that watchful Corax and the resolute Guilliman had separately brought their misgivings to the Emperor in person as to both the Death Guard's operations and just where its macabre and secretive master's loyalties lay. If this is true then the Emperor dismissed their concerns as unfounded, and in this he was tragically mistaken and the dark destiny of the XIVth Legion and its Primarch prefigured.

were to see the Legion never reach this number but the figure remains, if nothing else, a measure of Mortarion's ambition.

Elite units, favoured or chosen warriors singled out from the rest, and sub-formations within the Death Guard Legion were also noticeably lacking in comparison to other Legions, with only a few exceptions – the most notable of which were known as the Deathshroud. Singled out by Mortarion they were veteran warriors, chosen for their skill-at-arms, fearlessness and their proven endurance, and were often selected from Death Guard who had survived where their comrades had fallen, often quite literally having been left the 'last man' from an assault force or particularly bloody defence. The Deathshroud formed Mortarion's silent bodyguard, and in peace or war it was said that at least two of their number remained within forty-nine paces of their Primarch at any time.

War Disposition

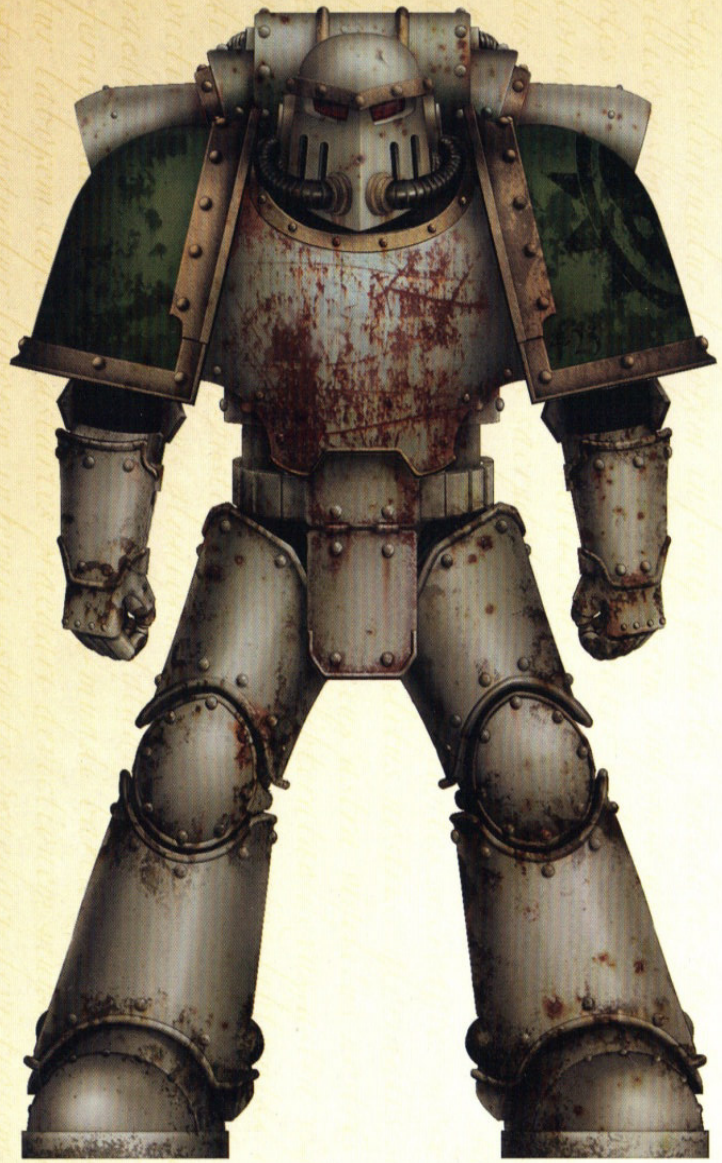
Unlike some Legions whose operations were often diffused into separate commands, taskforces and campaigns, the Death Guard were accustomed to fight as one. So it was that the XIVth Legion came to the Isstvan system with its almost complete strength, the most accurate of which placed it at approximately 95,000 Space Marines, 70 capital vessels and perhaps three times that number of smaller escort and assault craft.

For some considerable time before the betrayal the Death Guard Legion had fought beside the Sons of Horus in the galactic north, either attacking targets of extreme environmental hazard alongside specialized units, or often joining in open battle to form an unbreakable anvil against which the forces of fellow Legions caught and smashed the foe.

Deployed to the surface of Isstvan III it is believed were a little under a third of the Legion's forces, comprising the principal elements of its 2nd, 5th and 7th Great Companies, as well as a detachment of Legion Fellblades and siege gear. This numbered not only the bulk of the Death Guard's Terran blood but many others besides, forming an effective fighting force to retake the rebel world. It is not known if these non-Terran elements were also distrusted by their master Mortarion to follow him in revolt against the Emperor, or merely deemed a necessary sacrifice as part of the Warmaster's plan.

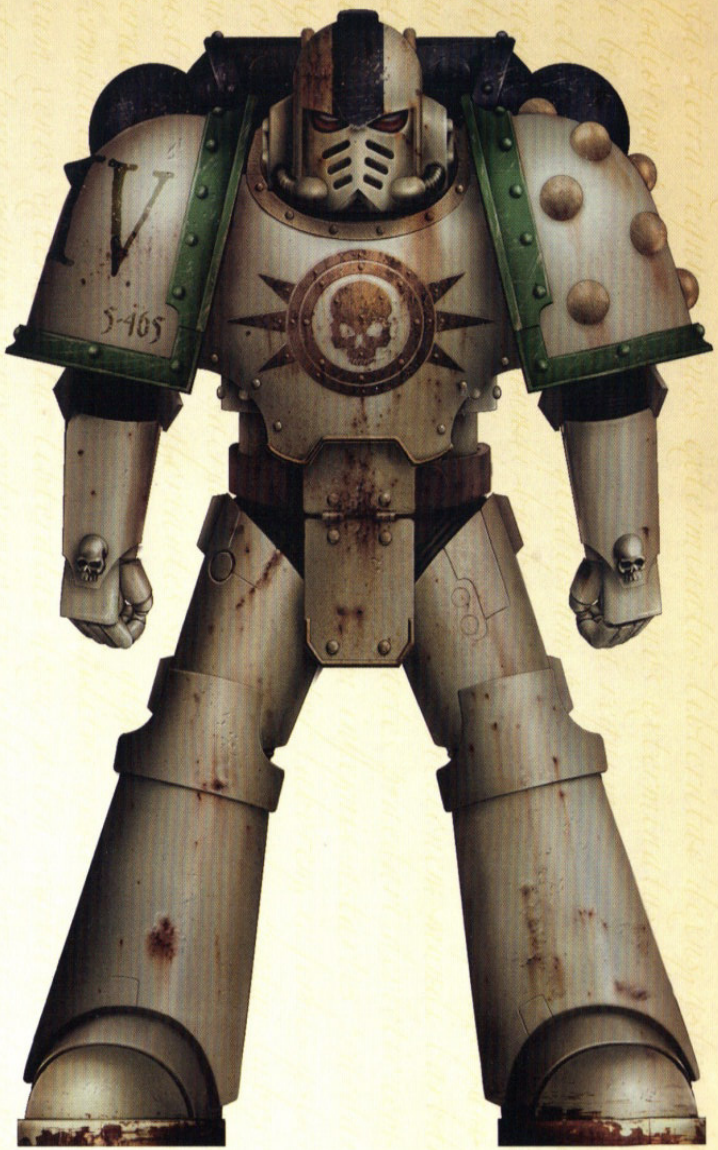
Given the observed nature of the Legion it is then all the more shocking perhaps that despite their unity of purpose and the unflinching loyalty of his Death Guard, that it seems apparent that Mortarion simply did not trust some within his ranks, particularly those of Terran stock, and so conspired in their merciless destruction at Isstvan III. So was Mortarion's betrayal felt the most keenly and bitterly by those he cast down, a loyalty scorned that turned into burning hatred of their former master. Ironically it was also Mortarion's doctrine of endurance and self-sufficiency, and the Legion's experiences fighting on the deadliest of battlefields that allowed the betrayed Death Guard to respond swiftly and effectively to their plight and danger—for in proportion it appears more of them survived the initial viral bombardment of Isstvan III than any other Legion force stranded there, and it was their dogged resistance and will to fight despite the odds which allowed them to prove such a thorn in the traitors' side.





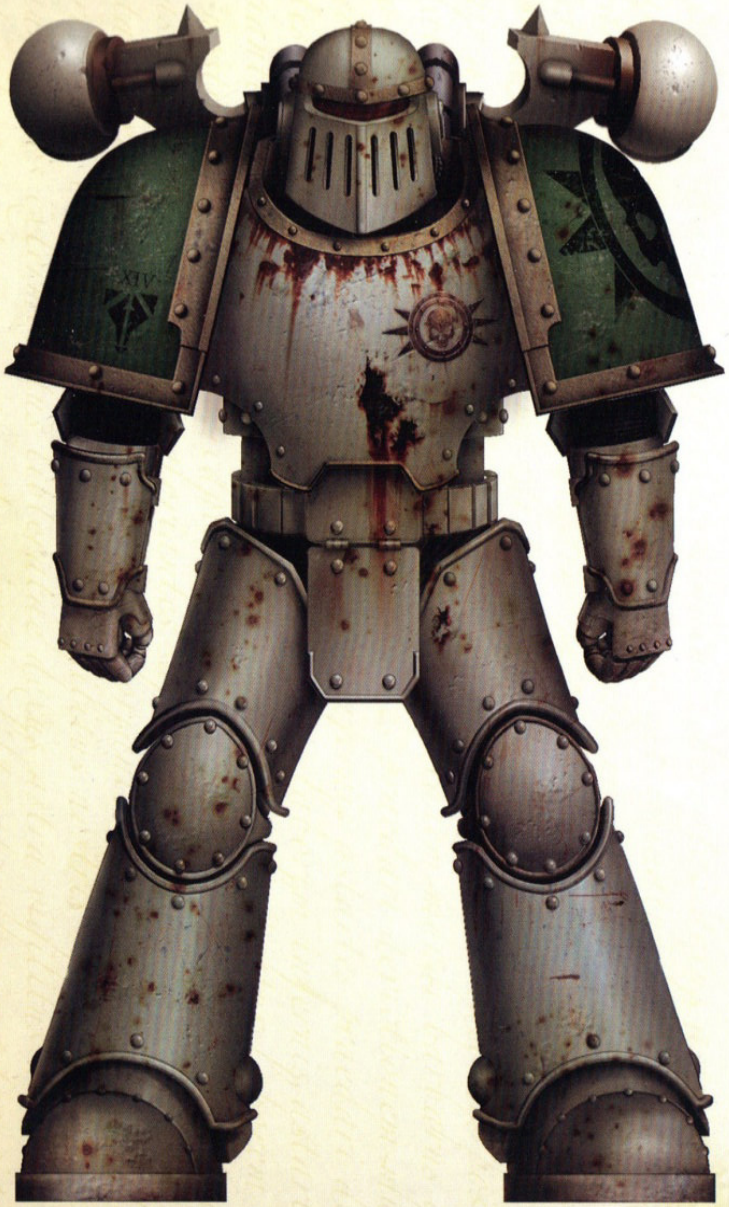
Unknown Death Guard Legionary [Pict-capture Isstvan III Atrocity]

This Death Guard Legionary epitomises his Legion's panoply and appearance during this period. Note: Limited use of iconography and heraldry: Maintenance of superficial armour damage sustained on active service as a badge of honour: Modified 'Iron' Pattern armour with enhanced life-support systems.



Death Guard Sergeant Sorruk Vasha [Pict-capture Isstvan III Atrocity]

Vasha was a Tactical squad sergeant of the Death Guard 4th Great Company, he took part in the initial assault wave sent against the rebels of Isstvan III, and owing to damage sustained by his power armour during the battle, perished to the ravages of the life-eater virus. Note: Later Legion issue 'Maximus' pattern power armour with additional molecular bonding studs used to reinforce left shoulder armour for enhanced protection in fire-sweep assaults.



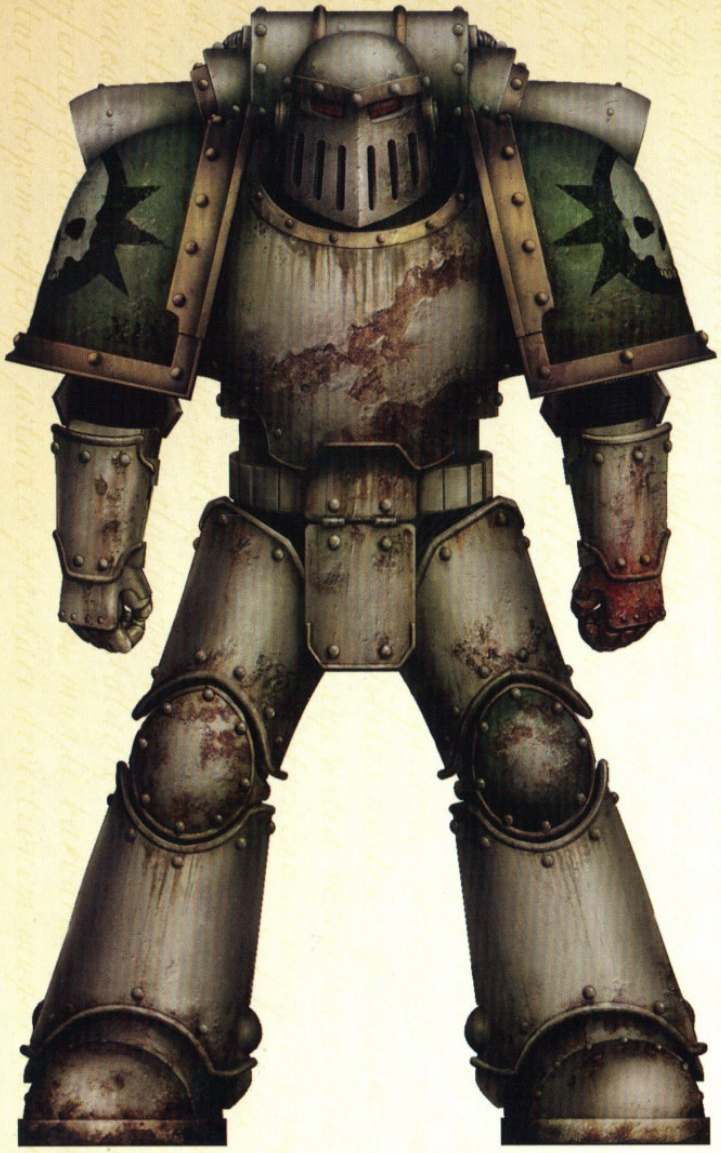
Death Guard Legionary Caipha Morarg [Pict-capture Isstvan III Atrocity]

Morarg was a Legionary assigned to the 24th Breacher squad of the 2nd Great Company of the Death Guard Legion, and fought with the traitors on Isstvan III. Note: 'Iron' pattern power armour utilising a prototype Anvilus pattern backpack unit – this variant has enhanced stabilising thruster vents to aid in void operations, but inferior rad-shielding.



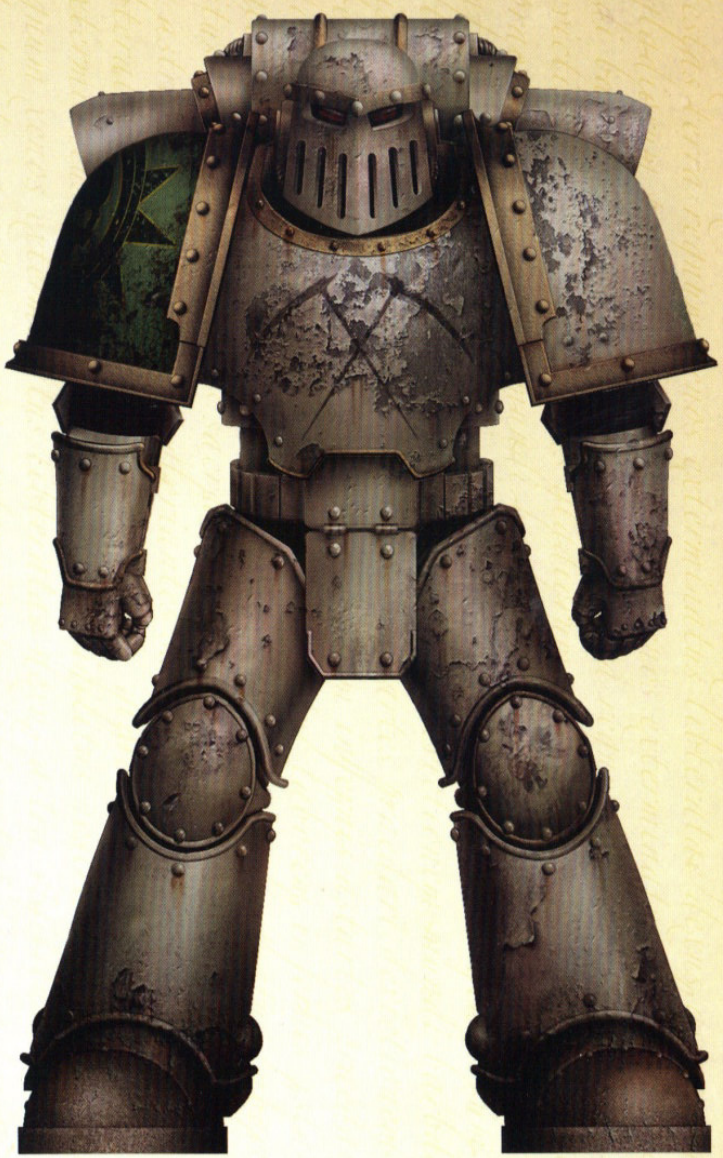
Unknown Death Guard Legionary [Pict-capture Galaspar Assault Force]

This warrior depicts early-pattern Death Guard appearance and panoply. Note: Modified 'Crusade' Pattern armour with enhanced breathing apparatus incorporated into reinforced helm.



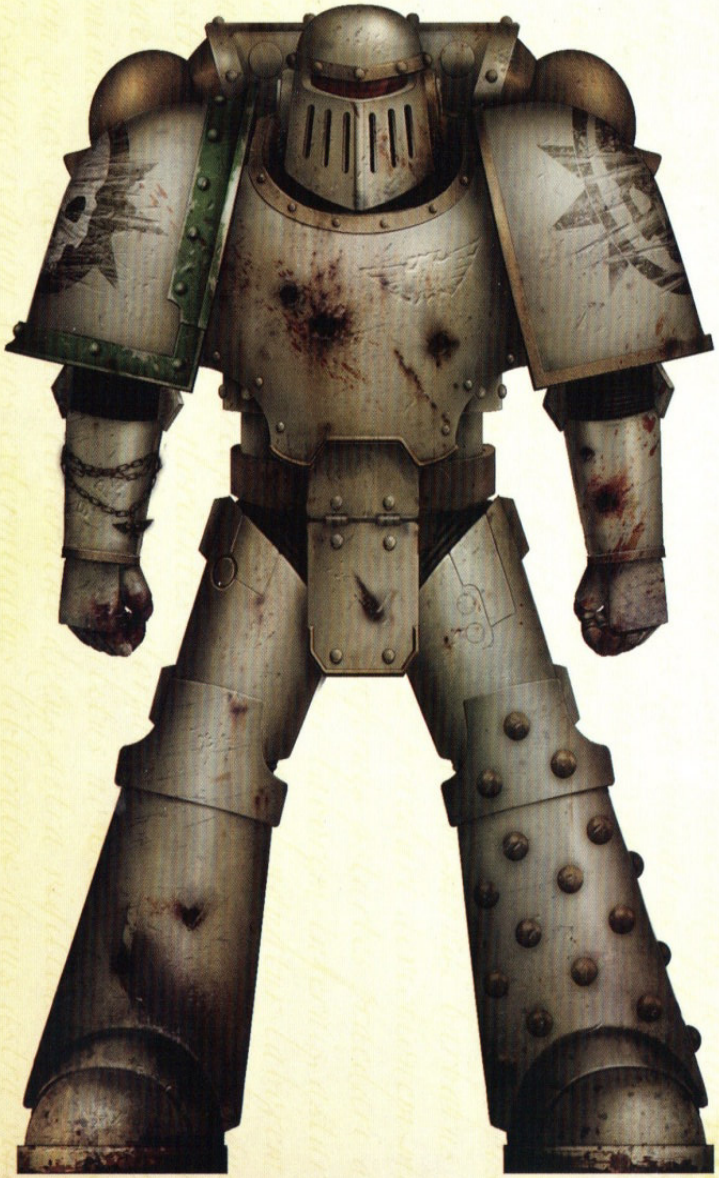
Unknown Death Guard Legionary. [Pict-capture Isstvan III Atrocity]

Believed to have been a member of the 7th Great Company, (although markings of rank and role are sparse), this Legionary Space Marine was part of the traitor onslaught that encircled and exterminated the Loyalist forces in the northern zone redoubts. Note: Corroded damage to torso plate (likely to have been caused originally by an Ork cutting-torch weapon): Heavy 'Iron' pattern armour in extensive use by the Death Guard Legion owing to its suitability for attrition warfare.



Death Guard Sergeant Taragth Sune [Pict-capture Assault on Grhendal's Moon]

Sune was a noted veteran of his Legion, having distinguished himself in action in the Battle of Grhendal's Moon against the tainted Lithovac chem-mutants, slaying their witch-mother using a damaged bracing spar as a weapon. He fought with the traitors to purge Isstvan III and was elevated afterwards to the rank of Centurion. Note: Crossed scythes emblem denoting the personal commendation of his Primarch Mortarion.



Loyalist Death Guard Legionary Kaleb Molor [Pict-capture Isstvan III Atrocity]

Kalaeb Molor fought as part of a resistance group under the command of Crysos Morturg and was valiantly slain in battle against the traitor forces of the World Eaters Legion. Note: 'Maximus' pattern armour repaired with scavenged components from the Isstvan III battlefield: Defaced Legion Heraldry: Image of the Imperial Aquila incised by hand on breastplate.



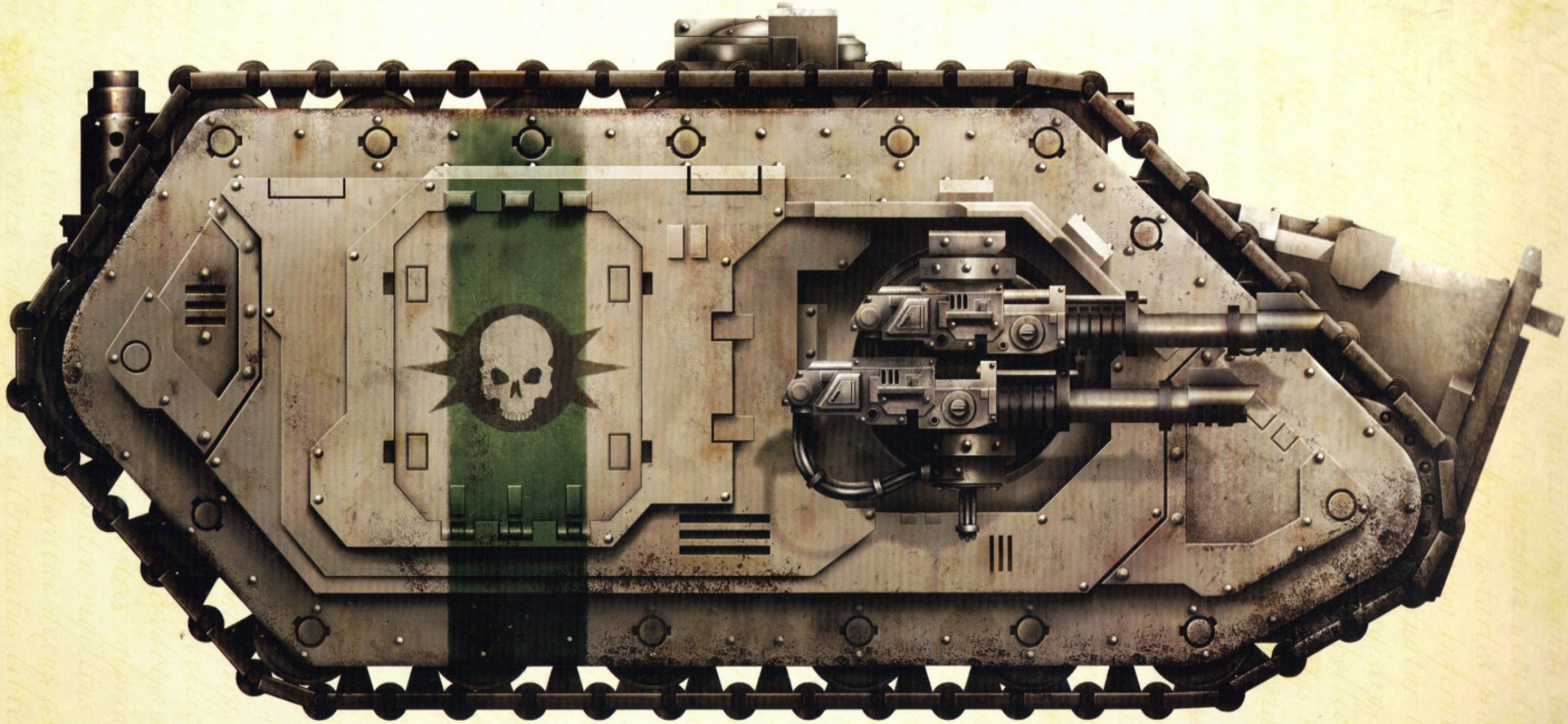
Historical Record: Dusk Raiders Tactical Space Marine [Pict-capture 3rd Trans-Solar Crusade]

Original panoply and heraldry of the Dusk Raiders Legion. Note: Base pattern Legiones Astartes power armour (retroactively designated as 'Crusade' pattern) in storm grey with crimson accent: Aquila Imperialis honour designating Legion's campaign role in the latter Unification Wars.



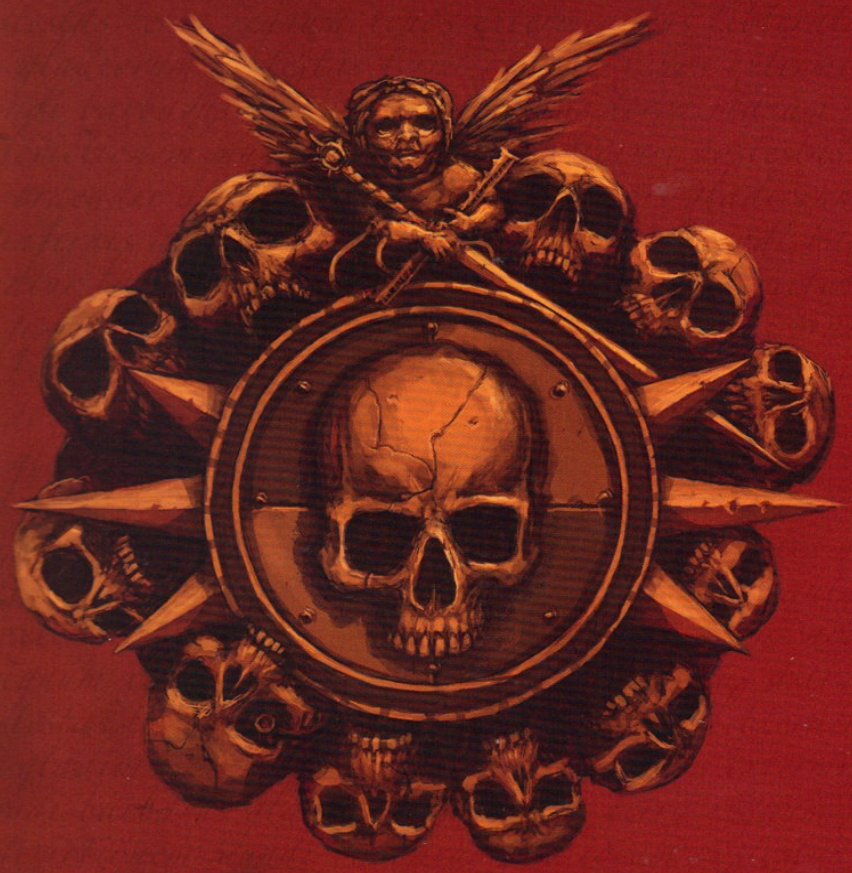
Death Guard Dreadnought Ancient Skorrvall, known also as the 'Bitterblood' [Pict-capture Isstvan III Atrocity]

A native of Barbarus from that world's first intake into the Death Guard Legion, Skorrvall was known as a darkly-tempered warrior and a survivor against the odds. Rising to the honoured rank of Standard Bearer of the 19th Chapter of the 1st Great Company, he was mortally wounded in battle with the Eldar at Neverlight and interred in a Dreadnought frame. Fighting with the Traitors in Mortarion's Vanguard at Isstvan III he killed indiscriminately during the 'Veil of Grief' incident and was badly damaged by cannon-fire but survived to later take part in the massacre at Isstvan V. Notes: Contemptor Pattern Dreadnought chassis: Commander of the Death Guard 7th Dreadnought Talon.



Death Guard Legion Spartan Heavy Assault Transport [Pict-captureIsstvan III Atrocity]

The Spartan is a development of the powerful Land Raider design, with increased size, payload capacity and firepower. Note: This example is from the Legion Strategic Reserve armoury and is equipped with standard quad-lascannon sponsons as primary armament: It was standard practice within the Death Guard Legion to use only numeric designation for their vehicles rather than name them as was practice in many Legions.



Exemplary Battles

The Conquest of Galaspar

The first major independent campaign conducted after Mortarion took charge of the XIVth Legion, the conquest of the non-compliant hive world of Galaspar, remains one of the most remarkable and brutal victories of the Great Crusade's course through the near reaches of the Segmentum Pacificus. It is also one of the then-loyal Legion's two greatest triumphs, and stands as an exemplar for their art of war.

The heart of a pocket empire consisting of eleven primary stars in cluster proximity (its limits cordoned by its lack of Navigator-enabled Warp travel), Galaspar was a main-stage hive world of perhaps thirty billion souls whose origins lie back in Mankind's early expansion. Its surface was covered with a cancerous spread of colossal sealed urban hive arcologies the rival of any found within the Solar Core in size. Outside of the fortified hives, millennia of unbound human population expansion and industrial spoil had obliterated the planetary ecology and rendered Galaspar an arid, wind-seared rad-waste, with an unprotected human's lifespan on the surface measured in minutes. Galaspar and its satrap worlds had been for centuries thrall to a bureaucratic tyranny known simply as 'the Order' which reduced its people to nameless 'labour units' to immediately be euthanised when they no longer had value to its system, and ruled through a mixture of crushing oppression and forced chemical dependence.

The Imperial Explorator ships that first entered the Galaspar Cluster were immediately fired upon and attacked by slow-moving but heavily armed fortress ships that patrolled the cluster, and all subsequent efforts at communication were met with violence. Reconnaissance and infiltration missions revealed a teeming but horrifically oppressed pocket of humanity, making it a prime target for the Great Crusade, but the estimate of military resources needed to take the cluster was extremely high. Such forces assigned to the Segmentum were unavailable at the time, with the 22nd and 11th Crusade fleets embroiled in toppling the Ork Empire of Vulga Kar, while Battlegroup Gorgon V and the White Scars Legion were occupied harrowing the retreat of the defeated Fra'al Sistrum from the Ophidia Deeps. Given the strategic position in the region it had been the decision of the Lords Militant to blockade the Galaspar Cluster until sufficient forces could be concentrated to overwhelm it in what would be a gruelling and bloody campaign of compliance. This was a decision swiftly overturned by the word of the Emperor, whose intercession was achieved by the direct petition of Mortarion, his most recently found son.

For Mortarion the sins of the Order could not be allowed to stand for another generation, year or day, not even for another hour before being punished. So it was that without warning the XIVth Legion fleet crashed through the outer defences of the Galaspar system like a black comet from the heavens, and like the comets of old were said to do, they portended doom. Driving before it a wedge of engine-harnessed asteroids and suicide-locked fire ships to soak up incoming attack waves, Mortarion's core of battle-barges and capital ships simply bludgeoned through the system's outer-defences on a direct course for their target world. Ignoring the outer planets and spiralling rings of gun-stations, and braving the withering fire of the slow-moving fortress-monitors, the Space Marine fleet plunged on without giving response, leaving the foe futilely struggling to pursue in the Death Guard's wake.

Mortarion cared nothing for secondary targets or the cold progress of fleet engagements, for him the fight was on the surface of Galaspar. A tumult of missiles and macro-shot erupted from the planet and shattered the last of the ablative spearhead of asteroids and bomb-laden derelicts that formed the fleet vanguard, their explosive deaths showering burning debris and crash-bombs on the wasteland below and temporarily blinding the surface batteries to what lay beyond. The Death Guard capital ships drew in close unleashing a hurricane of their own supporting fire

while Mortarion's personal command for the attack, the specially configured assault barque, the *Fourth Horseman*, descended amid the firestorm and ash. Too late the defensive batteries saw the three-kilometre-long assault ship plunging down through the tortured heavens and tried to recalibrate weapons designed to engage targets beyond the atmosphere to little avail. With gargantuan arrest-thrusters firing at the last moment the *Fourth Horseman* smashed into the upper structure of Galaspar's primary hive-fortress like an arrow launched from the bow of a vengeful god. The resulting hive-quake toppled spires and crumbled defensive barbicans to rubble, killing uncounted thousands in minutes as the *Fourth Horseman* came to rest deep within the structure of the half-collapsed hive, a great wound opened up behind into which a dark steel rain of Legion drop pods and Storm Eagle Gunships came down in the barque's blazing wake. Far above, the remainder of the battered Death Guard fleet withdrew at full burn away from the anger of the injured world, its task done. Their poison had been injected into the heart of Galaspar —11,000 grey-clad Space Marines with Mortarion's spectral figure at their head. Death had come.

Galaspar's primary hive fell in a night and a day as the Death Guard spread out with relentless, steady pace, killing any man or woman who took up arms against them, sundering bulkheads and taking strongpoints one after another, trampling their defenders into the bloody dust beneath their heels. The troops of the Order, so long accustomed to obedience and fear from those they oppressed, now found themselves recoiling in terror at the onslaught of an enemy whose power and implacability they could barely comprehend, let alone counter. The Order's generals blindly continued to force battalion after battalion of its drugged slave-soldiers against the armoured giants inside their walls, hoping to hold them back with sheer weight of numbers if nothing else. The result was slaughter on an unimaginable scale as the Death Guard defended choke points and captured block-forts against their former owners. They faced heavily defended redoubts heedlessly withstanding withering fire, and tore apart human wave-assaults that came at them with their blades and gauntleted fists as stubber rounds and las-shot uselessly careened off their armour. Relentlessly the pattern of attack was repeated again and again—the Death Guard seized ground, destroyed the counter attack that followed and advanced in its wake. They flooded access chambers with burning Phosphex and cut power junctions, plunging entire levels of the hive into utter darkness which they shredded with screaming bolter fire. Everywhere it seemed was Mortarion—a vision of Death himself it must have seemed to the chem-fogged minds of the slave soldiers, his great scythe reaping a bloodbath butcher's tally. Fear became panic even the war-chems could not overcome and panic became a rout. Broken and driven before the Death Guard, the Order and its troops had nowhere to go but down into the desperate sanctuary of the lower levels of the hive where its colossal hellish infrastructure of power systems and mechanisms were kept, or out into the rad-wastes beyond with whatever protection they could find, but even here the remorseless Death Guard followed and slew them. So were the oppressed masses left at the mercy of the grey figures in their burned and blood-drenched armour, cowering in their dormitories in terror, but from Mortarion and his Death Guard they had nothing to fear.

With Galaspar's primary hive the Death Guard's dominion, their Techmarines took charge of the master controls of the main planetary orbital defences too, which were quickly disabled. The way was then open for the Death Guard fleet's return and the skies were darkened with the full force of the Legion's planetfall. The other fortress-cities remained and the Order was not yet defeated however. Like a disturbed nests of soldier insects, the secondary hives spewed forth tens of millions of soldiers and thousands of armoured tanks, unleashed into the wastes to repel the invaders. But quickly the Galasparans found that to venture forth from the fortified walls was suicide as the Death Guard moved across the poisoned wastes with ease, turning the savage environment and shrouding storms to their own advantage. With the Death Guard fleet in control of the skies, the fate of any army attempting to take the field en masse was certain destruction, while piecemeal they were eradicated by the armoured warriors stalking the wastes. Soon each hive city became no more than a death-trap for any that tried to defend it as methodically each was besieged, broken open and brought under the Death Guard's control—any offers of surrender ignored. Simple victory for Mortarion, no matter the staggering odds against which it was taken, was not enough. Squads were despatched after what few members of the Order survived. There would be no mercy and no relenting in the Death Guard's punishment, whether the enemy had to be run down in the poisoned, reeking hive-sumps or across the blasted rad-wastes, not one survived.

When the Imperial support fleet arrived to process the vanquished and take stock of this new prize gained for the Imperium, they were horrified by the aftermath of the slaughter the Death Guard had wrought and the meek, cowering terror that had been inspired in those billions that had been 'liberated' by them. The people of Galaspar, the oppressed subjects of the Order, were now almost childishly eager to accept the Emperor's servants and adopt their ways, but try as they might the Administratum notaries could not dissuade the Galasparans from carrying out to the utmost degree the last task Mortarion had set for them before his Legion's departure—the tally of the dead.

In the wake of the conquest of Galaspar, the cluster of worlds it had once dominated capitulated with terrified speed, all willing to submit to Imperial compliance under any terms so long as they were spared the reaper's scythe. So were more than a hundred billion human lives delivered into the Imperium's grace.

The Death Guard Fleet

Although not as numerically large as the dedicated warfleets of certain Legions (notably the Imperial Fists, Sons of Horus and Dark Angels), the Death Guard possessed a high proportion of heavy capital units, many of which were not only of considerable size and power but in several cases unique—being relics of the lost Dark Age. The names of these vessels had entered into legend well before the Great Betrayal and would live on in infamy long afterward, such as the battle-barge *Reaper's Scythe* which often served as Mortarion's flagship and the stage for much of the Legion's rituals and rites. Others included the *Terminus Est*, a Dark Age survivor believed the better of any Imperial vessel of its class in service, while the *Fourth Horseman* was configured as a ramship able to make orbital descent attacks despite its tremendous size. Perhaps most ill-reputed before the Heresy was the goliath battleship *Mia Donna Mori* – an engine of destruction known to carry enough Exterminatus-class alchem and bio-kill weaponry within her armoured vaults to end life in an entire sector if unleashed.



Legio Mortis

Title: The Legio Mortis Ordo Titanica

Militaris Grade: Primus

Patent: Pre-Imperial, Martian Mechanicum

Warden Domain(s): Mars, Retlaxi (secondary Forge-fortress)

Cognomen: The Death's Heads

Allied War Houses: Morbidia, Ju'll, Senica

Allegiance: Tratoris Perdita

The name of the Legio Mortis was feared and distrusted by many within the Imperium long before the betrayal and horror of the Horus Heresy was to unfold. Originating in the pre-Imperial Age of Strife they were, according to the legends of the Martian lexmechanics, one of the 'Triad Ferrum Morgulus'—the three originating Titan Legions created by the besieged Cult Mechanicum during the bloody wars to take back the Red Planet from the degenerate hordes of Cy-Carnivora and mutant scavers that had overwhelmed Mars after the fall. As was recorded in the iconography of their seal, the purpose of their creation was twofold: firstly to stand sentinel at the gates of the Fabricator-general's domain as tireless guardians, and second, the annihilation of all life that would threaten the Machine Cult, and as such they were both sentry and exterminator. Grim, dour and secretive, they had gained a dark repute during the conquest of Mars as merciless and sinister that would only grow as the centuries passed, and it is lost now in time whether they gained their common name, "Death's Heads", from their iconography, the ritual onyx skull masks and sable robes their princeps wore or their long practice of arraying the skeletal remains of those they had slain across the armoured pediments of their war machines as trophies.

Bound they were by rite and tradition in personal loyalty to the office of the Fabricator-general, and many times were they used both against his enemies in war (for Mars was not truly pacified until the coming of the Emperor), and as a weapon to maintain his authority among the Fabricator-general's own and punish recalcitrant magos and

even other Titan Legions when needed. This history garnered them few friends or allies and their long standing rivalry with their fellow members of the Triad Ferrum Morgulus, most notably the Legio Ignatum, and their contempt for the 'upstart' Titan Legions of other Forge Worlds than Mars was well known. In particular the Legio Venator could not be trusted to fight alongside them without the threat of civil conflict erupting after the events of the Accatran Compliance. Their reputation as an infamously fractious and insular force—whose allegiance many within the Imperium's military staff believed remained solely to the Fabricator-general and to the Emperor not at all resulted in the tragic irony of the Legio Mortis' assignment to the personal flag of Horus Lupercal of the Luna Wolves for the tacit purpose of guaranteeing and deepening their loyalty to the Imperium. Notwithstanding smaller battle groups assigned to the Legio Mortis' Forge-fortress on Mars and to the blockade of the Uhn Holdfast, the bulk of the Titan Legion's active strength was assigned as the Titan backbone of the 63rd Expeditionary fleet under Horus. With the charismatic and deadly Primarch they fought in over a hundred campaigns in the latter decades of the Great Crusade, and the ashes of countless worlds and the bones of scores of different races adorned their war engines. During these years of blood and battle a new loyalty was indeed forged for the Legio Mortis, but it was not to the distant Emperor but rather Horus Lupercal, and pledged they became to his standard above all, following him willingly into treachery.

On Isstvan III elements of the Titan Legion had already descended to the surface where what few elements of the Legion that were not trusted were quickly purged. It was to the Legio Mortis in their sealed war engines that Horus' plan had given the coup-de-grâce to the few loyalists expected to survive the initial virus bombardment, but as matters transpired what was to be an extermination to scour the survivors evolved into a wholescale battle and Horus ordered the full Titan-Legion deployed to smash the husks of the hive cities and break the loyalists' resistance, and for the first time Legiones Astartes met Legiones Titanicus in open conflict.

Material Strength

Thanks to its ancient history and its close ties to the Fabricator-general of Mars and his coterie, the Legio Mortis was one of the numerically largest and best equipped of all of the Titan Legions at the outbreak of the wars of the Heresy. Conservative estimates place their disposition at or around two hundred God-machines in active service, as well as having two battalions of specialised support armour, five Skitarii Auxillia Legions and a close air-support phalanx of nine squadrons bound to their service. Only the Legio Destructor is believed to have been able to put more battle-Titans into the field at the war's outbreak. In particular the Legio Mortis was known to possess a strong contingent of the most powerful classes of Titan: the Imperator, the Nemesis and at least one Apocalypse pattern God-engine. While the bulk of their number were Warlord, Reaver and Nightgaunt classes, Scout-class Titans such as the Warhound were represented in relatively small proportions to the whole.





The Mars Pattern Reaver-class Battle Titan
"Ferrum Mori"

War Maniple Ferrum Mori

The Divsio Militaris of the Legio Mortis
Collegiea Titanicus
Deployed to the Traitor's Cause, Isstvan III



Ferrum Mori



Hand of Ruin



Dread Wake



Mortmain



Myrmidon Rex



Sothis



Blood Wolf



Carrion Crow



"The matter was decided long before the first shot was fired, long before the Warmaster fell, long before the Imperium rose from the ashes of the Age of Strife. It was not a moment in history; it was a fulcrum in human destiny. We were fighting that battle when we first kindled fire and sharpened stone. We are fighting it still."

-Excerpt from the suppressed Neo-Terran Credos

The Death of Isstvan III Campaign

The Isstvan III campaign presented in this section allows you and your friends to refight the desperate and bloody battles of the betrayal and slaughter which set the galaxy of the 31st Millennium afire. Designed to be used with the Crusade Legion army list found later in this book, this chapter offers a structured narrative campaign in which you take command of the forces ranged on Isstvan III. There are new missions, rules for scenery and battlefield traits, and a story-driven timeline of events which frames the games you will play. Taken together the contents of this campaign are a tool box you can use to taste the ashes of betrayal or light the fires of treachery on your own gaming table.

The Isstvan III campaign shown here is a narrative campaign system designed for use with the 6th edition rules of Warhammer 40,000, based in part on what we have used in earlier Imperial Armour books, so if you have already played our Badab War campaign, for example, there is much here you will find familiar, as well as a great deal more besides. At the Betrayal at Isstvan III campaign's heart is the story of Horus' and his followers' treachery and the slaughtering of his own Legions, and the refusal of the betrayed to lie down and die, but to resist with doomed valour and bitter vengeance.

The path laid out by this story is clear: on Isstvan III Horus virus bombed the surface of the planet, scoured it with fire and then an assault was launched into the ruins to wipe out any survivors, who in turn fought valiantly to delay the traitorous Warmaster's forces and sold their own lives dearly, allowing those who knew the truth of the great betrayal to escape to warn Terra. These are the 'facts' so to speak, but although the loyal Space Marines were doomed, there was much for them to fight for: to make the traitors pay a heavy price in blood, and to provide time for others to get word to the Emperor of the treachery of four of his Primarch sons, and to have revenge themselves upon their betrayers.

For their part the traitors needed to eliminate the loyalists swiftly, and ensure that their treachery remained a secret. Thanks to their perfidious attack, the traitors had the initiative and the chance to use the cloak of false loyalty to prepare a decisive series of attacks against the Imperium. Every day the battle on Isstvan III dragged on increased the chance of discovery, and bled the traitors of the resources they would need to strike against the Emperor. These are the stakes of the Isstvan III campaign. As players you follow the path of these events, but with the outcome of your games deciding who grasped victory or fell short of their destiny.

How the Isstvan III Campaign Works

The Isstvan III campaign is played between two sides: one representing the Loyalists of the four Legions, the other the Traitors. The campaign moves through four Campaign phases. During each phase the two sides play games against each other, with the sides in each game representing the Loyalists and the Traitors. At the end of each phase the results of the games played determine which side has won that phase of play. Winning a phase gains the victorious side an ongoing benefit for the remainder of the campaign. Victory in the fourth and final phase means victory in the campaign as a whole.

Note that because the important crux of this system is that in every game one side must take the part of the Loyalists and the other the Traitors, with each game's outcome contributing to the results of the campaign, the actual number or size of games played need not be fixed (and team games and the like can be included without difficulty).

This structure allows the advantage to swing between the two sides without one side being certain of victory before the campaign's conclusion; one side may have a considerable advantage over the other, but both sides will have all to play for going into the final phase, and even a side which has been defeated in the first three phases can snatch victory from the jaws of defeat at the end!

The Armies

All players in the Isstvan III campaign must have an army drawn from the Space Marine Legion Crusade army list (see page 183 onwards). Ideally these should reflect the four Legions that were present at Isstvan III as part of the story, namely the Emperor's Children, World Eaters, Death Guard and Sons of Horus.



What do you need to run this campaign?
At its simplest all you need to run this campaign is two willing players with two Crusade Legion forces (or their stand-ins!), but it is expandable enough to be used by large groups of players with little or no modification.

It is possible to complete the campaign by playing a single game per Campaign phase, 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 phase.

When applied to a larger scale the campaign structure can comfortably accommodate many players of varying levels of involvement and can be run for several months' worth of games if desired. This large scale campaign will likely need a larger collection of terrain and space and time to be played in, and along with this more player commitment and a greater amount of effort to bring to a satisfactory conclusion.

The larger the campaign, the more it will also benefit from having one participant as referee and organiser rather than player to help things run smoothly and record the results impartially (while everybody else involved should be at pains to help out and support, not to mention thank them!). Of course the result of such a grand campaign can be truly memorable and is one of the most satisfying of gaming experiences.

When starting your campaign you may want to consider how strict you wish to be in regards to players taking armies from other Legions. The only restrictions on the selection of armies are those imposed by the player's chosen side. Armies of a particular side may only take certain special characters, legendary units and allied forces appropriate to their Legion. These rules are largely presented with this assumption in mind.

Alternatively you may wish to play out your version of the events on Isstvan III (for example, one where there were Alpha Legion amongst the Loyalists and White Scars amongst the Traitors), or even simply use this campaign's framework and adapt it to an entirely different story setting, though this may take considerable extra work. In these cases then you may want to be much more open to other army choices taking part. Whichever approach you take ultimately don't let too much get in the way of having fun.

The Phases

The Isstvan III campaign is divided into four phases. Each of these phases represents a stage in the war across the surface of Isstvan III and a progression of the story of the scouring of the loyalists from the four Legions. As such each phase has a theme that carries through from the story on to the gaming table and the phases move forward as games are played or as real world time passes.

The outcome of the games played within a phase grant each side Campaign Points (or CPs). The side with the largest number of Campaign Points at the end of a phase wins that phase and gains a lasting benefit for their side. The side that is victorious in the fourth and final phase has won the campaign.

Campaign Points
Games played gain each side Campaign Points, and at the end of the phase the side with the greatest number of Campaign Points has won that phase. If both sides have an equal number of Campaign Points at the end of a phase, then neither side has achieved advantage over the other and neither side gains the Rewards of Victory.

The number of Campaign Points gained from a game varies depending on the Campaign phase and scenario played. Some scenarios are worth more in different phases, and some grant Campaign Points for the players meeting certain conditions or achieving outcomes other than clear victory.

All of these variations are listed in the Campaign Points section of each phase.

Each phase also has a single Legendary Battle attached to it. This battle represents a key moment in the story of the Isstvan III campaign, whether it is a desperate attempt by the loyalists to get news of Horus' treachery to the Imperium, or the moment when the Primarch Angron descended to the planet's surface to kill his sons with his own hands. Victory in a Legendary Mission is worth a larger number of Campaign Points than any other kind of mission, and can be a superb climatic battle for the end of each phase.

Campaign Duration
A Campaign phase may last until an agreed number of games has been played or until a specified length of time has passed. Once either of these conditions has been met the phase ends, Campaign Points for both sides are totalled and the phase victor determined. The next phase then begins.

The number of games, or maximum duration of a phase, must be agreed before the start of the campaign and should be kept as constant as possible throughout the campaign. You may set the number of games and maximum duration as you like. As a guide the number of games in a phase works well if it is roughly equal to or just below the number of players in the campaign. You can of course set your games to a much higher figure if you think your group can manage this (if, for example, you get together to play multiple games in a weekend regularly, etc).

A good maximum duration to set for your campaign is roughly equal to how long you think it will take to play the number of games in a phase you decided on comfortably. So, if you have set the length of a phase as three games, and you reckon your group can easily play three games in two weeks, set the time limit for the phase as two weeks.

The reason for having both a time limit and number of games to be played in a phase is that it keeps the campaign moving forwards and gives it a definite 'end' which players can have in sight, which can also help to keep people motivated and interested.

For example: The Isstvan III campaign is being played out by a group of four friends. Between them they reckon they can play three games every two weeks. They set the length of each Campaign phase as at least three games played or two weeks in length. In the first week of the campaign the group, seized by excitement, plays five games in a single day. This then constitutes the whole of the first phase, as more than three games have been played in an easily definable period. In the second phase the group reaches the end of two weeks with only two games played, and the second phase ends because the phase has lasted two weeks, even though only two games have been played.

The Rewards of Victory
Victory in a Campaign phase earns the winning side a benefit that applies to it for the remainder of the campaign. This benefit is listed in the description of each phase.

Zone Mortalis
This is an Imperial Armour expansion for Warhammer 40,000 dealing with fighting desperate and bloody battles in confined and deadly spaces with an attendant range of special terrain and optional rules, and is used as part of the optional mission types within the Betrayal at Isstvan III campaign, representing the deadly tunnel fighting that went on in the shattered under-hives and ruins of the desolated planet. Rules and basic missions for Zone Mortalis games have been included in this book (see page 168 onwards) for your convenience, and you can include Zone Mortalis terrain in the battle missions provided for the campaign.

Legendary Battles
Each Campaign phase also has a single legendary battle listed. These are special, one-off missions which represent a key pivotal moment in the story of the battle of Isstvan III, and are often highly unusual in make-up, and quite deliberately biased to one or the other side. However the rewards in terms of CP for winning such a battle for the 'underdog' outweigh any other individual battle in the phase! Regardless of how many players you have per side or how many games you play in a particular phase, you should only ever play a phase's unique legendary battle once per campaign.

If your group has a large number of players, it's a good idea to nominate a 'champion' to fight the legendary battle (to the praise or good-natured vilification of them afterwards, depending on the outcome) and change who this is from phase to phase.

Winning the Campaign
The side, Traitor or Loyalist, which is victorious overall in the campaign's fourth and final phase is the winner of the campaign.



Designers' Notes & Other Options

Other Battles and Other Victories
Your campaign isn't limited to the games we have presented here. If you and your friends wish to play additional missions of your own devising, or use other Warhammer 40,000 supplements, Battlefleet Gothic, etc, you can do so. The Betrayal at Isstvan III campaign can accommodate any type of game and the themes and events of the campaign are linked closely to missions in this book, but these missions cannot encapsulate every battle, skirmish or event of a campaign that involved hundreds of thousands of combatants spread across an entire planet. In such a war there is room for you to play any type of game you wish. Victory in any game of this type will grant 1 CP to the victor's side.

Using Special Rules and Warzone Traits
Some Campaign phases have special rules or Warzone Traits that are applied to all games played as part of that phase. These are intended to be characterful and interesting representations of the events and conditions found on Isstvan III during the battles of the Betrayal. It may be that these rules throw up difficulties if applied to missions and games found in other sources you may wish to include outside this book. If this happens feel free to not include the special rules for that game or modify them in a mutually agreed fashion to make them work.

Changing Sides

The Isstvan III campaign is about loyalty and betrayal, so it is only fitting that a player may decide he is on the wrong side during the campaign. A player may elect to change sides at the start of a new phase (so long as the other players agree). They may only do this once during the campaign. This can also be a good way of rebalancing the number of people or active players on each side.

The Campaign Phases

There are five phases to the Isstvan III campaign. These mirror how the war on the planet progressed: from the first assaults by the traitors, through the loyalist retreat and counterattack, to the traitors landing reinforcements, and eventually annihilating the loyalists in a series of last stands.

Phase I: The Ashes of Treachery

With the firestorm guttering to embers and the shock of the murderous betrayal still sinking in for the disbelieving loyalist survivors, the traitors, forced to commit to the attack by the actions of the bloody-tempered Angron and his World Eaters, launched a rapid assault on the surviving loyalists hoping to wipe them out in short order.

Campaign Points

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

- Blood Feud (see page 152): The Traitors gain 4 CPs for a Victory, the Loyalists gain 3 CPs for a Victory and 1 CP for a Draw.
- Cometh the Red Angel (Legendary Battle, see page 158): The Traitors gain 5 CPs for a Victory; the Loyalists gain 3 CPs for a Victory or a Draw.
- Other Isstvan III Battle Missions: 2 CPs for a Victory to either side, 1 CP for a Draw.
- All other games: The victorious side gains 1 CP, no CPs are awarded for a Draw.

Special Rules and Warzone Traits

The following special rules and Warzone Traits apply to all games played as part of this phase unless noted within a particular mission description:

Dug-in: The Loyalists may take up to three Fortification choices as an allied contingent, as opposed to the usual one (see Age of Darkness Battles on page 184) in Age of Darkness battle missions during this phase.

Orbital Assault: In Age of Darkness battle missions, the Traitor side may opt to deploy any Infantry, Jump Infantry or Walker unit held in reserve using the Deep Strike rules. If a unit may already deploy via Deep Strike (unless by Drop Pod), then they may assault on the turn they deploy via Deep Strike contrary to the usual rules.

The Rewards of Victory

Traitors – The Point of No Return: Baptised in the blood of their brothers the Traitors are bound to their new cause and will not falter. All Traitor units with the Legiones Astartes special rule increase their Leadership value by +1 (up to a maximum of 10) for the remainder of the campaign.

Loyalists – Tenacity: The Loyalists hold on to the structures that protected them from the life-eater virus and firestorm. All Loyalist armies may take an additional Fortification (see Age of Darkness Battles on page 184) than they would usually be allowed in any mission where this is relevant, and grant a single infantry unit in their force chosen from their primary detachment's Troops selection the Infiltrate special rule.

Phase II: Isstvan III Burns

The Traitors deploy forces en-masse into the carcasses of Isstvan III's murdered hives and ruins now the die of battle has been cast, bent on cleansing them of the Loyalists that survived the bombardment in the tunnels with overwhelming force. The Loyalist survivors however are determined to make those who have betrayed them pay dearly for their sins, while a brave desperate attempt is made to warn the Imperium of the Warmaster's treachery.

Campaign Points

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

- Zone Mortalis Battles (see page 168): Missions played using the Zone Mortalis rules (see page 168) are worth 2 CPs to the victor's side, no CPs are awarded for a Draw.
- Isstvan III Battle Missions: Worth 3 CPs for a Traitor Victory, 2 CPs for a Loyalist Victory, 1 CP to either side for a Draw.
- Apocalypse Games: Worth 5 CPs for either side for a Victory, 1 CP to either side for a Draw.
- The Flight of Truth (Legendary Battle, see page 160): Worth 7 CPs for a Loyalist Victory, 2 CPs for a Loyalist Draw or a Traitor Victory.
- All other games: The victorious side gains 1 CP, no CPs are awarded for a Draw.

Special Rules and Warzone Traits

Cities of Death Deployment: Unless playing a Zone Mortalis or other specialised game, terrain for the missions where appropriate should be generated using the following modified version of the method shown in the *Warhammer 40,000 Cities of Death* expansion, as shown here:

The terrain is intended to represent a ruined city, and so will require a large number of ruined buildings – at least five substantial buildings or ruins, and four or five other terrain pieces are recommended for a 6' x 4' table layout. Craters, vehicle wrecks, statuary and shattered industrial machinery, etc, are all appropriate to represent the dead cities of Isstvan III.

Roll off between the players. The winning player selects and places a single ruined or intact building from the pool of available terrain within 12" of the centre of the table.

After this the players then take it in turns to place terrain, placing all available ruins and buildings first. All terrain must be placed within 8" of a piece of terrain already on the battlefield. This continues until all terrain has been placed on the battlefield, or until both players agree that they are satisfied with the battlefield.

The central building/ruin is classed as an Isstvan III Mysterious Structure, other ruins and buildings are not classed as such in this particular game.

The Rewards of Victory

Traitors & Loyalists – Tunnel Assault: The side that wins this phase may use the hive tunnels and subsurface passage network to strike at their enemy. Once per game an infantry unit without a Dedicated Transport held in reserve may deploy by Deep Strike anywhere outside their enemy's deployment zone. No scatter is rolled for this Deep Strike deployment. The unit automatically arrives where intended.

Phase III: The Death of Hope

With the full brunt of the Warmaster's forces now upon them, including reinforcements from the Traitorous Death Guard and Emperor's Children Legions, the beleaguered Loyalists are woefully outnumbered and outgunned as a wave of systematic destruction overtakes the planet. All that is left is for the Loyalists to undertake desperate counter attacks against the Traitors lest they be encircled and annihilated.

Campaign Points

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

- Fire Tide (see page 153): The Traitor gains 4 CPs for a Victory and 1 CP for a Draw. The Loyalists gain 3 CPs for a Victory and nothing for a Draw.
- Counter Thrust: Legendary Battle (see page 161): The Loyalists gain 5 CPs for a Victory and 2 CPs for a Draw. The Traitors gain 3 CPs for a Victory and nothing for a Draw.
- **Zone Mortalis and Other Isstvan III Battle Missions:** Either side gains 2 CPs for a Victory and 1 CP for a Draw.
- **All other games:** The Victor gains 1 CP for their side.

Special Rules and Warzone Traits

The following special rules and Warzone Traits apply to all games played as part of this phase:

Ash and Darkness: Many of the Loyalists' counter attacks took place under cover of night or in the grim twilight brought about by the soot clouds that blotted out the sunlight as a policy of wreaking ever greater destruction on the world to root out the Loyalists was undertaken. Before the armies deploy, but after Warlord Traits have been determined roll a D6:

D6	Result
1-2	The game is played normally.
3-5	The Night Fighting rules apply for the duration of the game.
6	Night Fighting is in effect for the duration of the game and, in addition, any target that is more than 24" away from the firer may only be fired at using the Snap-shot rules.

The Rewards of Victory

Traitors – Renewed Bombardment: The counter attack provokes Horus to begin systematic bombardment of the planet to aid in the annihilation of the survivors. The Traitors gain the Preliminary Bombardment special rule in all games except Zone Mortalis missions for the final phase.

Loyalists – Guerrilla War: The Loyalists have unexpectedly stolen the strategic impetus and thrown their attackers into disarray, enabling them to strike against the Traitors as they choose even as their own numbers dwindle. The Loyalists may steal the Initiative on a 4+ during the final phase of the campaign.

Phase IV: The Bitter End

Hopelessly outnumbered and outgunned, the Loyalists are reduced to a few scattered bands holding out against the overwhelming might of the traitors and the evil of Horus. They will die that is all but certain, but they are the Legiones Astartes—Space Marines and loyal warriors of the Emperor and they are determined to extract a grievous blood price for the Traitors' victory and in so doing they may yet have dealt Horus' newborn rebellion a grievous wound.

Campaign Points

- **Extermination (see page 157):** The Victor gains 3 CPs for their side, no CPs are awarded for a Draw.
- **The Death of Gods and Angels: Legendary Battle (see page 162):** The Victor gains 7 CPs for their side, no CPs are awarded for a Draw.
- **All other games:** The Victor gains 1 CP for their side, no CPs are awarded for a Draw.

The Rewards of Victory

The side that wins this phase has won the Isstvan III campaign. Feel free to brag!

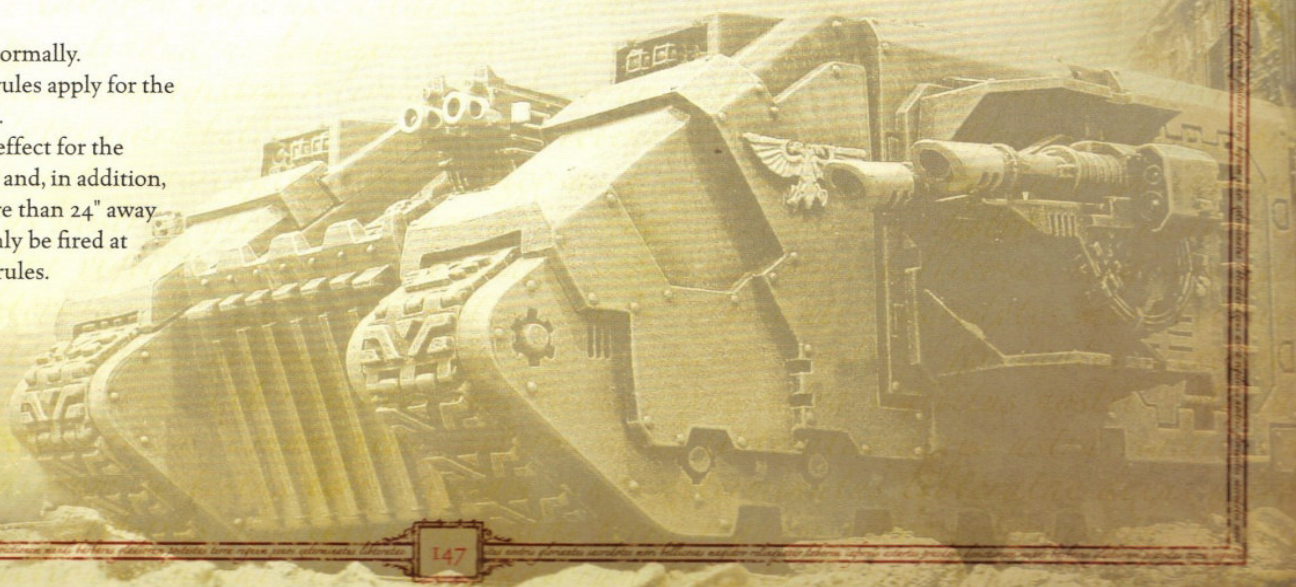
Special Rules and Warzone Traits

The following special rules and Warzone Traits apply to all games played as part of this phase.

The Final Blow: The Traitors have penned the remaining Loyalists in and can assault them at a moment of their choosing. The Traitors are automatically the 'Attacker' where relevant, and have the first turn in any mission played. The Loyalists may attempt to steal the initiative as normal.

The Last Stand: In games with a variable game length, the Loyalists may opt to re-roll the dice to determine if the game ends or continues.

From Hell's Heart, We Will be Avenged!: In any mission other than Apocalypse games, Traitor independent characters killed as part of a Challenge combat are worth one additional Victory point (just as for completing a secondary objective) for the Loyalist player.



Isstvan III Battle Missions

The following six mission types represent the bulk of the fighting that occurred on Isstvan III and are intended to be used for the majority of games played in the various phases of the campaign, representing the clash and counter-clash of the dug-in Loyalists and the attacking Traitors as they fought for control and survival in the blasted cityscapes and ruins of this once inhabited world turned charnel house.

Unless specified differently in this section, all the rules and advice given in the Fighting a Battle chapter of the *Warhammer 40,000* rulebook also apply to fighting Isstvan III battle missions (this includes but is not limited to the rules for setting up terrain, placing objectives, scoring units and deployment, the first turn, game length and victory conditions).

In all cases, in addition to the listed victory conditions for any particular Isstvan III battle mission, completely destroying the enemy force is always a victory.

The Armies

The armies chosen for these games should be taken from the Space Marine Legion Crusade army list found from page 183 onwards in this book, modified where appropriate by the specific Legion appendices for the Sons of Horus, Emperor's Children, World Eaters and Death Guard Legions. Isstvan III Battle Missions are intended for use with the Age of Darkness force selection rules (see page 184) and so the player has access to the Lords of Battle allied detachment in games played at 2,000 points or more.

The Primarchs Angron, Horus, Fulgrim and Mortarion are available only to players on the Traitor side. No matter how many players are on a particular side, no more than one of each Primarch may be taken, regardless of the size of battle (there is only one Horus!).

Size of Game

Isstvan III battle missions are intended for use with armies of 1,500-2,500 points. The players involved should agree on the points limit in advance.

Special Characters

The Crusade army list appendix contains a number of special characters for the Loyalists and Traitors for the campaign, in addition to the Primarchs. Each of these special characters is unique, so a player cannot include multiples of the same special character in an army. Special characters roll for their Warlord Traits as normal unless noted in their profile.

Allies

Allies for this campaign may be taken from the Age of Darkness allies matrix (see page 185), however, your current choice is limited to the material contained within this book as details for other Legions, etc, have not yet been published!

Fortifications

The use of Fortification detachments may be restricted or increased depending on the Campaign phase being played, otherwise the standard rules for fortification selection and deployment found in the *Warhammer 40,000* rulebook are used.



The Missions

Having selected your armies for fighting the battle, determine which Isstvan III battle mission you will be playing. This may be done either by mutual agreement or by randomly rolling for mission type on the Mission chart:

D6	Mission Type
1	Blood Feud (see page 152)
2	Fire Tide (see page 153)
3	Shatter Strike (see page 154)
4	Onslaught (see page 155)
5	Dominion (see page 156)
6	Extermination (see page 157)

The Battlefields

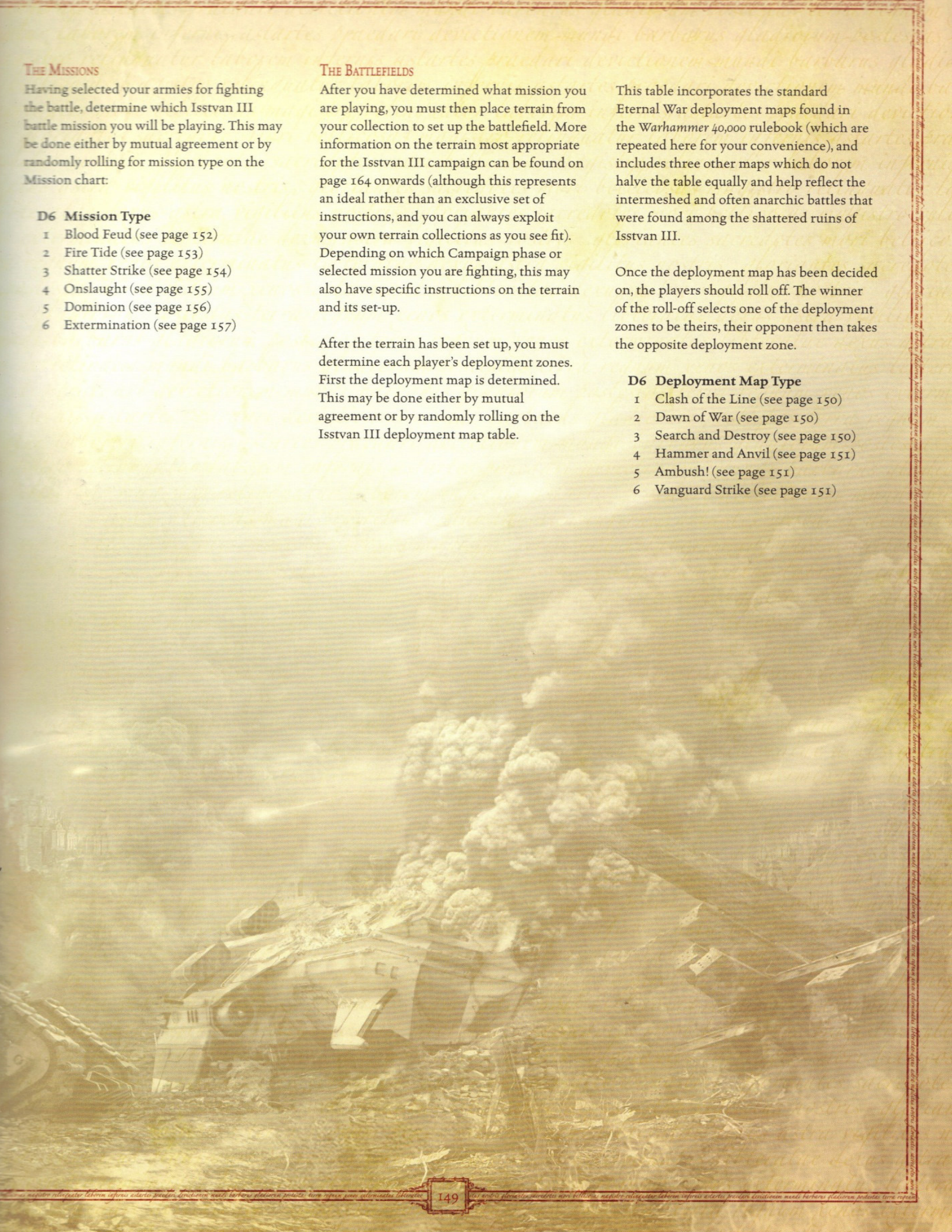
After you have determined what mission you are playing, you must then place terrain from your collection to set up the battlefield. More information on the terrain most appropriate for the Isstvan III campaign can be found on page 164 onwards (although this represents an ideal rather than an exclusive set of instructions, and you can always exploit your own terrain collections as you see fit). Depending on which Campaign phase or selected mission you are fighting, this may also have specific instructions on the terrain and its set-up.

After the terrain has been set up, you must determine each player's deployment zones. First the deployment map is determined. This may be done either by mutual agreement or by randomly rolling on the Isstvan III deployment map table.

This table incorporates the standard Eternal War deployment maps found in the *Warhammer 40,000* rulebook (which are repeated here for your convenience), and includes three other maps which do not halve the table equally and help reflect the intermeshed and often anarchic battles that were found among the shattered ruins of Isstvan III.

Once the deployment map has been decided on, the players should roll off. The winner of the roll-off selects one of the deployment zones to be theirs, their opponent then takes the opposite deployment zone.

D6	Deployment Map Type
1	Clash of the Line (see page 150)
2	Dawn of War (see page 150)
3	Search and Destroy (see page 150)
4	Hammer and Anvil (see page 151)
5	Ambush! (see page 151)
6	Vanguard Strike (see page 151)



Deployment Maps

1. Clash of the Line
Clash of the Line creates two opposing arrowhead-shaped deployment zones. When deploying in either of these zones, no unit can be deployed within 12" of the centre of the board during standard deployment.

The player's own table edge is the narrow edge which forms the rear of their 'arrowhead'.

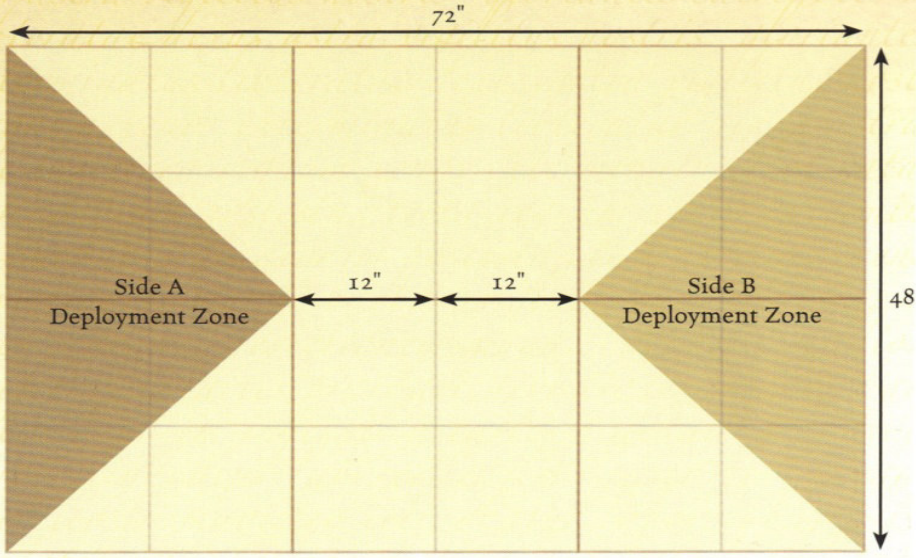
2. Dawn of War
If you are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

For Dawn of War battles, a player's board edge is the long board edge touching his own deployment zone.

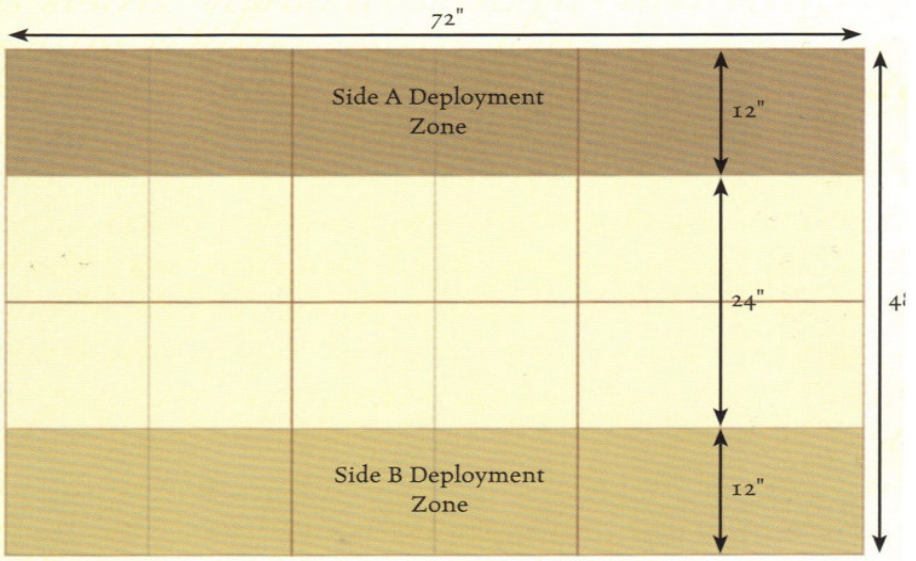
3. Search and Destroy
The Search and Destroy deployment map divides the table into four equal quarters. Each quarter constitutes a deployment zone. Units may not be deployed into the circular 18" diameter area at the centre of the table.

A player's table edges are any that form part of their deployment area.

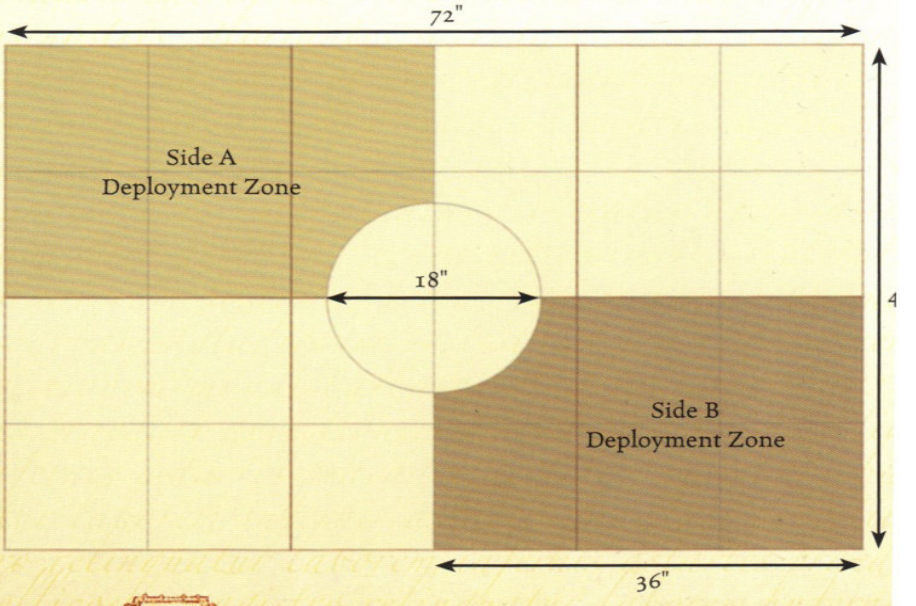
Clash of The Line



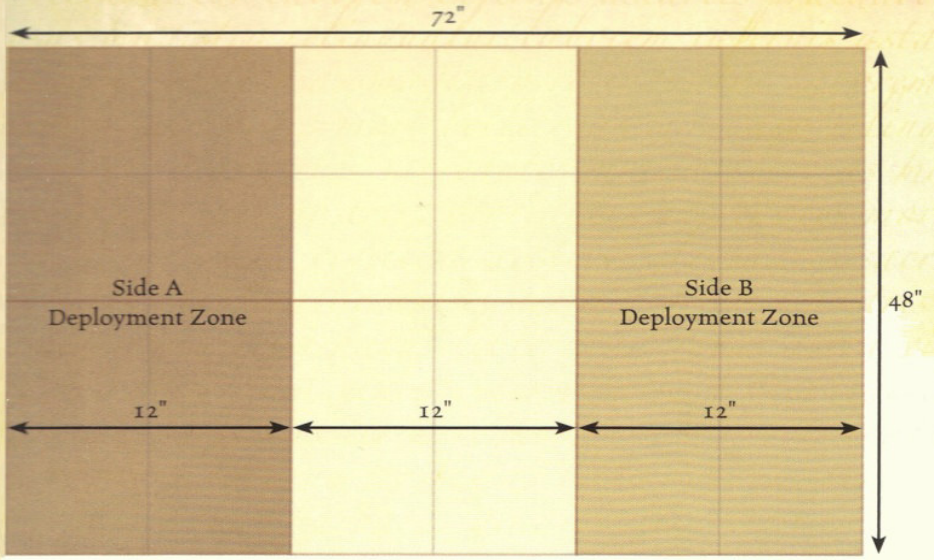
Dawn of War



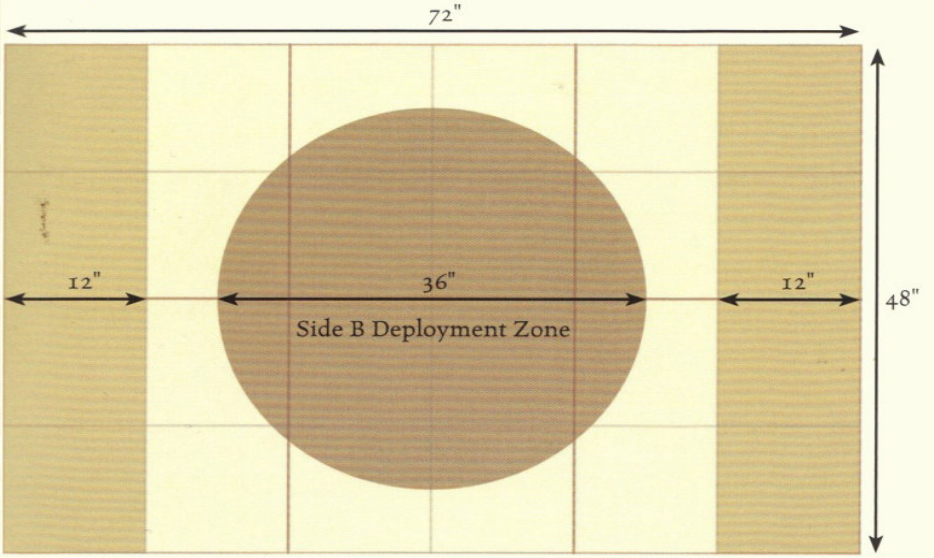
Search and Destroy



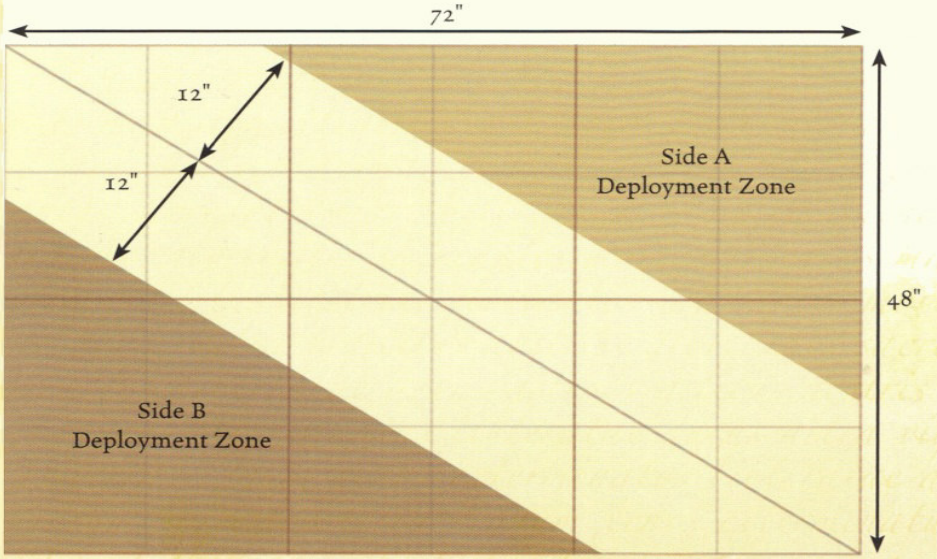
Hammer and Anvil



Ambush



Vanguard Strike



4. Hammer and Anvil
If you are using the Hammer and Anvil deployment map, the board is divided into two equal halves across its width.

For Hammer and Anvil battles, a player's board edge is the short board edge touching his own deployment zone.

5. Ambush!
The Ambush deployment divides the table into two deployment areas: a central defender's area (representing the force being ambushed) and two deployment areas on the narrow table edges which are both available to the opposing player, representing the 'attacking' forces that have set up the ambush.

The player winning the roll-off may opt to take the part of the Attacker or the Defender, their opponent then takes the opposing deployment type.

The narrow table edges are the Attacking player's while the long table edges are the Defending player's (with any of the Defender's reserves entering by the long edges, representing reinforcements rushing to relieve the ambushed force).

6. Vanguard Strike
If you are using the Vanguard Strike deployment map, the board is divided into two equal halves across its diagonal. Agree with your opponent which diagonal you will play across or randomise to decide.

For Vanguard Strike battles, a player's board edge is the long board edge touching his own deployment zone.

Mission 1: Blood Feud

"Blood will have Blood, Sorrow piles upon Sorrow, Vengence breeds Vengence."

Ancient Terran Proverb

With the blade of civil war drawn and wetted with the blood of brothers there was no turning back, and as the survivors of Horus' treacherous blow awoke to a new world of horror, the fires of vendetta burned in their hearts. There could be no relenting and no forgiveness, only war!

The Armies
Choose the armies as detailed on page 144.

The Battlefield
Determine your deployment map (see page 149), set up any player-owned fortifications, and then set up terrain for your battlefield. Depending on the campaign phase you are playing, this may change the way you set up the terrain.

Deployment
Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where necessary.

Roll off. The winner may choose to deploy first or second. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone. Rules for deploying into fortifications, infiltrators, scouts and transport vehicles, etc, are as found on page 121 of the *Warhammer 40,000* rulebook.

First Turn
The player who deployed first also has the first turn, unless their opponent can Steal the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission lasts for six turns.

Victory Conditions

Blood Feud's victory conditions are based on the wholesale destruction of the enemy's fighting strength. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
At the end of the game each side gains 2 Victory points for each enemy unit with the Infantry or Jump Infantry types (other than Independent Characters) that they have completely destroyed. For any other unit they have destroyed at the end of the game they gain 1 Victory point.

Secondary Objectives
Slay the Warlord, First Blood and Last Man Standing (the side with the greatest number of surviving units at the end of the game gains an extra Victory point).

Mission Special Rules

Reserves and Isstvan III Mysterious Terrain (optional).



Mission 2: Fire Tide

"Let this fire spread across planets and consume stars. Let all become the pyre from which the new age will be born."

Erebus, First Chaplain of the Word Bearers,
Words of Offering at the bombardment of Isstvan III

In the face of loyalist resistance the traitors began to bombard the ruined cities with inferno warheads. As this second tide of fire marched forward, the traitors advanced in its wake. Amongst the ruins of Isstvan III's great cities the loyalists watched the sky fill with smoke and flame, and determined to hold their positions no matter what came for them out of the inferno.

The Armies
Choose the armies as detailed on page 144.

The Battlefield
Determine your deployment map (see page 149), set up any player-owned fortifications, and then set up terrain for your battlefield. Depending on the Campaign phase you are playing, this may change the way you set up the terrain.

Place Primary Objectives: The players take turns to place D3+2 Primary objectives. These may not be placed within 12" of each other or any table edge. Roll off to see who places the first objective.

Deployment
Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where needed.

Roll off, the winner may choose to deploy first or second. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone. Rules for deploying into fortifications, infiltrators, scouts and transport vehicles, etc, are as found on page 121 of the *Warhammer 40,000* rulebook.

First Turn
The player who deployed first also has the first turn, unless their opponent can Steal the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission uses the rules for variable game length (see page 122 of the *Warhammer 40,000* rulebook).

Victory Conditions
This mission uses objective markers. 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
At the end of the game each Primary Objective Marker is worth 3 Victory points to the player that captures it.

Secondary Objectives
Slay the Warlord and First Blood (see page 122 of the *Warhammer 40,000* rulebook).

Mission Special Rules
Mysterious Objectives (optional).

Reserves – Only units with the Deep Strike special rule may be held in reserve in this mission.

Raging Inferno
At the start of each of the Shooting phases the player whose turn it is places an Inferno marker on the table. An Inferno marker is a 40mm diameter marker topped by a suitable representation of fire. The marker scatters 3D6" once it has been placed. Any models within 6" of the marker suffer a Strength 5 AP- hit (vehicles are struck on their rear armour).

Inferno markers remain in play and will cause hits against models within 6" at the start of each subsequent Shooting phase.

Burning World
Additionally, if an Inferno marker ends up on or in a piece of terrain, then that terrain ignites and becomes Dangerous terrain if it were not so already. In addition for the purposes of the Inferno marker, the terrain piece now blocks line of sight entirely for any model shooting through it (targets within may still be targeted normally but gain the Stealth special rule if they do not already have it while within the environs of the burning terrain).

Mission 3: Shatter Strike

"There is no fortune good or ill in war that is not bought but dearly. The trick, I have always found, is to ensure it is someone else that pays Lady Death's price."

The Right Honourable Dracosan Carcosta
Rogue Trader Militant

The ebb and flow of disorganised and chaotic battlefields, where lines of battle become all too readily blurred, can leave vital targets suddenly exposed or offer opportunities for swift advance and surprise attack for the commander with the wit and speed to exploit them.

The Armies
Choose the armies as detailed on page 144.

The Battlefield
Determine your deployment map (see page 149), set up any player-owned fortifications and then set up terrain for your battlefield. Depending on the Campaign phase you are playing, this may change the way you set up the terrain.

Deployment
Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where needed.

Roll off. The winner may choose to deploy first or second. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone. Rules for deploying into fortifications, infiltrators, scouts and transport vehicles, etc, are as found on page 121 of the *Warhammer 40,000* rulebook.

First Turn
The player who deployed first also has the first turn, unless their opponent can Steal the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission uses the rules for variable game length (see page 122 of the *Warhammer 40,000* rulebook).

Victory Conditions
The victory conditions of this mission are tied to taking ground from the enemy. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Each player scores 2 Victory points for each scoring unit within the enemy's deployment zone at the end of the game. Scoring units for this mission are any with the Infantry subtype except for independent characters (including jump infantry, etc).

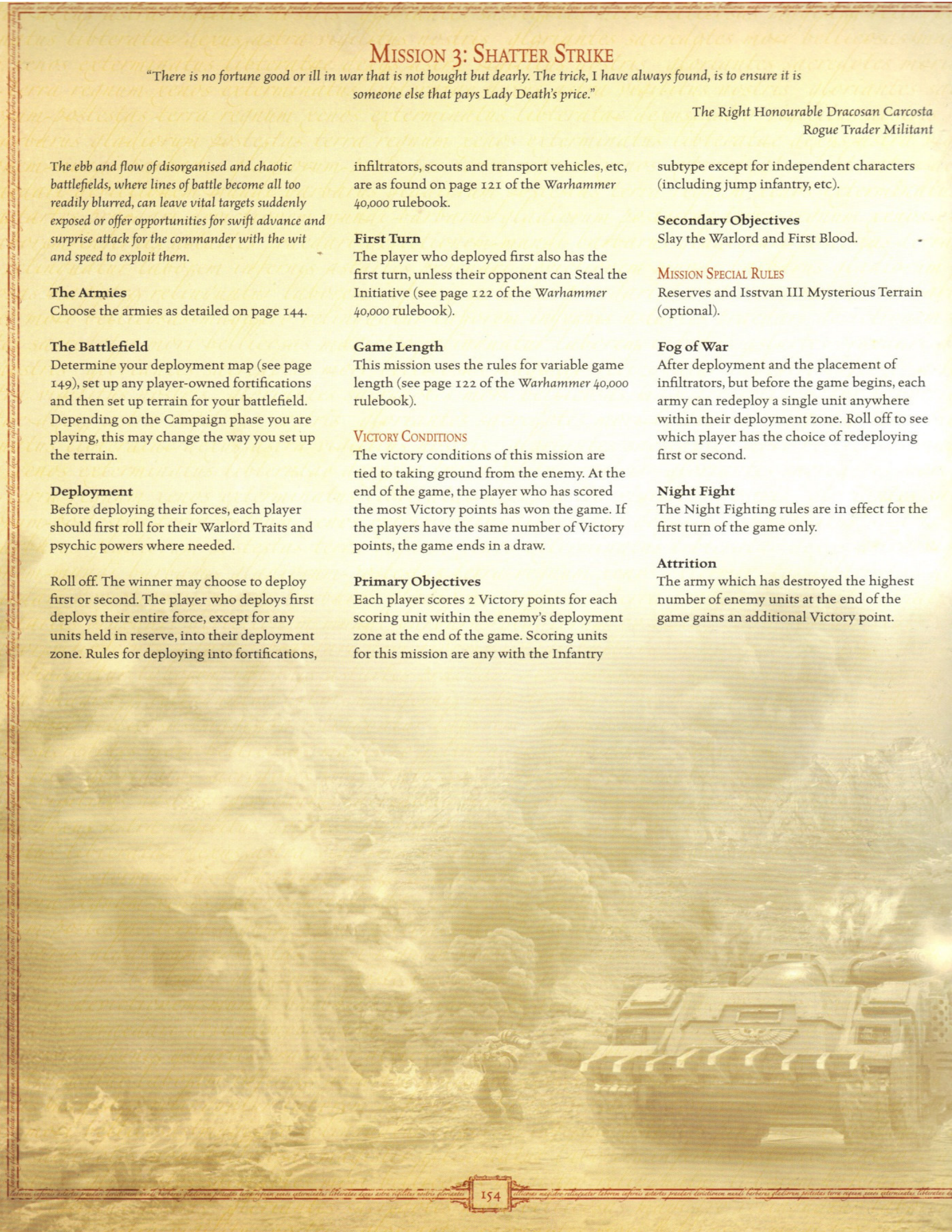
Secondary Objectives
Slay the Warlord and First Blood.

Mission Special Rules
Reserves and Isstvan III Mysterious Terrain (optional).

Fog of War
After deployment and the placement of infiltrators, but before the game begins, each army can redeploy a single unit anywhere within their deployment zone. Roll off to see which player has the choice of redeploying first or second.

Night Fight
The Night Fighting rules are in effect for the first turn of the game only.

Attrition
The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.



Mission 4: Onslaught

"Victory is won by the precise application of superior force at the point of maximum vulnerability. All else—deft manoeuvre, honour, glory, skill-at-arms— all are worthless trivia in comparison, no matter what pretty lies my brothers may spout to the contrary."

Perturabo, Primarch of the Iron Warriors

Given the bloody attrition that occurred in the most heavily fought over sectors of the Isstvan III warzone, the only option for either side, loyalist or traitor, to break the impasse that neither could afford, was all-out attack with the hope of overwhelming the enemy with sheer ferocity and momentum. Given the bellicose and bitter nature of the combatants, the most common response to such an attack was immediate counter-assault with everything that could be mustered to the fight.

The Armies
Choose the armies as detailed on page 144.

The Battlefield
Determine your deployment map (see page 149), set up any player-owned fortifications, and then set up terrain for your battlefield. Depending on the Campaign phase you are playing, this may change the way you set up the terrain.

Deployment
Before deploying their forces, each player should first roll for their Warlord traits and psychic powers where needed.

Roll off. The winner may choose to deploy first or second.

Staged Deployment: Rather than deploy their entire army at once, the player who deploys first deploys a single unit to the table, then their opponent deploys a unit, in a particular order as follows. After this has been done the two players continue to alternate deployment of their units until they have both fully deployed (except any units held in reserve, etc). It is entirely possible that one side will run out of units to deploy before the other, if this is the case then the player with the larger number of units may deploy their remainder as they wish after their opponent has ran out.

Special Tactical Objective Deployment

Staged Deployment Order	
1st	Lord of Battle units
2nd	Heavy Support units
3rd	Troops units
4th	Elite units
5th	Headquarters units
6th	Fast Attack units

After both sides have been deployed, including infiltrators and after scout redeployments have been made, each player places a single objective marker in their opponent's deployment zone and further than 6" away from any table edge, with the player that deployed first placing the first objective.

First Turn
The player who deployed first also has the first turn, unless their opponent can Steal the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission uses the rules for variable game length (see page 122 of the *Warhammer 40,000* rulebook).

Victory Conditions

Victory in the Onslaught mission is based on two factors: the success of the initial onslaught and seizing the enemy's tactical objective in order to split the enemy line. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Onslaught Attack
Any enemy unit destroyed in the first game turn is worth 1 Victory point.

Seize the Tactical Objective
If you have control of the tactical objective in your opponent's deployment zone at the end of the game you gain 5 Victory points.

Secondary Objectives
Slay the Warlord and Attrition (the army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point).

Mission Special Rules
Reserves and Isstvan III Mysterious Terrain (optional).

Mission 5: Dominion

"It is not enough to take from an enemy their life—rather take from them also their places of safety, their allies, their homes and their loved ones. Crush all those in their care, lay their chattels to waste and then drive them alone and naked into the darkness. Take everything they have and burn it for the mere pleasure of seeing the ash crackle between your fingers, and call it nothing more than a beginning."

Jaghatai Khan
Primarch of the White Scars

The bitter fighting on Isstvan III saw the outnumbered loyalists seeking to equal the strategic odds in their favour by dragging their enemies into conflicts in built-up areas and ruined landscapes where the full panoply of their traitor foes could not be brought to bear upon them at once, fighting running battles through corpse-strewn streets and shattered habitation blocks, blackened by fire and ash.

The Armies
Choose the armies as detailed on page 144.

The Battlefield
Determine your deployment map (see page 149), set up any player-owned fortifications, and then set up terrain for your battlefield. Depending on the Campaign phase you are playing, this may change the way you set up the terrain.

Place Primary Objectives
After you have set up terrain, the players take it in turns to place D3+2 primary objectives, each of which must be placed in an identifiable piece of terrain at least 12" away from any table edge – rearrange the terrain if needs be to make this possible. The objective marker is placed as close to the centre of the terrain piece as possible, and on the ground floor of multi-storey terrain.

Deployment
Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where needed.

Roll off. The winner may choose to deploy first or second. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone. Rules for deploying into fortifications, infiltrators, scouts and transport vehicles, etc, are as found on page 121 of the *Warhammer 40,000* rulebook.

First Turn
The player who deployed first also has the first turn, unless their opponent can Steal the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission uses the rules for variable game length (see page 122 of the *Warhammer 40,000* rulebook).

Victory Conditions
At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Each player scores 3 Victory points for each objective they control at the end of the game.

Secondary Objectives
Slay the Warlord and First Blood.

Mission Special Rules
Reserves and Isstvan III Mysterious Terrain (optional).

Taken by Any Means
All units, with the exception of Independent Characters, Flyers and Dedicated Transports, count as scoring units for the purposes of capturing objectives in this mission.

Attrition
The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.



Mission 6: Extermination

"All I wish to hear from your imperfect world is the silence of its dead."

Lord Commander Lothreal Sabine of the Emperor's Children,
Communiqué to the Judicator of Nalislarr

Between traitor and loyalist there was no quarter given or asked, and once committed to battle neither desired anything but the utter destruction of their enemy. For both sides knew that it was not in the nature of their former brothers to surrender, and nothing is more dangerous than a wounded beast cornered. Thus was the greatest weapon ever forged by the hand of Mankind turned against itself and an unparalleled slaughter was unleashed. What had begun on Isstvan III would soon spread like wildfire across the galaxy.

The Armies
Choose the armies as detailed on page 144.

The Battlefield
Determine your deployment map (see page 149), set up any player-owned fortifications, and then set up terrain for your battlefield. Depending on the Campaign phase you are playing, this may change the way you set up the terrain.

Deployment
Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where needed.

Roll off. The winner may choose to deploy first or second. The player who deploys first deploys their entire force, except for any units held in reserve, into their deployment zone. Rules for deploying into fortifications, infiltrators, scouts and transport vehicles, etc, are as found on page 121 of the *Warhammer 40,000* rulebook.

First Turn
The player who deployed first also has the first turn, unless their opponent can Steal the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission lasts for six turns.

Victory Conditions
The goal of this mission is the complete extermination of enemy forces within the area, with the most tactically valuable targets given the highest priority. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Destroyed enemy units are worth a varying number of Victory points to the player depending on their military value.

Unit Type	Victory Points
Lords of War	5
Headquarters	3
Heavy Support	2
Elite	2
Troops	1
Fast Attack	1
Fortifications	2*

**Destroyed or Captured*

Secondary Objectives
Slay the Warlord, First Blood and Linebreaker (see page 122 of the *Warhammer 40,000* rulebook).

Mission Special Rules
Reserves and Isstvan III Mysterious Terrain (optional).

Martial Temper
Any unit making its first assault into combat during the game gains the Furious Charge special rule if they do not already possess it. Once a unit has benefitted from this rule it cannot do so again, so mark their entry in the army list to indicate this.



Cometh the Red Angel – Phase I Legendary Battle

"And the sky burned, and the stars fell from the inferno, and with them came the angels.
And they were armoured and arrayed for slaughter, and their rage howled across the ashes of the realm they had destroyed.
And with them was one greater than all the rest, they his dead children and he was their maker.
And those that remained amongst the ashes looked to the sky and knew that death was come upon them."

- The Lucid Visions of the Oracle Menacus,
Eighth Book, 64th Chapter

When Angron, Primarch of the World Eaters Legion descended to the surface of Isstvan III, it was to kill the warriors of his own Legion. In the wake of the firestorm and the news that loyalist World Eaters still survived on Isstvan III Angron defied Horus and led an attack against the survivors. The virus bombardment had seemed cowardly to Angron; if they were to cull their own Legions they should have done it with their own hands.

The Armies

This mission is fought between 2,000 points of Loyalists and 3,000 points of Traitors. Ideally both sides should employ troops from the World Eaters Legion. This mission is also suitable for a team game (splitting each side's forces evenly between the players involved).

The Traitor force must include the Primarch Angron, and may not include any fortifications.

The Loyalist force may not contain any Drop Pods or Flyers of any kind, and must include at least one fortification bought as an allied detachment.

The Battlefield

This mission is played on a 6' x 4' board. The terrain should include craters, ruins, debris, barricades, trench lines, gun emplacements and is set up by the Loyalist player in any manner they desire. Note that the Loyalist player may place any of their fortifications at this point, or may opt to place them when they deploy their army.

Deployment

Once the terrain is set up both sides roll for their Warlord Traits.

After Warlord Traits have been determined the Loyalist player deploys all of their army anywhere on the battlefield not within 6" of any table edge. The Loyalist player may not hold any units in reserve, even if a unit's individual special rules would allow them to do so.

Once the Loyalist player has deployed, the Traitor player nominates a single table edge. All of the Traitor player's reserves that do not arrive via Deep Strike move on from this table edge.

The Traitors do not deploy before the start of the game. Instead the entire Traitor army either deploys via Deep Strike if able or moves onto the table in the Traitor's first turn.

First Turn

The Traitor player automatically has the first turn. The Loyalist player may not Seize the Initiative.

Game Length

This mission uses the rules for variable game length (see page 122 of the *Warhammer 40,000* rulebook).

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

At the end of the game each player receives 1 Victory point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game or off-table count as having been destroyed. Independent Characters and Dedicated Transports are worth 1 Victory point each if destroyed.



Secondary Objectives

Slay the Warlord: Destroying the Loyalist's Warlord is worth an additional Victory point to the Traitors. This means that the Traitors will gain a total of 2 Victory points if they slay the Loyalist Warlord.

God-killer: The Loyalist player gains 1 Victory point if Angron is still on the battle field at the end of the game, but has less than his starting value of Wounds. If Angron is slain then the Loyalists gain 4 Victory points.

Unbowed and Unbroken: If the Loyalists have a greater number of units than the Traitors at the end of the battle they gain an additional Victory point.

Mission Special Rules

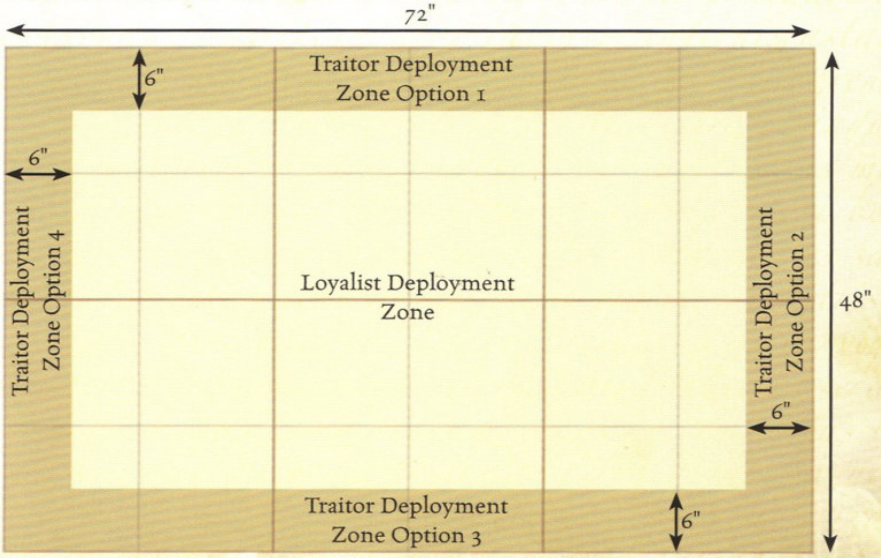
Deadly Atmosphere: For the duration of the game, all armour saves of '6' must be re-rolled (invulnerable and cover saves are unaffected). Other saves are unaffected. In addition, Armour Penetration rolls of 1 must be re-rolled.

Lines of Retreat: Traitor units that break and flee will retreat towards the table edge nominated by the Traitor player during deployment. Loyalist units retreat towards the nearest table edge.

Dug-in (Phase I special rule): The Loyalists may take up to three fortification choices as an allied contingent, as opposed to the usual one in this game (see Age of Darkness Battles on page 184).

Orbital Assault (Phase I special rule): In this game, the Traitor side may opt to deploy any Infantry, Jump Infantry or Walker units held in reserve using the Deep Strike rules. If a unit may already deploy via Deep Strike (unless by Drop Pod), then they may assault on the turn they deploy via Deep Strike contrary to the usual rules.

The Red Angel Cometh



The Flight of Truth – Phase II Legendary Battle

"His dreams and hopes are in ruin, his trust proved false, and his brightest son fallen to darkness. These are bitter tidings, a nightmare made flesh, but they must reach the Emperor."

- Nathaniel Garro, Captain of the Death Guard

The loyalists knew that news of Horus' rebellion must reach the rest of the Imperium. They also needed evidence strong enough to convince the Emperor and Horus' brother-Primarchs that the brightest son of the Imperium had turned against them. A narrow window of opportunity and fate gave the loyalists a chance to get the bearers of both truth and proof onto a shuttle and so to a ship still loyal to the Imperium. It was a slim hope. Learning of the danger the traitors bent their will to stop the flight of the truth from Isstvan.

The Armies

This mission is fought between forces of 1,000 points each, but may not include any vehicles of any type.

The Loyalist player has three Messengers of Truth (see the Special Rules section that follows) in addition to the rest of their army.

The Battlefield

This mission is played on a 4' x 4' board. The terrain should represent a shuttle-port area, bombed-out city plaza or orbital dockyard, and may be set up in a mutually agreed manner.

Place Objective Shuttle
After the battlefield terrain has been placed, the Loyalist player nominates a table quarter (see deployment map below) to be their deployment zone. The Loyalist player then places a model to represent a shuttle in the opposite quarter to their deployment zone. The objective shuttle model must be placed at least 18" from the centre of the table.

Deployment

Once the terrain is set up both sides roll for their Warlord Traits.

After Warlord Traits have been determined, the Loyalist player deploys all of his army anywhere within his table quarter but not closer than 6" to the centre of the table. No Loyalist unit may be held in reserve or use the Deep Strike special rules even if they would normally be able to do so.

The Traitor player then deploys a single unit in each of his deployment zones no closer than 12" to any Loyalist model and no closer than 6" to the centre of the table. The remainder of his army is placed in reserve.

First Turn

The Loyalists get the first turn and the Traitors may not attempt to Seize the Initiative.

Game Length

This mission uses the rules for Variable Game Length (see page 122 of the *Warhammer 40,000* rulebook).

Victory Conditions

The Loyalist side wins if at the end of the game a Messenger of Truth model is in base-to-base contact with the objective shuttle. Any other result is a Traitor victory.

Mission Special Rules

Reserves: Only Traitors use the Reserve special rules in this mission. Any Traitor units entering from reserve move on from the edge of either of the Traitor Deployment Zones.

The Messengers of Truth
Messengers of Truth represent remembrancers, iterators, astropaths or other individuals who carry evidence of Horus' treachery. Each should be represented by a suitable infantry model.

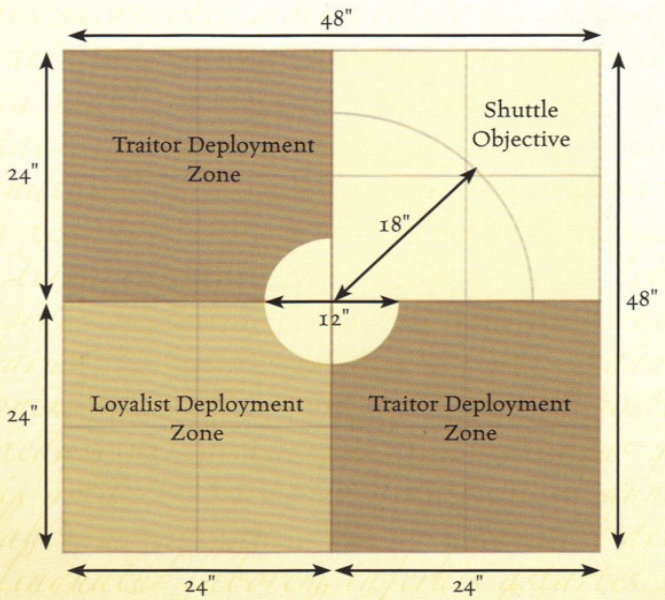
	WS	BS	S	T	W	I	A	Ld	Sv
Messenger	2	2	3	3	1	2	1	7	-

Weapons and Equipment
Messengers of Truth are armed with a hand weapon and laspistol.

Special Rules
Fearless and Independent Character.

The Protection of Fate
Messengers of Truth have a 4+ Invulnerable save.

The Flight of Truth



Counter Thrust – Phase III Legendary Battle

"Strike fast. Cut them down. Soak the ground with their blood. Grind them to nothing as they did their oaths."
- Blood Champion Helkor, Hammer of the World Eaters, before the assault on the landing grounds of the Zotiel Basin

As the traitors advanced across the surface of Isstvan III the loyalist commanders marshalled their forces and struck back. The loyalists' aim was to break through the forces encircling them as well as to inflict severe damage on the traitor forces. Often using the cover of darkness they fell on the unprepared traitors like spirits of the vengeful dead.

The Armies

Both players choose armies to an agreed points total, with 1,750 points per side recommended for play.

In this mission neither side is allowed to take Fortifications as allied detachments.

The Battlefield

This battle is played down the length of a 6' x 4' table. Set up the terrain on the battlefield in a mutually agreed manner.

Deployment

Once the terrain is set up both sides roll for their Warlord Traits.

After Warlord Traits have been determined, the Loyalist player nominates a short table edge to be the edge of his deployment zone.

The battlefield is then divided as shown on the deployment map. The Traitor player deploys his army in the Traitor deployment zone, and then the Loyalist deploys his army in the Loyalist deployment zone.

First Turn

The Loyalist player automatically has the first turn unless the Traitor player Seizes the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length

The game lasts for seven turns.

Victory Conditions

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

Primary Objectives

Vengeance and Hate (Loyalists and Traitors): At the end of the game each player receives 1 Victory point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game and units that are not on the board at the end of the game count as having been destroyed. Independent Characters and Dedicated Transports are worth 1 Victory point if destroyed.

Shatter the Line (Loyalists): The Loyalist player earns 1 Victory point for every Loyalist scoring unit that has one or more models in the Breakthrough Zone at the end of the game. Vehicles that are Immobilised do not contribute any Victory points.

Cage of Iron (Traitors): The Traitors earn 1 Victory point for every Loyalist unit that has one or more models in No Man's Land, or in the Loyalist deployment zone, at the end of the game.

Secondary Objectives

Slay the Warlord and First Blood (see page 122 of the *Warhammer 40,000* rulebook).

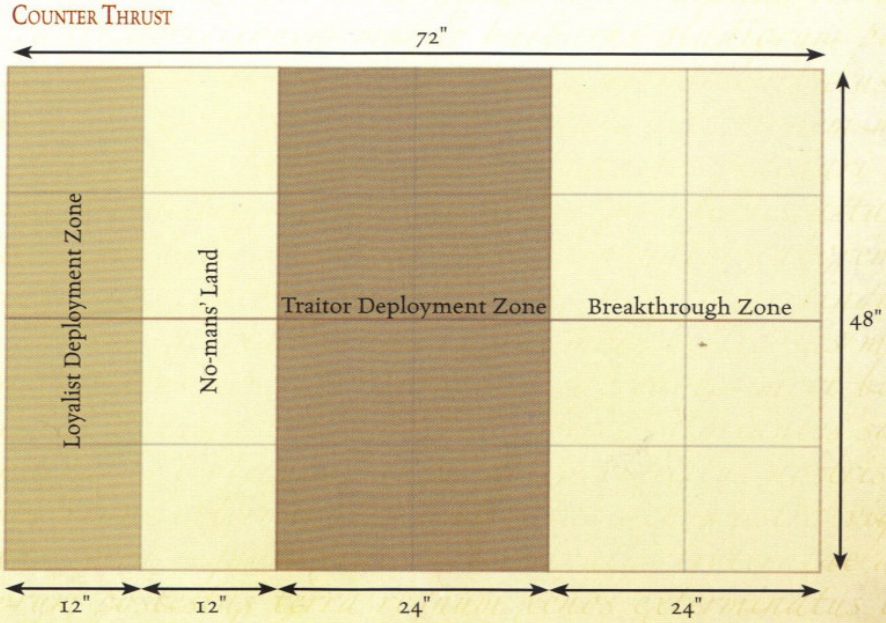
Mission Special Rules

Ash and Darkness (Phase III special rule): (see page 147).

Isstvan III Mysterious Terrain: (see page 164 onwards).

Reserves: Loyalist reserves may move on to the table from any of the table edges in their deployment zone. Traitor reserves may move on from any part of the table edge in the Traitor Deployment Zone or Breakthrough Zone.

Counter Thrust



The Death of Gods and Angels: Phase IV Legendary Battle

"Our names may be forgotten, and our bones crumble to dust, but our deaths will echo through the millennia to come."

- Saul Tarvitz, words spoken in the hours before the fall of the Choral City enclaves

Bloodied but unbowed the loyalists prepared to meet their deaths. Against them the traitors massed in vast numbers and once the last assaults began the death of the loyalists was certain. The bombardment of the planet triggered tectonic convulsions: the earth trembled, fissures opened in the ground, and buildings toppled even as Legion brothers fought one another under the collapsing roofs. Across Isstvan III, in ever shrinking circles of defiance, the last loyalists of the four Legions died under the blades of warriors who had once been their brothers. But they died knowing they had taken a blood price from those who had betrayed them.

Note that this is a large and somewhat complex game and may take a whole day or evening to play.

The Armies

Both sides choose armies to an agreed points total. This game is recommended for armies of between 2,000 and 3,000 points, with the Traitor force having 25% more points available to them in all cases than the Loyalists (so, for example, if the Loyalists have 2,000 points to spend, then the Traitors have 2,500 points and so on).

This mission is also suitable for a team game, (splitting each side's forces evenly between the players involved).

The Battlefield

This battle is played on a 6' x 4' table divided into three equal sections as shown in the diagram below, although a larger table may be used if wished (an 8' x 6' table may be desirable for a 3,000 points a side game, for example). Set up the terrain on the battlefield in a mutually agreed manner, with at least three sizable (minimum 6" across) pieces of terrain placed in each table section.

The Loyalist side may choose a single piece of terrain within the middle table section to be a piece of Isstvan III mysterious terrain of a type of their choice (representing a Loyalist rallying point). Other than this the mysterious terrain rules are not used in this game.



Deployment

Once the terrain is set up both sides roll for their Warlord Traits.

After Warlord Traits have been determined the Loyalist player deploys their entire army within the table's central section. No Loyalist units may be held in reserve even if they would normally be able to do so.

Unless they are deploying via deep strike, the Traitors may be deployed within 12" of either narrow table edge. Units with the Deep Strike rule placed in reserve must be deployed using the Deep Strike rule. Other Traitor reserves must enter from a narrow table edge.

First Turn

The Traitors automatically have the first turn, but the Loyalists may attempt to Seize the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length

This mission has a game length of at least six turns. At the end of the sixth turn, roll a D6. On the result of a 4+, a seventh and final turn is played (see page 122 of the *Warhammer 40,000* rulebook).

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

Utter Destruction: At the end of the game each player receives 1 Victory point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as having been destroyed. Super-heavy Vehicles are worth 2 Victory points if destroyed and if a Primarch is slain this is worth 3 Victory points.

We Still Endure (Loyalists): For every Loyalist unit still surviving at the end of the battle, the Loyalist player gains 2 Victory points.

Secondary Objectives

Slay the Warlord (see page 122 of the *Warhammer 40,000* rulebook).

Mission Special Rules

Fire and Death: The Traitor forces get a Preliminary Bombardment at the start of the game, used after deployment but before the game begins. This attack comprises D3+3 Str 6 AP 4 attacks with the Large Blast and Barrage special rules. These may be placed anywhere on the table and scatter normally. Traitor forces may opt to take two Lord of Battle allied detachments rather than the usual one as per the Age of Darkness Battles Force Organisation chart (see page 184), within the usual restrictions of their points limit.

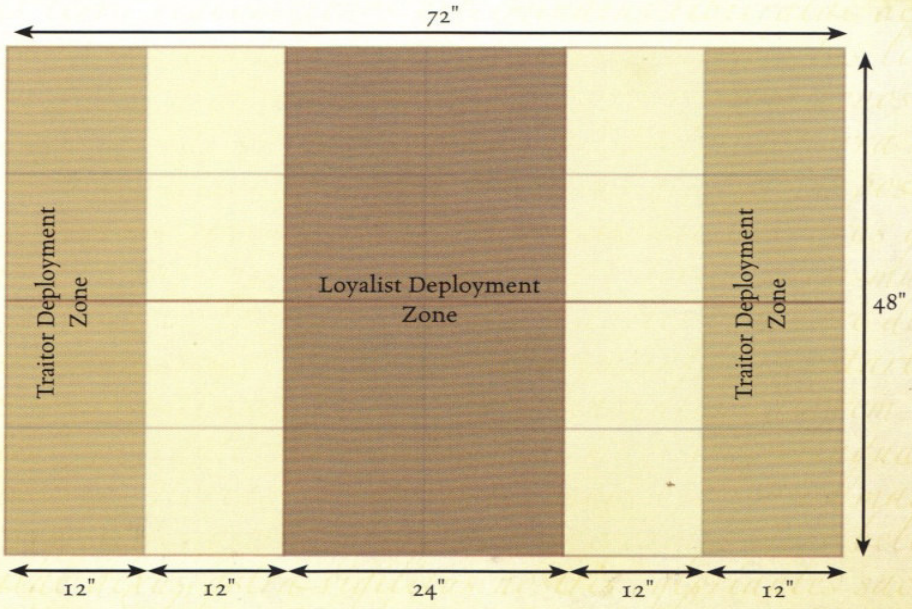
Reserves: This rule only applies to Traitor units.

Seismic Cataclysm: (see page 367 of the *Warhammer 40,000* rulebook).

The Last Gasp: All Loyalist units which are not already Fearless have the Stubborn special rule. The Loyalists may opt to re-roll the dice roll to determine if the game ends or continues.

Lines of Retreat: All units retreat towards the nearest table edge.

Death of Gods and Angels



War Zone: Isstvan III Battlefield Terrain

"The ground on which a man fights can prove his death with malice blinder and more readily spent than any foe's blade or bullet."

The Unspeakable King,
-Magnar Albia and Archtyrant of Panpacifica,
Collected Idles and Nightmares, Cantos XVI
Circa M.27

Isstvan III was reborn in plague and fire, and its surface became a scarred and ruined graveyard of civilisation. The life-eater virus unleashed at Horus' command reduced all organic matter to sludge then orbital bombardment ignited the gases released by the actions of the virus. Firestorms thousands of kilometres wide swept the surface of Isstvan III and after the fires died out, they left a realm of ash and smoke scattered with the twisted carcasses of burned-out hives and dead cities.

The sections that follow replace or add to those in the *Warhammer 40,000* rulebook and represent the fire-twisted and virus-scoured terrain of Isstvan III.

Forests

The forests of Isstvan III were few and they were all destroyed in the firestorm that swept the planet's surface. Those forests that do remain are scorched and bare. Some are not forests at all, but tangles of girders or pillars of ash that loom out of the toxic fog.

Cover Save

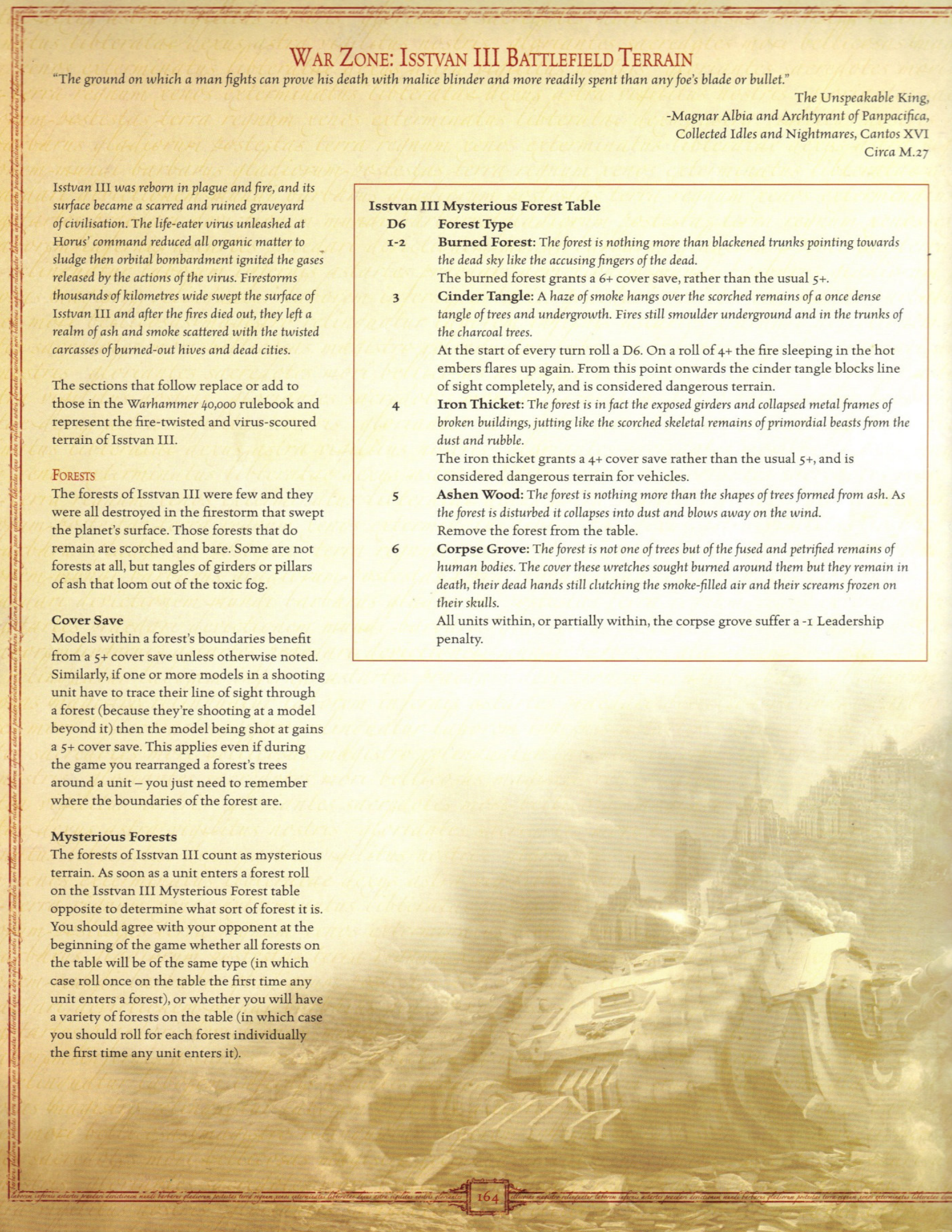
Models within a forest's boundaries benefit from a 5+ cover save unless otherwise noted. Similarly, if one or more models in a shooting unit have to trace their line of sight through a forest (because they're shooting at a model beyond it) then the model being shot at gains a 5+ cover save. This applies even if during the game you rearranged a forest's trees around a unit – you just need to remember where the boundaries of the forest are.

Mysterious Forests

The forests of Isstvan III count as mysterious terrain. As soon as a unit enters a forest roll on the Isstvan III Mysterious Forest table opposite to determine what sort of forest it is. You should agree with your opponent at the beginning of the game whether all forests on the table will be of the same type (in which case roll once on the table the first time any unit enters a forest), or whether you will have a variety of forests on the table (in which case you should roll for each forest individually the first time any unit enters it).

Isstvan III Mysterious Forest Table

D6	Forest Type
1-2	**Burned Forest:** *The forest is nothing more than blackened trunks pointing towards the dead sky like the accusing fingers of the dead.* The burned forest grants a 6+ cover save, rather than the usual 5+.
3	**Cinder Tangle:** *A haze of smoke hangs over the scorched remains of a once dense tangle of trees and undergrowth. Fires still smoulder underground and in the trunks of the charcoal trees.* At the start of every turn roll a D6. On a roll of 4+ the fire sleeping in the hot embers flares up again. From this point onwards the cinder tangle blocks line of sight completely, and is considered dangerous terrain.
4	**Iron Thicket:** *The forest is in fact the exposed girders and collapsed metal frames of broken buildings, jutting like the scorched skeletal remains of primordial beasts from the dust and rubble.* The iron thicket grants a 4+ cover save rather than the usual 5+, and is considered dangerous terrain for vehicles.
5	**Ashen Wood:** *The forest is nothing more than the shapes of trees formed from ash. As the forest is disturbed it collapses into dust and blows away on the wind.* Remove the forest from the table.
6	**Corpse Grove:** *The forest is not one of trees but of the fused and petrified remains of human bodies. The cover these wretches sought burned around them but they remain in death, their dead hands still clutching the smoke-filled air and their screams frozen on their skulls.* All units within, or partially within, the corpse grove suffer a -1 Leadership penalty.



Rivers, Lakes and Pools

The firestorm boiled away much of the standing water on Isstvan III. The rivers that cross the planet's ashen surface are now little more than toxic sludge, soot saturated fluid or the liquefied remains of organic matter left by the action of the life-eater virus. Unless otherwise noted, terrain of this type grants a cover save of 6+.

Difficult Terrain

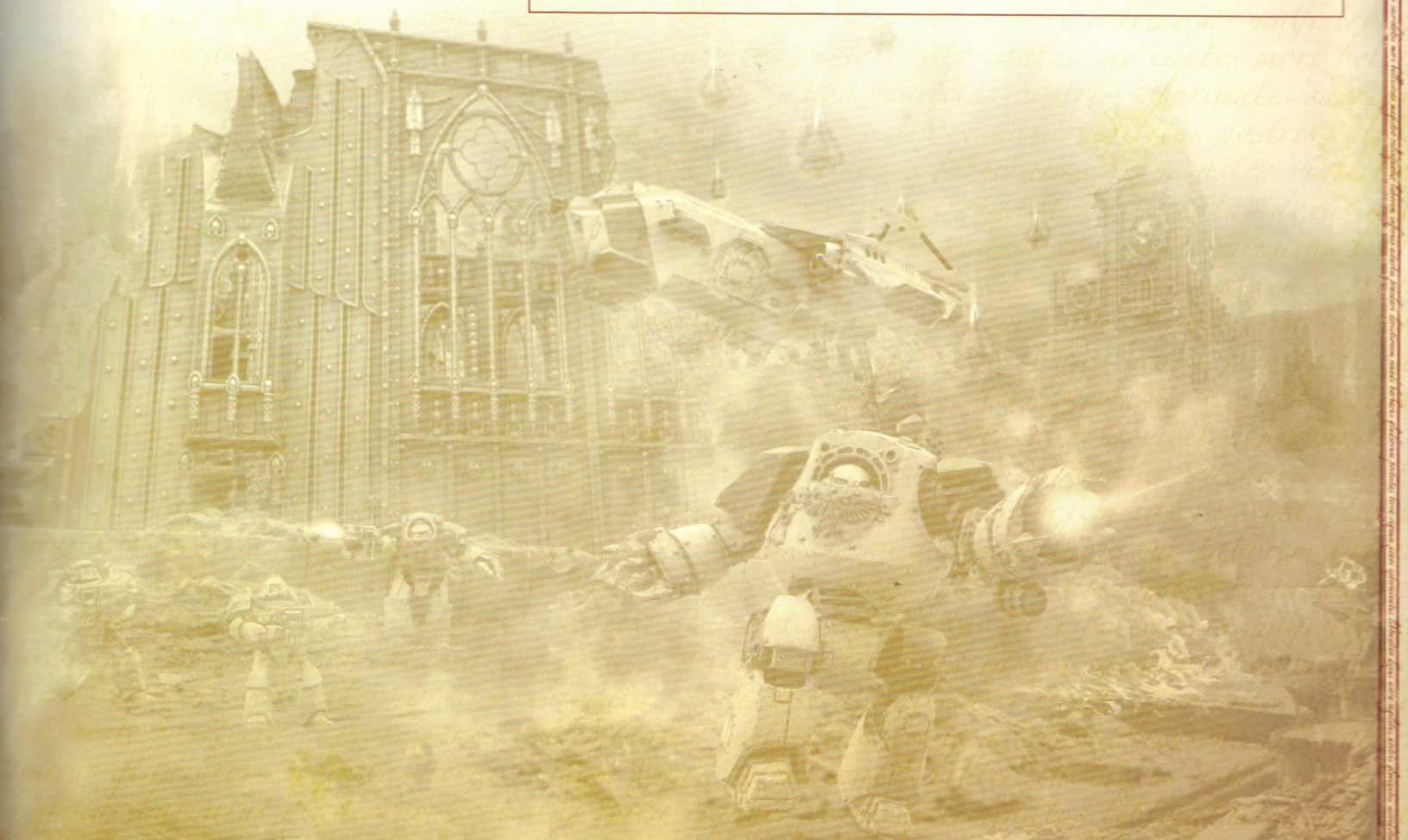
Unless otherwise stated rivers, lakes and pools are difficult terrain.

Mysterious Rivers

The rivers of Isstvan III are considered to be mysterious terrain. As soon as a unit enters the river, roll on the Isstvan III Mysterious River table opposite to determine what sort of river it is. You should agree with your opponent at the beginning of the game whether all the rivers on the table will be of the same type (in which case roll once on the table the first time any unit enters a river), or whether you will have a variety of rivers on the table (in which case you should roll for each river individually the first time any unit enters it).

Isstvan III Mysterious River Table

D6	River/Lake/Pool Type
1	**Black Liquid:** *The surface of the river is a pitch-black mirror. It is impossible to tell how deep the water is beneath the surface or just what dangers may lie below its surface.* The river is considered difficult terrain. Roll a D6 every time the river is entered by a unit. On the roll of a '1' the unit suffers D6 Strength 4 AP- hits (vehicles are hit on their rear armour).
2	**Clogged Water Course:** *The waters in the rivers of Isstvan III have boiled away in the planetary bombardment, leaving only an impression of where they once flowed, while canal works are clogged with ash and corpses.* The water course counts as open ground for tanks, skimmers and jetbikes, but difficult terrain for other ground units, and provides a 5+ cover save.
3	**Toxic Fog:** *The water is not actually water but a cloud of thick toxic fog caught in a fold in the ground.* Models within the channel of fog have their Armour save worsened by -1 (3+ becoming 4+ and so on). Once they move out of the fog their Armour save returns to its previous value. Models inside the channel of toxic fog are targeted as if the Night Fighting rules are in effect.
4	**River of Fire:** *The river burns. Perhaps it is a run-off from a ruptured fuel supply or flammable pollutants ignited by the firestorm.* The river of fire is considered dangerous terrain, and any infantry model caught within it fails its Dangerous Terrain test on a 1 or 2. Any vehicle immobilised in the river of fire is automatically wrecked.
5	**Rad Sludge:** *The river is a thick sludge formed from radioactive fallout leached out of the ruins and ashes of Isstvan III's hives and cities.* Models within rad sludge reduce their Toughness by -1.
6	**Grave Slime:** *The river is an oozing ribbon of slime formed from the liquefied remains of the dead of Isstvan III.* Models moving within the grave slime must roll an additional D6 for Morale tests and pick the two highest results.



Mysterious Structures

The surface of Isstvan III is a tangle of ruins and the shattered remains of structures reduced to molten slag. Amongst this devastation a few structures remain mysteriously intact: whole buildings untouched by the flames, statues gazing out across the plains of ash, machines standing whole amongst the broken shells of the building that housed them. Perhaps some hidden agency preserved them amongst the fire, or perhaps they are the flotsam of fate left in the storm's wake.

Mysterious Structures on the Battlefield

Any game played as part of the Isstvan III campaign may include mysterious structures. You may simply decide that a particularly imposing piece of terrain is a mysterious structure while setting up the battlefield. Alternatively you may leave it to chance, in which case when setting up your battlefield roll a D6 and compare the result to the following table to see how many mysterious structures there will be. Then nominate the indicated number of pieces of battlefield terrain as mysterious structures.

Mysterious Structures Table

D6	Result
1-2	No mysterious structure
3-4	One mysterious structure
5	Two mysterious structures
6	Three mysterious structures

Generally it is best to nominate buildings, ruins or other distinctive terrain as mysterious structures – it is much easier to remember that the colonnaded basilica in the middle of the table is a mysterious structure, as opposed to a small heap of rubble!

Exploring Mysterious Structures

If a mysterious structure is area terrain or an open plan building, then it is considered explored as soon as a unit enters the terrain. If the mysterious structure is impassable terrain then it is explored as soon as a unit ends its move within 2" of the terrain feature. Once a mysterious structure is explored roll on the Mysterious Structure table opposite to determine its nature.

Isstvan III Battlefield Debris

The surface of Isstvan III is littered with debris: the rubble of the buildings rise like desert dunes from the ash; the blasted shells of vehicles lie half submerged in splintered masonry and craters pock the fields of devastation like plague scars.

The following are rules for types of debris which appear on the battlefields of Isstvan III in addition to those found on pages 104 and 105 of the *Warhammer 40,000* rulebook.

Wrecked Vehicles

The wrecks of Legion tanks, land crawlers and other civilian vehicles are everywhere on Isstvan III, their crews turned to plague sludge and their hulls scorched by fire. The weapons on many of these wrecks may still function if an operator is willing to pull the dead from their seats and trust to fortune.

A unit with a model in base-to-base contact with a wrecked tank may attempt to fire the vehicle's remaining weapons. Only weapons that are modelled onto the wreck may be fired and in such arcs provided by how the wreck lies. Nominate one model from the unit to attempt to fire the weapon. If there is more than one weapon modelled onto the wreck you must nominate one model to fire each weapon. The unit may have moved previously that turn and still attempt to fire a wreck's weapons.

When attempting to fire a wreck's weapon roll a D6 before making any rolls to hit:

D6	Result
1-4	The weapon does not fire on this occasion, but you may attempt to fire it again in later turns.
5-6	The weapon may be fired normally.

If the designated model attempting to use a wreck's weapons has the Battlesmith special rule, then the wreck's weapons function on a 3+ instead.

Unexploded Ordnance

Unexploded macro shells, missiles and rockets lurk amongst the tangle of debris and ruins. Intended to level city districts and break fortifications, these lurking munitions can rip the heart out of an unwary army if detonated.

The piece of unexploded ordnance is impassable terrain that provides a 5+ cover save. If, however, a model successfully makes the cover save immediately roll a D6: on a roll of 1-2 the ordnance explodes. All models within 2D6" of the terrain take an automatic Strength D6+3 AP 3 Ordnance hit. Replace the unexploded ordnance with a suitable sized crater after it has exploded.

Units may deliberately target the unexploded ordnance in the Shooting phase. It counts as having an Armour value of 10. For every glancing hit or penetrating hit caused to the ordnance, roll a D6. On a roll of a 1-2 the ordnance explodes as explained above.

Corpse Mound

The dead are everywhere on Isstvan III. The shattered remains of thousands of dead Legionaries lie heaped like flotsam on a seashore, leaking liquefied flesh from the split joints and broken eye pieces of their armour.

The corpse mound is considered area terrain that provides a 4+ cover save, but any unit within its boundaries suffers a -1 Leadership penalty.

Ash Pool

Trees, parchment and flesh, all became ash in the firestorm that broke out after the life-eater virus had done its work. Carried by super-heated winds, the finest grains of ash have gathered in sinkholes and craters. While the surface of such ash pools may look flat and firm, a misstep may completely swallow the unwary.

An ash pool is both difficult terrain and dangerous terrain, but provides no cover save.

Drop Pod Carcass

Hundreds of drop pods remain from when the loyalists deployed to bring Isstvan III back into compliance. Now many remain strewn across the grey sea of wreckage and ruin.

A Drop Pod carcass provides a 5+ cover save, and its inbuilt weaponry may be used in the same way as that on a wrecked vehicle (see earlier on this page).

Mysterious Structure Type Table

2D6	Mysterious Structure Type
2	**Catacombs Entrance:** *Under the structure is a sealed entrance to a bunker system where a handful of loyalist forces sheltered from the virus bombing and consequent fire storm.* The Loyalist player may immediately redeploy an Infantry unit, Jump Infantry unit, Bike unit or Walker that has already been destroyed within the mysterious structure or within 6" of its edge. This is done using the rules for Deep Strike but do not roll for deviation. If no unit of the correct type is available then the Loyalist 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.
3	**Shield Dome Generator:** *The structure contains a shield dome generator that protected it from the worst of the orbital bombardment.* All models within the structure (or within 2" of the structure if it is impassable terrain) gain a 4+ invulnerable save against shooting attacks, increasing to 3+ against blast and template weapons.
4	**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 if 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+).
5	**Planetary Communications Array:** *The structure contains a powerful and still functioning communications system. For the loyalists this would allow them to coordinate with other pockets of survivors across the surface of* Isstvan III. If the Loyalists have models within the structure (or within 2" of it if it is impassable terrain) they may re-roll any Reserve rolls if they wish. In addition, controlling the structure becomes a secondary objective for both sides (see page 123 of the *Warhammer 40,000* rulebook for how to control objectives) in any mission it features in. This secondary objective is worth 2 Victory points.
6	**Enduring Imperial Edifice:** *The structure was built after* Isstvan III *was brought into compliance during the Great Crusade; perhaps a basilica, castra excercitus or censorium. Adorned with icons of the* Imperium *it was a symbol of the power of the* Imperial Truth. *Now it is a reminder of what* Horus' *betrayal. Against all probability it stands nearly intact as if preserved to offer hope and shelter to those who still serve the truth that built it.* All Loyalist units within the structure (or within 2" of the structure if it is impassable terrain) gain the Fearless special rule and the Shrouded special rule.
7	**Failed Refuge:** *The bodies of the dead fill the structure. While the structure endured those that sheltered within it died without exception. Within its shell bodies cover the floor and crouch against the walls, their flesh charred and their armour half melted—a testament to the futility of seeking refuge in the face of such wanton destruction.* All units within the structure (or within 2" of the structure if it is impassable terrain) must re-roll successful armour save or cover save rolls of a 6, and in addition reduce their Leadership by -1. These effects do not apply to units that are Fearless.
8	**Charnel House:** *The structure hides a bloody secret of* Isstvan's *rebellion – stained altars and brazen offering cauldrons fill its rooms. Dried blood covers the walls and the cooked remains of sacrifices linger at the bottom of offering bowls. Within this house of murder the old gods of* Isstvan III *speak in whispers of rage to the minds of those who have betrayed their kin.* All Traitor units within the structure (or within 2" of the structure if it is impassable terrain) gain the Counter Attack special rule. Unless they are not subject to Fear, units wishing to enter this structure must first pass a Leadership test.
9	**Cacophonic Shrine:** *The structure contains a shrine to a lost god of* Isstvan III *long thought erased from their culture, but manifestly still hiding beneath its skin. The shrine amplifies and distorts sound, turning it into a cacophony that resonates in the minds and bodies of those that hear it.* All Traitor units within the structure (or within 2" of the structure if it is impassable terrain) count as having defensive grenades.
10	**Oracular Temple:** *The structure was a secret temple to an oracle that claimed to speak for the false gods worshipped on* Isstvan III *before the coming of the* Imperial Truth. *Within the temple's bounds the tide of fate flows against rationality, and strange visions of grim and dark futures float in the minds of those who cross its threshold.* All Traitor units within the structure (or within 2" of it if it is impassable terrain) may re-roll 1s rolled for saves of any kind.
11	**Death's Tomb:** *The structure is a tomb to death and the dissolution of flesh. Part of the pantheon of worship that lurked beneath the surface of* Isstvan III's *compliance, the tomb is filled with rusted iron coffers filled with putrefying bodies. Flies cover the tomb's walls and maggots form a carpet on the floor. The scent of death is thick and the buzz of flies sounds with the murmurous voices of the countless dead.* All Traitor units within the structure (or within 2" of the structure if it is impassable terrain) gain the Feel No Pain (6+) special rule, and Loyalist units within this range suffer -1 Leadership.
12	**Life-eater Bomb:** *The structure hides an undetonated life-eater virus bomb. If it is released it is capable of wiping the battlefield clean of life.* Roll a D6 as soon as this result is rolled. On a 4+ the life-eater 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 number of automatic hits equal to the number of models in the unit. All hits have the Lifebane and Instant Death special rules. Vehicles are affected but instead they are wrecked on a D6 roll of 6 (increasing to 4+ if Open-topped). Once this initial attack has been worked out, any additional unit within 6" of a unit that has suffered casualties from the initial strike is also attacked by the life-eater virus. Once this second wave of attacks has been worked out, units within 6" of the second wave targets that suffered casualties are also affected, and so on. This process continues until there are no new units to target or until there are no eligible units within 6" of a unit that takes a casualty. Each unit may only be affected by the life-eater virus once per detonation.

Zone Mortalis in Horus Heresy Games

Zone Mortalis games can be played both as part of the Death of Isstvan III campaign found previously in this book or as stand-alone games using your Horus Heresy era armies such as the Space Marine Crusade Legion army list. The concept of the 'Zone Mortalis' as a theatre of warfare dates to the era of the Great Crusade and it was one in which the brute force of the Space Marine Legion excelled, and much application of strategy evolved from this most deadly form of warfare. Some from Legions such as the Ultramarines and Iron Warriors saw victory in the Zone Mortalis as a precise application of tactics and equipment, while others such as the Blood Angels and World Eaters relied on courage and fury to carry the day, but without doubt the undisputed masters of the Zone Mortalis were the Death Guard Legion. In such warfare they were relentless, merciless and without peer.

Campaign Appendix: Zone Mortalis

Rules for Deadly Close-Quarter Battles in the Labyrinths 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 prison-vaults 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 rules offer the chance to fight desperate battles of your own on such deadly ground and draw heavily upon the Zone Mortalis rules previously published in *Imperial Armour Volume 9: The Badab War Part One*, and the feedback we have had from players, and has also been modified to now be compatible with the 6th edition of the Warhammer 40,000 game. Like those rules, Zone Mortalis battles are also unashamedly designed to be fatal and chaotic affairs, as fighting in a collapsing hive city under mass artillery bombardment or on a burning star vessel in the middle of a space battle ought to be! It's the kind of game where all sorts of odd situations are going to be thrown up from time to time and sudden reversals will occur, so have fun with it – hyper-competitive players or those seeking complete predictability in their games will be better served elsewhere.

It is of course no coincidence that this Zone Mortalis expansion has been prepared in concert with Forge World's Realm of Battle Complex terrain in mind, which is perfect for representing the narrow confines and twists and turns of the Zone Mortalis battlefield, 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 in a unique and interesting way, or 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 close-packed 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 unique and unpredictable battle.

Fighting a 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 must 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 quite 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

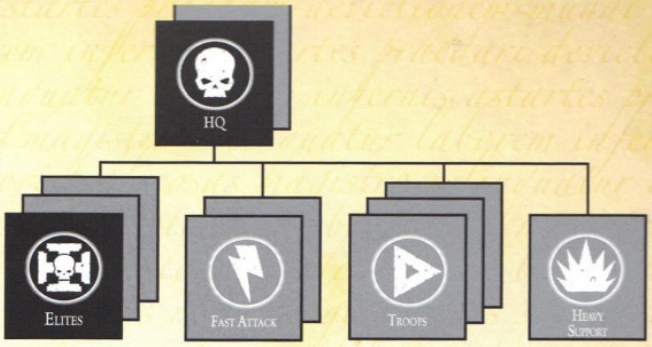
Each force should be selected using the following Force Organisation chart for Zone Mortalis battles, with one Force Organisation chart available up to a 1,000 points a side of play:

Forces selected for fighting in a Zone Mortalis action should be chosen from their Codex as normal with the following exceptions:

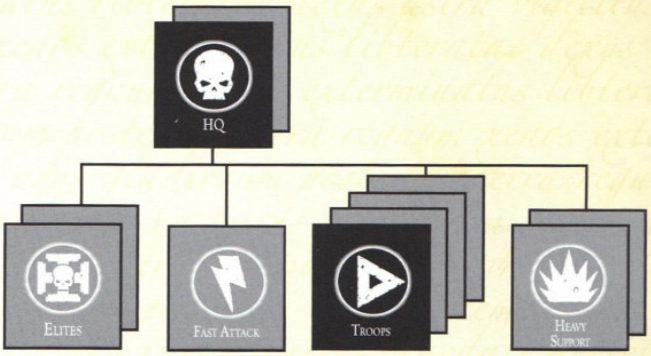
- Units may not select Dedicated Transport options.
- No unit may have a starting size greater than 15 models before being joined by Independent Characters.
- Vehicles other than Walkers may not be chosen unless their models are no more than 4" wide.* Flyers may not be chosen at all.
- Monstrous Creatures needing more than a 60mm round base may not be chosen.*

**Note: The terrain may still confine you, so caveat emptor!*

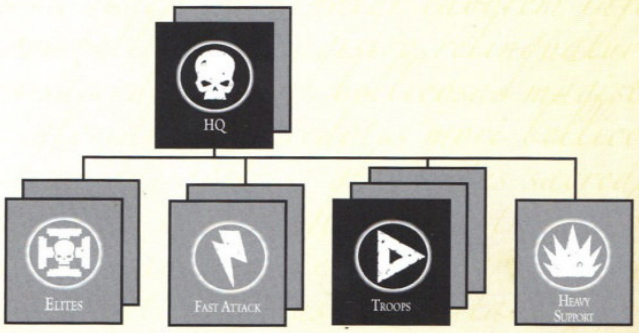
Attacker



Defender



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 determined but before any deployment is made.

Zone Mortalis Terrain in Warhammer 40,000 and Age of Darkness Battle Missions

Designating the Terrain

All Zone Mortalis terrain should be designated as such during the game's set-up and agreed between the players. Any area of Zone Mortalis terrain should have a clear boundary edge if part of a larger battlefield, and it should have clear entry points where units can gain access.

Bulkhead Doors & Airlocks

Chambers 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 them.

- **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 bulkhead 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 it, or shut it behind them. A bulkhead 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 door or doors being controlled by one side in the game (as might commonly be the case where one side represents a force defending the Zone Mortalis area from an attacker), the side which controls the doors treats them as accessible by their units, but units belonging to other forces treat them as being locked.

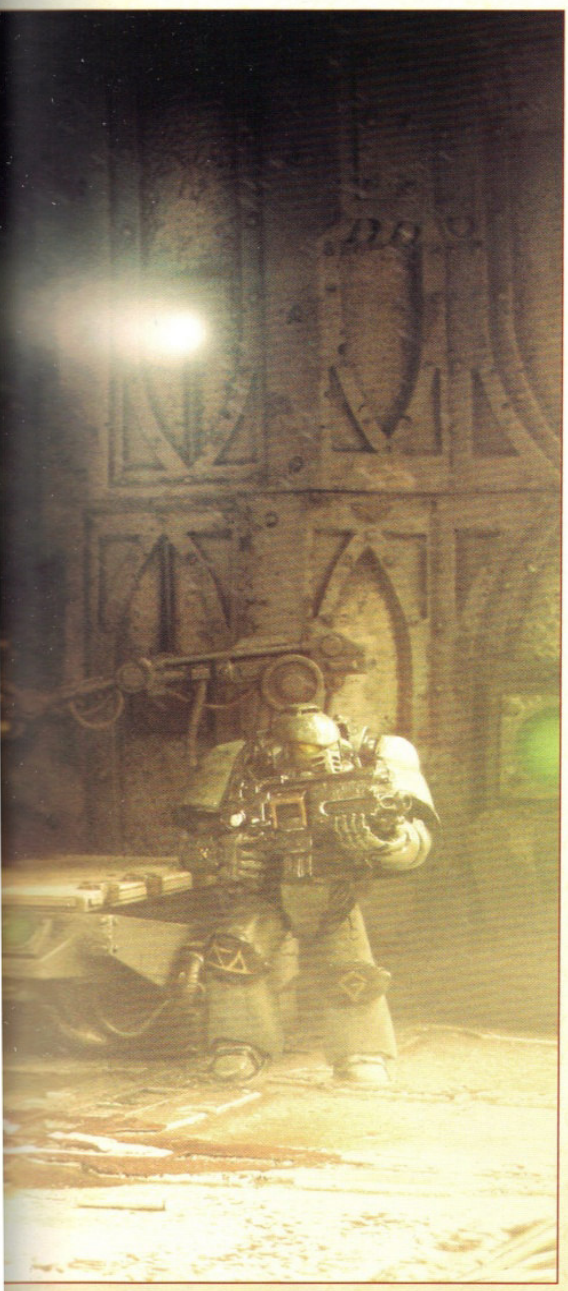
Destroying Doors: Bulkhead doors and airlocks are armoured and reinforced structures and therefore difficult to destroy. Unless noted otherwise in a scenario, all bulkhead doors and airlocks are treated as being Armour Value 13, and are treated as having a single Hull Point and so require a single glancing or penetrating hit to destroy.



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 ooze). 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 game, reflecting the hazards of unleashing weapons fire in confined spaces and the dangers of ricochets, etc.

- Light Debris, Light Machinery, Chain-link 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 as described for Ruins in the *Warhammer 40,000* rulebook (see pages 100 and 101).

The following forms of Battlefield Debris (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 Dump, Comms Relay, Fuel Reserve, Gun Emplacement and Shield Generators.

No Barrage Weapons

Barrage weapons cannot be used to fire indirectly within, into, or out of Zone Mortalis areas at all; only direct fire can be used. The only exceptions to this are Mole Mortars 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.
- Flyers 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 Mortalis as they would any other battlefield, i.e., where specific areas of difficult terrain and dangerous terrain are encountered, they are subject to their effects, and otherwise the Zone Mortalis is treated as clear ground.
- Wrecked vehicles are both difficult terrain and dangerous terrain if destroyed in Zone Mortalis areas.

Objectives in Zone Mortalis Games

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 units can enter the Zone Mortalis.

Only units which are described as being able to teleport or materialise 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
The confined spaces of the Zone Mortalis can prove to be death traps to the unwary and certain types of weapons have their effectiveness increased by the environment, while others become more unpredictable.

Weapons with blast markers and templates gain the Shred special rule inside the confines of a Zone Mortalis, reflecting the lethal effect of explosives, flaming liquid and shrapnel in confined areas. In the case of a weapon with a Blast or Template that already possesses the Shred special rule, when used in the confines of a Zone Mortalis these weapons have their Strength increased by 1.

Additionally, if a Scatter roll takes a Blast marker's centre point into contact with a bulkhead wall, it detonates 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 flee from combat within the confines of a Zone Mortalis are far more likely than in most games of Warhammer 40,000 to be trapped in areas where their avenues of retreat are entirely cut off, and due to the confusion of corridors and passageways that may surround them, falling back may be a particularly deadly affair.

In Zone Mortalis terrain the victorious side in an assault may re-roll their Sweeping Advance roll if they wish.

Contrary to the usual rules for falling back, immediately on failing a Morale test, a unit's first fall back move is directly away from the enemy, and subsequent moves are towards the nearest exit unblocked by the presence of enemy models. If a unit is trapped while falling back by enemy models and cannot escape, then it is immediately destroyed.

Blind Panic
If while falling back a unit moves through (i.e., within 1" of) another of the player's own units, the unit moved through must take an immediate Morale test or fall back themselves. Fearless units are not subject to this effect.

Reaction Fire
The confined spaces of a Zone Mortalis make for deadly, close range fire-fights, where a split second reaction may be enough to gun down an enemy rushing out from the darkness before death strikes you down. In order to represent this, this special rule allows units being assaulted a chance to fire their shooting weapons when they are assaulted with a superior chance of hitting the foe than normal Overwatch fire would allow—if they're fast enough!

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 Relentless special rule. Note that other weapons in the squad may still make normal Overwatch snap fire attempts as 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 below) 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 first roll equal to or under its majority Initiative score on a D6. If 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 (i.e., snap-shots at BS 1) 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 masonry.

These effects are represented in the game by the Catastrophic Damage – Buried Alive! table. When this special rule is in effect, in every turn after the first each player should roll a D6 at 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 preceding turn add +1 to 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 deadfall. Roll for scatter just as for an indirect fire weapon. Any model caught under the template suffers a Strength 5 AP 4 hit. Units with an Armour value are struck on their rear armour.
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 Blast (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 4 hit and must take a Barrage Pinning check. Units with an armour value are struck on their rear armour.
12+	**Quake!:** 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 failed. 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-to-face in battle.

The use of this optional special rule requires a little more work than usual and co-operation between the players, but can make for very nerve-wracking and exciting games. Each side requires a set of numbered counters (or blips) sufficient for the number of units it has in its force. Each number must correspond to a particular unit within their force, which must be noted down 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 the unit is revealed and the note showing the number and its corresponding unit is shown to the opposing player. The counter is then replaced with the corresponding unit, which is deployed in coherency with its centre where the counter was when revealed. If on subsequent turns a unit that has revealed itself passes out of line of sight of the opposing force's models, it is once more replaced with its corresponding numbered counter (and it's up to the enemy to remember what it was until it becomes visible again)!

Independent characters which join units do not have a 'blip' 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 Mortalis 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 now cause the Rending effect, unless their target has Hardened Armour or Void 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.
- All weapons and attacks which already have the Rending effect 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 savage assault with command of a vital Zone Mortalis area at stake. One player or team of players take 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 Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Forge World's Zone Mortalis Complex terrain boards, then they may either be laid out in an agreed fashion or alternatively the players may take turns placing boards so that they take up the playing area, making sure that each table edge has at least one clear entry/exit point per 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 assault mission, units drawn from either the Troops or Elites 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 should 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 spearhead and which is to be their reserve. This arrangement represents an Attacking force working its way through the Zone Mortalis, and the Defenders rallying 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 spearhead force anywhere in this area, but not within 6" of the centre of the board.



Unknown Sons of Horus Legion Dreadnought [Pict-capture Isstvan III Atrocity]

This Dreadnought carries limited honorifics and markings other than Cthonian glyph work, perhaps indicating a newly interred occupant and/or a rejection of former Legion allegiances. Note: Contemptor pattern. 'Mortis' weapons configuration – prototype Kheres pattern assault cannon in use with 60th-63rd Expeditionary fleets prior to entering general Legion issue.

The other player then rolls a D6. 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 steal 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 vicious struggle to control the Zone Mortalis through brute 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 points is the winner.

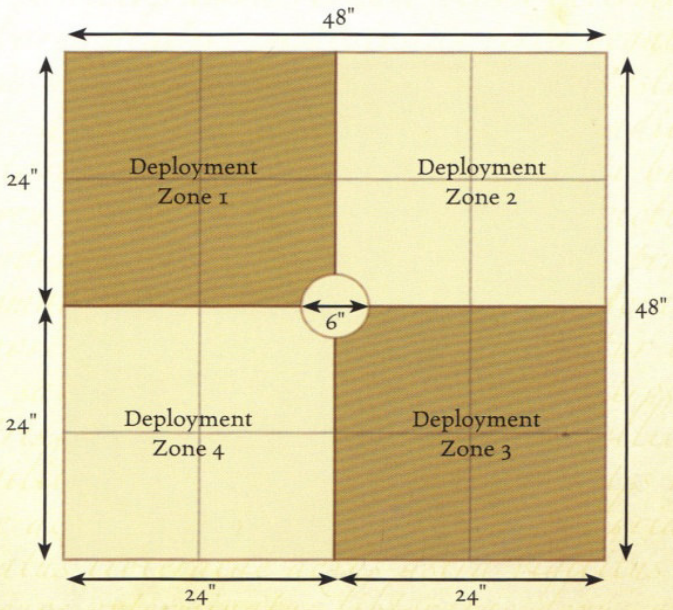
Force the Breach!
This represents the Defenders trying to maintain hold of a vital area of the Zone Mortalis, whilst the Attacker must wrest it from them. The Defender places three objectives: one in their own deployment zone and one in each of the zones in which neither player has deployed. These objectives may not be placed within impassable terrain, or less than 6" away from the table edge or the centre of the table. If the Attacker is in control of more objectives than the Defender at the end of the game they are the winner. If any other result is the case, the Defender is the winner.

Sabotage
The Attacker's goal is to destroy vital systems within the Zone Mortalis. 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 placed in impassable terrain.

The Attacker must attempt to destroy these objectives by any means they can. Each has an Armour value of 11, and will be destroyed by any successful glancing hit or penetrating hit scored against them. Because their Attackers cannot be certain of destroying them properly at distance, these objectives count as having a 4+ Invulnerable save 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 gaining 1 Victory point for each sabotage objective still on the table. The side with the most Victory points is the winner.

The Zone Mortalis Assault Mission



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 tactical control of the area.

Both forces use the Combatant Force Organization chart for this mission.

Table Set-up
The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Forge World's Zone Mortalis Complex terrain boards, then they may be either laid out in an agreed fashion or alternatively the players may take turns placing boards so that they make up the playing area, making sure that each table edge has at least one clear entry/exit point per 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 Elites 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 should 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 spearhead and which is to be their reserve. This represents the larger force moving through the Zone Mortalis without 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 steal 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.

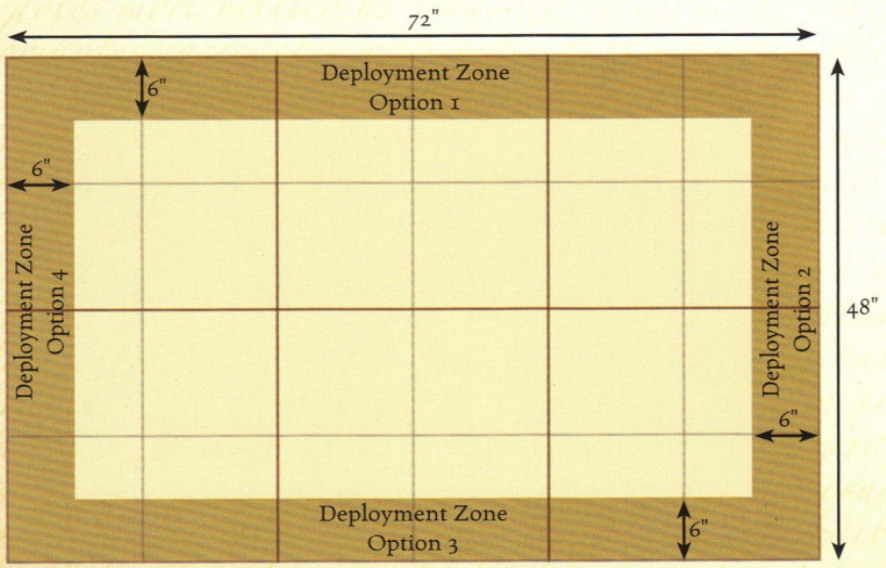
D6	Result
1-2	Search and Destroy
3-4	Capture Ground
5-6	Invasion

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.

The Zone Mortalis Encounter Mission



Search and Destroy
This mission represents the vicious struggle to control the Zone Mortalis through brute 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 points is the winner.

Capture Ground
The two forces must control the area of the Zone Mortalis and drive out the enemy. This mission goal uses five objective counters. 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 so long as they are not placed within impassable terrain, or less than 6" away from the table edge 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 game 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 enemy-held 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 gains 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.



Unknown Emperor's Children Dreadnought [Pict-capture Isstvan III Atrocity]

Dreadnought identified as part of Lord Commander Eidolon's forces. Note: Contemptor pattern, 'Mortis' weapon configuration: Autocannon utilised for infantry fire support at long range, target suppression and engaging lightly armoured vehicles and aircraft. Oath Seal applied before battle commending the Dreadnought to victory.

Isstvan III Zone Mortalis Stratagems (Optional Rule)

Zone Mortalis stratagems is an optional rule that allows unique and unusual tactics, terrain and equipment to play a part in your Zone Mortalis games. The ones presented here are designed with the bitter battle that followed the treachery on Isstvan III in mind, and can be used to replicate the conditions of fighting in the shattered towers, sewers and bunker networks of the ravaged city.

The use of such stratagems is neither compulsory nor strictly speaking needed, but they can add new dimensions and a few nasty surprises to your games. They also represent a great excuse to indulge your modelling prowess and make some special terrain pieces and purpose-built Zone Mortalis conversions. Wherever possible you should endeavour to represent stratagems suitably on the gaming table, and make absolutely sure your opponent knows what 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 going 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 *Cities of Death* Warhammer 40,000 expansion books intended for use in those games which you may wish to modify and use where appropriate in your Zone Mortalis 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

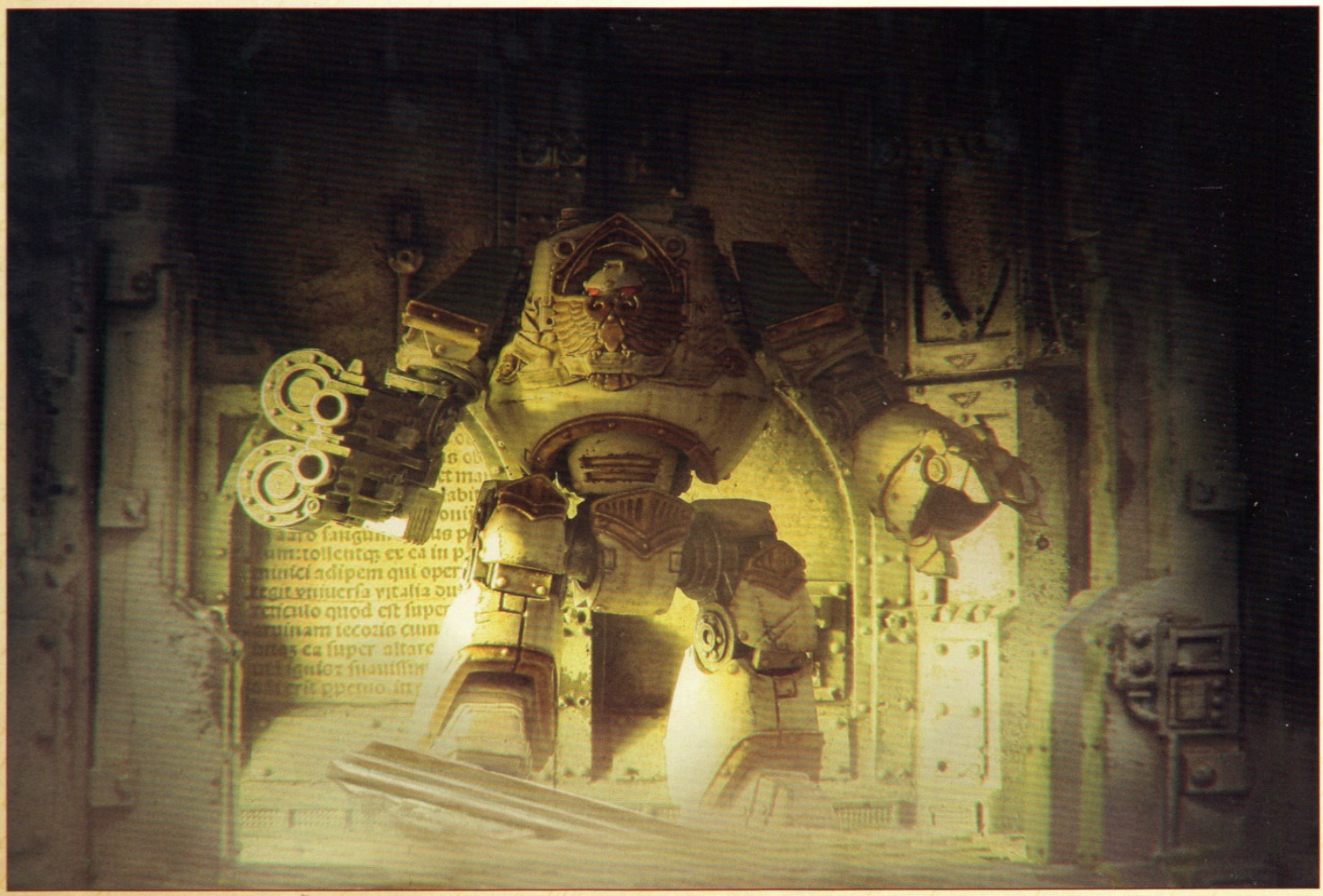
Some stratagems are simply more powerful than others or just more useful in general; this is reflected by a cost in Stratagem points. Stratagem points are also handy for keeping a check on the use of stratagems and making sure they don't get out of hand in the game. In a Zone Mortalis mission it is recommended that each side has an allowance of 1 Stratagem point, plus an extra 1 Stratagem point for every full 500 points of their force, (so a 1,000 point Zone Mortalis force would have 3 Stratagem points to spend, etc).

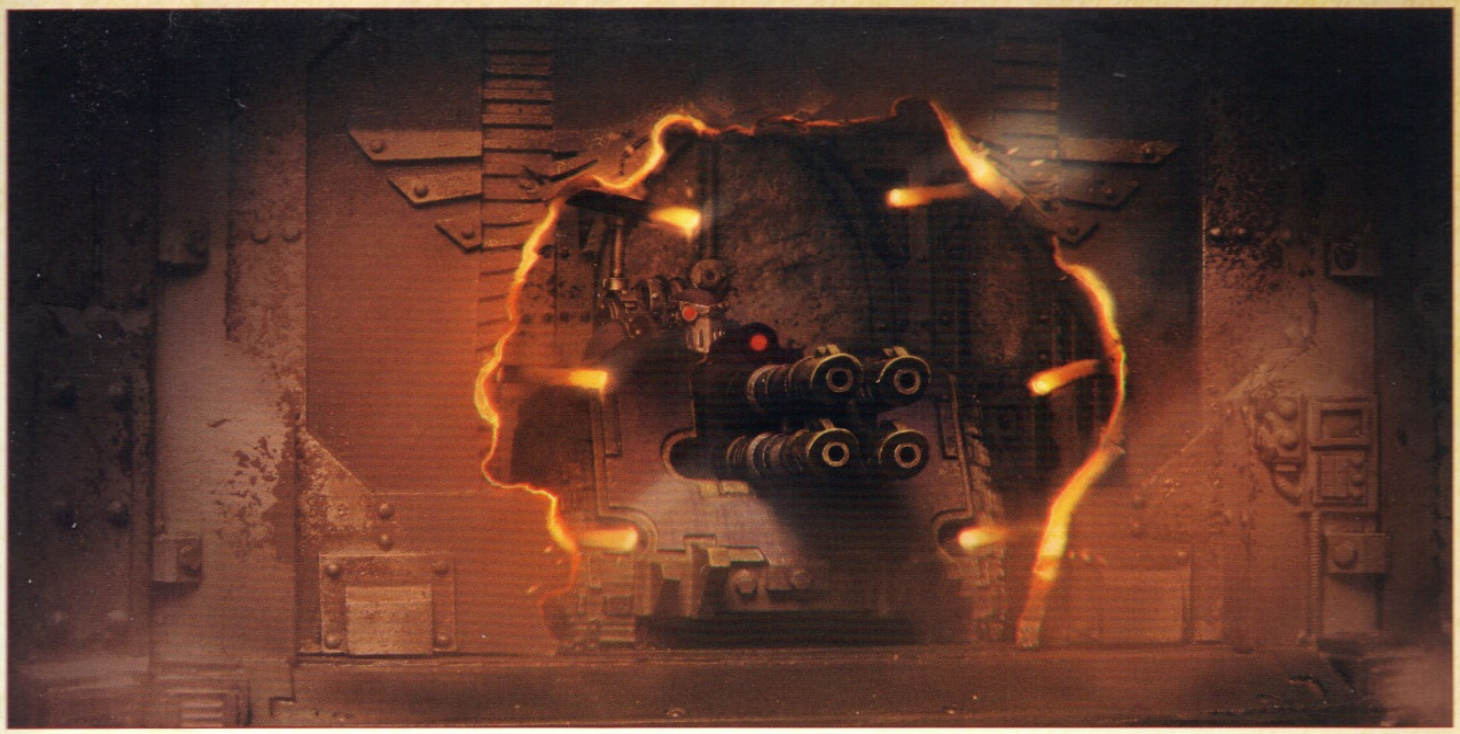
Declaring the use of Stratagems

Players should declare the use of their stratagems when indicated in their description. In most cases this will be readily 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 occur at the same time, they should roll-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 Infantry type in your reserve may enter the game via the Deep Strike rules using one of these hatches only as the chosen arrival point from which their arrival may scatter 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 233.

This stratagem may be taken multiple times.

Spearhead Sentry Gun [Terrain] [2SP]
Deployed with Spearhead Forces
Both attacking Zone Mortalis forces and Defenders often deploy automated weapons system to provide them with fire support, usually covering a vital area or important access chamber. This weapon is a light artillery mount equivalent to an Imperial Tarantula, heavy gun servitor or defence platform. It may not move once deployed but may freely engage enemy targets in the Shooting phase with a 360 degree arc of fire, so choose its location wisely! It has no crew but is self-targeting and so in the control of the owning player. The Sentry Gun may make an Overwatch Snap-shot if assaulted.

WS	BS	S	T	W	I	A	Ld	Sv
-	2	-	6	2	-	-	-	4+

Unit Type
- Artillery (60mm base)

Wargear
- Searchlight

Wargear
- Choose one of the following weapons:
  - Twin-linked heavy bolter
  - Twin-linked heavy flamer
  - Twin-linked rotor cannon

Flanking Counter Assault [Tactic] [2 SP]
The player has sent a portion of their forces off in an attempt to outflank the enemy forces in the hopes of cutting them off, enabling them to be isolated and destroyed.

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 opponent'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 tool that can be used for cutting through armoured bulkheads or as a makeshift but devastating close-quarter weapon.

Rules for the lascutter can be found on page 235.

This 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 temporarily out of sync with reality, or the rather more brute force approach of blasting out intervening ferrocrete and earth with seismic charges, the Attacker makes a major breach in either the ceiling, floor or walls from which they have troops poised to make a storm assault.

During the Attacker's first turn they may place a Blast (3") marker anywhere on the board that is not either touching an enemy model, impassable terrain or an objective. This then scatters D6" (with the Hit symbol indicating the breach is bang on target.) If this scatters off the table or into impassable terrain, simply move it as close as possible away from the terrain or board edge. This blast marker now represents the breach point and remains in place for the rest of the battle. Up to one infantry unit per turn arriving as reserves may use this breach to enter play as normal.

Sustained Assault [Tactic] [3 SP]

The forces of the Attackers greatly outnumber those of the Defenders, 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 wiped out or fall back, the Attacker may reveal this stratagem and remove the unit from play (if still present) and return it at full strength to their reserves. This may only be done once.

Fire Wasp [Unit] [1 SP]

A Fire Wasp is a Mechanicum-produced combat drone used since the early years of the Great Crusades in Zone Mortalis actions to venture ahead of assault parties and help clear them a path. Sent in ahead of a squad and intended to trip mines and other booby traps, the Fire Wasp is an extremely robust device if a poor fighter. Most standard patterns are equipped with an inbuilt flamer weapon and searchlight device to aid 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	T	W	I	A	Ld	Sv
Fire Wasp	2	2	3	5	2	2	1	10	4+

Unit Composition
- 1 Fire Wasp

Unit Type
- Infantry (40mm base)

Wargear
- Flamer
- Searchlight
- Close Combat Weapon

Special Rules
- Fearless
- Move Through Cover
- 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 models are deployed, the Defender may either nominate one enclosed or semi-enclosed area of terrain to be their defensive strongpoint (alternatively a new piece of terrain such as a small pill box or square of Aegis line may be added to the set-up to represent the stronghold). A small model should also be placed within this area to represent the stronghold's power generator.

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 Reserve 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 barriers 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 for any model firing from behind them and count as difficult ground for any model trying to cross them.

This 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 death-trap for Attacking forces.

This 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, move 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	**Boom!** Place the Large Blast (5") marker 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.





Battles in the Age of Darkness & Space Marine Legion Crusade Army List

The following section details rules for playing games of Warhammer 40,000 set against the background of the dark and terrible wars of the Horus Heresy, along with a full army list for the Space Marine Legions as they were during the dying days of the Great Crusade.

Age of Darkness Battles

The following Force Organisation chart is recommended for battles of Warhammer 40,000 played between armies of 1,500-3,000 points fought during the terrible wars of the Horus Heresy. You will note that this chart differs somewhat from the more generic Force Organisation chart found in the *Warhammer 40,000* rulebook and reflects both the savagery of the battles and the dark technologies available to the combatants in this era, as well as the monumental scale of the war itself.

You will also notice an additional detachment type on the chart – Lords of War. This special category includes such incredibly powerful figures as the Primarchs, as well as colossal war machines such as super-heavy tanks and the feared battle-automata Ordo Reductor of the Mechanicum. Such is the power of these units they sit outside the standard Force Organisation chart and are only available in larger games, and are used in a restricted fashion (as indicated by the symbol next to them).

For games of 1,500 points or less we advise that you instead use the standard Force Organisation chart found on page 109 of the *Warhammer 40,000* rulebook, while for considerably larger games, the Apocalypse game expansion is recommended.

Certain battle missions contained within this book, and indeed certain phases of the Betrayal campaign, have direct effects on the Force Organisation chart you may use to fight them with which take priority over the more general rules and guidelines listed here. In addition it is always a good thing to remember the golden rule, which is that the game is meant to be fun. So if you are intending to make use of the more unique and powerful units available, the only caveat is to ensure your opponent is okay with this beforehand (as a generality at least).

See the Choosing your Army section of the *Warhammer 40,000* rulebook for more information about selecting forces. The rules presented there for Primary Detachments, Dedicated Transports, special characters, etc, apply to forces chosen for Age of Darkness battles.

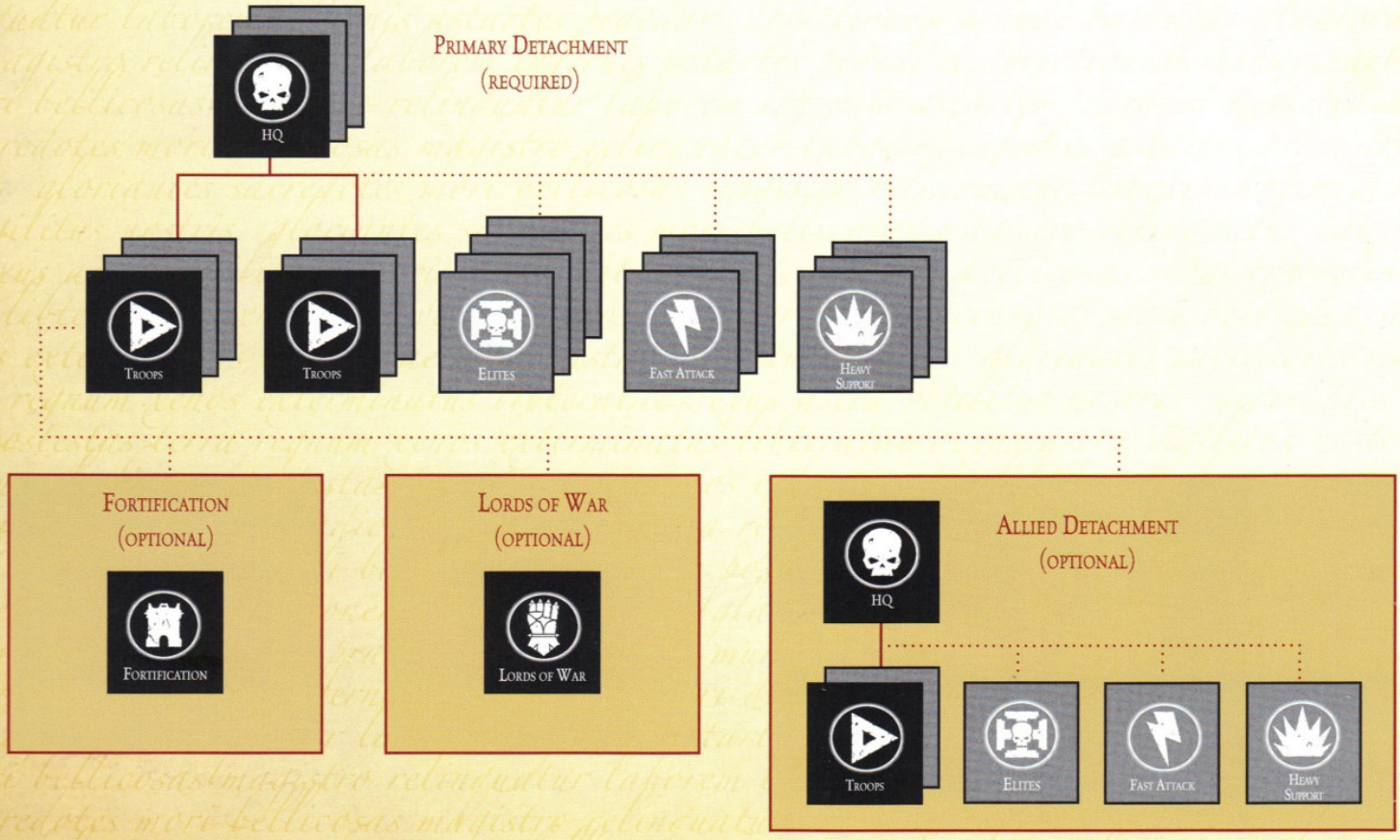
Lords of War & their Availability

In a battle of 2,000 points or more, a single Lords of War choice is available to an army, which must be bought from the army's points total as normal, and may not make up more than 25% of the army's total points cost.

The Lords of War choices eligible for the Crusade Space Marine Legion list found in this book are as follows:

- An Imperial Super-heavy Tank or Detachment (1-3 Super-heavy Tanks or Super-heavy Walkers of up to 3 Structure Points each).
- A single Titan (note this will only be available in larger games owing to points restrictions).
- A single Imperial Super-heavy Flyer (such as a Thunderhawk Gunship).
- A squadron of 1-3 Imperial Navy Flyers (see *Imperial Armour Aeronautica* for options).
- 1-3 Ordo Reductor War Engines.
- The Primarch of the Legion used as the force's Primary Detachment.

Age of Darkness Force Organisation Chart



Allies in the Age of Darkness

In the tumult and warfare of the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. During these times old arguments, suspicions and rivalries were bought to the fore. This is represented by the Age of Darkness allies chart which works in a similar manner to the allies chart on page 112-113 of the *Warhammer 40,000* rulebook, but rather than depicting relationships between alien races and forces, it offers a more nuanced web of relationships ad discords between the Space Marine Legions at the beginning of the Horus Heresy. Note that the chart itself is not split along the lines of Traitors and Loyalists, as in many cases the Legions were in themselves spilt into factions for either side, and so instead, in particular campaign battles you are fighting, who plays the Traitor and who the Loyalist in your own version of the Horus Heresy (and such additional limitations this poses) is left up to you.



Levels of Alliance

The history and character of the wildly differing forces that once forged the Imperium before treachery took hold made for a tangled and sometime fractious web of allegiance. As a result different levels of alliance exist between them.

Sworn Brothers

The closest of allies who have fought beside each other many times.

The two forces are considered 'friendly units' in all regards. These means, for example, that Sworn Brothers may be joined by allied independent characters, are treated as friendly units for the targeting of psychic powers, special abilities, Warlord Traits and so on, and may also benefit from Nuncio Vox carried by allied units. Note: However not even Sworn Brothers can embark in allied transport vehicles, and rules that affect a particular force owing to its Legiones Astartes rule do not carry over to an allied force.

Fellow Warriors

The two forces are willing to fight together for common cause against their foes.

Units in your army treat Fellow Warriors as not being part of their army with the exception that they may not be deliberately targeted, attacked, targeted with psychic powers, etc (note that blasts, psychic powers and the like may still scatter over allied forces and adversely affect them.) Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied independent characters and are not counted as friendly units for the purposes of Psychic powers. In essence the two forces fight alongside each other without any additional positive or negative effect.

Distrusted Allies

The two forces can make common cause against an enemy but never fully trust each other due to long-standing feud or inherent antipathy.

Distrusted Allies are treated exactly like Fellow Warriors except that the allied units are never counted as scoring units.

By the Emperor's (or the Warmaster's) Command

Two forces with this relationship will only ever fight beside each other in the direst of circumstances or by the direct command of their overlord, be they the Emperor or the Warmaster.

In this case the two forces are dealt with exactly like Distrusted Allies (see previously), but, in addition, at the start of each of the player's Movement phases, a D6 must be rolled for every unit (except those already engaged in combat) within 6" of an allied unit. On a roll of a 1, that unit may not move, shoot, run or assault that turn (being too busy watching for betrayal). Make a note or place a counter to indicate which units have been so affected.

Agents

In addition to the forces shown here, some units in later volumes will be described as being either Agents of the Emperor or Agents of the Warmaster. These forces are always treated as being Sworn Brothers to either all Loyalist or all Traitor forces respectively.

"Peace? There can be no peace in these times. We fight not merely for victory, but for survival, for the control of the destiny of humanity! There can be no higher calling, no cause greater and more worthy of sacrifice. Any man who calls for peace is an enemy as much as the traitor who seeks your life—treat them with the contempt they deserve."

-Rogal Dorn
Primarch of the Imperial Fists

Additional Special Rules for Heresy-era Gaming

Legiones Astartes

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition each individual Legion has its own idiosyncrasies and character—the product of their gene-seed and unique warrior culture.

- Units with this special rule may always attempt to regroup regardless of casualties.
- Units will also have additional special rules and abilities specific to their Legion.

A Space Marine may only have one such 'named' rule, eg, Legiones Astartes (Sons of Horus). Space Marine units from a different Legion may only be included using the Allies rules (see page 112 of the *Warhammer 40,000* rulebook) in conjunction with the Allies in the Age of Darkness chart found on page 185.

Battlesmith

Those versed in the secret arts and teachings of the Mechanicum, whether Techmarine, Forge Lord or Magos, have the skill and ability to reconstruct and effect field repairs to war machinery in the very heat of battle.

If a Battlesmith is in base contact with, or embarked upon, one or more damaged vehicles during the Shooting phase, they can attempt to repair one of them instead of firing a weapon. Roll a D6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hull Point.
- Repair a Weapon Destroyed result.
- Repair an Immobilised result to the attendant vehicle.

If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Battlesmith cannot use this ability if they have gone to ground or are falling back.

Primarch

Genetically engineered creations whose powers and abilities shame even those of the enhanced warriors they lead, the Primarchs, although few in number, bestride the battlefields of the Great Crusade and the dark age of the Heresy like demigods and no mortal force can stand against them. Any model with the Primarch special rule is automatically the army's Warlord and does not roll randomly for Warlord Traits (these will have been included in their own unique abilities). Unless fighting in a game of Apocalypse, no force may ever include more than a single Primarch.

Primarch also incorporates the effects of a number of other special rules. These are the following:

- Independent Character
- Eternal Warrior
- Fear
- Adamantium Will
- Fleet
- Fearless
- It will not Die
- Master of the Legion (see page 189)

Space Marine Legion Warlord Traits

When generating their Warlord Traits, a Space Marine Legion Warlord may either roll on one of the Traits tables found in the *Warhammer 40,000* rulebook, or can alternatively roll on the table below.

Warlord Traits Table

D6	Warlord Trait
1	**Bloody-handed** *The Warlord has overseen the ending of whole species and cultures, and the bloodshed has left its mark upon their soul.* The Warlord and any unit with the Legiones Astartes special rule they join cause Fear.
2	**Master Tactician** *The Warlord has long honed their tactical acumen to almost preternatural levels, and their skills of generalship allow them to outmanoeuvre and outthink an enemy before a blow is struck.* After both sides are deployed but before which side gets the first turn is determined, the Warlord's side may redeploy one of their units within the limitations of the mission being played. This may place a unit that had been deployed normally into reserve, or bring a unit out of reserve.
3	**World Burner** *The Warlord has commanded the purgation of enemy worlds and has battled foul xeno-forms and burned them from their noisome lairs time and again.* The Warlord may nominate D3 units within their primary force, which these are must be marked down before the game begins. Any Template or Blast weapons possessed by these units gain the Shred special rule if they did not already have it.
4	**Paladin of Glory** *The Warlord embodies the highest martial ideals of bravery and skill-at-arms, and inspires their forces to even greater heights of glory by their presence.* The Warlord has the Fearless special rule, and both the Warlord and any unit with the Legiones Astartes special rule with models within 6" of the Warlord may add +1 to the Wounds score calculated to see if they win combat in the Assault phase.
5	**Void Walker** *The Warlord has spent time at the forefront of the Crusade fleets piercing the outer darkness alongside the Rogue Traders Militant and has stared into the Abyss of Old Night.* The Warlord gains the Adamantine Will special rule and one nominated infantry unit gains the Deep Strike special rule.
6	**Child of Terra** *The Warlord saw the birth of the Great Crusade, and is the veteran of countless battles alongside warriors and demigods of legend.* The Warlord and any unit they join with the Legiones Astartes special rule may re-roll any failed rolls of 1 to wound in close combat.

A Note on Power Weapons

Wherever in this book's rules sections a model is described as being either equipped with a 'power weapon' or has the option to take one then either a power sword, power axe or power maul (see the *Warhammer 40,000* rulebook) may be freely chosen so long as they are clearly depicted on the model.

"Tell them ruin has come to their world,

Death, despair and red war...

Tell them their hopes and pride have come to nothing,

Tell them their empty whispers fall upon deaf ears—their gods are dead, human reason has killed them,

Tell them the Angels of Death have come,

Tell them nothing can save them now."

-Perturabo
Primarch of the Iron Warriors

Legion Praetor

100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Praetor	6	5	4	4	3	5	4	10	2+

HQ

Praetors are the mightiest warriors and battle-leaders of the Space Marine Legions, second only to the god-like Primarchs in martial skill and generalship. These lords of the Imperium hold the power of life and death over whole worlds, with the direct control of entire war fleets and armies in their hands. Each is a vastly experienced warrior and warlord, unique in character, who has writ a legend in blood for themselves, and carries into battle the finest wargear and weapons known to humanity. In their ranks can be found Chapter Masters and Lord Commanders, First Captains, Khans and Tribunes as the traditions of their Legions dictate. They are the masters of war and have commanded the hosts of the Great Crusade that have conquered worlds unnumbered.

Unit Composition
- 1 Legion Praetor

Unit Type
- Infantry, Independent Character

Wargear (Legion Praetor only)
- Artificer armour
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades

Wargear (Terminator only)
- Terminator armour or Cataphractii armour
- Combi-bolter
- Power weapon

Special Rules (All)
- Legiones Astartes
- Master of the Legion

Options
- A Legion Praetor may take one of the following:
  - Bolter ..... +2 points
  - Combi-weapon ..... +10 points
  - Volkite charger ..... +10 points
- A Legion Praetor may exchange either their bolt pistol or chainsword/combat blade for one of the following:
  - Volkite Serpenta ..... +5 points
  - Plasma pistol ..... +15 points
  - Archaeotech pistol ..... +20 points
  - Heavy chainsword ..... +10 points
  - Charnabal sabre ..... +10 points
  - Power weapon ..... +15 points
  - Power fist ..... +20 points
  - Single lightning claw ..... +20 points
  - Thunderhammer ..... +25 points
  - Paragon blade ..... +25 points
- A Legion Praetor may exchange both their bolt pistol and chainsword/combat blade for a pair of lightning claws ..... +25 points
- A Legion Praetor may take melta bombs ..... + 5 points
- A Legion Praetor may take digital lasers ..... +15 points
- A Legion Praetor may upgrade a single weapon to become:
  - Master-crafted ..... +15 points
- A Legion Praetor may take one of the following:
  - Combat shield ..... +5 points
  - Refractor field ..... +10 points
  - Boarding shield ..... +10 points
  - Iron halo ..... +25 points
- A Legion Praetor may take one of the following:
  - Jump pack ..... +20 points
  - Space Marine Bike with twin-linked bolters ..... +25 points
  - Legion Jetbike with a heavy bolter ..... +45 points

Options (Terminator only)

Alternatively, the Legion Praetor may be equipped with Terminator armour. If this is the case they use the following list of options:
- A Terminator may be one of the following:
  - Terminator armour with combi-bolter & power weapon ..... +35 points
  - Cataphractii Terminator armour with combi-bolter & power weapon ..... +35 points
- A Terminator may exchange their combi-bolter for one of the following:
  - Combi-weapon ..... +7 points
  - Volkite charger ..... +7 points
- A Terminator may exchange their power weapon for one of the following:
  - Power fist or lightning claw ..... +10 points
  - Chainfist ..... +15 points
  - Thunder hammer or Paragon blade ..... +20 points
- A Terminator may exchange both their power weapon and combi-bolter for a pair of lightning claws ..... +20 points
- A Terminator may take digital-lasers ..... +15 points
- A Terminator may take an iron halo ..... +10 points
- A Terminator may upgrade a single weapon to become:
  - Master-crafted ..... +15 points
- A Terminator may take a grenade harness ..... +10 points

Master of the Legion

Space Marine Legions are vast engines of war whose super-human warriors number in the tens of thousands or even hundreds of thousands of fighters. The full panoply of war of a Legion is a terrible thing to behold, and is capable of obliterating entire civilisations through a variety of deadly means ranging from sheer brute force and numbers, armoured assault waves, murderous siege-craft or overwhelming and relentless attack from close orbit. The particular methods of such exterminations are overseen by the high commanders of the Legions, each bringing decades of experience and acquired tactical acumen to the ruin of Mankind's foes. On the battlefield the wider operating deployments of a Space Marine Legion are represented by the army list as written, however varied formations and tactics are also present within the Legions and represented here by the Rites of War special rule.

A Space Marine Legion army may only include a single model with this rule as part of their HQ force selection per 1,000 points in the force.

A model with this rule may also include a Command squad as a retinue as part of the same selection on the Force Organisation chart (see page 184).

If the army's Warlord (see the *Warhammer 40,000* rulebook) they have the Master of the Legion special rule. They may also roll twice on their chosen Warlord Traits chart (re-rolling any doubled result) and select which of the two results they wish to use.

The use of one of the Rites of War is always optional as they impose limitations on your army as well as offering other abilities and new configurations of units on the Force Organisation chart. In particular you may be prevented from using certain types of units unless you purchase a particular type of Dedicated Transport for them. This makes creating the army list a more complex procedure than normal and is recommended mainly for experienced players.

Only one Rites of War formation may be used by an army, regardless of whether multiple characters with this rule are included, and the Rites of War chosen only affects the force's Primary Detachment. However, allied forces eligible to do so may use different rites or none at all – effects do not carry over to allied forces from the primary force and vice versa.

Several of the more common Rites of War for the Space Marine Legions are shown below – individual Legions or special characters may also have unique Rites of War of their own.

RITE OF WAR: ORBITAL ASSAULT

Effects

- All units in the army eligible to take a Rhino as a Dedicated Transport may instead select Legion Drop Pods as Dedicated Transports.
- Legion Dreadnoughts may take Legion Drop Pods as Dedicated Transports (on a 1:1 ratio) and Contemptor Dreadnoughts may take Dreadclaw Drop Pods (see page 244) as Dedicated Transports (on a 1:1 ratio).
- Units and models in Terminator armour gain the Deep Strike special rule.

Limitations

- Units that cannot be deployed via Deep Strike, either by having access to the rule themselves or because they cannot be carried in a transport vehicle that has it (infantry in Drop Pods, for example), **may not be chosen** as part of the army.
- You may not take a fortification allied detachment.

RITE OF WAR: ARMOURED SPEARHEAD

Effects

- All units in the army eligible to take a Rhino as a Dedicated Transport may instead select either a Land Raider Phobos or a Land Raider Proteus if they number ten models or fewer as their Dedicated Transport.
- Tank Shocks inflicted by tanks in the force impose an additional -1 Ld penalty.

Limitations

- All units with the Infantry type in the army must either be purchased Dedicated Transports and start the game deployed inside them, or begin play transported inside another vehicle in the army. This in essence means that you may not take more infantry models in your army during selection than you have transport capacity to carry!
- Should all the tanks in the force be destroyed in the battle, then the enemy counts as having scored an additional secondary objective.
- You may not take a fortification allied detachment.

RITE OF WAR: ANGEL'S WRATH

Effects

- Any model with a jump pack gains the Hit and Run special rule if it did not already possess it.
- Any unit eligible to take a Rhino as a Dedicated Transport may instead take a Storm Eagle Gunship as a Dedicated Transport.

Limitations

- Only units with the Jump Infantry, Skimmer and Jetbike types, as well as infantry units which begin the game inside transporting Skimmers and Flyers, may be chosen as part of the force. This in essence means that you may not take more infantry models in your army during selection than you have Skimmer/Flyer transport capacity to carry!
- No unit with the Tank type (unless also a Skimmer or flyer) may be taken as part of this army.
- You may not take a fortification allied detachment.

RITE OF WAR: PRIDE OF THE LEGION

Effects

- Veteran and Terminator squads are Troops choices in the force, and units of either of these types must be selected as the force's compulsory Troops selections.
- Command squads may take a Land Raider of either the Proteus or Phobos type as a Dedicated Transport.

Limitations

- Should all Veterans and Terminator squads in the force be destroyed in the battle, then the enemy counts as having scored an additional secondary objective.
- You may not take an allied force detachment.

Legion Centurion

50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Centurion	5	5	4	4	2	5	3	9	3+

HQ

The ranks of each Space Marine Legion are tens of thousands, sometimes hundreds of thousands strong and as such require a substantial core of battle commanders and officers to control and co-ordinate, as well as more specialised ranks and roles which help give a Legion its operational depth and strategic flexibility. The Centurion represents such leaders, champions and line officers, and whether a Company Captain in command of a thousand or more Legionaries on campaign, or a Shield-Lieutenant given charge of a boarding party in a savage space battle, to have risen in the ranks means they have already demonstrated their worth in the bloody fires of conflict.

Unit Composition
- 1 Legion Centurion

Unit Type
- Infantry, Independent Character

Wargear (Legion Centurion only)
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades

Wargear (Terminator only)
- Terminator armour or Cataphractii armour
- Combi-bolter
- Power weapon

Special Rules (All)
- Legiones Astartes
- Consul

Options
- A Legion Centurion may take one of the following:
  - Bolter ..... +2 points
  - Combi-weapon ..... +10 points
  - Volkite charger ..... +10 points
- A Legion Centurion may exchange either their bolt pistol or chainsword/combat blade for one of the following:
  - Volkite Serpenta ..... +5 points
  - Plasma pistol ..... +15 points
  - Heavy chainsword ..... +10 points
  - Charnabal sabre ..... +10 points
  - Power weapon ..... +15 points
  - Power fist ..... +20 points
  - Single lightning claw ..... +20 points
  - Thunder hammer ..... +25 points
- A Legion Centurion may exchange both their bolt pistol and chainsword/combat blade for a pair of lightning claws ..... +25 points
- A Legion Centurion may take melta bombs ..... + 5 points
- A Legion Centurion may exchange their power armour for:
  - Artificer armour ..... +10 points
- A Legion Centurion may take one of the following:
  - Combat shield ..... +5 points
  - Refractor field ..... +10 points
  - Boarding shield ..... +10 points
- A Legion Centurion may take one of the following:
  - Jump pack ..... +20 points
  - Space Marine Bike with twin-linked bolters ..... +25 points
  - Legion Jetbike with a heavy bolter ..... +45 points

Options (Terminator only)

Alternatively, the Legion Centurion may be equipped with Terminator armour. If this is the case they use the following list of options:
- A Terminator may be one of the following:
  - Terminator armour with combi-bolter & power weapon ..... +35 points
  - Cataphractii Terminator armour with combi-bolter & power weapon ..... +35 points
- A Terminator may exchange their combi-bolter for one of the following:
  - Combi-weapon ..... +7 points
  - Volkite charger ..... +7 points
- A Terminator may exchange their power weapon for one of the following:
  - Power fist ..... +5 points
  - Lightning claw ..... +5 points
  - Chainfist ..... +10 points
  - Thunder hammer ..... +10 points
- A Terminator may exchange both their power weapon and combi-bolter for:
  - Pair of lightning claws ..... +15 points

Consul

A Centurion may also be used to represent one of the specialised officers of the Space Marine Legions, referred to under the banner of Consuls, although this covers many different ranks and purviews such as the Chaplains, fleet captains, blood chieftains, Vigilators, Legates and even the psychics of the Librarius. The following are some of the more common examples found in the forces of the Crusade, although many others existed in particular Legions.

Any Consul may be upgraded to one of these roles for the points cost listed, gaining any wargear and special rules, and abiding by army limitations shown. No Consul may have more than one particular upgrade. These upgrades should always be clearly represented on the model.

Chaplain: 35 points

Wargear

- Crozius Arcanum – power weapon.

Special Rule

- Zealot

Master of Signal: 35 points

Wargear

- Cognis-signum and Nuncio-vox.
- May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rule

- Bombardment – Once per game, in lieu of firing a weapon in the Shooting phase, they can opt to call in a bombardment attack against the enemy. This has the following profile:

Weapon	Range	Str	AP	Type
Bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Barrage

Legion Champion: 35 points

Wargear

- One close combat weapon wielded by the Legion Champion gains the Master-crafted special rule.

Special Rules

- Supreme Fighter – Increase WS to 6.
- Honour of the Legion – Must re-roll failed attempts at Heroic intervention, and must always issue challenges in combat if able.

Vigilator: 45 points

Wargear

- Cameleoline and bolter (Kraken/Tempest/Scorpius bolts).
- May replace their power armour with scout armour (4+ save), this gains them the Infiltrate and Move through Cover rules (free).
- May not take combi-weapon, boarding shield, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rules

- Scout and Sniper.
- Sabotage! After both sides have deployed, but before the first game turn, select a single enemy unit or fortification on the table (not an Independent Character.) Roll a D6. On a 2+ that unit suffers D6 Str 5 AP 6 hits. Targets are struck against their weakest AV. Casualties are allocated by the opposing player and do not cause Morale tests. A single Sabotage! attack may be made for each Vigilator in the force. If both sides possess them, roll off to determine which side's attacks go first.

Librarian: 25 points plus the cost of Psychic Mastery

Psyker

- Must take up to three levels of psychic mastery (costing 20 points each) A single psychic discipline from the *Warhammer 40,000* rulebook is then chosen.

Wargear

- Replaces their chainsword or combat blade with a Force weapon. Either a Force sword, Force axe or Force stave may be chosen.

Forge Lord: 35 points

Wargear

- Servo-arm and artificer armour.
- Additional wargear listed for the Techmarine on page 197, may also be taken at the costs indicated.

Special Rule

- Battlesmith

Primus Medicae: 35 points

Wargear

- Narthecium and needle pistol.

Special Rule

- Sacred Trust – In missions where Victory points are scored for destroying units, if a Primus Medicae is within 6" of a friendly Space Marine infantry or Jump infantry unit which is wiped out by the enemy roll a D6. On a 5+ the player whose unit was destroyed also gains a Victory point, as well as the enemy.

Siege Breaker: 45 points

Wargear

- Nuncio-vox.
- May take up to three Phosphex bombs for +10 points each. Medusa Siege Tanks in the army may exchange their normal shells for Phosphex shells for free.

Special Rule

- Art of Destruction: The Siege Breaker has the Tank Hunter and Wrecker special rules applied to all of their own attacks, and also confers these rules to the heavy weapon shooting attacks of any infantry unit they join.

Moritat: 35 points

Wargear

- Additional bolt pistol and rad grenades.
- May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rules

- Scout and Counter-attack.
- Chain Fire – When attacking with pistol weapons, the Moritat may declare a Chain Fire attack. For every successful hit, they may make an immediate additional shooting attack with the weapon against the same target and may continue doing so until they miss with the weapon (note that the Gunslinger special rule applies and so the Moritat may fire two pistols at once). After they have made a Chain Fire attack they may not assault in that player turn or use shooting attacks in the following turn.
- Lone Killer – A Moritat may not be taken as a Compulsory HQ choice, only as an optional HQ choice. They may not join units except Legion Destroyer squads.

Legion Command Squad

100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Chosen	5	4	4	4	1	4	2	8	2+
Legion Standard Bearer	5	4	4	4	2	4	2	9	2+

HQ

It is common for Space Marine commanders and champions to be accompanied in battle by a squad of highly disciplined and worthy warriors. They serve both as a bodyguard for their commander and are entrusted to carry one of the Legion's great standards, making them a rallying point on the battlefield for the Legion's troops. These chosen Space Marines have access to the finest wargear available to the Legion's rank and file and embody the Legion's honour in war.

Unit Composition
- 2 Space Marine Chosen
- 1 Legion Standard Bearer

Unit Type
- Infantry (see Special Rules)

Wargear
- Artificer armour
- Bolter (Chosen only)
- Legion Standard (Legion Standard Bearer only)
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades

Wargear (Terminator Bodyguard only)
- Terminator armour or Cataphractii armour
- Combi-bolter
- Power weapon

Special Rules (All)
- Legiones Astartes
- Chosen Warriors
- Retinue

Dedicated Transport
- A Legion Command Squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.



Options

- The Legion Command Squad may take:
  - Two additional Legion Space Marine Chosen.....+20 points each
- The Legion Command Squad may take:
  - Melta bombs.....+25 points
- Any member of the Legion Command Squad may take:
  - Combat shield.....+5 points each
- Any member of the Legion Command Squad may exchange their chainsword/combat blade or bolt pistol for one of the following:
  - Heavy chainsword.....+5 points each
  - Charnabal sabre.....+5 points each
  - Power weapon.....+ 10 points each
  - Power fist or lightning claw.....+15 points each
  - Plasma pistol.....+15 points each
- Any Space Marine Chosen may exchange their bolter for one of the following:
  - Combi-bolter.....+10 points each
  - Volkite charger.....+10 points each
- If the squad's Legion Praetor has either a Jump pack, Space Marine Bike or Jetbike, then the Legion Command Squad may also be identically equipped for the cost shown below. If any of these options are taken, the squad may no longer take a Dedicated Transport and every member of the squad must be identically upgraded.
  - Jump pack.....+15 points each
  - Space Marine Bike with twin-linked bolters.....+20 points each
  - Legion Jetbike with heavy bolter.....+35 points each

Special Option (Terminator Bodyguard)

If the Legion Praetor which is part of the Legion Command Squad's Force Organisation chart selection has Terminator armour, the squad may exchange their wargear for a set of Terminator armour. If the squad is upgraded with Terminator armour, then every member of the squad must be upgraded in the same way and has access to the following options rather than those shown previously:

- The Terminator Bodyguard may be one of the following:
  - Terminator armour with combi-bolter & power weapon.....+15 points each
  - Cataphractii Terminator armour with combi-bolter & power weapon.....+15 points each
- One model in the squad may exchange their combi-bolter for one of the following:
  - Heavy flamer.....+10 points
  - Reaper autocannon.....+15 points
  - Plasma blaster.....+15 points
- Any Terminator and/or the Terminator Sergeant may exchange their combi-bolter for:
  - Combi-weapon.....+7 points
  - Volkite charger.....+7 points
- Any Terminator and/or the Terminator Sergeant may exchange their power weapon for one of the following:
  - Power fist.....+5 points
  - Lightning claw.....+5 points
  - Chainfist.....+10 points
  - Thunder hammer.....+15 points
- Any Terminator and/or the Terminator Sergeant may exchange both their power weapon and combi-bolter for:
  - Pair of lightning claws.....+15 points
- The Terminator Sergeant may take:
  - Grenade harness.....+10 points
- Legion Command Squads equipped in Terminator armour numbering five models or less may take a Land Raider Phobos as a Dedicated Transport (and can not take a Rhino).

Chosen Warriors

All models in the Legion Command Squad are Characters and may accept and issue challenges.

Retinue

A Legion Command Squad may only be chosen as a retinue for a Legion Praetor, and may not be taken as part of an army on their own. They take up a single Force Organisation chart selection with that Praetor, but do not have to be deployed with them and are treated as a separate unit during the game.

Legion Veteran Tactical Squad

125 points

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



ELITES

Exceptional and experienced warriors within the ranks of the Space Marine Legions are quickly singled out and honoured with additional training in all aspects of warfare and equipped to the highest standards, so to further amplify their battlefield power. Certain Legions will further separate their veterans and raise them above the ranks by inducting them into warrior brotherhoods, martial cults or specified veteran companies. This serves to create an elite body within the Legion to which other warriors can aspire to ascend, and from which future commanders are drawn.

Unit Composition
- 4 Legion Veteran Space Marines
- 1 Legion Veteran Sergeant

Unit Type
- Infantry

Wargear
- Power armour
- Bolter
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades

Special Rules
- Legiones Astartes
- Veteran Tactics

Dedicated Transport
- A Legion Veteran Tactical squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.

Options
- The Legion Veteran Tactical Squad may take:
  - Up to 5 additional Veteran Space Marines.....+15 points each
- One Legion Veteran Space Marine may take:
  - Nuncio-vox.....+10 points
- One Legion Veteran Space Marine may carry:
  - Legion Vexilla.....+10 points
- The entire squad may take melta bombs.....+25 points
- Any Veteran Space Marine or the Veteran Sergeant may exchange their bolt pistol for one of the following:
  - Volkite Serpenta.....+5 points each
- Any Veteran Space Marine or the Veteran Sergeant may exchange their chainsword/combat blade for:
  - Power weapon.....+10 points each
- For every five models in the squad one Veteran may exchange their bolter for one of the following:
  - Volkite charger.....+10 points each
  - Melta gun.....+15 points
  - Plasma gun.....+15 points
  - Heavy flamer.....+15 points
  - Heavy bolter and Suspensor web.....+20 points
  - Missile launcher and Suspensor web (with frag and krak missiles).....+25 points
- The Veteran Sergeant may exchange their chainsword/combat blade for one of the following:
  - Power fist.....+15 points
  - Single lightning claw.....+15 points
  - Thunder hammer.....+20 points
- The Veteran Sergeant may upgrade their power armour to:
  - Artificer armour.....+10 points
- The Veteran Sergeant may exchange their bolter for one of the following:
  - Combi-weapon.....+10 points
  - Plasma pistol.....+15 points
- If the squad contains a missile launcher, this may be upgraded to also fire flakk missiles.....+10 points

Veteran Tactics

A Legion's veterans are among its most experienced warriors, consummate fighters who have ground the armies of scores of worlds under their boots. Before the game begins you must select one of the following special rules for the squad:

- Fearless
- Sniper
- Furious Charge
- Outflank
- Tank Hunters

Legion Destroyer Squad

150 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Destroyer Marine	4	4	4	4	1	4	1	9	3+
Legion Destroyer Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Legion Destroyer Space Marines
- 1 Legion Destroyer Sergeant

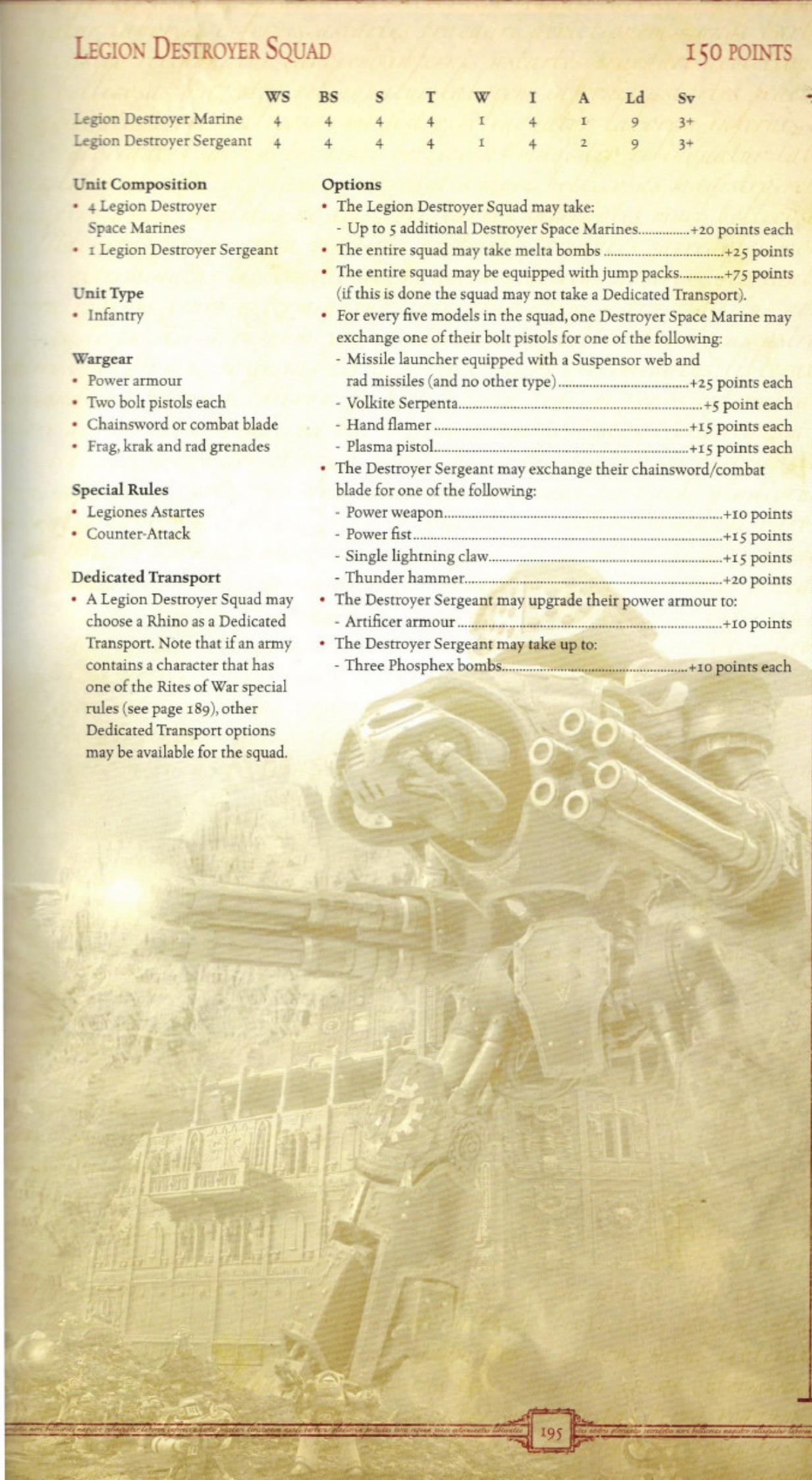
Unit Type
- Infantry

Wargear
- Power armour
- Two bolt pistols each
- Chainsword or combat blade
- Frag, krak and rad grenades

Special Rules
- Legiones Astartes
- Counter-Attack

Dedicated Transport
- A Legion Destroyer Squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.

Options
- The Legion Destroyer Squad may take:
  - Up to 5 additional Destroyer Space Marines.....+20 points each
- The entire squad may take melta bombs .....+25 points
- The entire squad may be equipped with jump packs.....+75 points (if this is done the squad may not take a Dedicated Transport).
- For every five models in the squad, one Destroyer Space Marine may exchange one of their bolt pistols for one of the following:
  - Missile launcher equipped with a Suspensor web and rad missiles (and no other type).....+25 points each
  - Volkite Serpenta.....+5 point each
  - Hand flamer .....+15 points each
  - Plasma pistol.....+15 points each
- The Destroyer Sergeant may exchange their chainsword/combat blade for one of the following:
  - Power weapon.....+10 points
  - Power fist.....+15 points
  - Single lightning claw.....+15 points
  - Thunder hammer.....+20 points
- The Destroyer Sergeant may upgrade their power armour to:
  - Artificer armour .....+10 points
- The Destroyer Sergeant may take up to:
  - Three Phosphex bombs.....+10 points each



ELITES

The origins of the Destroyer squads lay in the Unification Wars of Terra, but perhaps surprisingly not with the forces of the Emperor but his enemies. Considered dishonourable by some Legions who make little use of them or eschew them altogether, the Destroyers are equipped with and expert in the use of otherwise proscribed and forbidden weaponry. Alongside certain factions of the Mechanicum only Destroyer cadres have license to use in the forces of the Imperium by the Emperor's command. Rad-weapons, bio-alchem munitions and the crawl-burning horror of Phospex are among their dark arsenal—weapons which irrevocably taint the ground on which they are used. During the long nightmare of the Age of Strife such weapons rendered many once life-sustaining colonies uninhabitable charnel houses of the dead. Marked by their fire-blackened and chem-scalded armour, Space Marine Destroyers are often shunned and deemed somehow tainted by their battle-brothers in many Legions as considered at best a necessary evil although the effectiveness of their relic-weapons cannot be denied.

Legion Terminator Squad

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Terminator	4	4	4	4	1	4	2	8	2+
Legion Terminator Sergeant	4	4	4	4	1	4	2	9	2+

Unit Composition
- 4 Legion Terminators
- 1 Legion Terminator Sergeant

Unit Type
- Infantry

Wargear
- Terminator armour
- Combi-bolter
- Power weapon

Dedicated Transport
- A Legion Terminator squad numbering five models may take a Land Raider Phobos as a Dedicated Transport or a Spartan if ten models or fewer. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.

Special Rules
- Legiones Astartes
- Implacable Advance
- Prototype Weaponry

Options
- The Legion Terminator Squad may take:
  - Up to 5 additional Terminators ..... +30 points each
- For every five models in the Legion Terminator Squad, one Terminator may exchange their combi-bolter for one of the following special weapons:
  - Heavy flamer ..... +10 points
  - Reaper autocannon ..... +15 points
  - Plasma blaster ..... +15 points
- Any Terminator and/or the Terminator Sergeant may exchange their combi-bolter for one of the following:
  - Combi-weapon ..... +7 points each
  - Volkite charger ..... +7 points each
- Any Terminator and/or the Terminator Sergeant may exchange their power weapon for one of the following:
  - Power fist ..... +5 points each
  - Lightning claw ..... +5 points each
  - Chainfist ..... +10 points each
  - Thunder hammer ..... +10 points each
- Any Terminator and/or the Terminator Sergeant may exchange both their power weapon and combi-bolter for:
  - Pair of lightning claws ..... +15 points
- The Terminator Sergeant may take a grenade harness ..... +10 points
- Any unit may exchange its Terminator armour for Cataphractii pattern armour for free. If this is the case then the entire unit must be so equipped and appropriately modelled.

Implacable Advance
Legion Terminator squads are used to assail the most heavily defended objectives and secure them for the advance of allied forces. Legion Terminator Squads are always counted as scoring units in any mission where Troops are also counted as scoring units.

Prototype Weaponry
The development of Terminator tactics and technology was an on-going process during the later stages of the Great Crusade, and its implementation and extent were different within the Legions. Legion Terminator Squads belonging to a particular Legion may also have access to other weapons configurations and wargear options. If this is the case, then these will be noted in their specific Legion entries.



ELITES

The fruits of the Tactical Dreadnought Armour project, Terminator suits are the ultimate advance in personal armour technology the Imperium has developed. Terminator squads match these formidable developments with the finest veteran forces of the Legions to form devastating frontline assault units, able to withstand the heaviest enemy fire and deliver a hammer blow to crush the foe with ruthless power. Terminator armour equipped units are particularly valuable in heavy close-quarter fighting such as battles fought in the deep confines of hive cities or in starship boarding actions.

Techmarine Covenant

45 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Techmarine	4	4	4	4	1	4	2	8	2+
Servo-automata	3	3	4	5	1	1	1	6	5+

Unit Composition
- 1-3 Legion Techmarines may be taken as a single Elites choice for the army. Each Legion Techmarine functions as a separate unit in the game and may be joined by Servo-automata (see Options).

Unit Type
- Infantry, Character

Wargear (Legion Techmarine)
- Artificer armour
- Bolt pistol
- Frag and krak grenades
- Power axe
- Servo-arm

Wargear (Servo-automata)
- Chainsword
- Bolter

Special Rules (Legion Techmarine)
- Legiones Astartes
- Battlesmith

Special Rule (Servo-automata)
- Cybernetica

Dedicated Transport
- Any Legion Techmarine may take a Rhino as a Dedicated Transport.

Options
- Any Legion Techmarine may take one of the following items of wargear:
  - Nuncio-vox ..... +10 points
  - Augury scanner ..... +5 points
  - Master-crafted bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Volkite charger ..... +10 points
  - Plasma pistol ..... +15 points
  - Graviton gun ..... +15 points
- Any Techmarine may take melta bombs ..... +5 points
- Any Techmarine may replace their servo-arm with:
  - Conversion beamer ..... +35 points
- Any Techmarine may take rad grenades ..... +10 points
- Any Techmarine may exchange their power axe for a thunder hammer ..... +15 points
- Any Techmarine may take a Cyber-familiar ..... +15 points
- Any Techmarine may be accompanied by:
  - Up to 4 Servo-automata forming a unit with them... +12 points each
- Any Servitor-automata may exchange its bolter with one of the following:
  - Lascutter ..... +5 points
  - Power fist ..... +15 points
  - Flamer ..... +5 points
  - Rotor cannon ..... +10 points

Cybernetica
If Servo-automata are no longer accompanied by a Legion Techmarine, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).



ELITES

Techmarines are specialist members of the Legion whose intelligence and aptitude marked them from an early stage for induction into the rites and secrets of the Mechanicum, and so hold dual allegiances both to their Legion and to the Machine Cult of Mars. Their role is to maintain and oversee the manufacture and supply of wargear and vehicles for their Legion, as well as operate and repair the most specialised and complex weaponry on the battlefield. In this a Legion's Armorum and its Techmarine masters are vital to its ability to wage war.

Apothecarion Detachment

45 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Apothecary	4	4	4	4	1	4	1	8	3+

Unit Composition

- 1-3 Legion Apothecaries may be taken as a single Elites choice for the army as long as you have sufficient units to attach them to. Each Apothecary must be assigned to one of the following squad types in your army during deployment and may not voluntarily leave it during the game. Only one Apothecary may be assigned to each:
  - Legion Tactical squad
  - Legion Breacher Siege squad
  - Legion Destroyer squad
  - Legion Seeker squad
  - Legion Tactical Support squad
  - Legion Heavy Support squad
  - Legion Veteran Tactical squad
  - Legion Command squad

Unit Type

- Infantry, Character

Wargear

- Power armour
- Bolt pistol
- Frag and krak grenades
- Chainsword
- Narthecium

Options

- The Apothecary may take one of the following:
  - Augury scanner ..... +5 points
  - Combi-weapon ..... +10 points
  - Volkite charger ..... +10 points
- The Apothecary may exchange their chainsword for:
  - Power sword ..... +10 points
- The Apothecary may have artificer armour ..... +10 points

ELITES

A Legion's Apothecaries carry its most sacred trusts—the care of its fallen and the promise of its future. Serving as battlefield healers it is an Apothecary's task to proffer aid to the wounded, return the injured back to the fray and minister final mercy to those in need of it. From those beyond help, they have the onerous duty of recovering the Legion's gene-seed zygotes for implantation in future generations of Space Marines. These tasks require skill, learning and above all courage—for it is one thing to fight an enemy, and quite another to turn from battle and tend to the fallen in the midst of war when all around is a whirlwind of slaughter, heedless of safety.



Legion Dreadnought Talon

125 points per model

	WS	BS	S	Armour Front	Side	Rear	I	A	HP
Legion Dreadnought	5	5	6	12	12	10	4	2	3

Unit Composition
- 1-3 Legion Dreadnoughts

Unit Type
- Vehicle, Walker

Wargear
- Smoke launchers
- Searchlight
- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter

Special Rule
- Dreadnought Talon

Options
- Any Legion Dreadnought in the Talon may replace their twin-linked heavy bolter with one of the following:
  - Multi-melta ..... Free
  - Twin-linked autocannon ..... +5 points
  - Twin-linked missile launcher (with frag and krak missiles) ..... +10 points
  - Plasma cannon ..... +10 points
  - Flamestorm cannon ..... +15 points
  - Twin-linked lascannon ..... +25 points
  - Dreadnought close combat weapon with inbuilt twin-linked bolter ..... Free (This grants the Dreadnought an additional close combat attack)
- Any Dreadnought may replace its Dreadnought close combat weapon and inbuilt twin-linked bolter with one of the following:
  - Chainfist with an inbuilt twin-linked bolter ..... +10 points
  - Siege Wrecker with inbuilt twin-linked bolter ..... +10 points
  - Twin-linked autocannon ..... +10 points
  - Twin-linked missile launcher (with frag and krak missiles) ..... +15 points
- Any Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
  - Heavy flamer ..... +10 points each
  - Plasma blaster ..... +20 points each
  - Graviton gun ..... +15 points each
  - Melta gun ..... +15 points each
- Any Legion Dreadnought may be equipped with:
  - Extra Armour ..... +10 points
  - Armoured Ceramite ..... +20 points
- Any Legion Dreadnought may be equipped with one of the following:
  - Up to two Hunter-killer missiles ..... +10 points each
  - Havoc launcher ..... +15 points
- Any Legion Dreadnought may be equipped with:
  Frag assault launchers ..... +15 points

Dreadnought Talon
A Dreadnought Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit. When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts must be placed within 6" of each other, but afterwards operate independently, and are not treated as a vehicle squadron.

Dreadnoughts are heavily armed and armoured robotic walkers, piloted by an interred Space Marine whose injuries are irreparable but who has enough spark of life and will left to endure encasement within the Dreadnought's cyborg frame. From within this armoured sarcophagus the warrior can continue to fight for his Legion for centuries, perhaps millennia, striding the battlefield like one of the giants of legend, both more and less than what they were before. Dreadnoughts have their roots far back in the Dark Age of Technology, and have endured in idiosyncratic forms both on Mars and with the techno-barbaric warlords of Terra as well as in scattered human realms throughout the Age of Strife. Some of these individual relics are still in service—although many times re-tenanted over the millennia. Brought together now under the banner of the Imperium, many patterns of Dreadnoughts exist and it is in latter-day conjunction with the superhuman physiology of the Space Marines that this technology has reached its zenith.

Contemptor Dreadnought Talon

175 points per model

	WS	BS	S	Armour Front	Side	Rear	I	A	HP
Legion Contemptor Dreadnought	5	5	7	13	12	10	4	2	3

Unit Composition
- 1-3 Contemptor Dreadnoughts

Unit Type
- Vehicle, Walker

Wargear
- Smoke launchers
- Searchlight
- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter

Special Rules
- Dreadnought Talon
- Atomantic Shielding
- Fleet

Options
- Any Legion Contemptor Dreadnought in the Talon may replace their twin-linked heavy bolter with one of the following:
  - Multi-melta ..... Free
  - Twin-linked autocannon ..... +5 points
  - Plasma cannon ..... +10 points
  - Kheres Pattern assault cannon ..... +15 points
  - Twin-linked lascannon ..... +25 points
  - Heavy conversion beamer ..... +35 points
  - Dreadnought close combat weapon with inbuilt twin-linked bolter ..... Free
  (This grants the Dreadnought an additional close combat attack)
- Any Legion Contemptor Dreadnought may replace its Dreadnought close combat weapon and bolter with one of the following:
  - Chainfist with an inbuilt twin-linked bolter ..... +10 points
  - Multi-melta ..... Free
  - Twin-linked autocannon ..... +10 points
  - Plasma cannon ..... +10 points
  - Kheres Pattern assault cannon ..... +15 points
  - Twin-linked lascannon ..... +25 points
- Any Legion Contemptor Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
  - Heavy flamer ..... +10 points each
  - Plasma blaster ..... +20 points each
  - Graviton gun ..... +15 points each
  - Melta gun ..... +15 points each
- Any Dreadnought may be equipped with Extra Armour ..... +10 points
- Any Dreadnought may have a:
  - Carapace-mounted Havoc launcher ..... +15 points

Dreadnought Talon
A Dreadnought Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit. When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts must be placed within 6" of each other, but afterwards operate independently and are not treated as a vehicle squadron.

Atomantic Shielding
One of the Contemptor pattern's most distinctive features is a series of defensive field generations mounted inside its armour plating and powered by the enhanced Atomantic power core within.

A Contemptor Dreadnought has a 5+ Invulnerable save against shooting attacks and explosions, and 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

ELITES

Regarded by many as the most advanced and powerful pattern of Dreadnought in the arsenal of the Great Crusade, the Contemptor is a relatively recent design that incorporates not only traditional Dreadnought technologies, but arcane systems drawn from the ancient and guarded lore of the Legio Cybernetica of the Mechanicum. Principal among these is a compact atomantic arc-reactor more powerful by far than anything of its size in Imperial manufacture. The abundance of energy it generates can be used to grant the Dreadnought frame speed and strength as well as power defensive energy field systems to further increase its battlefield durability. These advantages over the older Lucifer and Castraferrum pattern Dreadnoughts however are not without their price. The Contemptor requires higher levels of maintenance than most previous designs, while the arc-reactor if breached is prone to catastrophic failure, dooming the Contemptor chassis to utter destruction. Regardless, the Contemptor's power has found it a place within every Legion and demand for the new chassis is high.

Legion Rapier Weapons Battery

40 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Rapier Carrier	-	-	-	7	2	-	-	-	3+

Unit Composition
- 1-3 Rapier Carriers forming a squadron. Each Rapier has 2 Space Marine crew.

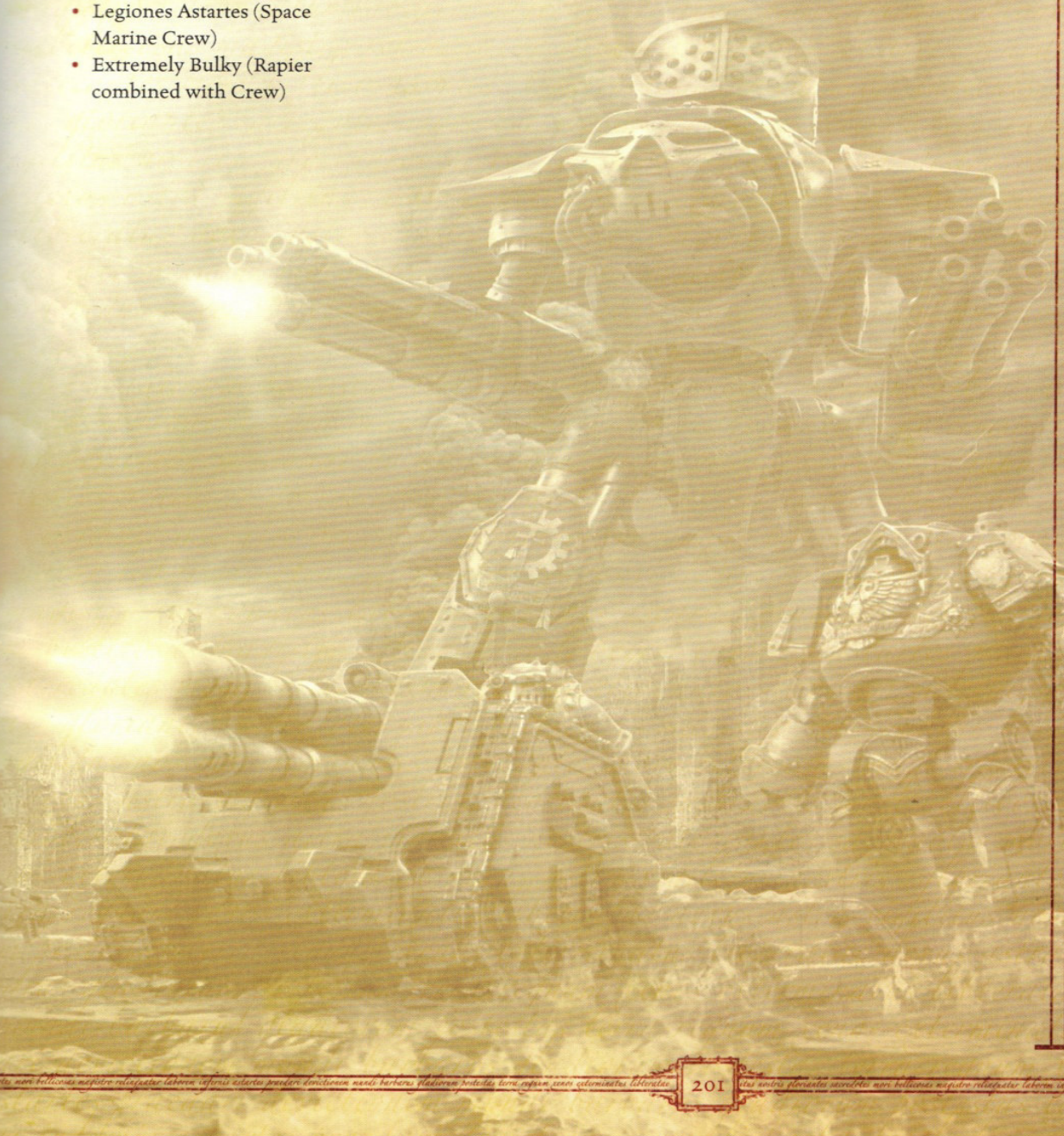
Unit Type
- Artillery

Wargear (Space Marine Crew)
- Power armour
- Bolt pistol
- Frag and krak grenades

Wargear (Rapier Carrier)
- Quad heavy bolter

Special Rules
- Legiones Astartes (Space Marine Crew)
- Extremely Bulky (Rapier combined with Crew)

Options
- Any Rapier Carrier may exchange its quad heavy bolter with one of the following:
  - Laser destroyer array.....+15 points each
  - Quad mortar ('Thud gun').....+20 points each
  - Graviton cannon.....+35 points each



ELITES

One of a number of similar designs utilised by the Imperium's armed forces, Rapier carriers are semi-automated tracked weapons carriers with on-board targeting systems and power generators. Designed to mount support weaponry too large and cumbersome for even the superhuman strength of a Space Marine to carry, the Rapier's relatively small size and mobility makes it a perfect support weapon both in defence and offence where larger field artillery and armoured vehicles cannot go due to their size or weight. The most common armaments mounted on the Rapiers of the Space Marine Legions are quad-heavy bolters and Laser Destroyer arrays for anti-personnel and anti-armour use respectively, while so-called 'Thudd Gun' mutli-launchers are favoured for siege warfare and suppressive fire. More rarely a Legion's Techmarines will also use Rapier carriers as mounts for more exotic weaponry for special operations such as the Graviton cannon.

Legion Tactical Squad

150 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Tactical Space Marine	4	4	4	4	1	4	1	8	3+
Legion Tactical Sergeant	4	4	4	4	1	4	2	9	3+

TROOPS

Tactical squads are the mainstay of the Space Marine Legions and the force by which the Great Crusade has reconquered much of the galaxy. It is by the fighting power of thousands of superhuman warriors such as these, armed and armoured for battle in the harshest of environments and the deadliest of war zones that the enemies of Mankind have been crushed time and again. The Legion Tactical squad is a highly flexible infantry unit, able to attack or defend at will, assault heavily fortified positions and take and hold strategic objectives or simply slaughter an enemy comprehensively in almost any terrain or situation.

Unit Composition
- 9 Legion Tactical Space Marines
- 1 Legion Tactical Sergeant

Unit Type
- Infantry

Wargear
- Power armour
- Bolter
- Bolt pistol
- Frag and krak grenades

Special Rules
- Legiones Astartes
- Fury of the Legion

Dedicated Transport
- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.

Options
- The Legion Tactical Squad may take:
  - Up to 10 additional Legion Space Marines ..... +10 points each
- The entire Legion Tactical Squad may do one of the following:
  - Exchange their bolter for a combat blade or chainsword ..... Free
  - Take an additional combat blade or chainsword ..... +2 points each
- One Space Marine may take a Nuncio-vox ..... +10 points
- One Space Marine may carry a Legion Vexilla ..... +10 points
- The Legion Tactical Squad's Sergeant may exchange their bolter for one of the following:
  - Combi-weapon ..... +10 points
  - Plasma pistol ..... +15 points
  - Heavy chainsword ..... +5 points
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
  - Single lightning claw ..... +15 points
- The squad's Sergeant may take melta-bombs ..... + 5 points
- The squad's Sergeant may upgrade to artificer armour ..... +10 points

Fury of the Legion

One of the Legion's greatest assets in open battle is the massed, co-ordinated hail of bolter fire its Tactical squads can unleash. Such is the firepower of this storm of explosive shells that enemy infantry formations and even squadrons of light vehicles will be blasted to the four winds in a single thunderous volley of bolt shells.

While at least five models remain in the unit armed with bolters or bolt pistols, the squad can elect to make a Fury of the Legion attack in the Shooting phase so long as they did not move, arrive via Deep Strike or disembark a vehicle earlier in that player turn. Models making a Fury of the Legion attack may fire twice with their bolters or bolt pistols against a single target (note that in the case of a combi-weapon only the bolter part may fire twice).

Owing to the massive expenditure of ammunition involved, once a squad has made a Fury of the Legion attack it may not use Overwatch fire later that turn or fire in the Shooting phase of their next player turn, but may otherwise move, fight in assault, run, etc, normally (place a counter or note next to the unit to represent this). Fury of the Legion attacks may not be used for snap-shots, and models joining the unit do not benefit from this rule and must fire normally, as does any non-bolter weapon used by the squad at the same time as the Fury of the Legion attack is made.

Legion Assault Squad

250 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Assault Space Marine	4	4	4	4	1	4	1	8	3+
Legion Assault Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition
- 9 Legion Assault Space Marines
- 1 Legion Assault Sergeant

Unit Type
- Jump Infantry

Wargear
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Jump pack

Special Rule
- Legiones Astartes

Options
- The Legion Assault Squad may take:
  - Up to 10 additional Assault Space Marines ..... +15 points each
- The entire squad may take melta-bombs ..... +5 points each
- The entire squad may take combat shields ..... +3 points each
- For every five models in the squad one Legion Assault Space Marine may modify their weapons in one of the following ways:
  - Exchange their chainsword/combat blade for a Power weapon ..... +10 points each
  - Exchange their bolt pistol for a hand flamer ..... +10 points each
  - Exchange their bolt pistol for a plasma pistol ..... +15 points each
- The squad's Sergeant may do one of the following:
  - Exchange their bolt pistol for a hand flamer ..... +10 points
  - Exchange their bolt pistol for a plasma pistol ..... +15 points
- The squad's Sergeant may exchange their chainsword or combat blade for one of the following:
  - Power weapon ..... +10 points
  - Single lightning claw ..... +15 points
  - Thunder hammer ..... +20 points
  - Power fist ..... +15 points
- Alternatively, the squad's Sergeant may exchange both their chainsword/combat blade and bolt pistol with:
  - Pair of lightning claws ..... +20 points
- The squad's Sergeant may take any of the following:
  - Melta-bombs (if the squad has not already been upgraded to carry them) ..... + 5 points
  - Combat shield (if the entire squad has not already been upgraded to carry them) ..... +3 points
- The squad's Sergeant may upgrade to artificer armour ..... +10 points

TROOPS

Jump pack-equipped assault squads are rapid attack forces whose wargear is optimised towards close-quarter fighting and hit-and-run tactics. The use of jump packs allows Assault squads to move with great speed across the battlefield and impact the enemy line with savage force, leaping past intervening terrain and open defences to engage their adversaries in bloody melee. The needs of even limited flight systems however preclude the use of heavy weaponry or extensive munitions supplies. Jump pack-equipped Assault squads are not embraced to the same extent by all of the Legions for reasons of combat doctrine, temperament or simple resource difficulties, with the Raven Guard and Night Lords being among their greatest proponents. Even those Legions with whom they do not find particular favour however, such as the Death Guard and Iron Hands, can still field a force of them when the need arises.

Legion Breacher Siege Squad

225 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition
- 9 Legion Breacher Siege Space Marines
- 1 Legion Breacher Siege Sergeant

Unit Type
- Infantry

Wargear
- Power armour
- Boarding shield
- Bolter
- Bolt pistol
- Frag and krak grenades

Special Rules
- Legiones Astartes
- Hardened Armour
- Veteran Upgrade

Dedicated Transport
- As long as it numbers no more than 10 models, the squad make take a Land Raider Phobos as a Dedicated Transport.

Options
- The Legion Breacher Siege Squad may take:
  - Up to 10 additional Space Marines ..... +10 points each
- The entire squad may take melta-bombs ..... +5 points each
- For every five models in the squad, one Space Marine may exchange their bolter for one of the following:
  - Volkite charger ..... +5 points
  - Flamer ..... +10 points
  - Melta gun ..... +15 points
  - Graviton gun ..... +15 points
  - Lascutter ..... +10 points
- One Space Marine may take a Nuncio-vox ..... +10 points
- One Space Marine may carry a Legion Vexilla ..... +15 points
- The Legion Breacher Siege Squad's Sergeant may exchange their bolter for one of the following:
  - Combi-weapon ..... +10 points
  - Plasma pistol ..... +15 points
- The Legion Breacher Siege Squad's Sergeant may exchange their bolter or bolt pistol for one of the following:
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
  - Single lightning claw ..... +15 points
  - Thunder hammer ..... +20 points
- The Legion Breacher Siege Squad's Sergeant may take:
  - One breaching charge ..... +10 points
  - Melta-bombs ..... + 5 points
    (if the squad has not already been upgraded to carry them)
- The Legion Breacher Siege Squad's Sergeant may:
  - Upgrade to artificer armour ..... +10 points
    (*Note: This means he will also be subject to the* Hardened Armour *special rule*).

Hardened Armour

Breacher squads employ specially customised and augmented suits of power armour (usually variants on the Iron pattern) modified by the Legion's Techmarines to better withstand the rigours of siege warfare, lethal environments and close-quarter boarding actions in space. The servos and power systems of such armour are overstrained as a result of these modifications, and require constant extensive maintenance between battles. This deficiency was one of the factors that ultimately led to the Tactical Dreadnought Armour project.

Hardened armour automatically counts as being Void Hardened (see page 173) in missions where this is appropriate, and failed armour saves against template and blast weapons may be re-rolled. Units with Hardened Armour reduce the distance rolled for charges, sweeping advances and run moves by 1".

TROOPS

The most hazardous and desperate spheres of warfare such as boarding actions amid the cold void of space and the forlorn hope of the first wave of attackers into a breached fortress domain can prove lethal beyond endurance, even for the warriors of the Legiones Astartes. For this reason since the early days of the Great Crusade, specialised forms of wargear and tactics have been under continuous development to cope with these 'Zones Mortalis' and certain Legions such as the Imperial Fists, World Eaters and the Iron Warriors have even made these bloody modes of warfare their particular concern. Breacher Siege squads are units of Space Marines equipped with specialised arms and armour designed to enable them to act as a vanguard in such missions, including heavy ablative shields to resist enemy fire and specialized breaching charges and lascutters to bypass bulkheads and shatter strongpoints.

Legion Tactical Support Squad

100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Legion Tactical Space Marines
- 1 Legion Tactical Sergeant

Unit Type
- Infantry

Wargear
- Power armour
- Flamer (Space Marines only)
- Bolt pistol
- Combat blade or chainsword (Sergeant only)
- Frag and krak grenades

Special Rules
- Legiones Astartes
- Support Squad

Dedicated Transport
- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.

Options
- The Legion Tactical Support Squad may take:
  - Up to 5 additional Space Marines ..... +15 points each
- All of the Space Marines in the squad may exchange their flamers for one of the following weapons. If taken then all the flamers in the squad must be exchanged for the same weapon.
  - Rotor cannon ..... +5 points each
  - Volkite Caliver ..... +5 points each
  - Plasma gun ..... +15 points each
  - Melta gun ..... +15 points each
- The squad's Sergeant may take any of the following:
  - Bolter ..... +2 points
  - Combi-weapon ..... +10 points
  - Melta-bombs ..... + 5 points
  - Augury scanner ..... +5 points
- The squad's Sergeant may exchange their bolt pistol for:
  - Plasma pistol ..... +15 points
- The squad's Sergeant may exchange their combat blade/chainsword for one of the following:
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
  - Single lightning claw ..... +15 points
- The squad's Sergeant may upgrade to artificer armour ..... +10 points

Support Squad
Support squads are Legion formations that utilise specialised wargear, weapons and tactics to support the assault of the Legion's main strength. Although they are Troops choices for the Space Marine Legion army, they may not be used to fill compulsory Troops selection slots on a Force Organisation chart (unless a particular Legion has special rules to the contrary).



TROOPS

Tactical support squads are mobile fire-support units that replace the utilitarian bolter of their comrades with more specialised weapons, enabling them to cope with particular battlefield threats or enemies. Operating in close order with the Legion's other troops, the support squad's firepower enables a battlefield strike force of Space Marines to act with even more versatility and engage a wider range of targets on its own terms. The most common armaments used by Tactical support squads are flamers which are ideal for urban warfare, bunker and trench clearance, as well as eradicating xenos life forms from an area. Rapid-firing rotor cannon are used against large numbers of lightly armed foes, thermic energy meltas for tank-busting, and where available, plasma and Volkite weapons against the most heavily armoured and monstrous enemies.

Legion Reconnaissance Squad

125 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Troops

The eyes and ears of the Legion in the field, Reconnaissance squads are formed from experienced Space Marines expert in operating independently and often deep behind enemy lines. This is a task for which they are armed and equipped with a variety of specialised wargear including long-range weaponry, sensor-auspex and stealth gear. They perform the function of scouts and intelligence gatherers, identifying targets and gathering information on enemy movements and strengths. They also serve the Legion as pickets, saboteurs, raiders and snipers where needed, and in open battle are expert in sudden flanking manoeuvres and infiltration attacks in support of their main force.

Unit Composition
- 4 Legion Reconnaissance Space Marines
- 1 Legion Reconnaissance Sergeant

Unit Type
- Infantry

Wargear
- Power armour
- Bolter
- Bolt pistol
- Frag and krak grenades
- Shroud bombs

Special Rules
- Legiones Astartes
- Scout
- Outflank
- Acute Senses
- Support Squad

Dedicated Transport
- The squad may use either a Rhino or Storm Eagle Gunship as a Dedicated Transport.

Options
- The Legion Reconnaissance Squad may take:
  - Up to 5 additional Space Marines ..... +15 points each
- Any Space Marine may exchange their bolter for one of the following:
  - Sniper rifle ..... +5 points each
  - Space Marine shotgun ..... Free
  - Chainsword or combat blade ..... Free
- One Space Marine may take a Nuncio-vox ..... +10 points
- The squad may take Cameleoline ..... +5 points each
- The entire squad may take melta-bombs ..... +5 points each
- The entire squad may replace their power armour with:
  - Recon armour ..... Free

  (This changes their Armour save to 4+ and they gain the Infiltrate and Move Through Cover special rules).
- The squad's Sergeant may exchange their bolter or bolt pistol for one of the following:
  - Chainsword or combat blade ..... Free
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
- The squad's Sergeant may exchange their bolter for one of the following:
  - Combi-weapon ..... +10 points
  - Plasma pistol ..... +15 points
- The squad's Sergeant may upgrade to artificer armour ..... +10 points

(They still gain Infiltrate and Move Through Cover if the unit exchanges its armour).

Support Squad

Support squads are Legion formations that utilise specialised wargear, weapons and tactics to support the assault of the Legion's main strength. Although they are Troops choices for the Space Marine Legion army, they may not be used to fill compulsory Troops selection slots on the Force Organisation chart (unless a particular Legion has special rules to the contrary).

Legion Rhino Armoured Carrier

35 points per model

	BS	Armour Front	Side	Rear	HP
Legion Rhino	4	11	11	10	3

Unit Composition
- 1 Rhino

Unit Type
- Vehicle, Tank

Wargear
- Searchlight
- Smoke launcher
- Twin-linked bolter

Transport Capacity
- 10 models (Rhinos may not carry models with the Bulky, Very Bulky or Extremely Bulky special rules).

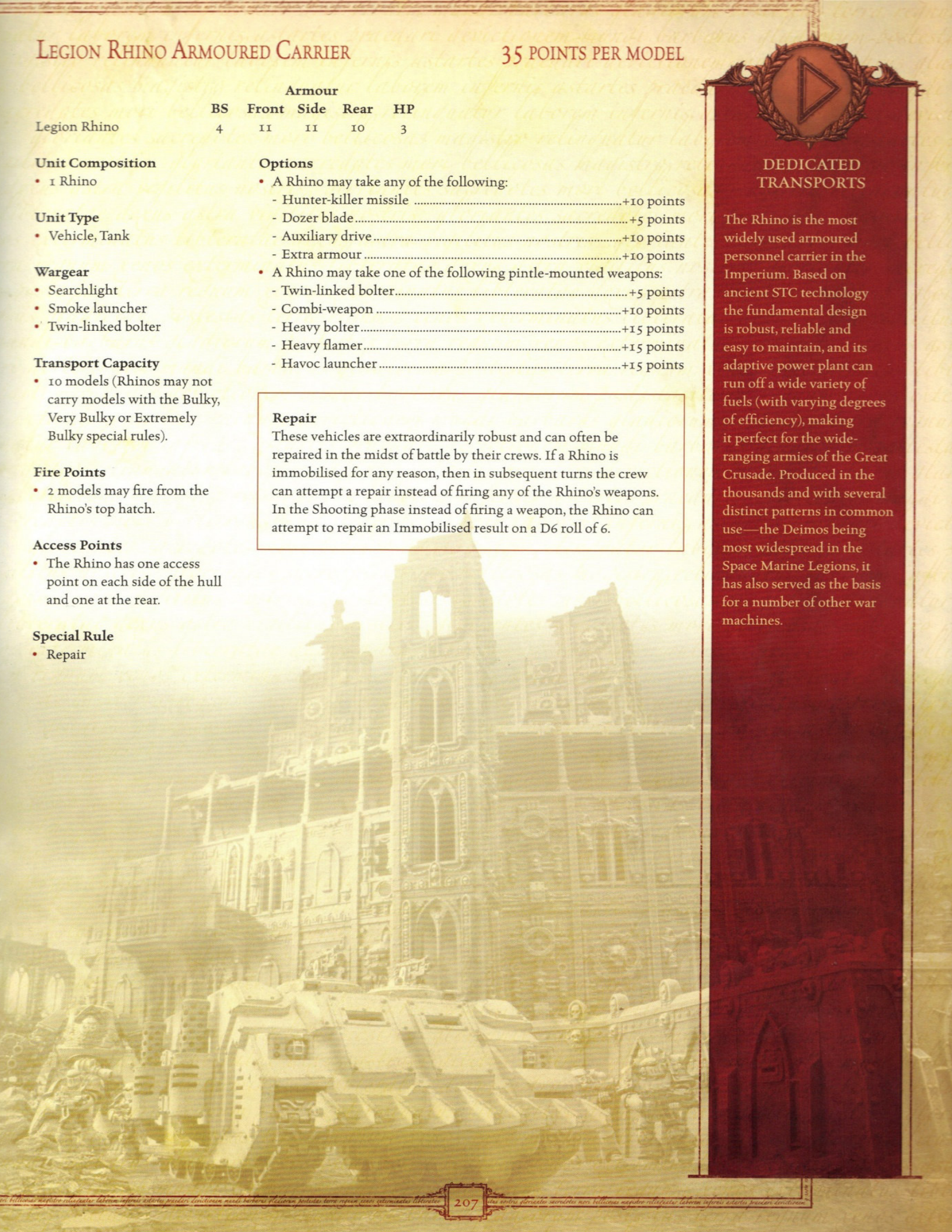
Fire Points
- 2 models may fire from the Rhino's top hatch.

Access Points
- The Rhino has one access point on each side of the hull and one at the rear.

Special Rule
- Repair

Options
- A Rhino may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +5 points
  - Auxiliary drive ..... +10 points
  - Extra armour ..... +10 points
- A Rhino may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy bolter ..... +15 points
  - Heavy flamer ..... +15 points
  - Havoc launcher ..... +15 points

Repair
These vehicles are extraordinarily robust and can often be repaired in the midst of battle by their crews. If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a repair instead of firing any of the Rhino's weapons. In the Shooting phase instead of firing a weapon, the Rhino can attempt to repair an Immobilised result on a D6 roll of 6.



Dedicated Transports

The Rhino is the most widely used armoured personnel carrier in the Imperium. Based on ancient STC technology the fundamental design is robust, reliable and easy to maintain, and its adaptive power plant can run off a wide variety of fuels (with varying degrees of efficiency), making it perfect for the wide-ranging armies of the Great Crusade. Produced in the thousands and with several distinct patterns in common use—the Deimos being most widespread in the Space Marine Legions, it has also served as the basis for a number of other war machines.

DEDICATED TRANSPORTS

Drop pods are self-contained, recoverable orbital descent capsules, each designed to carry a squad of Space Marines (with modified versions fitted to carry Dreadnoughts and other gear). They are used for surprise attacks and combat drops into the midst of active warzones, with Space Marine warships showering them down like ordnance from the edge of space towards their target. Drop pods are armoured and reinforced to withstand the rigours of re-entry (and ground fire to some extent), but their only true defence is speed and unaugmented humans have little chance of surviving flight and landing within one.

Legion Drop Pod

35 points per model

		Armour			
	BS	Front	Side	Rear	HP
Legion Drop Pod	4	12	12	12	3

Unit Composition
- 1 Drop Pod

Unit Type
- Vehicle, Open-topped

Wargear
- Twin-linked bolter

Transport Capacity
- The Legion Drop Pod may transport 10 models or 1 Legion Dreadnought or 1 Rapier carrier and Crew.

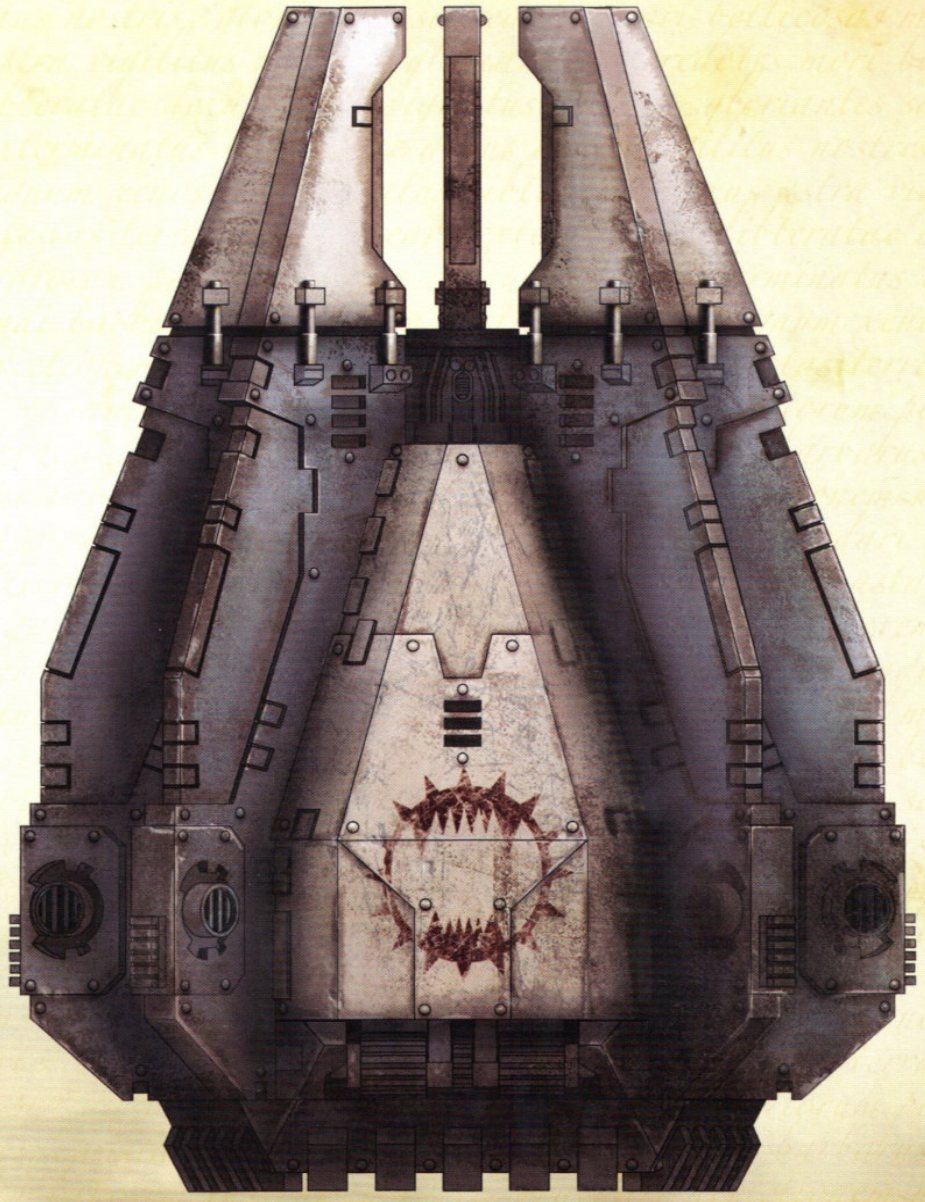
Special Rules
- Drop Pod Assault
- Immobile
- Inertial Guidance System

Options
- None

Drop Pod Assault
Legion Drop Pods always enter play using the Deep Strike rules and units who have purchased Drop Pods as transports must always be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. Note: As soon as a Drop Pod is deployed its doors are automatically opened to their full extent.

Immobile
Once it has been deployed a Drop Pod cannot move, and counts as a vehicle that has suffered an irreparable Immobilised result.

Inertial Guidance System
Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle.



World Eaters Legion Phobos-Lucius [MkII] Pattern Tactical Drop Pod [Pict-capture Isstvan III Atrocity]

Based upon improvised attack strategies developed in the early phases of the Great Crusades, drop pods are armoured capsules designed to deliver Space Marines via direct orbital interface, engaging their enemy in shock assault. They offer the advantages of speed and surprise over gunship assault, but are inherently a more dangerous proposition. All Space Marine Legions maintain the capacity for drop pod assault, but only in a handful such as the World Eaters and Space Wolves is it the most preferred method of planetary attack.

Legion Seeker Squad

175 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Seeker Space Marine	4	5	4	4	1	4	1	8	3+
Legion Strike Leader	4	5	4	4	1	4	2	9	3+

Unit Composition
- 4 Seeker Space Marines
- 1 Strike Leader

Unit Type
- Infantry

Wargear
- Power armour
- Bolter
- Bolt pistol
- Frag and krak grenades

Special Rules
- Legiones Astartes
- Special Issue Ammunition
- Marked For Death

Dedicated Transport
- A Seeker squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.

Options
- The Legion Seeker Squad may take:
  - Up to 5 additional Seeker Space Marines ..... +15 points each
- One Seeker Space Marine may take a Nuncio-vox ..... +10 points
- Any Seeker Space Marine may exchange their bolter for:
  - Combi-weapon ..... +10 points each
- The Legion Seeker Squad's Strike Leader may take one of the following:
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
- The Legion Seeker Squad's Strike Leader may take:
  - Melta-bombs ..... +5 points
- The Legion Seeker Squad's Strike Leader may upgrade to
  - Artificer armour ..... +10 points
- The Legion Seeker Squad's Strike Leader may exchange their bolter and special issue ammunition for a plasma pistol ..... +10 points

Special Issue Ammunition
Seeker Space Marines are equipped with Kraken, Scorpius and Tempest bolt shells for their bolters (and combi-weapons where applicable), and may choose which to use each turn they fire.

Marked For Death
After the two sides have set up and any infiltrators have been placed, each Space Marine Seeker unit in a player's force may specify a single enemy unit or independent character as being 'Marked for Death'. Make a note of which unit this is. The Legion Seeker unit now counts as having the Preferred Enemy special rule against this chosen target.

FAST ATTACK

Seeker squads are comprised of a specialised force of Space Marines whose principal task on the battlefield is to identify an enemy's command structure—its warlords, officers, priests, demagogues—whatever they may be, and slay them with a well-placed bolt round while the battle rages round them. The Alpha Legion are said to have first crystallized this tactic and squad configuration, which has since, with the Emperor's approval, spread to the other Legions, although its use sits poorly within the combat doctrine of some. Seeker squad members are chosen primarily on pure merit as the best shots in their Legion, as a Seeker strike force will often be forced to rely on the briefest window of opportunity to take down their targets at close range, rather than have the luxury of distance and able sighting as a sniper in a reconnaissance squad might have. To aid them in the kill, Seeker squads are usually equipped with special issue ammunition to better deal with their chosen victims.

Legion Outrider Squad

90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Outrider	4	4	4	5	1	4	1	8	3+
Legion Outrider Sergeant	4	4	4	5	1	4	2	9	3+

Unit Composition
- 3 Legion Space Marine Outriders

Unit Type
- Bikes

Wargear
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Space Marine Bike with twin-linked bolter

Special Rules
- Legiones Astartes
- Scout

Options
- The Legion Space Marine Outriders Squad may take
  - Up to 7 additional Space Marine Outriders.....+30 points each
- The entire squad may take melta-bombs .....+5 points each
- For every three models in the squad, one may modify their weapons in one of the following ways:
  - Exchange their chainsword or combat blade for Power weapon.....+10 points each
  - Exchange their bolt pistol for a:
    Hand flamer .....+10 points each
    Plasma pistol.....+15 points each
- The Legion Space Marine Outriders squad may exchange their Bike's twin-linked bolter for one of the following:
  - Twin-linked flamer.....+15 points each
  - Twin-linked melta-gun .....+25 points each
  - Twin-linked plasma gun .....+25 points each
- One Space Marine Outrider may be upgraded to an Outrider Sergeant.....+15 points each
- The squad's Outrider Sergeant may exchange their bolt pistol for one of the following:
  - Hand flamer .....+10 points
  - Plasma pistol.....+15 points
- The squad's Outrider Sergeant may exchange their chainsword or combat blade for one of the following:
  - Power weapon.....+10 points
  - Power fist.....+15 points
  - Single lightning claw.....+15 points
- The squad's Outrider Sergeant may take:
  - Melta-bombs .....+ 5 points
    (if the squad has not already been upgraded to carry them).

FAST ATTACK

Outriders are mechanised Space Marine reconnaissance squads who take to the field mounted on ruggedly constructed, all-terrain armoured ground bikes and scramblers. Used for scouting missions as well as rapid encirclement and hit-and-run attacks behind enemy lines, the chief advantage of the Outriders is speed, their bikes enabling them to cover ground far quicker than infantry and go where heavier vehicles cannot.

Legion Attack Bike Squadron

40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Attack Bike	4	4	4	5	2	4	2	8	3+

Unit Composition
- 1-5 Legion Space Marine Attack Bikes

Unit Type
- Bikes

Wargear
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Space Marine Bike with twin-linked bolter
- Heavy bolter

Special Rule
- Legiones Astartes

Options
- The entire squadron may take melta-bombs ..... +5 points each
- Any Attack Bike in the squadron may exchange their heavy bolter for one of the following:
  - Heavy flamer ..... Free
  - Auto-cannon ..... +5 points each
  - Multi-melta ..... +10 points each

FAST ATTACK

Attack Bikes are larger, often two-man bikes whose expanded chassis can accommodate a single heavy weapon, making for a formidably armed and swift if somewhat fragile gun platform. Attack Bikes often accompany Outrider units to provide fire support and are also deployed in squadrons as a high-speed strike force to ravage larger, slower enemy units and destroy isolated armoured vehicles with concentrated weapons fire.



Legion Jetbike Sky Hunter Squadron

135 points

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Sky Hunter	4	4	4	5	1	4	1	8	3+
Legion Sky Hunter Sergeant	4	4	4	5	1	4	2	9	3+

Unit Composition
- 3 Legion Space Marine Sky Hunters

Unit Type
- Jetbikes

Wargear
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Space Marine Jetbike with a heavy bolter

Special Rules
- Legiones Astartes
- Deep Strike (Space Marine Jetbike)

Options
- The squad may take:
  - Up to 7 additional Space Marine Sky Hunters ..... +35 points each
- The entire squad may take melta-bombs ..... +5 points each
- For every three models in the squadron, one may replace their Jetbike's heavy bolter with one of the following:
  - Multi-melta ..... +10 points
  - Volkite Culvarin ..... +10 points
  - Plasma cannon ..... +15 points
- One Space Marine Sky Hunter may be upgraded to:
  - Sky Hunter Sergeant ..... +15 points
- The squad's Sky Hunter Sergeant may exchange their bolt pistol for one of the following:
  - Hand flamer ..... +10 points
  - Plasma pistol ..... +15 points
- The squad's Sky Hunter Sergeant may exchange their chainsword or combat blade for:
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
  - Single lightning claw ..... +15 points
- The squad's Sky Hunter Sergeant may take:
  - Melta-bombs ..... + 5 points (if the squad has not already been upgraded to carry them)

FAST ATTACK

Sky Hunters are feared strike units which use sophisticated and powerful Jetbikes as mounts. These grav-impellor assisted, jet engine propelled craft are more akin to compact aircraft than ground bikes and are able to maintain great speeds for extended periods of low altitude flight. Their lift-strength is sufficient not only to carry a heavily armoured Space Marine and his wargear aloft, but also carry a variety of heavy weapons mounts and stocks of ammunition, giving the Sky Hunters extremely potent firepower. The Jetbike patterns in service with the Space Marine Legions are modifications of designs which considerably predate the Imperium and given the materials required to make and maintain them (such as the iridium-calicite alloys needed to fabricate the hyper-efficient suspensor/repulsor plates required for flight), demand for them by the Legions has always outstripped supply.



Mainstays of most Space Marine Legion armouries, Land Speeders are high-speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. As lightly armoured two-man craft, they require the kind of skill and reflexes to operate at peak performance that only a Space Marine can bring to bear, and rely more on their extreme manoeuvrability and speed for survival than durability. Land Speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank-hunters and close air support units. As a result, mixed formations of Land Speeders are often called upon to operate as a rapid reaction force, held in reserve to quickly intercept enemy counter-attacks. Striking fast and hard they are particularly apt to fight delaying actions whilst the rest of a Space Marine force moves into attack positions or redeploys, and are able to use their speed to retreat successfully if needed from the very teeth of a foe.

Legion Land Speeder Squadron

50 points per model

		Armour			
	BS	Front	Side	Rear	HP
Legion Land Speeder	4	10	10	10	2

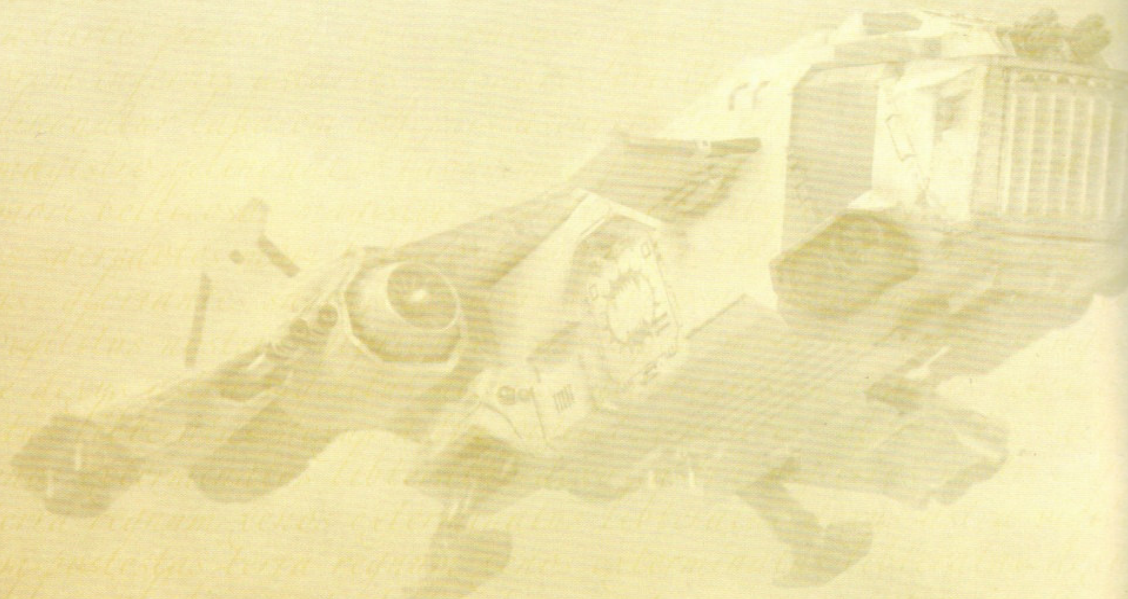
Unit Composition
- 1-5 Space Marine Land Speeders

Unit Type
- Vehicle, Skimmer, Fast

Wargear
- Heavy bolter

Special Rule
- Deep Strike

Options
- Any Land Speeder may replace its heavy bolter with:
  - Heavy flamer ..... Free
  - Multi-melta ..... +10 points each
- Any Land Speeder may be upgraded with one of the following additional armaments:
  - Havoc launcher ..... +15 points each
  - Heavy bolter ..... +15 points each
  - Plasma cannon ..... +30 points each
  - Graviton gun ..... +15 points each
- Any Land Speeder may take:
  - Up to two Hunter-killer missiles ..... +10 points each



Legion Storm Eagle Assault Gunship

210 points

	BS	Armour Front	Side	Rear	HP
Storm Eagle	4	12	12	12	4

Unit Composition
- One Storm Eagle Gunship

Unit Type
- Vehicle, Flyer, Hover

Access Points
- The Storm Eagle has four access points: one on both sides and ramps at the front and rear.

Special Rules
- Deep Strike
- Assault Vehicle

Wargear
- One hull-mounted twin-linked heavy bolter
- One hull-mounted Vengeance launcher
- Four wing-mounted Tempest rockets
- Machine Spirit

Transport Capacity
- The Storm Eagle has a transport capacity of 20 models.

Options
- A Storm Eagle may exchange its twin-linked heavy bolter for:
  - Twin-linked multi-melta ..... +15 points
  - Single missile launcher ..... +5 points
- A Storm Eagle may take one of the following upgrades:
  - Exchange its four Tempest rockets for four Hellstrike missiles ..... +20 points
  - Exchange its four Tempest rockets for two twin-linked lascannon ..... +40 points
- A Storm Eagle may take any of the following upgrades:
  - Armoured ceramite ..... +20 points
  - Searchlight ..... +1 point
  - Extra armour ..... +10 points

Vengeance Launcher
The Vengeance launcher is a multi-chambered rocket 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 deadly cargo of Space Marines.

	Range	Str	AP	Special
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

Tempest Rockets
An antiquated design now being phased out in favour of more powerful munitions, Tempest rockets are nevertheless simple and reliable ballistic weapons able to deal with moderately armoured targets and shoot down enemy aircraft.

	Range	Str	AP	Special
Tempest rocket	60"	6	4	Heavy 1, Sunder, One-shot

FAST ATTACK

The Storm Eagle Assault Gunship is one of the most numerous designs found in a Space Marine Legion air-fleet. A dedicated tactical strike unit, its primary roles are orbital assault deployment of Legion infantry forces and low-level ground attack. The Storm Eagle is a rugged and durable machine, very heavily armed for its size, and considerably protected by armour plating, although it lacks the speed and manoeuvrability of true fighters and bombers. In operational use it proved itself an extremely flexible vehicle serving capably as a long range transport, orbital shuttle, scout and interceptor when called upon to do so in addition to its main battlefield roles.

First constructed on Terra over the course of the Great Crusade, principal manufacturing of the Storm Eagle shifted to the Forge Worlds of Anvilus, Galatea and Tigrus whose vast output was sufficient to provide all of the Space Marine Legions and the Custodian Guard with extensive squadrons of these well-regarded and adaptable craft.

HEAVY SUPPORT

Heavy support squads provide the Legions' infantry with mobile, Space Marine-portable firepower sufficient to bring down hordes of enemy troops or smash armoured vehicles apart in withering hails of fire. Although tanks and field artillery outrange and outgun heavy support squads in most cases—as well as of course often being much more heavily protected by armour plate, heavy support squads have all the flexibility of the infantryman to their advantage, and are able to disperse in terrain, climb heights to attain better fields of fire, and go where a battle tank or even a Dreadnought cannot.

LEGION HEAVY SUPPORT SQUAD

135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Space Marine Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Legion Space Marines
- 1 Legion Sergeant

Unit Type
- Infantry

Wargear
- Power armour
- Heavy bolter
- Bolt pistol
- Frag and krak grenades

Special Rule
- Legiones Astartes

Dedicated Transport
- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 189), other Dedicated Transport options may be available for the squad.

Options
- The Legion Heavy Support Squad may take:
  - Up to 5 additional Space Marines ..... +20 points each
- All of the Space Marines in the squad (including the Sergeant) may exchange their heavy bolters for one of the following other heavy weapon types. If chosen then all the heavy bolters in the squad **must** be exchanged for the same weapon.
  - Heavy flamer ..... Free
  - Autocannon ..... +5 points each
  - Missile launcher (with frag and krak missiles) ..... +5 points each
  - Multi-melta ..... +10 points each
  - Plasma cannon ..... +15 points each
  - Volkite Culverin ..... +10 points each
  - Lascannon ..... +20 points each
- The squad's Sergeant may take any of the following:
  - Exchange their heavy bolter for a Nuncio-vox and chainsword or combat blade ..... Free
  - Upgrade to artificer armour ..... +10 points
  - Take an Augury scanner ..... +5 points
  - Take melta-bombs ..... + 5 points
- If the squad's Sergeant is not carrying a heavy weapon, they may take one of the following:
  - Bolter ..... +2 points
  - Combi-weapon ..... +10 points
- If the squad's Sergeant is not carrying a heavy weapon, they may exchange their bolt pistol for a plasma pistol ..... +15 points
- If the squad's Sergeant is not carrying a heavy weapon, they may exchange their combat blade or chainsword for one of the following:
  Power weapon ..... +10 points
  Power fist ..... +15 points
- If the squad has missile launchers they may be equipped with:
  - Flak missiles ..... +50 points for the entire squad
- The entire squad may take Hardened Armour ..... +25 points (see page 204 for details).



Legion Predator
Strike Armour Squadron

75 points per model

		Armour			
	BS	Front	Side	Rear	HP
Legion Predator Tank	4	13	11	10	3

Unit Composition
- 1-3 Predator tanks

Unit Type
- Vehicle, Tank

Wargear
- Searchlight
- Smoke launcher
- Predator cannon

Options
- Any Legion Predator may take one of the following sets of two sponson weapons:
  - Heavy bolters ..... +25 points per model
  - Heavy flamer ..... +25 points per model
  - Lascannon ..... +50 points per model
- Any Legion Predator may exchange its Predator cannon for a:
  - Flamestorm cannon ..... +15 points
  - Executioner plasma destroyer ..... +35 points
  - Heavy conversion beamer ..... +40 points
  - Magna-melta cannon ..... +45 points
- Any Legion Predator may take any of the following:
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +5 points per model
  - Auxiliary drive ..... +10 points per model
  - Extra armour ..... +10 points per model
  - Armoured ceramite ..... +20 points per model
  - Machine Spirit ..... +25 points per model
- Any Legion Predator may take one of the following pintle-mounted weapons:
  - Combi-bolter ..... +5 points per model
  - Combi-weapon ..... +10 points per model
  - Heavy flamer ..... +10 points per model
  - Heavy bolter ..... +15 points per model
  - Havoc launcher ..... +15 points per model
- One Legion Predator in the squadron may be upgraded to:
  - Command Tank ..... +25 points

Heavy Support

The Predator is perhaps the best known and most widespread variant of the basic Rhino chassis, equipped with superior armour protection and firepower, but sacrificing the Rhino's troop transport capacity entirely. The Predator is an effective and versatile medium tank, with a good balance of speed, firepower and protection and whose robust design can field a wide variety of armament configurations, with the standard and by far most common being a rapid-firing turret-mounted autocannon. The Predator can also be fielded either with or without additional external sponson-mounted weaponry, with each sponson either mounting a single heavy bolter, heavy flamer or lascannon as part of a modular unit. The type of sponson weaponry fitted often reflects the expected conditions of threat within a given warzone; where heavy infantry resistance is predicted (such as in battle against the Orks for example), heavy bolters are most favoured, while lascannon are equipped where armoured vehicles are expected to predominate the opposition's forces.

Legion Land Raider Battle Squadron

Legion Land Raider Phobos — 250 points per model
Legion Land Raider Proteus — 200 points per model
Legion Land Raider Achilles — 300 points per model

Heavy Support

The Land Raider is regarded by many as the finest armoured fighting vehicle of its class in the Imperium's arsenal—if not the galaxy, and the mainstay battle tank of the Space Marine Legions. It is a phenomenally powerful war machine, its multi-layered composite armour and reinforced hull is all but impervious even to heavy weapons, and it has no truly vulnerable areas, being a sealed unit designed to resist enemy attack from any approach. Intended to serve in almost any environment as war machine and exploration vehicle, the Land Raider can operate freely in warzones ranging from acid swamps to rad-deserts to arctic wastes without any noticeable impediment to its performance, and can even operate underwater and in hard vacuum, ensuring that there is no open battlefield on which its armoured wrath cannot be unleashed. The Land Raider is a masterwork that heralds back to the might of Mankind during the lost High Dark Age of Technology, and since the rediscovery of its STC in the vaults of Mars several patterns have been established in widespread use varying the balance of the Land Raider's battlefield role from armoured explorer, to assault tank, to command and control vehicle, but all maintain the core components of its established form and function.

		Armour			
	BS	Front	Side	Rear	HP
Legion Phobos	4	14	14	14	4
Legion Proteus	4	14	14	14	4
Legion Achilles	4	14	14	14	4

Unit Composition
- 1-3 Land Raider tanks, any of which may be of the Phobos or Proteus types, and up to one of which may be of the Achilles type.

Unit Type (All)
- Vehicle, Tank

Transport Capacity
- The Land Raider Phobos can transport 10 models.
- The Land Raider Proteus can transport 10 models.
- The Land Raider Achilles can transport 6 models.

Fire Points
- None (all)

Access Points
- Land Raiders have one access point on each side of the hull and in addition the Land Raider Phobos has one at the front.

Special Rules
- Land Raider Phobos – Assault Vehicle
- Land Raider Proteus – None
- Land Raider Achilles – Ferromantic Invulnerability

Wargear (Land Raider Phobos)
- Two sponson-mounted twin-linked lascannon
- Hull mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Machine Spirit

Wargear (Land Raider Proteus)
- Two sponson-mounted twin-linked lascannon
- Searchlight
- Smoke launchers
- Machine Spirit

Wargear (Land Raider Achilles)
- One hull-mounted quad mortar
- Two sponson-mounted twin-linked multi-meltas
- Searchlight
- Smoke launchers
- Extra Armour
- Machine Spirit
- Armoured ceramite

Options (all)

- Any Land Raider may take any of the following (if not already so equipped):
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +5 points per model
  - Auxiliary drive ..... +10 points per model
  - Extra armour ..... +10 points per model
  - Armoured ceramite ..... +20 points per model
- Any Land Raider may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points per model
  - Combi-weapon ..... +10 points per model
  - Heavy flamer ..... +15 points per model
  - Havoc launcher ..... +15 points per model
  - Heavy bolter ..... +15 points per model
  - Multi-melta ..... +20 points per model
- In squadrons of three, one Land Raider may be upgraded to:
  - Command tank ..... +25 points

Additional Options (Land Raider Phobos)

- Any model may take frag assault launchers ..... +10 points

Additional Options (Land Raider Proteus)

- Any model may be further armed with one of the following hull-mounted weapons:
  - Twin-linked heavy bolter ..... +20 points per model
  - Twin-linked heavy flamer ..... +20 points per model
- Any model may be upgraded to be equipped with:
  - Explorator Augury Web ..... +50 points per model

Additional Options (Land Raider Achilles)

- None

Explorator Augury Web

The sophisticated scanners and cognis-interpreters built into the structure of the Proteus are all but unreplicable devices that likely far pre-date the Age of the Imperium. When under the control of an experienced Techmarine these augurs can be used in conjunction with Legion command to scan enemy positions in extraordinary detail, allowing enemy movements to be thwarted or reinforcements to be called in with uncanny accuracy.

A Land Raider Proteus with an Explorator Augury Web gains the Scout special rule.

While a Proteus with this upgrade is on the table, at the start of any of the controlling player's turn, before any Reserve rolls are made, they may declare that the Proteus' auguries are being used in Disruption or Relay modes, their effect lasting until their next player turn.

- **Disruption Mode:** The opposing force suffers -1 to their Reserve rolls.
- **Relay Mode:** The owning player's Reserve rolls may be re-rolled (whether failed or successful!) if they wish.

Note that the presence of multiple Explorator Augury Web-equipped Proteus have no additional effect and only one mode may be chosen a turn.

If a Land Raider Proteus is fitted with an Explorator Augury Web, its transport capacity is reduced to 8.

Ferromantic Invulnerability

The hull of the Achilles has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Land Raider Achilles is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the damage chart caused by Penetrating hits (other than by Destroyer type weaponry) by -1.

HEAVY SUPPORT

As cohesive fighting forces able to operate and conquer in any theatre of war, the Space Marine Legions maintain their own mobile heavy artillery units, although to nowhere near the extent that the hosts of the Imperial Army do in terms of numbers. This is in no small part due to the fact that static warfare does not suit the character or indeed the strengths and advantages of the Space Marines themselves, although there are those whose extensive practice of siege craft such as the Imperial Fists and Iron Warriors lends them more reliance and trust in the 'big guns'. The most common artillery vehicles employed are the relatively light and mobile Whirlwind multiple missile launcher tank, which has the advantage of being based on the Rhino chassis and therefore easy to repair and support) the long-range cannon-armed Basilisk, excellent both for protracted bombardments and as a defensive weapon against enemy armour, and the heavy Medusa which carries a short ranged but extremely powerful siege-mortar.

0-1 Legion Artillery Tank Squadron

Legion Basilisk — 140 points per model
Legion Medusa — 155 points per model
Legion Whirlwind — 75 points per model

		Armour			
	BS	Front	Side	Rear	HP
Legion Basilisk	4	12	10	10	3
Legion Medusa	4	12	10	10	3
Legion Whirlwind	4	11	11	10	3

Unit Composition
- 1-3 tanks chosen from one of the following types: Whirlwind, Basilisk or Medusa.

Unit Type (All)
- Tank

Wargear (Basilisk)
- Earthshaker cannon
- Hull-mounted heavy bolter
- Smoke launcher
- Searchlight

Wargear (Medusa)
- Medusa siege gun
- Hull-mounted heavy bolter
- Smoke launcher
- Searchlight

Wargear (Whirlwind)
- Whirlwind launcher with Vengeance and Castellan missiles (nominate which type is used each time the launcher fires).
- Smoke launcher
- Twin-linked bolter
- Searchlight

Options (All)
- Any model may take any of the following:
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +5 points per model
  - Auxiliary drive ..... +10 points per model
  - Extra Armour ..... +10 points per model
- Any model may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points per model
- In squadrons of three, one model may be upgraded to:
  - Command tank ..... +25 points

Options (Whirlwind)
- Whirlwinds may exchange their Vengeance and Castellan missiles for:
  - Hyperios air-defence missiles ..... Free



Legion Vindicator

120 points

	BS	Armour Front	Side	Rear	HP
Legion Vindicator Tank	4	13	11	10	3

Unit Composition
- 1 Vindicator Siege tank

Unit Type
- Vehicle, Tank

Wargear
- Searchlight
- Smoke launcher
- Demolisher cannon
- Combi-bolter

Options
- A Vindicator Siege Tank may exchange its Demolisher cannon for:
  - Laser destroyer array ..... +10 points
- A Vindicator Siege Tank may take any of the following:
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +5 points per model
  - Auxiliary drive ..... +10 points per model
  - Extra armour ..... +10 points per model
  - Armoured ceramite ..... +20 points per model
  - Machine Spirit ..... +25 points per model
- A Vindicator Siege tank may take one of the following additional pintle-mounted weapons:
  - Combi-bolter ..... +5 points per model
  - Combi-weapon ..... +10 points per model
  - Heavy flamer ..... +10 points per model
  - Heavy bolter ..... +15 points per model
  - Havoc launcher ..... +15 points per model

HEAVY SUPPORT

A powerful assault tank, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of shattering fortifications and breaching the armour plate of tanks with equal ease. Although the cannon is short ranged, is only able to carry a limited supply of its rocket-assisted shells and lacks the flexibility of a turreted weapon, the Vindicator is invaluable, given the task of attacking a heavily fortified position or operating in city-fighting conditions. It can blast and shunt its way through barricades and obstacles. Often deployed in close support of infantry squads, the Vindicator's heavily reinforced armour and low hull profile increases its survivability. This endurance and firepower offers the supporting Space Marines the equivalent of a mobile strongpoint allowing them to better advance against heavy fire. A relative rarity, some Space Marine Legions, such as the Sons of Horus and the Iron Hands, make wider use of the Vindicator employing the tank as a main battle line vehicle, using them in spearhead formations. In this they attempt to overcome any disadvantages the Vindicator has through relentlessly closing with the enemy wherever they can.

Legion Spartan Assault Tank

295 points

	Armour				
	BS	Front	Side	Rear	HP
Spartan	4	14	14	14	5

Unit Composition
- 1 Spartan Assault Tank

Unit Type
- Vehicle, Tank

Wargear
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Machine Spirit
- Extra Armour

Transport Capacity
- The Spartan has a transport capacity of 25 models.

Access Points
- The Spartan has one access point at the front and two on each side.

Special Rule
- Assault Vehicle

Options
- A Spartan may exchange its lascannon sponsons for:
  - Laser destroyers ..... Free
- A Land Raider Spartan may exchange its hull-mounted twin-linked heavy bolters for:
  - Twin-linked heavy flamer ..... Free
- A Spartan may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Auxiliary drive ..... +10 points
  - Armoured ceramite ..... +20 points
  - Flare shield ..... +25 points
  - Dozer blade ..... +5 points
- A Spartan may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy flamer ..... +15 points
  - Havoc launcher ..... +15 points
  - Heavy bolter ..... +15 points
  - Multi-melta ..... +20 points
- A Spartan may take frag assault launchers ..... +10 points

HEAVY SUPPORT

An armoured assault transport of truly massive proportions, the Spartan is a heavy tank whose use is unique to the Space Marine Legions and the Mechanicum, and whose design bears clear connections of lineage to that of the Land Raider. The Spartan is a huge armoured conveyer whose purpose is to carry a large contingent of troops into the heart of the enemy, weathering fire that would be the death of any lesser vehicle. Although its armoured and sealed shell is as legendarily durable as that of a Land Raider, the genius of its design is such that the greater proportion of its interior space is given over to its carrying capacity, which is greater than any save the super-heavy transporters such as the Gorgon favoured by the Imperial Army, while being considerably faster on the battlefield thanks to its reactor-driven motive drives. Its armament is nevertheless still fierce, featuring sponson-mounted quad lascannon making it an able tank destroyer and secondary armaments of defensively mounted heavy bolters or heavy flamers enabling it to sweep infantry from its path. The Spartan takes pride of place in the armouries of many Legions, although its size and the scale of materiels required to produce it—which exceeds that of most super-heavy tanks—makes it far less common than the Land Raider in operations.



Legion Caestus Assault Ram

305 points

	Armour				
	BS	Front	Side	Rear	HP
Legion Caestus	4	13	13	11	4

Composition
- 1 Legion Caestus Assault Ram

Unit Type:
- Vehicle, Tank*, Flyer, Hover

Transport
- The Legion Caestus can transport 10 models (see Special Rules).

Fire Points
- None

Access Points
- The Caestus has two access points at the front of its hull.

Wargear
- One twin-linked hull-mounted magna-melta
- Armoured Ceramite
- Extra armour
- Two wing-mounted Havoc launchers
- Machine Spirit

Special Rules
- Assault vehicle
- Misericord
- Caestus Ram
- Deep Strike

**Note that even though the Caestus is a Flyer it may choose to ram just as if it were a tank. This attack must be declared at the start of the Caestus' Movement phase.*

Options
- A Caestus Assault Ram may be upgraded with any of the following:
  - Frag assault launchers ..... +10 points
  - Auxiliary drive ..... +10 points

Caestus Ram
The vessel is purpose built to survive smashing into a heavily armoured structure, and its forward prow is augmented with field generators. When conducting a ram attack, the Caestus' player can roll two dice and pick the higher number when determining if it has penetrated the target's armour and add +1 to any rolls on the damage chart that it uses.

In addition the Caestus has an invulnerable save of 5+ against any attacks against its front armour, including any damage it suffers as a result of carrying out a ram or being rammed itself from the front.

Misericord
The ram's two hull booms contain heavily armoured compartments, each fitted with multiple inertial suppression clamps which lock transported troops in place and protect them from impact. As a result the Caestus Assault Ram has a transport capacity of 10 models, but may only transport models in power armour, artificer armour or Terminator armour (the latter of which do not count as having the Bulky rule in this specific instance).

HEAVY SUPPORT

Assault rams are attack craft intended to participate in close-range boarding actions in space and also to act in a secondary role as drop-assault vessels for direct orbital attack. Smaller in size and displacement than many gunships, the Caestus pattern Assault Ram is a densely constructed, shield-augmented block of armour designed to effect a boarding by burning and smashing its way through an enemy ship. The revelations brought on by the discoveries of Arkhan Land enabled the augmentation of the venerable design, allowing it to be used in high velocity direct orbital attacks, as well as operate as a heavy battle skimmer in support of ground operations when called on to do so. As an assault ram the Caestus is designed and outfitted with a highly armoured forward superstructure buttress with inertial and recoil compensation systems, specifically built to allow the vehicle to crash into its target, creating a breach into which its complement of Space Marines can immediately advance. Its main armament is similarly direct, with a recessed forward firing magna-melta which is intended to weaken the hull armour of a target space craft, also providing it with a devastating close-range weapon against enemy tanks and bunkers in ground operations.

Based upon the same Standard Template Constructor pattern as the Baneblade and Deathhammer super-heavy tanks which form the mainstay of the vast armoured brigades of the Imperial Crusade Army, the Fellblade was a more advanced variant that first saw widespread service, particularly in the Space Marine Legions, in the last decades before the nightmare of the Heresy. The Fellblade was most notable for its use of both Mechanicum Atomantic arc-reactor technology and a reinforced metaplas alloy chassis superior to that of the Baneblade, and the employment of an advanced accelerator cannon as its primary armament—all fruits of technologies restored to humanity by the later conquests of the Great Crusade.

Legion Fellblade Super-heavy Tank — 525 points

		Armour			
	BS	Front	Side	Rear	SP
Legion Fellblade	3	14	13	12	4

Unit Composition
- 1 Fellblade

Unit Type
- Super-heavy Vehicle, Tank

Wargear
- Turret-mounted twin-linked Fellblade accelerator cannon
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Hull-mounted Demolisher cannon
- Searchlight
- Smoke launchers

Options
- A Fellblade may exchange its quad Lascannon sponsons for:
  - Laser Destroyer sponsons ..... Free
- A Fellblade may exchange its hull-mounted twin-linked heavy bolters for:
  - Twin-linked heavy flamer ..... Free
- A Fellblade may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Armoured ceramite ..... +25 points
- A Fellblade may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy flamer ..... +15 points
  - Havoc launcher ..... +15 points
  - Heavy bolter ..... +15 points
  - Multi-melta ..... +20 points
- A Fellblade may be upgraded to a Command tank ..... +25 points
- A Fellblade may be upgraded to take:
  - Space Marine Legion Crew ..... +15 points

Fellblade Accelerator Cannon
A cogitator-assisted high velocity accelerator cannon designed on the Forge World of Tigrus, the Fellblade cannon is a superior heavy armament able to switch between density-core armour piercing shells for use against enemy armour and fortifications, and powerful high-explosive fragmentation rounds against concentrations of troops. Choose which of the two profile entries the cannon uses every time it is fired.

Weapon	Range	Str	AP	Special
Fellblade Cannon				
High Explosive shell	100"	8	3	Ordnance 1, Massive Blast (7"), Primary Weapon
Armour-piercing shell	100"	9	2	Heavy 1, Armourbane, Blast (3"), Primary Weapon

Space Marine Legion Crew
A Fellblade upgraded to have Space Marine Legion crew increases its Ballistic Skill to BS 4.

Command Tank
If the vehicle is upgraded to a Command tank, all allied units within 24" of the Fellblade may re-roll failed Morale tests.

Legion Typhon Heavy Siege Tank

350 points

	BS	Armour Front	Side	Rear	SP
Legion Typhon	4	14	14	14	2

Unit Composition
- One Typhon Heavy Siege Tank

Unit Type
- Super-heavy Vehicle (Tank)

Wargear
- Dreadhammer Siege Cannon (Primary Weapon)
- Searchlight
- Smoke launchers

Special Rules
- Crushing Weight

Options
- A Typhon Heavy Siege Tank may be equipped with one set of two of the following sponson-mounted weapons:
  - Heavy bolters ..... +20 points
  - Lascannon ..... +40 points
- A Typhon Heavy Siege Tank may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Armoured ceramite ..... +20 points
- A Typhon Heavy Siege Tank may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy flamer ..... +15 points
  - Havoc launcher ..... +15 points
  - Heavy bolter ..... +15 points
  - Multi-melta ..... +20 points

Dreadhammer Siege Cannon
The Dreadhammer is a huge siege weapon, modified from the kind of static weaponry usually used to slowly pound cities and gargantuan fortresses to dust. The kinetic blast-wave produced by the multi-tonne shells it fires alone is enough to liquefy flesh and bone and the most well-protected bunker provides little defence for those within.

Weapon	Range	Str	AP	Special
Dreadhammmer Cannon	24"/48"*	10	1	Ordnance 1, Massive Blast (7"), No Cover Saves allowed

**The Dreadhammer has two ranges depending on whether it has remained stationary or not. If the tank has moved in the preceding Movement phase the weapon has a range of 24", if it did not the range is increased to 48".*

Crushing Weight
The Typhon Heavy Siege Tank is densely constructed and heavily reinforced to withstand the recoil of its own main weapon. This has the side effect of enabling it to pulverise just about anything smaller than itself that crosses its path. The Typhon Heavy Siege Tank automatically passes Difficult and Dangerous terrain tests for rubble, barricades, walls, ruined buildings or wreckage, and automatically inflicts Ram damage at Strength 10 AP 2 regardless of how far it moved.

Named for the 'Great Beast' of Terran myth, this siege tank was developed by the Martian Mechanicum simultaneously with the Spartan, with which it shares a basic hull, armour and chassis design. The Typhon is a mobile gun-platform of prodigious strength and carrying capacity designed to operate a single massive piece of siege artillery—the Dreadhammer cannon. The design itself was created in response to a request from the Primarch Peturabo of the Iron Warriors, and also with his direct involvement, who demanded a war engine created for the Space Marine Legions that could rapidly deploy such fortress-breaking firepower to the battle line at speeds greater than the slow crawl of the Imperial Army's heavy batteries—the Typhon was the result. Many observers have labelled it as little more than an 'upscaled' Vindicator in design, and while in some ways this may be true, few can deny its utterly brutal effectiveness in action.

Legion Thunderhawk Gunship

900 points

LORDS OF WAR

The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in size and capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo Drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to a Legion's fleet. With the outbreak of the wars of the Heresy, both sides ramped-up production of Thunderhawks to meet the on-going demands of the war.

		Armour			
	BS	Front	Side	Rear	SP
Legion Thunderhawk	4	12	12	12	4

Unit Composition
- Thunderhawk Gunship

Unit Type
- Super-heavy Flyer, Hover

Access Points
- One access hatch on each side and a forward assault ramp

Transport Capacity
- The Thunderhawk has a transport capacity of 30 models and may carry Dreadnoughts (counting as 10 models each, and may only embark/disembark using the main ramp).

Special Rules
- Assault Vehicle

Wargear
- Hull-mounted Thunderhawk cannon
- Four sponson-mounted twin-linked heavy bolters
- Two hull-mounted lascannon
- Three heavy bomb clusters
- Armoured ceramite

Options
- The Thunderhawk cannon may be replaced with a:
  - Turbo-laser destructor (see Titan-class weaponry on page 275) ..... +20 points
- A Thunderhawk may exchange its heavy bomb clusters with:
  - Six Hellstrike missiles ..... Free
- The Thunderhawk may take any of the following:
  - Chaff launcher ..... +10 points
  - Armoured cockpit ..... +15 points
  - Flare shield ..... +50 points

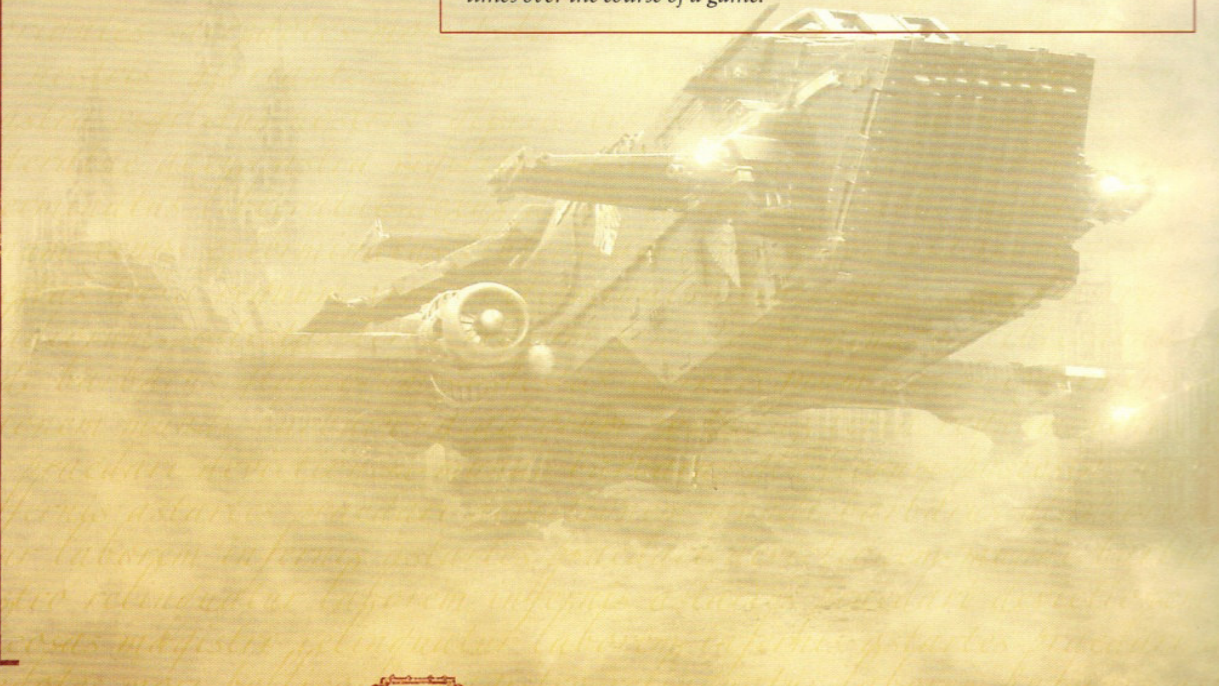
Thunderhawk Cannon
A modified version of a defensive macro-cannon design more commonly found as a defensive turret armament on Frigate-class warships, the Thunderhawk cannon offers unprecedented firepower for a ground attack craft of the Thunderhawk's size.

Weapon	Range	Str	AP	Type
Thunderhawk cannon	72"	8	3	Ordnance 1, Massive Blast (7"), Primary Weapon

Heavy Bomb Clusters
The pylon-mounted bomb loads of a Thunderhawk are intended to allow it to clear potential landing zones of opposition and conduct ground attack missions in support of a main assault.

Weapon	Range	Str	AP	Type
Heavy bomb	Bomb	6	4	Apocalyptic Barrage 6*, 3 x One Shot

**You can elect to have the Thunderhawk drop one Heavy Bomb Cluster per bombing run. The Thunderhawk has enough bombs to do this three times over the course of a game.*



Legion Thunderhawk Transporter

455 points

	BS	Armour Front	Side	Rear	SP
Thunderhawk Transporter	4	12	12	12	4

Unit Composition
- Thunderhawk Transporter

Unit Type
- Super-heavy Flyer, Hover

Wargear
- Four sponson-mounted twin-linked heavy bolters
- Armoured Ceramite

Access Points
- Special: Vehicles may be carried in its magnetic clamps (see Loading and unloading vehicles). Vehicles and units transported within them may carried by the Thunderhawk Transporter and placed in reserve with it at the start of the game. Make a note if this is the case before the game begins.

Transport Capacity
- Special: The Thunderhawk Transporter may carry up to two vehicles based on a Rhino chassis or of similar size or a single vehicle based on a Land Raider chassis or of a similar size. These vehicles may contain their own passengers.

Options
- The Thunderhawk Transporter may take any of the following:
  - Chaff launcher ..... +10 points
  - Armoured cockpit ..... +15 points
  - Flare Shield ..... +50 points
- The Thunderhawk Transporter may carry up to six Hellstrike missiles for ..... +10 points per missile

Unloading Vehicles
Vehicles carried can disembark from the Thunderhawk Transporter very quickly. If the Thunderhawk remains stationary over a suitably open area of terrain then any vehicles it carries may move away from it instead. In a turn in which this is done, the Thunderhawk Transporter counts as a stationary skimmer.

Loading Vehicles
An empty Thunderhawk Transporter can pick up a stationary vehicle by landing on it (i.e, moving over it in hover mode and ending its movement 'on top' of its passenger in the movement phase). The vehicle being picked up cannot move if this is the case this turn. Next turn the Transporter can move again, taking the vehicle with it.

LORDS OF WAR

The Thunderhawk Transporter is a support variant of the standard Thunderhawk Gunship that has recently entered into service with the Space Marine Legions. It may be used to quickly deploy or redeploy armoured vehicles and or deliver supplies in heavily contested warzones were less well armed and armoured craft would prove extremely vulnerable. Rapidly becoming a relied upon workhorse of the Legions, a Thunderhawk Transporter can carry two Rhino-sized vehicles, or a single Land Raider-sized vehicle. It can also be used carry an under-slung supply pod and other useful equipment such as a winch-system for recovering Drop Pods after a battle deployment.

Legion Cerberus Heavy Tank Destroyer

395 points

LORDS OF WAR

An experimental variant based upon the Spartan chassis, the Mechanicum used the Spartan's internal capacity to mount a prototype Neutron Laser Projector and the sizable Atomantic-arc reactors and radiation-shielding needed to operate the weapon. The weapon technology itself had been retro-engineered from Dark Age battlefield wreckage recovered at great cost on the forbidden sphere of Deep Hyades-VI by Mechanicum Explorators out of Galatea, and some controversy was evident about both its provenance and safety for wider dissemination by the Mechanicum. Despite its instability, the Neutron laser offered a potential rival weapon to the more common Turbo-laser systems found on Titans and the Shadowsword super-heavy tank destroyer, which was both more compact in size and possessed of enhanced ability to inflict collateral damage. Shortly before the outbreak of the Heresy war, preliminary detachments of the Sabre had been delivered into the service of a number of Space Marine Legions for comprehensive battlefield testing and trial, and were soon pressed to turn their own destructive power against the Imperium's own war machines, rather than that of the alien.

		Armour			
	BS	Front	Side	Rear	SP
Legion Cerberus	4	14	14	13	2

Unit Composition
- 1 Cerberus Heavy Tank Destroyer

Unit Type
- Super-heavy Vehicle (Tank)

Wargear
- Twin-Linked Neutron Laser Battery (Primary Weapon)
- Searchlight
- Smoke launchers
- Flare Shield

Special Rules
- Reactor Blast

Options
- A Cerberus Heavy Tank Destroyer may be equipped with one set of two of the following sponson-mounted weapons:
  - Heavy bolters ..... +20 points
  - Lascannon ..... +40 points
- A Cerberus Heavy Tank Destroyer may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Armoured ceramite ..... +20 points
- A Cerberus Heavy Tank Destroyer may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy flamer ..... +15 points
  - Havoc launcher ..... +15 points
  - Heavy bolter ..... +15 points
  - Multi-melta ..... +20 points

Reactor Blast
Should the Cerberus suffer an Apocalyptic Explosion, then all models within 9" of the vehicle suffer a Strength 10 AP1 hit. Models within 2D6+9" of the vehicle suffer a Strength 3 AP- hit. The vehicle is then removed.

Neutron Laser Battery
The Neutron laser is a Dark Age relic whose secrets are little-understood outside the highest circles of the Mechanicum, and whose powerful blasts while outmatching any weapon of its size are prone to dangerous feedback if they encounter anything able to resist the terrible forces they can unleash.

Weapon	Range	Str	AP	Special
Neutron Laser	72"	10	1	Ordnance D3 (roll each time the weapon is fired), Concussive, Feedback

Feedback
If the Neutron laser fails a Penetration roll against a target's armour with any of its shots (note that successful saves do not count for this), roll a D6. If the result is a '1', dangerous energy feedback along the beam has occurred. The tank suffers an automatic penetrating hit, with -1 to the damage chart result.

Legion Cerberus Heavy Tank Destroyer

395 points

LORDS OF WAR

An experimental variant based upon the Spartan chassis, the Mechanicum used the Spartan's internal capacity to mount a prototype Neutron Laser Projector and the sizable Atomantic-arc reactors and radiation-shielding needed to operate the weapon. The weapon technology itself had been retro-engineered from Dark Age battlefield wreckage recovered at great cost on the forbidden sphere of Deep Hyades-VI by Mechanicum Explorators out of Galatea, and some controversy was evident about both its provenance and safety for wider dissemination by the Mechanicum. Despite its instability, the Neutron laser offered a potential rival weapon to the more common Turbo-laser systems found on Titans and the Shadowsword super-heavy tank destroyer, which was both more compact in size and possessed of enhanced ability to inflict collateral damage. Shortly before the outbreak of the Heresy war, preliminary detachments of the Sabre had been delivered into the service of a number of Space Marine Legions for comprehensive battlefield testing and trial, and were soon pressed to turn their own destructive power against the Imperium's own war machines, rather than that of the alien.

		Armour			
	BS	Front	Side	Rear	SP
Legion Cerberus	4	14	14	13	2

Unit Composition
- 1 Cerberus Heavy Tank Destroyer

Unit Type
- Super-heavy Vehicle (Tank)

Wargear
- Twin-Linked Neutron Laser Battery (Primary Weapon)
- Searchlight
- Smoke launchers
- Flare Shield

Special Rules
- Reactor Blast

Options
- A Cerberus Heavy Tank Destroyer may be equipped with one set of two of the following sponson-mounted weapons:
  - Heavy bolters ..... +20 points
  - Lascannon ..... +40 points
- A Cerberus Heavy Tank Destroyer may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Armoured ceramite ..... +20 points
- A Cerberus Heavy Tank Destroyer may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy flamer ..... +15 points
  - Havoc launcher ..... +15 points
  - Heavy bolter ..... +15 points
  - Multi-melta ..... +20 points

Reactor Blast
Should the Cerberus suffer an Apocalyptic Explosion, then all models within 9" of the vehicle suffer a Strength 10 AP1 hit. Models within 2D6+9" of the vehicle suffer a Strength 3 AP- hit. The vehicle is then removed.

Neutron Laser Battery
The Neutron laser is a Dark Age relic whose secrets are little-understood outside the highest circles of the Mechanicum, and whose powerful blasts while outmatching any weapon of its size are prone to dangerous feedback if they encounter anything able to resist the terrible forces they can unleash.

Weapon	Range	Str	AP	Special
Neutron Laser	72"	10	1	Ordnance D3 (roll each time the weapon is fired), Concussive, Feedback

Feedback
If the Neutron laser fails a Penetration roll against a target's armour with any of its shots (note that successful saves do not count for this), roll a D6. If the result is a '1', dangerous energy feedback along the beam has occurred. The tank suffers an automatic penetrating hit, with -1 to the damage chart result.

Legion Malcador Assault Tank

300 points

	BS	Armour Front	Side	Rear	SP
Legion Malcador	3	13	13	12	2

Unit Composition
- 1 Malcador Assault Tank

Unit Type
- Super-heavy Vehicle, Tank, Fast

Wargear
- Traverse-mounted battle cannon
- Hull-mounted autocannon
- Two sponson-mounted heavy stubbers
- Searchlight
- Smoke launchers

Options
- A Malcador Assault Tank may exchange its battle cannon for:
  - Twin-linked lascannon ..... Free
- A Malcador Assault Tank may exchange its hull-mounted autocannon for:
  - Demolisher cannon ..... +25 points
- A Malcador Assault Tank may upgrade its two sponson weapons to two of the following:
  - Heavy bolters ..... +10 points
  - Heavy flamers ..... +10 points
  - Autocannon ..... +20 points
  - Lascannon ..... +30 points
- A Malcador Assault Tank may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Armoured ceramite ..... +20 points
  - Flare shield ..... +25 points
- A Malcador Assault Tank may take one of the following pintle-mounted weapons:
  - Twin-linked bolter ..... +5 points
  - Heavy stubber ..... +5 points
  - Combi-weapon ..... +10 points
  - Heavy flamer ..... +15 points
- A Malcador Assault Tank may be upgraded to:
  - Command tank ..... +25 points
- A Malcador Assault Tank may be upgraded to take:
  - Space Marine Legion Crew ..... +15 points

Space Marine Legion Crew
A Malcador upgraded to have a Space Marine Legion crew increases its Ballistic Skill to BS 4.

Command Tank
If the vehicle is upgraded to a Command Tank, all allied units within 24" of the Malcador may re-roll failed Morale tests.



Lords of War

A truly ancient design dating back to the wars of the Age of Strife on Terra, the Imperial production model of this heavy tank pattern was given the name of Malcador the Sigillite, right hand of the Emperor, during the early days of the Great Crusade when thousands of these war machines rolled off the production lines of Mars and Voss. Although not as heavily armed as goliaths such as the Baneblade or as well-protected as the Land Raider that would come to largely replace it in Legion service as a main battle tank, the Malcador nevertheless possesses a number of advantages to its design, the principal of which is its battle speed, which is truly formidable for a tank of its size, thanks to a sophisticated, if somewhat temperamental drive system. By the time of the Horus Heresy many Malcador tanks had been relegated to strategic reserves and second line Imperial Army units, replaced by newer, more powerful designs, although the demands of the galaxy-wide civil war soon brought them back into the fray, while their availability saw them used as test-beds for a variety of new variants designed to plug gaps in supply and resource.

Space Marine Legion Wargear

This section of the Space Marine Crusade Legion army list details the weapons and equipment used by the Space Marines in the era of the latter Great Crusade and at the outbreak of the cataclysmic wars of the Horus Heresy, along with rules for using them in your games of Warhammer 40,000. Weapons that are used by multiple units are listed here, while unique items belonging to special characters are listed with their profile. .

Ranged Weapons

Archaeotech Pistol

Despite the renaissance of human power in the galaxy that the Great Crusade has created, there remains much of Mankind's ancient might and arts that are lost to myth and legend, save for a few relics that have survived the stifling darkness of Old Night. One of the more common types of these relics found are sidearms of surpassing firepower and elegance. Be they bespoke slug throwers utilising micro-atomic munitions or searing kill-rays that draw power from a planet's ambient magnetosphere, such priceless artefacts of war find their way into the hands of the Emperor's chosen agents and the masters of the Space Marine Legions.

Weapon	Range	STR	AP	Type
Archaeotech pistol	12"	6	3	Pistol, Master-crafted

Combi-bolter

Designed as a tactically flexible weapon for employment in the Terminator armour project, a Combi-bolter is in essence two standard pattern bolters slaved to fire together. It is a bulky and somewhat crude, but very effective, weapon prototype that was gaining widespread use at the time of the Heresy.

Weapon	Range	STR	AP	Type
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked

The full rules for these weapons can be found in the *Warhammer 40,000* rulebook.

- Autocannon
- Battle cannon
- Bolter/boltgun
- Bolt pistol
- Heavy bolter
- Combi-weapons
- Flamer
- Hand flamer
- Heavy flamer
- Flamestorm cannon
- Heavy stubber
- Space Marine shotgun
- Sniper rifle
- Grenade launcher (frag & krak grenades)
- Lascannon
- Multi-laser
- Missile launcher (frag, krak & flakk missiles)
- Inferno pistol
- Melta gun
- Muti-melta
- Plasma pistol
- Plasma gun
- Plasma cannon

Conversion Beam Weapons

These esoteric energy weapons fire a beam which induces a subatomic implosion in their target, with the beam itself gathering power over distance up to a terminal point of beam instability. Conversion beamers are both difficult to construct and highly complex to use, needing skilled calibration to operate as well as dedicated reactor core systems to power. As a result conversion beamers are primarily used for dedicated siege warfare or starship breaching assaults by specialised operators such as Techmarines and Mechanicum Destructors. More rarely larger conversion beamer weapons are mounted on a vehicle chassis with advanced control mechanisms and an abundance of reactor power such as the Contemptor pattern Dreadnought.

A shot from a conversion beamer has a number of different profiles, the use of which depends upon how far the chosen target is from the firer up to the weapon's maximum range. When firing the weapon measure the distance to the target, place the weapon's Blast template and scatter as normal for a blast weapon. Once the final location of the template has been determined, measure to the centre of the Blast marker and consult the weapon's chart to determine the effect.

Firing Calibration (Heavy Conversion Beamer only): The power requirements and targeting calculations needed to effectively use this weapon means that it 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.

Weapon	Range	STR	AP	Type
Conversion Beamer				
	Up to 18"	6	-	Heavy 1, Blast (3")
	18" to 42"	8	4	Heavy 1, Blast (3")
	42" to 72"	10	1	Heavy 1, Blast (3")
Heavy Conversion Beamer				
	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration
	18" to 42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration
	42" to 72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration

Graviton Weapons

Little understood even by the Tech-priests of Mars, the term 'graviton gun' refers to a group of gravity projector devices whose sophistication is such that the few that now remain are relics of a lost age. Such weapons prove extremely useful when fighting on a starship or in a null gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and crack bones even inside armour, but its primary use is to impede the enemy and damage machinery without the risks of secondary explosions.

	Range	STR	AP	Type
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussion, Graviton Pulse*, Haywire
Graviton cannon	36"	*	4	Heavy 1, Large Blast (5"), Concussion, Graviton Pulse*, Haywire

Graviton Pulse
Instead of rolling to wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the Graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Grenade Harness

An auxiliary weapon system fitted to Terminator armour, the grenade harness unleashes a barrage of fragmentation charges at the foe as the Terminator charges. The grenade harness is a one-shot weapon, and when it is fired the firing Terminator and any squad they have joined count as having assault grenades in the Assault phase of that turn.

Weapon	Range	STR	AP	Type
Grenade harness	8"	3	-	Assault 2, Blast (3"), One use

Needle Pistol

A favoured weapon of the assassins of the Terran Courts during the days before Unification, needle pistols are sophisticated and elegant handguns whose operation is silent, invisible and deadly. The finest examples use a combination of a flash-less laser to pierce flesh, followed by an impellor-shot of virulent poisons delivered instantaneously into the open wound. This combination can lay low the toughest foe with ruthless efficiency.

Weapon	Range	STR	AP	Type
Needle pistol	12"	2	5	Pistol, Poisoned, Rending

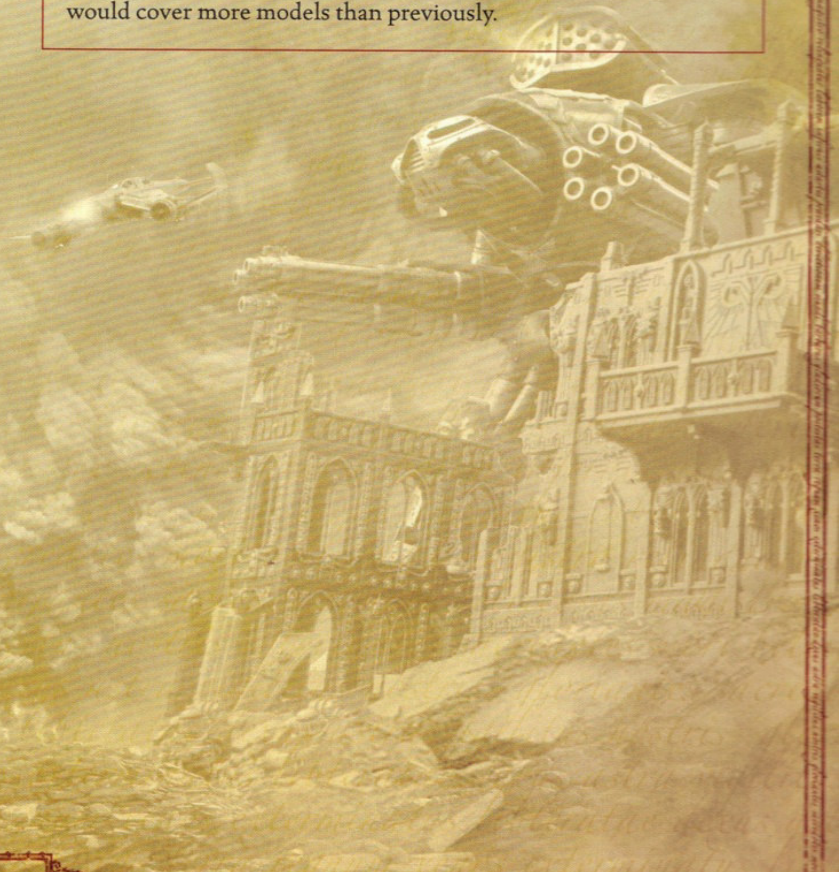
Phosphex Bombs & Medusa Shells

Phosphex is a rare corrosive toxic and incendiary compound utterly inimical to life, deployed both in the form of large canister bombs and heavy shells. It expands on contact with air into a seething, liquid mist which burns with an eerie white-green flame which is attracted to movement. This gelid flame ignites metal and eats relentlessly into living tissue, and cannot be extinguished short of exposure to vacuum. As effective as this horrific weapon is, its use is not widespread as it has a tainting effect beyond even rad weapons on the areas in which it is employed, but remains within the arsenals of the Space Marine Legions as a weapon of dire resort.

Weapon	Range	STR	AP	Type
Phosphex bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Phosphex shell (Medusa)	36"	5	2	Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death

Lingering Death
When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles. Note: It is advisable to have multiple spare blast markers when using this rule!

Crawling Fire
After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.



Plasma Weaponry [Crusade Era]
In addition to the Imperial plasma weapons listed in the *Warhammer 40,000* rulebook, such technology was far better understood during the dawning age of the Imperium if still somewhat unsafe. As a result, three additional rarer types of sophisticated plasma weapons are listed below, which would become all but unknown in later ages.

Weapon	Range	STR	AP	Type
Plasma blaster	18"	7	2	Assault 2, Gets Hot!
Phased-Plasma Fusil	24"	6	3	Salvo 2/3
Executioner cannon	36"	7	2	Heavy 3, Blast (3")

Rad Grenades & Rad Missiles
Special issue weapons commonly only employed against the most dangerous of xenoforms, rad grenades and warheads detonate with a short, intense burst of radiation and shower the immediate area with highly contaminated fallout. As well as direct damage, these can be used to bombard an area, and have the effect of debilitating rather than slaying outright, rendering a target vulnerable to further injury.

Rad Grenades: These are special grenades that count neither as assault or defensive grenades, but have their own unique effect. During a turn in which a unit equipped with rad grenades launches an assault, or is themselves assaulted, the enemy unit(s) suffer a -1 penalty to their Toughness until the end of the Assault phase. Note: This does affect the victims' instant death thresholds.

Rad Missiles: These Terran-devised missiles, a horror of the gene-war anarchy of Old Night, use custom-loaded warheads which combine high explosive charges with inner fragmentation cases made from highly radioactive isotopes, usually harvested from decommissioned fission reactor shells. The effect is to create an intensely toxic weapon that inflicts a hideous death on its victims, and that can poison and lay low the most resilient organism.

Weapon	Range	STR	AP	Type
Rad missile	48"	4	3	Heavy 1, Blast (3"), Fleshbane, Rad-phage

Rad-phage
A model which loses one or more wounds to an attack with this special rule and survives has its Toughness score reduced by -1 for the rest of the battle.

Special Issue Bolter Munitions
The following are special issue bolter munitions utilised by certain elite Space Marine units and, while often uniquely effective, were either too specialised or simply too difficult to produce to enter widespread issue.

Tempest Bolt Shells: Tempest bolt shells are specialised munitions which replace the standard mass-reactive core and armour-piercing tip of a bolt round with a fragmentation shell encasing a powerful micro-explosive proximity charge. This has the effect of showering a target with a murderous storm of shrapnel. These heavier rounds however lack range compared to standard bolt shells.

Weapon	Range	STR	AP	Type
Tempest bolt shells	18"	3	6	Rapid Fire, Blast (3")

Kraken Bolt Shells: Kraken bolts are specialised boltgun shells with an enhanced adamantine core and improved propellant utilised by Seeker squads. They have superior armour-piercing properties and increased range, but the expense and resources required to create them keep them limited in issue.

Weapon	Range	STR	AP	Type
Kraken bolt shells	30"	4	4	Rapid Fire

Scorpius Bolt Shells: Individually hand-crafted by the Techmarines of a Legion's armoury, these specialised shells utilise a two-stage warhead which contains a micro-guidance system and a needle-like sabot-dart which vaporises to molten heat when striking an armoured target. Scorpius bolts are rare and temperamental munitions which are hand loaded into a bolter for firing.

Weapon	Range	STR	AP	Type
Scorpius bolt shells	24"	4	5	Heavy 1, Rending, Shred

Breacher Charge
A Breacher charge is used to destroy armoured emplacements and shatter fortifications and barricades. Much like melta-bombs these powerful electrochemical explosive charges are too bulky and cumbersome to easily throw like a grenade, and additionally pose some risk to their user at close range, but are extremely destructive in skilled hands.

A model equipped with a breacher charge may use it in an assault instead of using their normal attacks or weapons. The model makes a single attack. Place the Blast (3") template anywhere in base contact with the attacking model so that it covers the enemy. The template may not be placed so that it covers friendly models. Roll to hit against the majority Weapon Skill of the enemy (buildings, emplacements and stationary vehicles are hit automatically and no roll is needed). On a successful hit the template remains where it is. On a miss roll the Scatter dice and flip the template over in the direction shown if an arrow result is rolled (re-roll the Hit symbol if needed until an arrow is shown).

Weapon	Range	STR	AP	Type
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker

Reaper Autocannon
Designed as a support weapon for the Tactical Dreadnought Armour project, the Reaper is a compact, rapid-firing autocannon which depends on the weight and strength of Terminator armour to stabilise the weapon and cope with its massive recoil.

Weapon	Range	STR	AP	Type
Reaper	36"	7	4	Heavy 2, Twin-linked

Rotor Cannon
Favoured by many Imperial Army formations and seeing limited use with some Space Marine Legions, rotor cannons are multi-barrelled stubbers, using electric motors to maintain an extraordinary rate of fire from their spinning barrels. The simple, medium calibre solid slug projectiles they fire lack the power of bolt shells, but the hail of shot they unleash can be particularly useful against unarmoured hordes of foes and fleshy xenoforms. This newly prototyped assault cannon technology represents a more effective and powerful implementation of this principle.

Weapon	Range	STR	AP	Type
Rotor gun	30"	3	6	Salvo 3/4

Shroud Bombs
These canister bombs unleash a shimmering grey fog of dense smoke and multi-spectrum electromagnetic charge that foils scanners and surveyors just as easily as it does vision.

Shroud bombs count as defensive grenades in combat (see the *Warhammer 40,000* rulebook). In addition, with the exception of vehicles, Daemons, Gargantuan Creatures and units which have the Night Vision special rule, units must pass a Leadership test in order to charge a unit equipped with Shroud bombs.

Volkite Weapons
'Volkite' is an arcane Martian term for a variety of powerful ray weapons whose origins date back to the Age of Strife. Possessed of considerable killing power surpassing most armaments of their size, Volkites were difficult to manufacture, even for the most able of the Mechanicum's forges, and the demands of the expanding Crusade swiftly overwhelmed supply of these relic-guns. Once relatively common within the fledgling Legions, they had fallen largely from favour by the time of the Heresy, and had been superseded in the Space Marine Legions by the far more flexible and utilitarian Terran bolter. Those few that remained in service were the purview of only a few specialised units at the outbreak of the conflict that rent the Imperium asunder.

Weapon	Range	STR	AP	Type
Volkite Serpenta	10"	5	5	Pistol, Deflagrate
Volkite charger	15"	5	5	Assault 2, Deflagrate
Volkite Caliver	30"	6	5	Heavy 2, Deflagrate
Volkite Culverin	45"	6	5	Heavy 4, Deflagrate

Deflagrate
Deflagrating attacks have a devastating effect on organic matter, explosively burning flesh into ash and jetting fire. After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!



Close Combat Weapons

Chainaxe

A savage weapon that had its origins within the World Eaters Space Marine Legion, and the black-humoured whims of its master, the Primarch Angron, chainaxes feature heavier blades and more powerful motors than the more common Legion chainsword. Better able to pierce armour in the hands of a skilled wielder (and all but unusable otherwise), there were those, even before the Heresy, that wondered at the development of such a weapon, seemingly designed as much for the displays of fountaining gore it created as its effectiveness in battle.

Weapon	Range	STR	AP	Type
Chainaxe	-	As user	4	Melee

The full rules for the following close combat weapons can be found in the *Warhammer 40,000* rulebook.

- Chainfist
- Chainsword
- Heavy chainsword
- Dreadnought close combat weapon
- Force weapons
- Lightning claws
- Power fist
- Power sword
- Power axe
- Power maul
- Power lance
- Thunder hammer

Charnabal Sabre

With their origins tracing back to the ancient duelling societies, assassin cults and bloody vendettas of the Terran Courts during the Age of Strife, these elegant and deadly weapons rely on speed and dexterity rather than brute force for their lethality. The pure metal of their blades is press-folded and stamped scores of times over before being micro-serrated with a fractal-sharp edge. The master swordsmiths of Terra are each said to have their own rituals of forging, impressing a distinct pattern in each bespoke blade as legible as a signature to those with the wit to read them. As well as the nobles of the Terran Court certain Space Marine Legion officers favour the Charnabal sabre over more 'clumsy' power weapons as they see them as being more responsive to true martial skill, while others think them effete and decadent weapons.

Weapon	Range	STR	AP	Type
Charnabal sabre	-	As user	-	Melee, Rending, Duellist's Edge

Duellist's Edge
When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative score.

Combat Blades

Combat blade is a catch-all category which describes a variety of lethal hand-to-hand weapons favoured by the Space Marine Legions, the exact form varying from Legion to Legion by its culture and tradition. They range from heavy razor-edged chain-bayonet, to adamantine gladius and Thule-alloy battle-axes that would be too heavy for an unaugmented human to wield.

Weapon	Range	STR	AP	Type
Combat Blade	-	As user	-	Melee



Deathshroud Power Scythe
These unique heavy power weapons, also known as 'man-reapers,' are utilised by the warriors of the Death Guard Legion. In concert with the Death Guard's own specialised training and martial lore, they enable a warrior to face many times his number in battle, cutting them down like a reaper slashing through a field of ripe crops.

Weapon	Range	STR	AP	Type
Power Scythe	-	+1	2	Melee, Unwieldy, Two-handed, Sweep Attack

Sweep Attack
Rather than using their own Attack value, a model using a weapon with this special rule may, if they wish, instead make a number of attacks equal to the number of enemy models in base contact with them.

Digital Lasers
Incredibly sophisticated miniaturised weapons of xenos origin, these devices are extremely short ranged but potent enough to kill despite being small enough to be concealed in a ring, gauntlet, sword hilt or helm. With a skilled user they are particularly effective in close combat, where they can be used to deliver a deadly strike to a foe already occupied in fending off the fighter's blows.

Digital lasers provide +1 Attack in close combat.

Lascutter
These are powerful, albeit extremely unwieldy, industrial tools used for cutting through armoured bulkheads and working otherwise impermeable ores that make use of a disruption field-assisted short range laser arc. They are utilised in siege warfare where they can make for a devastating if makeshift close-quarter weapon.

Weapon	Range	STR	AP	Type
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome

Cumbersome
A model using a close combat weapon with this special rule 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.

Paragon Blade
Weapons forged of consummate artistry or irreplaceable relics of the ancient might of the Dark Age, Paragon blades are few in number and may take many forms. The most common Paragon blades are two-handed power weapons of extraordinary balance and durability, although even more rarely unique chain weapons wrought from the teeth of terrifying xenos-beasts and certain night-black sickle swords found on remote death worlds on the edges of the Halo Stars have been known to hold similar phenomenal killing power. Regardless of their form, Paragon blades are valued beyond price by the Imperium's warriors.

Weapon	Range	STR	AP	Type
Paragon blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon

Murderous Strike
Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this instant death-causing wound separately to any other wounds the attack inflicts.

Servo-arm
A servo arm is a heavy industrial claw-limb and manipulator array often directly spliced into a Techmarine's or Magos Adept's nervous system. As well as making for a powerful tool, they can also be wielded in battle as a clumsy but savagely powerful weapon.

A model with the Battlesmith special rule may add +1 to their Repair roll result if they are also equipped with a servo arm.

A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make. This is done using the weapon profile shown below.

Weapon	Range	STR	AP	Type
Servo Arm	-	8	2	Melee, Unwieldy

Artificer Armour
Forged by the master craftsmen of the Mechanicum these superior variations of power armour are often highly embellished with ciphers of strength and durability, while some of wildly differing designs are far older than the present age and owe their origins to the forgotten zenith of human technological might.

Artificer armour confers a 2+ Armour save.

Augury Scanner
This energy scanning device has the effect of alerting the user to the concealed presence or imminent arrival of enemy troops in the vicinity, even if concealed, and can even detect the tell-tale electro-gravitic disruption effect on local space that presages teleport transfers.

Models cannot be deployed using the Infiltrate special rule within 18" of a model with an augury scanner. Enemy models deployed using deep strike within this range can also be attacked by a unit carrying an Augury Scanner in the Shooting phase as if their rapid fire and heavy weapons (if they have any) had the Interceptor special rule.

Cameleoline
Cameleoline is a refractive chemical substance that morphically blends its colouration into the surrounding area. It is often woven into cloaks and smocks, or more rarely, as a coating over armour plate, and aids with concealment and in covert assaults.

Cameleoline provides the user with the Stealth special rule.

Cognis-signum
An advanced array of sensory devices, cogitator-assisted communications and telemetry arrays built into a purpose-modified suit of power armour, these enable the wearer to co-ordinate battlefield data with blinding speed. A model with this wargear automatically counts as being equipped with an augury scanner and has the Night Vision special rule.

In addition, in lieu of the model equipped with the Cognis-signum firing a weapon in the Shooting phase, a single designated unit of the controlling player's choice within 6" of the signum-equipped model (other than Independent Characters or Super-heavies) gains a bonus of +1 to their BS for that Shooting phase.

Combat Shields & Boarding Shields
A combat shield is a wrist-mounted shield or buckler containing a small field generator which enables it to withstand great amounts of damage, while boarding shields are larger, bulkier versions of the same. These were favoured by assault units employed by Breacher squads for protection in the confined close quarter fighting of starship boarding actions and siege attacks. Although these shields' smaller size and weaker defensive field mean they offer nothing like the protection offered by the prototype Legiones Astartes storm shields that were beginning to enter service at the time of the Heresy, they remained a valued part of a Legion's armoury.

Combat shields and boarding shields confer a 6+ invulnerable save, increasing to 5+ in close combat.

A model equipped with a boarding shield also counts as being equipped with defensive grenades. Boarding shields however are far heavier and more cumbersome than combat shields and models equipped with them cannot claim the extra attack for being armed with an additional close combat weapon.

Legion Vexilla and Standard
Each Space Marine maintains the ancient military tradition of the battle standard being a rallying point and spur to glory. These icons vary greatly from Legion to Legion depending on their particular martial culture. Be they be a tattered flag that has weathered the shot and shell of a hundred battlefields, a burning steel standard or a trophy rack bedecked with the heads of slain xenos, it is in the shadow of such banners and icons that battles are won or lost. From the Vexilla displaying a particular squad's proud colours to the great standards of the Legions' chapters and companies, it is beneath such banners that countless worlds have been conquered and scores of inhuman empires have been trampled into the dust.

Legion Vexilla – A unit with a Legion Vexilla may re-roll failed Morale tests.

Legion Standard – All of the Controlling player's units with the Legiones Astartes special rule within 6" of a Legion Standard (including its bearer) are Fearless.

Narthecium
While the Apothecary who carries this specialised medical and alchemical gear is still alive, all Space Marine models in their squad and any Space Marine Independent Characters that have joined it have the Feel No Pain universal special rule.

Nuncio-vox
Usually fitted into a modified power armour backpack, a Nuncio-vox is a beacon and communications array that allows a Space Marine unit to remain in constant co-ordination with other elements of their Legion – be they in a neighbouring region or in orbit high overhead. This allows precision reinforcements to be deployed nearby and strikes to be targeted with deadly accuracy.

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a Nuncio-vox, then it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a Nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note that the Nuncio-vox model must already be on the table at the start of the turn for it to be used (and cannot be used from inside a vehicle).

Power Armour
Made from high grade composite armour plating over an augmenting musculature of electro-fibre bundles, power armour features its own energy systems, sensors and environmental seals. Legiones Astartes power armour is the signature wargear of the Space Marine Legions and subject to an on-going evolution in design stretching back to the Thunder Warriors of the Unification Wars of Terra, fused with the wisdom of the Mechanicum of Mars and technological relics recovered over the years of the Crusade. At the outset of the Heresy, the most common patterns employed by the Legions are the 'Crusade' and 'Maximus' types, with the 'Iron' pattern favoured for siege and close assault work, although there are considerable customised panoplies and many other Legion-specific sub-patterns in service.

Power armour provides a 3+ Armour save.

Refractor Fields & Iron Halos
These devices are defensive field generators designed for personal protection. They encompass the wearer in an energy field or force barrier which serves to refract or deflect impacts and energy discharges, although the need for the wearer to move and fight, as well as their power consumption prevents them from being anywhere near inviolable to attack. Devices of this nature are relatively rare, even among the Space Marine Legions, and are the province of commanding officers and honoured champions where they are often incorporated into armour or amulets and gifted as a mark of favour and rank.

Refractor fields provide a 5+ Invulnerable save.

Iron halos provide a 4+ Invulnerable save.

Legion Space Marine Bike
To some greater or lesser extent each Space Marine Legion deploys a number of Bike and Attack Bike squadrons as battlefield scouts, pursuit and shock troops. Some are based on venerable patterns such as the Iron Shadow predating the Dark Age, while others, such as the Wyvern which was developed on the far flung worlds of humanity in response to local conditions, have been considerably up-engined and armoured for Space Marine use. Space Marine Bikes and Attack Bikes use the standard rules found on page 45 of the *Warhammer 40,000* rulebook.

Legion Space Marine Jetbike
Rare and deadly machines, whose compact and extremely powerful grav-repellor motors are limited in production to only a handful of sources in the galaxy-spanning Imperium, Space Marine Jetbikes are a glorious sight in battle, and often the last one an enemy sees. Space Marine Jetbikes operate under the standard rules for Jetbikes found on page 45 of the *Warhammer 40,000* rulebook.

Suspensor Web
These rare and highly sophisticated devices attach to portable heavy weapons systems partially negating their weight (if not their bulk), allowing them to be wielded in the manner of an assault weapon, although at a reduced effective range.

A heavy weapon with a suspensor web effectively allows the firer to treat the weapon as having the type Assault rather than Heavy (meaning that they can move and fire at full WS, etc) when firing in the Shooting phase at targets at up to half the weapon's usual maximum range. This has no other effect, such as on snap-shots when charged, etc.

Example: A heavy bolter with a suspensor web, which is usually a range 36" Heavy 3 weapon, can instead be used as if it were range 18" Assault 3 weapon if the player wishes in their Shooting phase.

Cyber-familiar
Utilised by Techmarines and the Adepts of the Mechanicum, cyber-familiar is a term that encompasses a variety of semi-autonomous devices such as servo-skulls, mek-spiders and other smaller drone units and lesser haemonculites tied into the direct neural control of their operator. These minion-drones are an extension of their master's will and provide them with a host of additional senses and capabilities.

A Cyber-familiar adds +1 to its owner's Invulnerable save (to a maximum of 3+) or an Invulnerable save of 6+ if they do not already possess one. In addition they allow them to re-roll failed characteristic tests other than Leadership tests and failed Dangerous Terrain tests.

The Cyber-familiar may be either modelled as part of the character equipped with them, or on separate bases and kept in coherency, however they are discounted as models for game purposes, have no separate profile, make no attacks, need not be transported, etc, and are simply moved out of the way in combat or if they interfere with the game.

Terminator Armour [Great Crusade Era]
Also known as Tactical Dreadnought Armour after the edict which called it into creation, Terminator armour is the finest protective wargear in the arsenal of the Space Marine Legions, affording all but impervious protection on the battlefield. Designed principally for heavy assault spearheads and for fighting in the murderous confines of space hulks, Terminator armour is based in part on the heavily shielded industrial gear used by the Mechanicum's Solar Adepts to work within the blazing sun-hot interiors of plasma macro-reactors. Several different Terminator armour patterns were developed roughly concurrently by different Forge Worlds during the later decades of the Great Crusade, including the Indomitus, Tartaros and Saturnine patterns, most of which were functionally identical.

Terminator armour features a powerful support exoskeleton and internal energy supply, but pays for its unparalleled protection with bulk. A model in Terminator armour has the Relentless and Bulky special rules, and is not able to make Sweeping Advance moves in combat. They also may not be transported in Rhino APCs. Terminator armour affords a 2+ Armour save and a 5+ Invulnerable save.

Cataphractii Pattern Terminator Armour: One of the first issued Tactical Dreadnought armour patterns, the Cataphractii suits were even more heavily protected than their contemporaries, with slab-like ceramite pauldrons housing additional shield generators. This design has the unfortunate side effect of overstraining the armour's exoskeleton and slowing the wearer dangerously. This difference led to the pattern's declining use with some Legions at the outbreak of the Heresy.

In addition to the effects and rules listed previously for Terminator armour, models in Cataphractii pattern armour have the Slow and Purposeful special rule rather than the Relentless special rule, but their Invulnerable save is increased to 4+.

Armoured Ceramite
Additional heavy ceramite plating fitted to a vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is commonly fitted to orbital strike craft to enable them to withstand the rigours of 'crash' re-entry from space into a planet's atmosphere, and also to certain siege vehicles to protect them from thermal energy weapons.

A vehicle with this wargear is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.

Anbaric Claw
The Anbaric claw is a defensive system mounted on war machinery utilised by the Mechanicum's Anbaric Order, which may also be found incorporated into the vehicles of certain Space Marine Legions with ties to the great Forge World cluster of the Anvilus system and its masters. Using a battery of electro-chem capacitors to generate a massive-pulse shock of electromagnetic force through a vehicle's hull the Anbaric claw is able to electrocute and incinerate nearby living creatures as well as disrupt and burn out enemy machinery.

A vehicle may trigger its Anbaric claw in any turn in which it is being attacked in the Assault phase, and at any point when it is either being rammed by another vehicle or is ramming an enemy vehicle itself, with the limitation that the Anbaric claw can only be used once per player turn. When the claw is triggered it automatically strikes all units within 1" of the carrying vehicle's hull, whether friend or foe (although models being transported inside vehicles are unaffected), and any rammed or ramming vehicles.

The Anbaric claw inflicts D6 hits on any unit it strikes. If being used in the Assault phase, the Anbaric's effects are worked out at Initiative 10. If being used while a ram is conducted, its effects are simultaneous with working out damage caused by ramming.

Weapon	Range	STR	AP	Type
Anbaric claw	-	5	4	Melee, Rending

Auxiliary Drive
The standard patterns of Imperial vehicles are often customised by the Legions that field them, and in some cases are test beds for technology either designed or recovered in the field by the Magos and Techmarines that maintain them. One common form of such customisation is the fitting of backup and auxiliary drive systems such as secondary galvanic motors or outrigger thrusters to keep a vehicle mobile for short periods even if its main motive drive becomes damaged.

A vehicle with an auxiliary drive may ignore Immobilised results it suffers on a D6 roll of 4+.

Rules for the following vehicle upgrades can be found in the *Warhammer 40,000* rulebook.

- Dozer blade
- Extra armour
- Hunter-killer missile
- Searchlight
- Smoke launchers

Command Tank
A command tank is outfitted with enhanced command and control systems such as mimetic-data links and predicative cogitators that allow its commander — a veteran of many battles themselves — to better lead their squadron in combat and wreak havoc upon an enemy.

Any vehicle in the squadron with a command tank may ignore the effects of Crew Shaken damage results on a 4+ while they remain in coherency. In addition one vehicle in the squadron can fire a single, non-ordnance weapon (as if it had the Interceptor rule) per turn if wished. These benefits are lost if the command tank is destroyed.

Command tanks should always be modelled appropriately with additional equipment or markings to identify them on the battlefield.

Demolisher Cannon
A short-ranged but highly destructive weapon designed for line-breaking and smashing enemy fortifications, the huge, rocket-propelled shell fired by the Demolisher cannon is enough to pulverise bunkers and collapse buildings around their defenders in a tide of rubble and dust.

Weapon	Range	STR	AP	Type
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")

Field Artillery Weapons
The Space Marine Legions utilise a variety of support weapons as needed, including shell-firing heavy guns of different calibres and missile launch systems for bombardment and heavy assaults against fortified positions. One of the most common of these is the Whirlwin Launcher, a variant of the Rhino chassis able to utilise a variety of warhead payloads, while the quad launcher (colloquially known as a 'Thudd gun') is favoured against enemies wont to attack in a great horde such as the Orks. The Medusa's devastating if short ranged cannon is favoured for close siege assaults.

Weapon	Range	STR	AP	Type
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Quad mortar	12"-60"	5	5	Heavy 4, Barrage, Blas (3"), Shell Shock
Quad heavy bolter	36"	5	4	Heavy 4, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Whirlwind launcher				
Vengeance warhead	12"-48"	5	4	Ordnance 1, Barrage, Large Blast (5")
Castellan warhead	12"-48"	4	5	Ordnance 1, Barrage, Large Blast (5"), Ignor Cover Saves
Hyperios warhead	48"	8	3	Heavy 1, Skyfire, Interceptor

Shell Shock
Due to the repeated rapid impact of the quad-launcher's shells, Pinning tests taken because of its attacks are made at a -1 Leadership penalty.

Flare Shield
Another of the Mechanicum's specialised systems that only their high adepts truly understand, a flare shield is a directional electromagnetic flux field generator rumoured by some to be a product of Dark Age technology from a source best left forgotten. Flare shields lack anything like the defensive power of a Titan's void shields, but are able to deflect and disperse glancing or diffuse impacts and shrapnel, and can reduce the power of more focused strikes. Flare shields have the advantage that they can be mounted on much smaller vehicles than void shields, so long as their mounts are equipped with rapid cycling reactors of sufficient power, such as the Mechanicum-built Jocasta pattern Grav-attack and certain classes of Knight heavy walkers.

A flare shield operates against shooting attacks that strike the vehicle's front arc. It reduces the strength of attacks by weapons with the Template or Blast type by -2, and other shooting attacks' Strength by -1. A flare shield has no effect on close combat attacks or attacks inflicted with the Destroyer rule.

Frag Assault Launchers
These are panels of explosive fragmentation charges mounted on vehicles that unleash a barrage of shrapnel against close range targets, often paving the way for troops on board to assault, or in the case of an armoured walker, augment its own devastating charge into combat.

A transport vehicle equipped with frag assault launchers grants the benefit of assault grenades to any troops carried within it that assault out of it on the player turn they leave the vehicle, while a walker equipped with this wargear counts as being equipped with assault and defensive grenades.

Havoc Launcher
Widely utilised as an additional assault weapon system mounted on vehicles in the Space Marine Legions, the havoc launcher is a simple but effective multi-barrelled rocket launcher, firing clusters of high explosive munitions.

Weapon	Range	STR	AP	Type
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked

Kheres Pattern Assault Cannon
A prototype weapons system incorporated into the advanced Contemptor pattern Dreadnought, the Kheres is a high velocity cannon which uses electrically driven spinning barrels to maintain a massive rate of fire. Thanks to this relentless torrent of explosive shells this assault cannon can chew and tear its way through the most heavily armoured foe. More compact assault cannons were entering limited use with the Terminator-armour equipped forces of several Legions at the beginning of the Heresy.

Weapon	Range	STR	AP	Type
Kheres	24"	6	4	Heavy 6, Rending

Laser Destroyer
The laser destroyer is a powerful reactor-charged anti-tank weapon that uses multiple laser generators to fire staggered near-simultaneous blasts of energy focused on a single target point. This has the effect of disintegrating the densest armour in a series of powerful impacts micro-seconds apart, making the weapon able to vaporise a tank or shatter an armoured bulkhead in a single blazing volley.

Weapon	Range	STR	AP	Type
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked

Predator Cannon
The Predator carries a heavy-duty, turret-mounted autocannon which, thanks to its extensive ammunition supply, reinforced barrel and the turret's sophisticated on-board auto-loader systems of exclusively Martian manufacture, is able to sustain a far higher rate of accurate fire than an equivalent weapon of its class.

Weapon	Range	STR	AP	Type
Predator cannon	48"	7	4	Heavy 4

Machine Spirit
Certain vehicles of the Space Marine Legions, most notably the Land Raider and its variants, are outfitted with a far more powerful control and cogitation system than usually found in armoured vehicles, whose Machine Spirit verges on the dangerously near-sentient. This bellicose machine-entity not only supports the crew's actions in combat, but also predicts them, and can even take over if they have become incapacitated or stunned, prosecuting its own coldly savage attacks.

A vehicle equipped with a Machine Spirit gains the Power of the Machine Spirit special rule.

Magna-melta
Heavy, vehicle-mounted, short ranged, area-effect heat cannon, magna-meltas were originally designed for space assault craft to enable them to turn a large cubic volume of starship hull-plating to liquid slag. A weapon of this magnitude's effects on less durable targets such as battle tanks and living matter are unsurprisingly catastrophic.

Weapon	Range	STR	AP	Type
Magna-melta	18"	8	1	Heavy 1, Large Blast (5"), Melta

Siege Wrecker
This is a general term given to a specialised form of massive close combat weapons intended for Legion Dreadnoughts and Mechanicum battle-automata. Wreckers are designed to enable these heavy assault units to smash through fortifications and easily crush armoured barricades and defences in siege warfare. The most common form of this weapon is a hydraulic ram or massive disruption-field augmented hammer, although specialised forms of heavy claw or drill systems are also used.

Weapon	Range	STR	AP	Type
Siege wrecker	-	10	2	Melee, Concussive, Wrecker, Specialist Weapon

Wrecker
Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

Mechanicum Only Wargear

Irradiation Projectors

Irad-cleansers, and their larger equivalent irradiation engines, are potent anti-personnel weapons and relics of the Dark Age of Technology used exclusively by the militant forces of the Mechanicum. They comprise a bulky generator unit terminating in a dish-like projector that unleashes a powerful blast of deadly cross-spectrum radiations. Victims caught in the blast suffer an appalling death as they are boiled alive from within – their tissues blasted apart on a cellular level, and even metals may combust in the powerful radiation blast. Thick barriers of solid matter (such as a vehicle's armour plating) between the beam and the target provide some protection from this effect, though victims that survive the initial blast will often die later of extreme radioactive contamination.

Weapon	Range	STR	AP	Type
Irad-cleanser	Template	2	5	Assault 1, Fleshbane, Rad-Phage
Irradiation engine	Template	4	3	Heavy 1, Fleshbane, Rad-Phage, Torrent

Photon Thruster Cannon

A specialised weapon used by the Mecanicum's Myrmidon Destructors, the arcane secrets of these deadly beam weapons are jealously guarded by the adepts who hold them, even from their own brotherhood. When fired they unleash howling, needle-thin beams of utter blackness able to pierce the densest matter. These tenebrous beams slash and slice armoured men and machinery apart like razors, leaving pulsing waves of darkness in their wake. The exotic power sources of these unearthly weapons are extremely unstable and little understood even by the Myrmidons themselves, and catastrophic failure can lead to its firer being consumed by raging black flames until only dust remains.

Weapon	Range	STR	AP	Type
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot!



Machinator Array

Akin to the servo-arm employed by Techmarines and Mechanicum Enginseers, a Machinator array is a far more complex and intricate system of manipulators, augmetic body replacements, inbuilt tools, sensors and energy arc-projectors utilised by the most able Magos of the Machine Cult. Each array is unique to the Magos who bears it implanted into their flesh and cerebral cortex, and depended upon them more than their own weak flesh.

A Machinator array adds +1 to its user's Toughness characteristic and the Night Vision special rule. It also incorporates a flamer and an inferno pistol, and the user can either opt to fire both of these weapons in the Shooting phase, or one of them and another ranged weapon the model is carrying.

A model with the Battlesmith special rule may add +2 to their Repair roll result if they are also equipped with a Machinator array.

A model equipped with a Machinator array may make two additional attacks per turn in close combat as well as any they would normally be eligible to make. This is done using the weapon profile shown below:

Weapon	Range	STR	AP	Type
Machinator array	-	+1	2	Melee, Unwieldy, Shred, Armourbane

Lightning Gun

This aptly named weapon takes the form of a baroquely designed carbine either connected to a micro-reactor or, in the case of a Ordo Reductor Thallax, their firer's own cybernetic power core. It fires an ionizing las-beam down which a powerful phased discharge of electromagnetic force is unleashed, and is equally effective at slaughtering the living and overloading machine targets.

Weapon	Range	STR	AP	Type
Lightning gun	18"	7	5	Heavy 1, Shred, Rending

Lorica Thallax

A divergent form of power armour technology developed by the Ordo Reductor of the Mechanicum for their Thallax Centuries, the Lorica Thallax, unlike its Space Marine counterparts, is permanently surgically bonded to the body of the wearer. It uses linked mechanical armatures to replace the primary limbs, and a compact reactor core to generate power for the Thallax's weaponry. The armour is fused directly to the spinal column and nervous system of the Thallax and marks them both as warriors of the Mechanicum and serves as a symbol of their servitude.

Lorica Thallax armour provides a 4+ Armour save and Feel No Pain 6+ however a model equipped with this armour may not make Sweeping Advances.



Kahgor Lothsul, Traitor Dreadnought of the Death Guard Legion [Pict-capture Isstvan III Atrocity]

A veteran Space Marine Legionary and warrior lodge member mortally wounded fighting Ork marauders on Huashta a little less than a year before the treachery; Isstvan III would be his first and last battle for his Legion in Dreadnought form. Operating as part of a hunter-killer detachment during the heights of the ash storms that engulfed the city after the firestorm, Lothsul was ambushed and destroyed by Ordo Reductor Thallax forces, and his remains scavenged before they could be recovered by Death Guard counter-attack. Note: Contemptor Dreadnought armament configuration of power claw and multi-melta was the most common utilised by the Death Guard Legion.



Space Marine Legion Army List Appendix I:

The following section provides additional rules, characters, Primarchs and other special units designed to customise the main army list to more specifically represent the four Legions represented in this book: The Sons of Horus, the Emperor's Children, the World Eaters and the Death Guard. Future volumes in this series will further expand this coverage of the different Legions.

"For a warrior, the only crime is cowardice."

-Attributed to Horus Lupercal

Crusade Army List Appendix I: The Sons of Horus

Legiones Astartes (Sons of Horus)

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition each individual Legion has its own idiosyncrasies and character—the product of their gene-seed and unique warrior culture.

In the case of the Sons of Horus, the combat doctrines of this most aggressive Legion were those of the application of overwhelming force directed to where the foe was weakest. These shattering blows were used to utterly destroy enemy command cadres, vital strategic support structures and wreak terrible slaughter on the pride of an enemy's forces, often turning the tide of an entire conflict with a single, well-placed and savage attack. Even on a personal level the Sons of Horus took this merciless doctrine to heart and like the wolves they were once named for, were swift to exploit a foe's weakness, surrounding and brutally tearing apart an outnumbered or exposed enemy before they could recover from the shock of an assault.

- Units with this special rule may always attempt to regroup regardless of casualties.
- **The Edge of the Spear:** Units with this rule that are held in reserve (and any transport vehicles they are being carried in) may if their player wishes re-roll results of a '1' when making Reserve rolls.
- **Merciless Fighters:** If the number of Sons of Horus infantry models* in a particular close combat is greater than that of the enemy during Initiative step 1 of the Fight sub phase, then each model with this rule that has already fought may make a single additional attack.
  **Count Bulky models on both sides as two models each, and very Bulky models as three models each for the purpose of working this out.*
- **Bitter Pride:** Units with this special rule cannot benefit from the Warlord Trait of an allied character or an allied Independent Character's Leadership score.

Legion-Specific Units

In addition to those found in the Crusade army list, the Sons of Horus Legion has particular access to two additional units: Justaerin Terminator Squads and Dreadclaw Drop Pods. Justaerin Terminator squads may be chosen as Elite options for a Sons of Horus Space Marine Legion force, or replace Command squads, while the Dreadclaw Drop Pod is a Dedicated Transport.

Dreadclaw Drop Pod — 85 points

		Armour			
	BS	Front	Side	Rear	HP
Dreadclaw	-	12	12	12	3

Unit Composition
- 1 Dreadclaw

Unit Type
- Vehicle, Hover, Flyer

Special Rules
- Assault Vehicle
- Deep Strike
- Frag Assault Launchers

Transport Capacity
- The Dreadclaw has a transport capacity of 10 or can be used to transport a single Dreadnought.

Access Points
- One access hatch beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.

Dreadclaw Drop pods may be taken as Dedicated Transports in a Sons of Horus army for Justaerin Terminator squads, Command squads, Veteran squads and Seeker squads. Units which take this option must begin play in the Dreadclaw and held in reserve, entering play via deep strike. They may also be taken on a 1:1 basis as Dedicated Transports for Legion Dreadnought and Contemptor Dreadnought Talons, with the proviso that all Dreadnoughts in the talon must be so transported. When deep striking Dreadclaw-mounted Dreadnought Talons must attempt to land within 6" of each other (if they land on top of each other, simply move the Dreadclaw to the nearest position of safety as possible, if this cannot be done, a deep strike mishap has occurred).

Justaerin Terminator Squads
(Sons of Horus Only)

225 points

	WS	BS	S	T	W	I	A	Ld	Sv
Justaerin Terminator	5	4	4	4	1	4	2	9	2+

Unit Composition
- 3 Justaerin Terminators

Unit Type
- Infantry

Wargear
- Cataphractii Terminator Armour
- Combi-bolter
- Power weapon

Dedicated Transport
- A Justaerin Terminator squad numbering five models or less may take a Land Raider Phobos or a Dreadclaw Drop Pod as a Dedicated Transport.

Special Rules
- Legiones Astartes (Sons of Horus)
- Implacable Advance
- Stubborn
- Furious Charge
- Favoured of Horus

Options
- The squad may include
  - Up to an additional seven Justaerin Terminators.....+45 points each
- For every five models in the squad, one Justaerin Terminator may exchange their combi-bolter for one of the following special weapons:
  - Heavy flamer.....+10 points
  - Reaper autocannon.....+15 points
  - Multi-melta.....+25 points
- Any Justaerin Terminator may exchange their combi-bolter for:
  - Combi-weapon.....+7 points each
- Any Justaerin Terminator may exchange their power weapon for a:
  - Power fist.....+5 points each
  - Lightning claw.....+5 points each
  - Chain fist.....+10 points each
- Any Justaerin Terminator may exchange both their power weapon and their combi-bolter for:
  - Pair of lightning claws.....+15 points

Implacable Advance
Justaerin Terminator squads are used to assail the most heavily defended objectives and secure them for the advance of allied forces. Justaerin Terminator squads are always counted as scoring units in any mission where Troops are also counted as scoring units.

Favoured of Horus
A Justaerin Terminator unit may be chosen instead of a Command squad as a bodyguard for any Terminator armour-equipped Praetor of the Sons of Horus (or the Primarch Horus himself). Justaerin Terminators must always be modelled/painted to be visually distinct from standard Legion Terminator squads to avoid confusion.



ELITES

One of the two principal elite formations within the wider Luna Wolves and later Sons of Horus Legion, the black-armoured Justaerin were the pride of their Legion. Tasked with forming the 'point of the spear' of the Legion, they went where the fighting was thickest, their attack directed usually at destroying the heart of an opposing target or conducting the decapitation strike of an enemy force. Early proponents of the use of Tactical Dreadnought armour, many entered combat as Terminators, relying on the resilience this gave them to smash aside any resistance and close in for the kill.

Horus the Warmaster

Horus Lupercal, the Breaker of Tyrants, the Favoured Son, the Eye of Terra

500 points

WS	BS	S	T	W	I	A	LD	Sv
8	5	7	6	6	6	5	10	2+

Unit Type
- Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- The Serpent's Scale
- The Warmaster's Talon
- Worldbreaker
- Cognis Signum
- Frag Grenades
- Teleportation Matrix

Special Rules
- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion)
- Weapon Mastery
- Sire of the Sons of Horus
- The Point of the Spear
- God of Battle
- Very Bulky

LORDS OF WAR

Horus was the Primarch of the Luna Wolves Legion and greatest of his superhuman kind. A tactical genius and charismatic battle leader, Horus proved himself over the course of the Great Crusade as a warlord second only to the Emperor whom he served and called father. So it was that when the Emperor stood apart from the burden of the command of the Great Crusade, it was Horus that he named Warmaster to act in his stead. But ambition and pride festered within the Warmaster's heart and at Davin he fell, and the lies and corruption of the Warp infected his soul. From then on he plotted with dark forces to usurp the Emperor's throne and become the master of Mankind, throwing the galaxy into bloody civil war.



Special Rules

Weapon Mastery: The Warmaster has two close combat weapons and may wield them simultaneously, splitting his attacks between them in combat as desired.

Sire of the Sons of Horus: When Horus fights a unit or character with Weapon Skill 4 or less, he gains +D3 attacks (roll at the start of each fight sub-phase). If he (and any Terminator unit he has joined) are placed in reserve, then his player may elect which turns he arrives on. Any turn from the second onward may be selected rather than rolling randomly as would normally be the case.

God of Battle : Horus wields a genius-level strategic intellect combined with a gutter-fighter's savagery, honed together over centuries of constant warfare and martial experience, and it was not for nothing he was considered by many as foremost among his superhuman kind.

- Any unit part of a force containing Horus placed in reserve gains the Outflank rule.
- All models with the Legiones Astartes (Sons of Horus) special rule gain +1 Leadership to a maximum of LD 10 when Horus is present in the same force.
- A force containing Horus may seize the Initiative on a roll of 4+ where this is allowed in a mission.

The Point of the Spear: Where Horus gives battle, he does so with the full might of his dread Legion with him, from his fanatic Justaerin Terminator armoured elite to a war-fleet capable of crushing entire star systems with contemptuous ease.

- Veteran Tactical Squads and Justaerin Terminator-squads may be taken as Troops choices in an army with Horus as its Warlord.
- Unless engaged in close combat or held in reserve, Horus may call down a single precision orbital bombardment attack in the Shooting phase once per game. This attack has the following profile:

	Range	S	AP	Type
Precision Bombardment	Unlimited	10	2	Ordnance 1, Large Blast (5"), Lance, twin-linked

Wargear

The Serpent's Scales: Horus' unique suit of Terminator armour is one of the first prototypes of its kind, fashioned and continuously improved by the hand of Kelbore Hal and the greatest artificers of the Imperium, and it is proof against attacks of both brute and esoteric origin. The armour provides a 2+ armour save and a 3+ Invulnerable save. The armour also negates any psychic attack directed at the Warmaster or any effect that would adversely modify his characteristic profile on a D6 roll of 3+.

Worldbreaker: This is a power maul of prodigious size and might, which as well as being a weapon capable of shattering armoured ceramite, it is also is a signifier of Horus' rank of Warmaster, and is said to have been created by the hand of the Emperor himself as a gift to his favoured son.

	Range	S	AP	Type
Worldbreaker	-	10	2	Melee, Master-crafted, Concussion, Unwieldy

The Warmaster's Talon: A unique lightning claw which incorporates a baroquely styled twin-bolter, the Talon has long been Horus' favoured weapon. Some apocryphal sources claim it is an antediluvian relic that was found deep on the planet Clthon, and was a product of Mankind's Dark Age of Technology. The Talon has two profiles listed: one represents the lightning claw, and the second the in-built bolt weapon.

	Range	S	AP	Type
The Talon	-	User	2	Melee, Shred, Disabling strike.
	24"	5	3	Assault 3, Twin-linked

Disabling Strike: Horus favours a combat style that is part measured cruelty and part unbridled fury, and with the blades of his Talon is adept and severing tendons, gutting vitals, puncturing organs and laying low the mightiest opponent be they human or xenos beast. Any model wounded but not slain by the Warmaster's Talon in a particular Assault phase is -1 WS and -1 S for the rest of the game. This damage is cumulative across multiple Assault phases.

Teleportation Matrix: The Warmaster and any attached Terminator unit from his army may choose to Deep Strike, and will not scatter while doing so.

Ezekyle Abaddon

First Captain of the Sons of Horus, Favoured of the Warmaster

215 points

	WS	BS	S	T	W	I	A	Ld	Sv
Ezekyle Abaddon	7	5	4	4	3	5	4	10	2+

Unit Composition
- Ezekyle Abaddon

Unit Type
- Infantry (Independent Character), Unique

Wargear
- Justaerin warplate
- Master-crafted power fist
- Combi-bolter
- Grenade harness

Special Rules
- Legiones Astartes (Sons of Horus)
- Rites of War
- Master of the Legion
- Fearless
- Teleporter Assault
- Marked by Dark Fates
- Bulky

Warlord Trait
- Intimidating presence (see page 111 of the *Warhammer 40,000* rulebook)

Justaerin Warplate
By the time of the Heresy Abbadon habitually took to battle wearing a modified suit of Terminator armour re-engineered for his frame by the Dark Mechanicum. This armour gives him a 2+ armour save and a 4+ Invulnerable save, as well as the Relentless special rule.

Teleporter Assault
Operating most commonly off of Horus' flagship, the *Vengeful Spirit* Abaddon and his Justaerin commonly took advantage of the vessel's substantial teleporter engines to attack into the heart of an enemy force. Abaddon and any Terminator armour-equipped unit with which he is joined before deployment may Deep Strike. Additionally they may re-roll results on the Deep Strike Mishap table if desired.

Marked by Dark Fates
The fates hold an eternity of war for Abaddon. In campaign games where character casualties and injury between battles is a factor, any such chart results for Abaddon may be re-rolled.

Ezekyle Abaddon is a HQ choice for a Sons of Horus Crusade Legion army and must always be your Warlord unless Horus himself is present. If you are playing the Death of Isstvan III campaign, he may only be selected by the Traitor side.

HQ

Fanatically loyal to his Warmaster, Ezekyle Abaddon was one of the foremost warriors of his Legion and commander of the elite Justaerin Terminators. A hulking brute of a Space Marine, given his size and appearance there had long been whispered rumours within the Sons of Horus Legion that he was in some part the direct clone-progeny of the Warmaster himself. Regardless of this he echoed his Primarch in many ways, not least in his savage power as a fighter and skill as a tactician which gave him the greatest tally of victories of any within the Sons of Horus bar his Primarch. Once regarded as a hero of the Imperium, Abaddon was first and foremost devoted to Horus always, and walked willingly into damnation with his master and soon his name became among the most feared and despised of those that turned traitor.

On Isstvan III he took to the field of battle and was personally responsible for destroying many of his former comrades who remained loyal.



Garviel Loken

Last Captain of the Luna Wolves

175 points

	WS	BS	S	T	W	I	A	LD	SV
Garviel Loken	6	5	4	4	3	6	4	10	3+

Unit Composition
- Garviel Loken

Unit Type
- Infantry (Independent Character), Unique

Wargear
- Power Armour
- Paragon blade
- Bolt pistol
- Frag and krak grenades
- Iron halo

Special Rules
- Legiones Astartes (Sons of Horus)
- Rites of War
- Master of the Legion
- Born Survivor

Warlord Trait
- Inspiring presence (friendly units within 12" can use Loken's Leadership rather than their own.)

Born Survivor
The first time that Loken should be removed as a casualty during a game, roll a D6. On a result of 2+ he lives on with a single wound remaining. Once this rule has been used once in a particular battle, it has no further effect.

Garviel Loken is a HQ choice for a Sons of Horus Crusade Legion army. If you are playing the Death of Isstvan III campaign, he may only be selected by the Loyalist side.

HQ

Garviel Loken was one of the senior captains of the Luna Wolves Legion (later the Sons of Horus) during the latter part of the Great Crusade. Highly regarded as a warrior and commander by both his brethren and his Primarch, admired for his cool head and intelligence as well as his record in battle, he was given the honour of induction into the Mournival, his Legion cadre of close advisors to their Primarch. However, after Horus' fall on Davin, he was considered too loyal to the old way—the ideals of the Great Crusade and the Emperor, to be inducted into the dark conspiracy that was overtaking his beloved Legion. Assigned to lead the Sons of Horus contingent attack in the first wave, he rose swiftly to the mantle of leadership, he and his command casting aside the identity of the Sons of Horus, and proclaiming themselves Luna Wolves once more, extracting a heavy toll of dead on those they had once called brother.

Crusade Army List Appendix II: The World Eaters

Legiones Astartes (World Eaters)

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition each individual Legion has its own idiosyncrasies and character — the product of their gene-seed and unique warrior culture.

"Monuments are dust, tales merely words, soon forgotten, but blood—blood is forever."

-The Primarch Angron

Of all the Space Marine Legions in the Emperor's service, the World Eaters were among the most feared, the whisper of their coming was enough to quell rebellion and send armies to flight in terror. Tales of their predations and massacres were numberless, and their reputation was as the Emperor's war hounds, as such a name they once carried—beasts, butchers and madmen whose fury was fuelled by bloodshed, and was such that no sane warrior would stand willingly against them. Their reputation was well deserved, if an oversimplification of them as a fighting force, which knew well the virtue of tactics and weapons, at least before their fall.

- Units with this special rule may always attempt to regroup regardless of casualties.
- **Incarnate Violence:** All units with the Legiones Astartes (World Eaters) special rule gain the Furious Charge special rule once they have destroyed a unit in close combat or caused one to fall back after a victorious Assault phase. Place a counter by the unit or otherwise mark that this is the case.
- **Bloodlust:** After winning an assault, models with this special rule must always consolidate towards the nearest enemy unit they have the ability to harm. Should a unit with this special rule fail a Morale test after being defeated in combat, before rolling for Fall Back, roll a D6. On a roll of 1 they do not flee (and count as passing their Morale test instead), but now become subject to the Rage special rule for the rest of the battle. Place a counter by the unit or otherwise mark that this is the case.



Legion Specific Units

In addition to those found in the Crusade army list, the World Eaters Legion has particular access to additional unit types: Rampager squads and additional wargear; chainaxes and gladiatorial weapons of the Caedere for their Rampager squads. Rampager squads are a Fast Attack choice for a World Eaters Legion army.

Chainaxes

Any model with the Legiones Astartes (World Eaters) special rule which has access to a chainsword can instead take a chainaxe for free as long as this is appropriately represented on the model.

Caedere Weapons

Based upon the ritual weapons of the cyber-augmetic gladiators of the savage world on which their bloody-handed Primarch was once cast, it was Angron himself who revived the use of the Caedere among his Legion's ranks. Brutal and difficult to master, the weapons of the Caedere remain largely the preserve of the Rampagers—World Eaters who have responded the best to the addition of the cranial berserker implants which are a hallmark of the Legion, and its champions.

A model with Caedere weapons may select one of the following to replace their listed weaponry.

Weapon	Range	STR	AP	Type
Meteor hammer	-	+2	5	Melee, Specialist Weapon, Two-handed, Concussion, +1 Initiative
Excoriator chainaxe	-	+1	3	Melee, Specialist Weapon, Two-handed, Shred, Unwieldy
Twin Falax blades	-	as user	5	Melee, Specialist Weapon, +1 Attack, Rending
Barb-hook lash	-	as user	5	Melee, Specialist Weapon, Fleshbane

Any Independent Character with the Legiones Astartes (World Eaters) special rule may exchange a chainsword or combat blade for one of the Caedere weapons for +15 points.

+++Sancta-Nocti Hive City —Battle Casualty Statistics/ Day [projected]+++

+++Day 37 of battle estimate: Imperial Army Auxiliary 23,000 / Xenos [Ork] 11,000+++

+++Day 38 of battle estimate: Imperial Army Auxiliary 27,000 / Xenos [Ork] 8,000+++

+++Day 39 of battle estimate [World Eaters Landing] Imperial Army Auxiliary 12,000 / Legiones Astartes [World Eaters] 3,200/ Xenos [Ork] 98,000+++

+++Day 40 of battle estimate [World Eaters Landing] Imperial Army Auxiliary 2,000 / Legiones Astartes [World Eaters] 2,200/ Xenos [Ork] 124,000+++

+++Day 41 of battle estimate [World Eaters Landing] Imperial Army Auxiliary 3,300 / Legiones Astartes [World Eaters] 180/ Xenos [Ork] 43,000+++

+++-Day 42 –Victory achieved—Ork forces routed off-world—Anomaly Detected –Imperial Army casualties still rising – query?+++

Centurion Shabran Darr

'White-eyes', Adjutant to the 11th Assault Company of the World Eaters

115 points

	WS	BS	S	T	W	I	A	Ld	Sv
Shabran Darr	6	5	4	4	2	5	3	9	3+

Unit Composition
- Shabran Darr

Unit Type
- Infantry (Independent Character), Unique

Wargear
- Power armour
- Bolt pistol
- Master-crafted chainaxe
- Frag and krak grenades

Special Rules
- Legiones Astartes (World Eaters)
- Feel No Pain (6+)
- Rage
- Hatred (Traitor Space Marines*)
- Head-hunter

Warlord Trait
- Bloody-Handed (The Warlord and any unit with the Legiones Astartes special rule they join cause Fear).

Options
- Shabran Darr may be equipped with a jump pack.....+20 points

Head-Hunter
Shabran Darr took particular pleasure in slaughtering sergeants and officers, cleaving their heads from their shoulders and mounting them on spikes and railing for their traitorous brothers to find. When fighting in a Challenge, Shabran Darr's attacks gain the Rending special rule.

Hatred (Traitor Space Marines)
This applies only if Shabran Darr is part of a Loyalist force and applies to all Traitor models with the Legiones Astartes special rule.

Shabran Darr is a HQ choice for a World Eaters Crusade Legion army. If you are playing the Death of Isstvan III campaign, he may only be selected by the Loyalist side.

HQ

Shabran Darr was a relatively young World Eater officer who had risen quickly in his Legion's ranks and distinguished himself in battle many times, earning himself a place in the 11th Assault Company and willingly accepting pyscho-surgery by the Legion's apothecaries to enhance his aggression. Why such a loyal and committed warrior of the World Eaters was chosen to die as part of the first wave on Isstvan III will forever remain unknown but it was perhaps because he was one of the few within the Legion of Cuth'vasi blood. Birth on this death world—locked in perpetual night—marked him out as different with sallow stone-grey skin and the white-on-white eyes of its near-abhuman natives. When the betrayal of his brothers became evident Shabran Darr went almost insane with hatred, but in him this became a cold, killing rage that allowed him to keep his wits. He determined to live to kill his enemies rather than die in a blaze of violence as so many others of his Legion had. Taking traitor skulls in his own mounting death-tally, he became the leader of a force of loyalist World Eaters that made the fire-blackened warren north of the Precentor's Palace their killing ground and fought to the bitterest end, accounting for many times their number in a series of savage hit-and-run attacks.

Rampager Squads
(World Eaters Only)

130 points

	WS	BS	S	T	W	I	A	Ld	Sv
Rampager	4	4	4	4	1	4	2	8	3+
Rampager Champion	4	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Rampagers
- 1 Rampager Champion

Unit Type
- Infantry (see Special Rules)

Wargear
- Power armour
- Bolt pistol
- Chainaxe
- Frag and krak grenades

Dedicated Transport
- A Rampager squad numbering ten models or fewer and not equipped with Jump packs may take a Land Raider Phobos as a Dedicated Transport.

Special Rules
- Legiones Astartes (World Eaters)
- Feel No Pain (6+)
- Chosen Warriors
- Scout

Options
- The squad may include
  - Up to an additional five Rampagers ..... +20 points each
- Any member of the squad may exchange their chainaxe for
  - Heavy chainsword ..... +5 points
- Any member of the squad may exchange both their bolt pistol and chainaxe for
  - One of the Caedere weapons ..... +10 points per model
- The squad's Champion may:
  - Exchange their bolt pistol for a plasma pistol ..... +15 points
- The squad's Champion may exchange their chainaxe for one of the following:
  - Power weapon ..... +10 points
  - Lightning claw ..... +15 points
  - Power fist ..... +15 points
- The squad's Champion may:
  - Upgrade to Artificer armour ..... +10 points
- The entire squad may be equipped with:
  - Jump packs ..... +10 points each.

Chosen Warriors
All models in the squad are characters and may accept and issue Challenges.

ELITES

Rampager squads were shock assault units, formed from the most savage and bloodthirsty warriors in a Legion already known for its fury in battle. All possessed the prohibited psycho-surgery that drove them to ever greater heights of rage, some too far gone to be anything but restrained between battles simply known as the Caedere or the 'Butchers.' Others focused their desire for berserk slaughter through martial discipline, mastering a variety of macabre and savage weapons patterned from those used by Angron's fellow arena gladiators and found on the feral worlds from which the Legion drew its recruits.

The Primarch Angron

Master of the World Eaters, The Red Angel, Slaughterer of Nations, the Undefeated

400 points

WS	BS	S	T	W	I	A	Ld	Sv
9	5	7	6	5	7	6	10	3+

LORD OF WAR

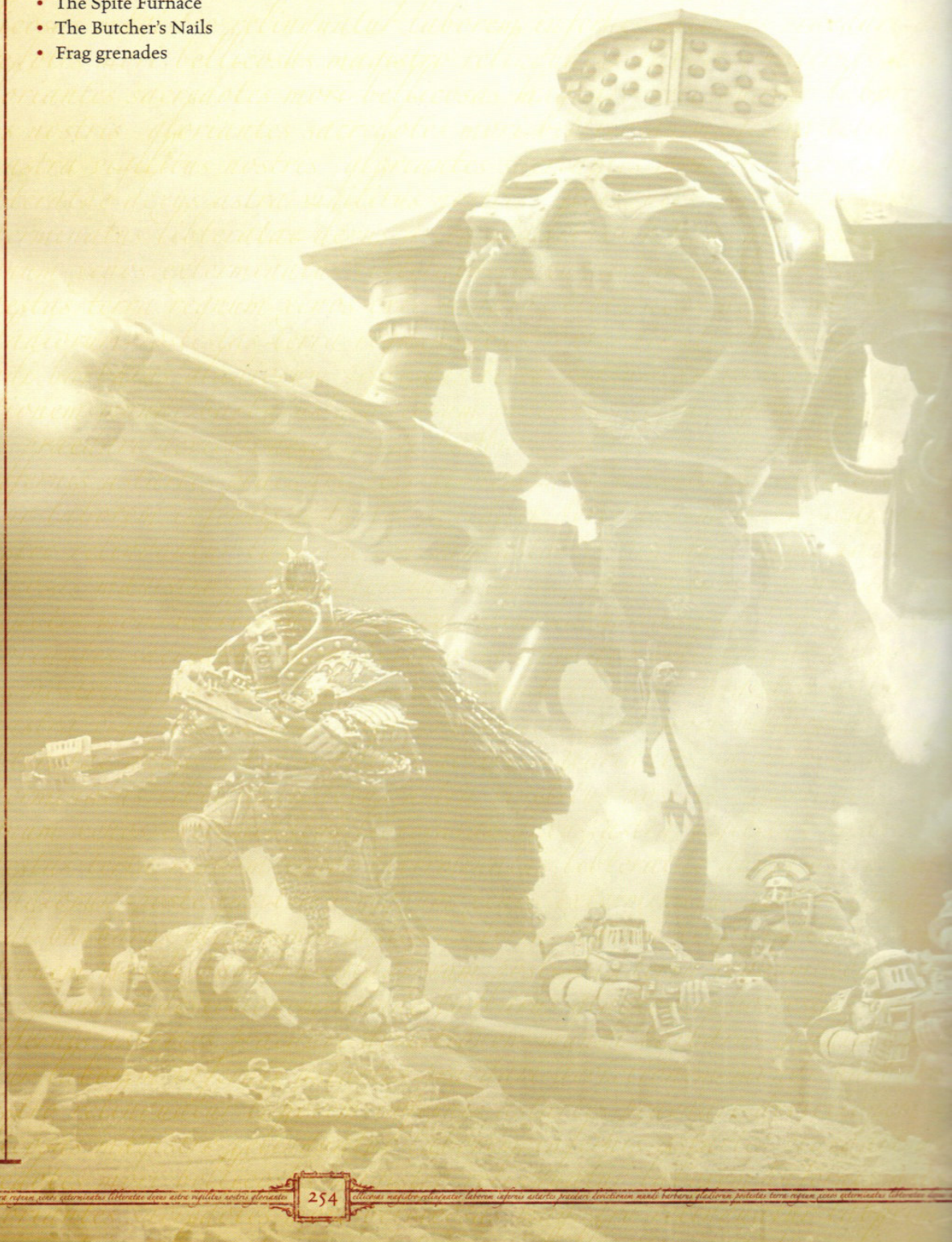
Angron, most bloody-handed and savage of the Primarchs, was the master of the World Eaters Legion. In his youth cast upon a world of brutal oppression he was enslaved and surgically mutilated to become a gladiator in the games of death, where he became the undefeated lord of the red sands, a killer without peer. After leading a doomed slave revolt the Emperor saved him from dying with his rebellion and placed him at the head of his Legion, but he never forgave the Emperor for the death of his followers, nor was any love lost between him and his fellow Primarchs. When Horus began his rebellion, Angron was quick to join in his treachery, but his only true master was the rage and bloodlust within him.

Unit Type
- Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- Armour of Mars
- Gorefather & Gorechild
- The Spite Furnace
- The Butcher's Nails
- Frag grenades

Special Rules
- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die)
- Red Sands
- Sire of the World Eaters
- Bulky
- Hatred (Everything)



Special Rules

Red Sands: In any given turn Angron may call and fight as many Challenges as there are enemy Independent Characters and units in combat with him, up to his current number of attacks. Pull out the challengers and fight them in a sequence as desired by Angron's player during the challenge part of the Fight sub-phase. Angron must divide his attacks between them and must devote at least one attack to each Challenge he fights in.

Sire of the World Eaters: Angron has the Furious Charge special rule and Feel No Pain (6+). In addition when making consolidation moves after combat he must always do so by moving towards the nearest enemy unit. All allied World Eaters units with the Legiones Astartes rule within 12" of Angron are Fearless.

Wargear

Armour of Mars: Angron's armour is modified from the gladiatorial armour in which he fought as a slave and offers him a 3+ Armour save and a 4+ Invulnerable save.

Gorefather & Gorechild: These archaic matched chainaxes are among the most potent weapons known among the relics of the Primarchs, and are made all the more deadly by Angron's consummate skill as a fighter. They give Angron +1 attack (this has already been included in his profile and use the following weapon profile:

	Range	S	AP	Type
Gorefather & Gorechild	-	+1	2	Melee, Armourbane, Murderous Strike

The Spite Furnace: Angron carries a master-crafted plasma pistol known as the Spite Furnace.

The Butcher's Nails: For every Independent Character or infantry unit (of any type) wiped out or destroyed in close combat with Angron, he gains +1 to his Attack characteristic for the rest of the game, to a maximum of ten attacks. Note that Angron himself must inflict the fatal blow or remove the last model, etc, from a target to claim this bonus.



"Horus is the rightful Master of Mankind! He is the one who has led us to triumphs undreamed of. He is the one who has conquered ten thousand worlds. He will lead us in conquest of ten thousand more! Cast down the false Emperor! Hail the Warmaster!"

Crusade Army List Appendix III: The Emperor's Children

Legiones Astartes (Emperor's Children)

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition each individual Legion has its own idiosyncrasies and character — the product of their gene-seed and unique warrior culture.

The Emperor's Children have always striven to be exemplars above all others in the arts of war, paragons of martial virtue and excellence, scorning those who do not meet their own, perhaps unattainable, standards. This led them to seek perfection in war as a fluid, lightning-quick force whose battles were preordained victories bought by a combination of acute strategic planning and flawless execution. Their attitudes and manner led some to name them as arrogant and vainglorious long before the Heresy, but the Legion's warriors were always ready to answer any such slight with blood.

- Units with this special rule may always attempt to regroup regardless of casualties.
- Emperor's Children units with this special rule have the Crusader special rule, meaning they roll an additional dice when making run moves and use the highest dice rolled, and add D3 to their total score when making Sweeping Advances (roll for each combat).
- **Martial Pride:** In combats where characters with this special rule are involved, then an Emperor's Children player must always issue/accept challenges where possible (although which character fights the challenge is up to them). However, if they are defeated in combat and their challenger is slain, they suffer an additional -1 penalty to their Leadership for the Morale test at the end of combat.

Legion Specific Units & Wargear

In addition to those found in the Crusade army list the Emperor's Children have access to an additional unit type: the Palatine Blade squads, and unique wargear: sonic shriekers.

Sonic Shriekers

Towards the end of the Great Crusade the armourers and Apothecaries had begun to experiment with surgical augments and psycho-sonic weaponry based in part on xenos designs. Although their true breakthroughs in these fields would not occur until given unholy impetus and inspiration during the Legion's fall, some success had already been reached in creating effective combat implants which were finding selective use as the Heresy dawned.

A model or unit equipped with a Sonic Shrieker gains +1 Initiative on the first turn of an assault.

Any Independent Character with the Legiones Astartes (Emperor's Children) special rule may be given a Sonic Shrieker for +5 points each.



Palatine Blade Squad
(Emperor's Children only)

135 points

	WS	BS	S	T	W	I	A	Ld	Sv
Palatine Warrior	5	4	4	4	1	4	2	8	3+
Palatine Prefector	5	4	4	4	1	4	2	9	2+

Unit Composition
- 4 Palatine Warriors
- 1 Palatine Prefector

Unit Type
- Infantry (see Special Rules)

Wargear
- Power armour
- Artificer Armour (Prefector only)
- Bolt pistol
- Charnabal sabre
- Frag and krak grenades

Special Rules
- Legiones Astartes (Emperor's Children)
- Counter Attack
- Chosen Warriors

Dedicated Transport
- A Palatine Blade squad may choose a Rhino as a Dedicated Transport. Note that if part of an army which contains a character with the Rites of War special rule (see page 189), other Dedicated Transport options may be available for the squad.

Options
- The squad may take:
- Any member of the squad may exchange their Charnabal sabre for one of the following:
  - Power sword ..... +5 points per model
  - Power lance ..... +5 points per model
- The Palatine Prefector may:
  - Exchange their bolt pistol for a plasma pistol ..... +15 points
- The Palatine Prefector may also be equipped with:
  - Melta-bombs ..... +5 points
- The entire squad may be equipped with:
  - Sonic shriekers ..... +2 points per model
  - Jump packs ..... +10 points per model

Chosen Warriors
All models in the Palantine Blade squad are characters and may accept and issue challenges.

ELITES

A warrior fraternity drawn from among the finest swordsmen of the Legion, the Palatine Blades existed outside the rigid formations of the Emperor's Children's military order. They were a duelling society to whose ranks many aspired and on whom Fulgrim looked with particular favour. At the discretion of the lords of the Legion, members of the Palatine Blades without their own command fought together in battle as well, serving as a shining example to their battle-brothers of excellence and perfection in the arts of war, often seeking out the finest enemy warriors in the field against which to prove their superiority.

Fulgrim the Illuminator

380 points

The Phoenician, The Prefector of Chemos, High Lord of the Emperor's Children

WS	BS	S	T	W	I	A	Ld	Sv
8	6	6	6	6	8	5	10	2+

Unit Type
- Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- The Gilded Panoply
- The Blade of the Laer
- Firebrand
- Krak and plasma grenades

Special Rules
- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion)
- Sire of the Emperor's Children
- Bulky
- Sublime Swordsman
- Strategic Planning

LORD OF WAR

The mercurial and prideful Fulgrim was the Primarch of the Emperor's Children Legion. Fulgrim strove to be a paragon in all things —generalship, martial skill, governance, reason and endeavour, and passed on his values to the Legion where they became enshrined as a remorseless dedication to perfection in war. Such all-consuming ambition came at the price of vainglory and hubris for the Emperor's Children and their master, and they became swiftly ensnared in the Warmaster's conspiracy.



Special Rules

Sire of the Emperor's Children

Fulgrim has the Crusader special rule, and must always accept and issue challenges in combat so long as a potential opponent in the challenge has a WS of 5 or higher.

In addition, while Fulgrim is present on the battlefield all units with the Legiones Astartes (Emperor's Children) special rule as well as Fulgrim himself gain +2 to their Combat resolution results, and any reserve rolls made for units with the Legiones Astartes (Emperor's Children) special rule may be re-rolled if the owning player wishes—whether successful or unsuccessful.

Sublime Swordsman

Fulgrim's skill as a duellist and swordsman is beyond that of any mortal warrior or even Legiones Astartes. In an assault, Fulgrim's Invulnerable Save is increased to 3+. In addition when fighting in a challenge he gains a number of additional attacks equal to the amount which his Initiative score is greater than that of his opponent so, for example, if he fights an enemy with an Initiative score of 5, Fulgrim's Initiative of 8 gains him 3 extra attacks.

Strategic Planning

Fulgrim's art of war focused around the perfect execution of pre-planned strategies and tactics, enabling him to adapt to the battlefield and foe he and his Legion must encounter. At the beginning of the game, a single Warlord Trait from either the Strategic Traits chart in the *Warhammer 40,000* rulebook or the Legion Warlord Traits found on page 187 may be chosen for Fulgrim.

Wargear

The Gilded Panoply

Fulgrim commonly enters battle wearing an ornate suit of artificer armour designed to give free rein to his phenomenal speed and agility. The Gilded Panoply provides Fulgrim with a 2+ armour save and a 5+ Invulnerable save (note that this increases to 3+ in an assault owing to the Primarch's abilities as a swordsman). In addition, in an assault should Fulgrim pass any Armour save or Invulnerable save on a 6, then the unit which inflicted the wound must pass an Initiative test or suffer the effects of the Blind special rule.

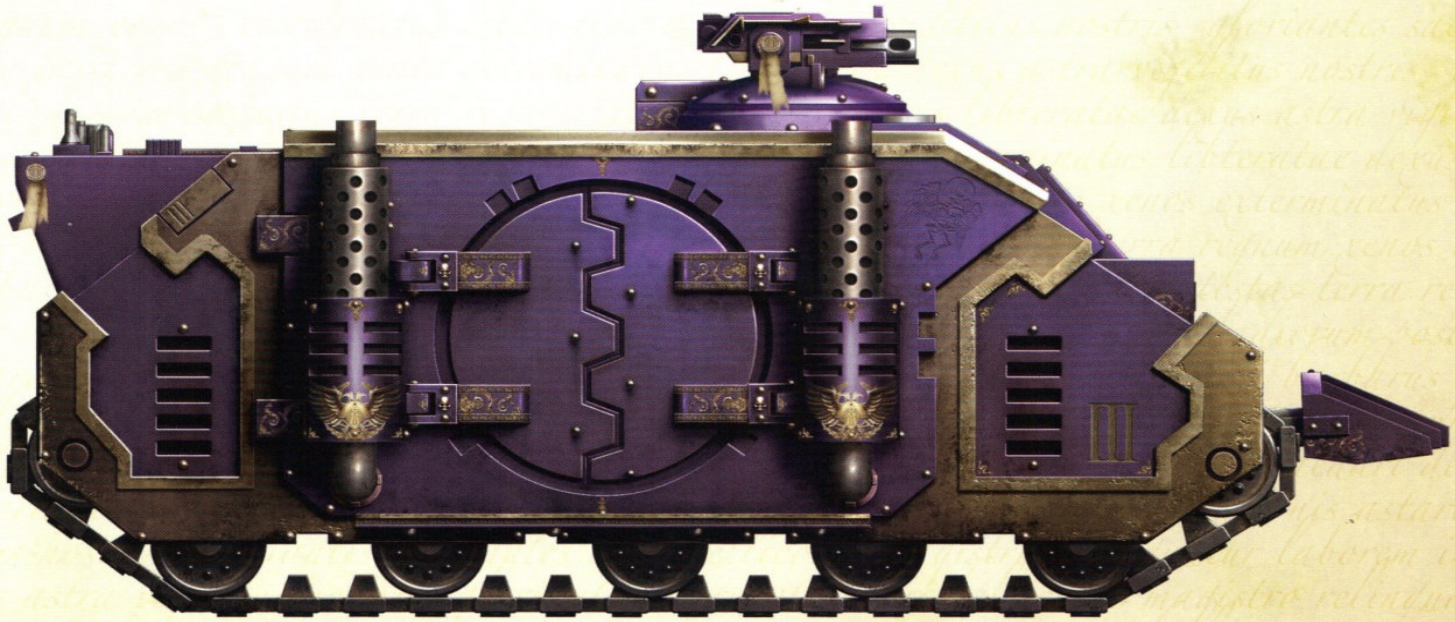
The Blade of the Laer

Fulgrim's weapon of choice is a slender, two-handed sword given to him it is said by the Warmaster himself. The sword's quicksilver blade, able to slice stone and steel without mar, was by common repute re-forged from the masterwork weapons of the xenos Laer, but in truth may have had darker origins yet.

	Range	Str	AP	Type
The Blade of the Laer	-	As user	2	Melee, Rending, Specialist Weapon, Two-handed

Firebrand

One of a number of arms Fulgrim carried as his mood took him, Firebrand is a master-crafted Volkite Charger which also has the Shred special rule.



Emperor's Children Legion Deimos Pattern Rhino armoured carrier [Pict-capture Isstvan III Atrocity]

Rhino identified as transport vehicle of Tribune Fhavre and his command squad, of Lord Commander Eidolon's Strike Force. Vehicle later captured by loyalist forces and subsequently destroyed in action.

Rylanor the Unyielding

Ancient of Rites to the Emperor's Children

255 points

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Rylanor	6	5	7	13	12	10	4	2	3

Unit Composition
- Ancient Rylanor

Unit Type
- Vehicle (Walker), Unique

Wargear
- Smoke launchers
- Searchlight
- Kheres Assault cannon
- Dreadnought close combat weapon with inbuilt heavy flamer

Special Rules
- Atomantic Shielding
- Fleet
- Crusader
- Venerable
- Mantle of Glory

Atomantic Shielding
One of the Contemptor pattern's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the enhanced Atomantic power core within.

A Contemptor Dreadnought has a 5+ Invulnerable save against shooting attacks and explosions, 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Venerable
Rylanor's player may force results on the Vehicle Damage chart against him to be re-rolled. If this is done the second result applies, even if it is worse than the first!

Mantle of Glory
To the loyalists of Isstvan III Rylanor was a living icon of the Legion's glory and the perfection and righteousness of their loyalty to the Emperor. Units with the Legiones Astartes (Emperor's Children) rule and on the same side as Rylanor who are within 24" can re-roll failed Morale checks and add +1 to their score when determining who has won an assault.

Rylanor the Unyielding is an Elites choice for an Emperor's Children Crusade Legion army. If you are playing the Death of Isstvan III campaign, he may only be selected by the Loyalist side.

One of the first generation of the Emperor's Children, Rylanor had the singular honour of fighting beside the Emperor, with the battle honours of Roma and Thule etched into his armour. His history was the history of his Legion, and he had been the first to carry the Palatine standard into battle alongside his new-found Primarch. When he fell grievously wounded in battle against the Eldar his salvation was interrment in a Dreadnought of his Legion. Rylanor became his Legion's Ancient of Rites, presiding over the Emperor's Children's Ceremonials of Induction as well as lending his might to the line of battle for many decades until the treachery of the Warmaster tore his Legion apart from within. When the atrocity on Isstvan III came, Rylanor's unshakable loyalty to the Emperor marked him for death in his Primarch's eyes and he was assigned to the first wave assault, but instead survived the first murderous blow of betrayal. Once the fighting began in earnest, Rylanor soon became a priority target for the traitors, his power dooming scores of his former battle-brothers to their deaths wherever he fought, while his mere presence became a rallying cry for those loyal Emperor's Children battling out to the bitter end. Reported destroyed several times Rylanor, increasingly damaged, somehow managed to endure for much of the fighting on Isstvan III, but his final fate remains unknown.

Captain Saul Tarvitz

Officer of The Emperor's Children, The Honour of His Legion

135 points

	WS	BS	S	T	W	I	A	Ld	Sv
Saul Tarvitz	6	4	4	4	3	5	3	10	2+

Unit Composition
- Saul Tarvitz

Unit Type
- Infantry (Independent Character), Unique

Wargear
- Artificer armour
- Sniper rifle (modified bolter)
- Bolt pistol
- Charnabal broadsword
- Frag and krak grenades
- Refractor field

Special Rules
- Legiones Astartes (Emperor's Children)
- Master of the Legion
- Preferred Enemy (Emperor's Children*)

**This only applies when fielded with a loyalist army during the heresy.*

Warlord Trait
- Master of Defence (Saul Tarvitz and any unit he joins has the Counter Attack special rule while within their own Deployment Zone.)

Charnabal Broadsword
A much heavier version of a traditional Terran duelling blade, Tarvitz has mastered this weapon and made it his own.

	Range	Str	AP	Type
Charnabal Broadsword	-	+1	5	Melee, Rending, Two-handed, Duellist's Edge*

*see page 234

Saul Tarvitz is an HQ choice for an Emperor's Children Crusade Legion army. If you are playing the Death of Isstvan III campaign, he may only be selected by the Loyalist side.

HQ

Saul Tarvitz was a company captain within the Emperor's Children, respected by those who followed him and with a considerable number of victories to his name. Tarvitz however was content to be a line officer and serve his Legion and Emperor in the field, and lacked the relentless ambition to succeed to the higher echelons of his Legion present in many of his contemporaries. This factor seems to have brought him disregard by the likes of Lord Commander Eidolon as a mediocrity, but history was to prove otherwise. Upon discovering the scale and scope of the treachery that was about to unfold on Isstvan III, Tarvitz took it upon himself to act, seizing a Thunderhawk and flew down to the doomed world to warn the loyalists trapped there of the impending slaughter. In this he was instrumental in the survival of the loyalists through the virus-bomb attack and in mounting a cohesive defence against the traitor attack, and in this perhaps also ultimately contributed directly to the outcome of the wider war.

Crusade Army List Appendix IV: The Death Guard

Legiones Astartes (Death Guard)

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition each individual Legion has its own idiosyncrasies and character — the product of their gene-seed and unique warrior culture.

"Pain is an illusion of the senses, fear an illusion of the mind, beyond these only death waits as silent judge o'er all."

-The Primarch Mortarion

The Death Guard are stalwart and implacable fighters, who have made a speciality both of endurance under the harshest of circumstances and of overcoming the most nightmarish and inhospitable of warzones. Their name is a byword for unflinching determination and victory through bloody, gruelling attrition when all else fails, as well as for expertise in the use of the darker arts of warfare such as the use of bio-alchem and rad weaponry.

- Units with this special rule may always attempt to regroup regardless of casualties.
- **Remorseless:** The Death Guard are immune to Fear and automatically pass any Pinning checks they are called on to make.
- **Sons of Barbarus:** Veterans of the most hellish battlefields of the Great Crusade, Death Guard models with this special rule may re-roll failed Dangerous Terrain tests for swamp, mud and toxic sludge terrain (and similar hazards).
- **Intractable:** When making Sweeping Advance rolls, models with this special rule reduce their score by -1.

Legion Specific Units & Wargear

In addition to those found in the Crusade army list the Death Guard Legion has particular access to an additional unit: Deathshroud Terminators, and specialised wargear: Chem-munitions and power scythes.

Deathshroud Terminator Squads may be chosen as Elite options for a Death Guard Space Marine Legion force or replace its Command squads.



Chem-Munitions

Flame weapons taken as part of a Death Guard force may be upgraded to special issue Chem-munitions for their flame weapons (flamers, hand flamers, heavy flamers, combi-flamers or Flamestorm cannon) at no additional points cost.

If this upgrade is taken, all eligible weapons in a unit (or on a chosen vehicle) are upgraded, and this should be noted on the army list.

Weapons with the Chem-munitions upgrade gain both the Shred and Gets Hot! special rules.

Power Scythes

Any character or Independent Character with the Legiones Astartes (Death Guard) special rule eligible to take a power fist as part of their options may instead take a Deathshroud power scythe for the same listed cost.

Deathshroud Terminator Squad
(Death Guard Only)

90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Deathshroud Terminator	4	4	4	4	2	4	2	10	2+

Unit Composition
- 2 Deathshroud Terminators

Unit Type
- Infantry

Wargear
- Terminator armour
- Hand flamer with Chem-munitions
- Deathshroud power scythe

Dedicated Transport
- A Deathshroud Terminator squad numbering five models or less may take a Land Raider Phobos as a Dedicated Transport.

Special Rules
- Legiones Astartes (Death Guard)
- Implacable Advance
- Favoured of Mortarion

Options
- The squad may include:
  - Up to an additional 8 Deathshroud Terminators .....+40 points each
- The squad may have:
  - Melta bombs.....+5 points each

Implacable Advance
Deathshroud Terminator Squads are used to assail the most heavily defended objectives and secure them for the advance of allied forces. Deathshroud Terminator squads are always counted as scoring units in any mission where Troops are also counted as scoring units.

Favoured of Mortarion
A Deathshroud Terminator unit may be chosen instead of a Command squad as a bodyguard for any Terminator armour-equipped Praetor of the Death Guard (or the Primarch Mortarion himself). Deathshroud Terminators must always be modelled/painted to be visually distinct from standard Legion Terminator squads to avoid confusion.

HQ

The Deathshroud are an elite cadre of warriors within the Death Guard Legion. Singled out by Mortarion and chosen for their skill at arms, fearlessness and their proven endurance, they were often selected from Death Guard who had survived where their comrades had fallen. The Deathshroud formed Mortarion's silent bodyguard, and in peace or war it was said that at least two of their number remained within forty-nine paces of their Primarch at any time.

LORDS OF WAR

The shadowed and sinister Mortarion was Primarch and Commander of the Death Guard Legion. Raised upon a nightmare world of fell secrets and necromantic horror where humans were hunted like animals, the darkness that surrounded him seeped into his soul and would never leave him. Fiercely driven and relentless, the reaper-Primarch led his Legion to become wrathful liberators, spectres of death and judgment to whom no battlefield was insurmountable and no foe too terrible to face. With lies and half-truths did Horus sway Mortarion to his cause, and the price that he and his Legion would pay for their role in the Heresy would be nightmarish beyond imagining.

Mortarion the Reaper

425 points

The Pale King, Master of the Death Guard, the Traveller, Dread Liberator of Barbarus

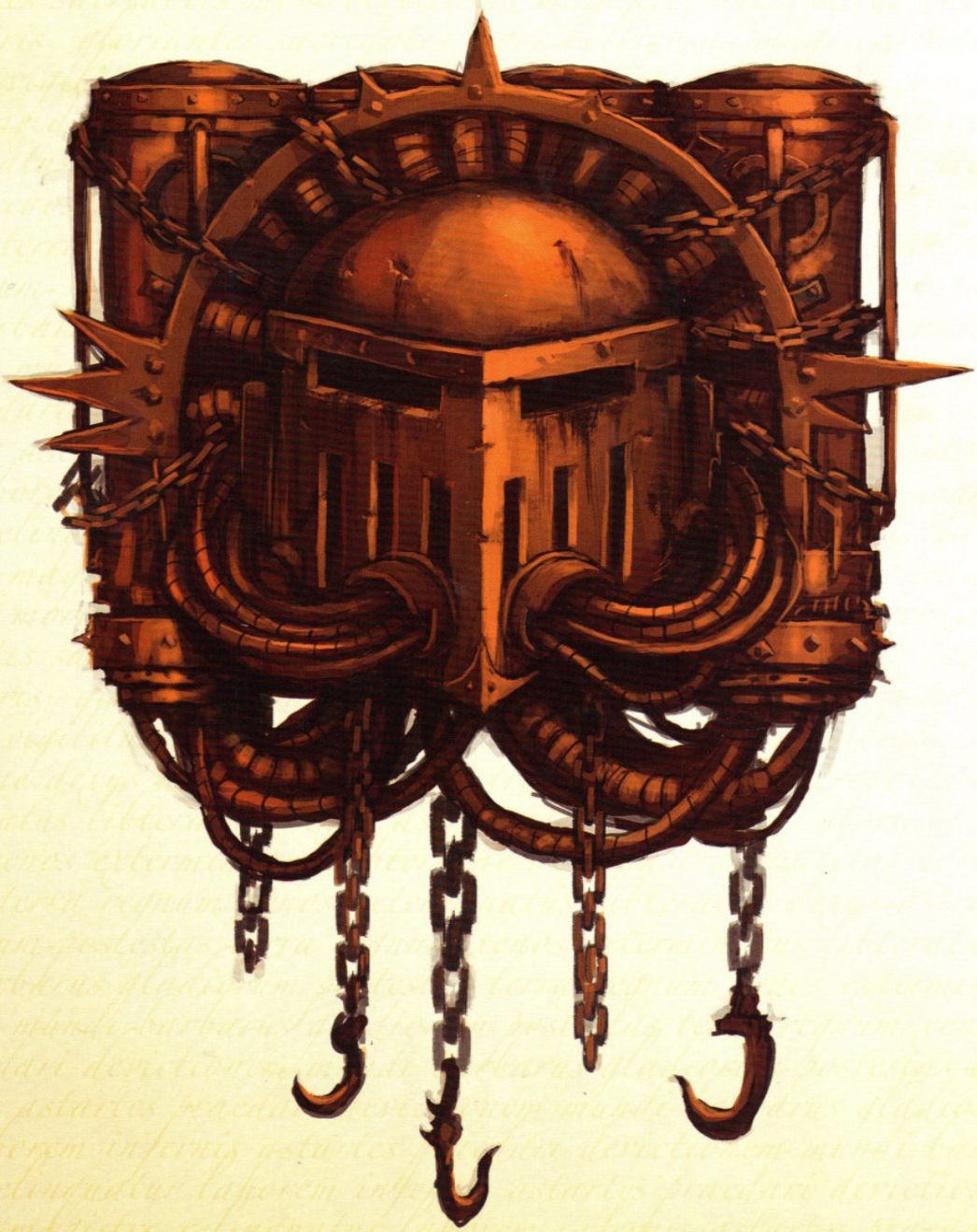
WS	BS	S	T	W	I	A	Ld	Sv
7	5	6	7	7	5	5	10	2+

Unit Type
- Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- The Barberan Plate
- Silence
- The Lantern
- Frag grenades
- Phospex bombs (unlimited)

Special Rules
- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion)
- Sire of the Death Guard
- Shadow of the Reaper
- Preternatural Resilience
- Witch-spite
- Very Bulky



Special Rules

Sire of the Death Guard

Mortarion's presence on the battlefield lends his troops a terrifying, grim resolve beyond that even the Death Guard commonly display, while the force's munitions are likely to have been augmented by bio-alchem and toxic rounds from their master's own armoury.

All models with the Legiones Astartes (Death Guard) rule in an army containing Mortarion gain the Stubborn special rule (if they were not already Fearless). Frag grenades, frag missiles and Havoc launchers in the army gain the Poisoned (4+) special rule.

Shadow of the Reaper

Mortarion is a terrifying, almost spectral figure, who despite his size and bearing is able to go unseen almost at will and attack from an unexpected quarter. Leadership tests taken against Fear caused by Mortarion are at a -1 penalty. In addition, so long as he is not within a transport, in reserve or locked in combat, in the player's Shooting phase in lieu of making a run move or a shooting attack Mortarion's player may attempt to redeploy him by passing a successful Leadership test.

This special redeployment may be anywhere within 10" of his starting position as long as there is space for his model and he may not be placed within 3" of an enemy model. He may not be placed within impassable terrain or inside a vehicle or building. This is not counted as a move as such, and the intervening terrain does not affect him in any way.

If Mortarion is part of a unit, he is automatically separated from them by using this ability and leaves them behind.

Mortarion may assault normally in a turn that he is redeployed in this way, but counts as making a disordered charge if doing so.

Preternatural Resilience

Mortarion's resilience and stamina are legend, and it has been said that of all the Primarchs none were more able to shrug off injury and torment as he, and of all none had endured more in their lives before the Emperor had reclaimed them.

- Mortarion re-rolls any failed Toughness tests or 'It Will Not Die!' rolls.
- Mortarion automatically passes any Dangerous Terrain rolls he is called on to take.
- Any weapon which wounds based on a flat dice roll result rather than a normal To Wound roll against Mortarion's Toughness (such as attacks with the Poison special rule, etc) only affect Mortarion on a D6 roll of a 6 instead of their usual effect.

Witch-Spite

Mortarion passes any Deny the Witch roll on a D6 roll of 4+.

Wargear

The Barbaran Plate

Mortarion's war panoply is of his own design, fusing power armour technology with his own lore. It is designed not only to protect him in battle but augment his own singular physiology and environmental needs, synthesising trace elements of the poisonous vapours of his home world to mix with the air he breathes. The Barbaran Plate provides a 2+ Armour save and a 4+ Invulnerable save.

Silence

A massive two-handed battle scythe with a blade span as long as most human warriors are tall 'Silence'—to give it the macabre nickname favoured by its wielder—is accounted as one of the most fearsome blades wielded by any Primarch. Since Mortarion's finding, there have been dark whispers that the blade is of xenos-tainted origin, and some familiar with the legend of the Death Guard Primarch's early life believe it to be none other than the weapon of the terrible creature that once named himself Mortarion's 'father'.

	Range	S	AP	Type
Silence	–	+1	2	Melee, Instant Death, Sunder, Unwieldy, Two-handed, Sweep Attack

The Lantern

A drum-barrelled energy blaster of unknown origin, the 'Lantern', is Mortarion's preferred sidearm.

	Range	S	AP	Type
The Lantern	18"	8	2	Assault 1, Sunder

Sunder

Attacks with this special rule may re-roll failed Armour Penetration rolls.

Phosphex Bombs

Mortarion carries a number of compact Phosphex bombs of his own design which hang from his armour in the shape of censers. These are identical in game terms to the Phosphex bombs found on page 231 except Mortarion has an effectively unlimited supply in battle (and so they are not considered one-shot weapons). Mortarion may throw one of these bombs as a shooting attack with a range of 12".

Section Leader Crysos Morturg

Black Shield, formerly of the Death Guard Legion

175 points

HQ

Crysos Morturg was a bitter warrior, morbid and given to introspection, he was disliked by his battle-brothers despite his evident talents as a warrior and field commander. Morturg was neither of Terra nor of Barbarus by birth, but instead taken in with an emergency influx of recruits from the induction pool of the 18th Expeditionary fleet after the Death Guard suffered near catastrophic losses in the Rangda Xenocide campaign. Years after his induction into the Legion, after he had already risen to the rank of Lieutenant, his psyker talent suddenly manifested. This only served to further isolate him, and he had barely begun his training within the Legion Librarius when Mortarion had it disbanded and ordered that such 'witchcraft' be suppressed. Reassigned to the Legion's Destroyer Corps he was frequently given Legionaries judged to be fractious or unstable, and his units tasked to the brunt of the worst fighting the Death Guard endured. Progression through the ranks as he might otherwise have earned was however barred to him and he was clearly marked for death on Isstvan III. Morturg however would not die, and in this hour of most terrible trial he rose to become one of the most deadly commanders of the Loyalist resistance. Despite all the odds Morturg survived the atrocity of Isstvan III and he and the few remnants of the slaughtered Loyalists he had gathered to him would live to revenge themselves against their former brothers.

	WS	BS	S	T	W	I	A	Ld	Sv
Crysos Morturg	5	5	4	4	3	5	3	9	3+

Unit Composition
- Crysos Morturg

Unit Type
- Infantry (Independent Character), Unique

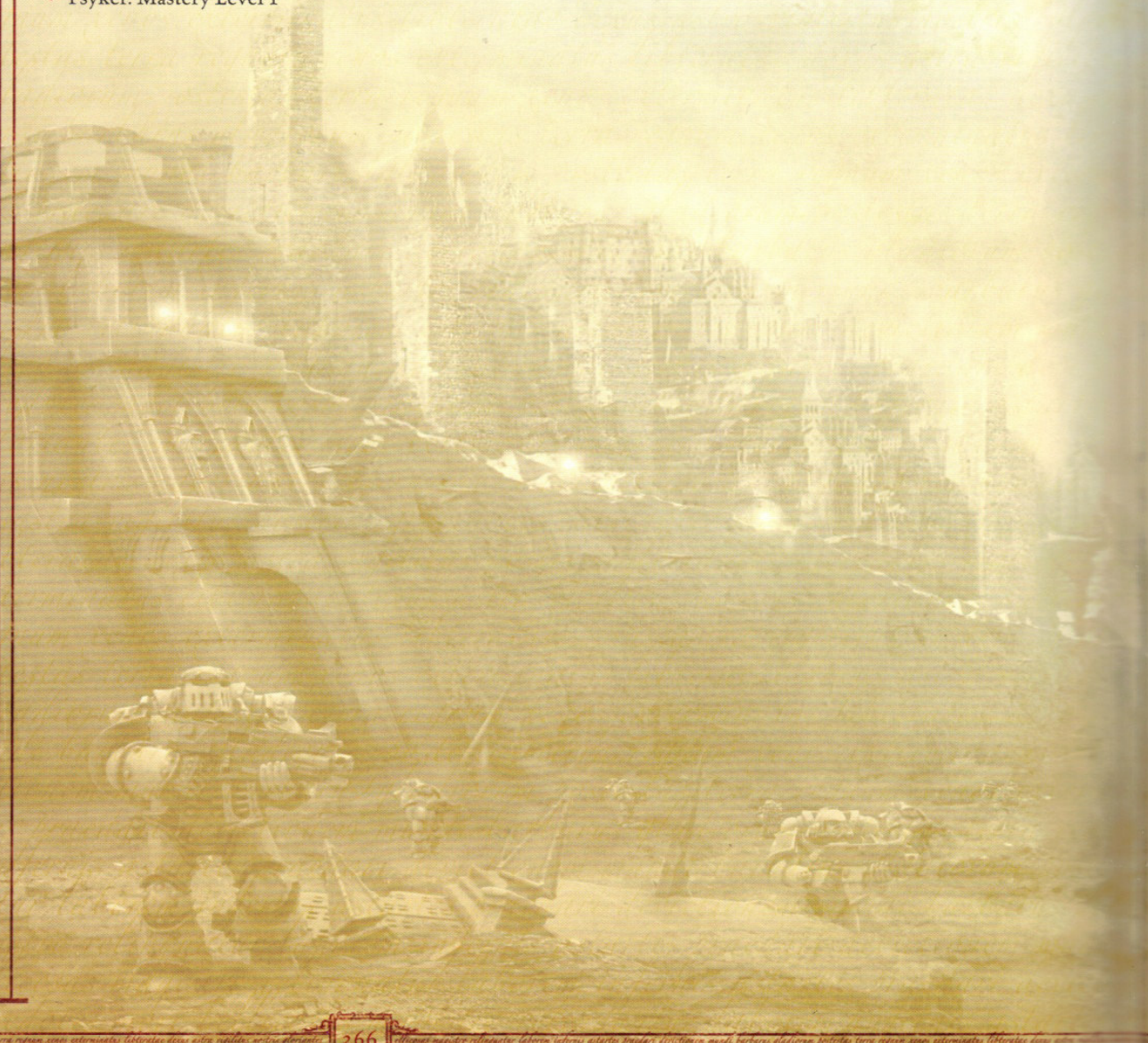
Wargear
- Hardened power armour
- Bolt pistol
- Power sword
- Combi-flamer
- Frag, krak and rad grenades

Special Rules
- Legiones Astartes (Death Guard)
- Stubborn
- Infiltrate
- Psyker: Mastery Level 1

Warlord Trait
- Master of Ambush
  (see page 111 of the *Warhammer 40,000* rulebook)

Psychic Powers
- Endurance
  (Biomancy, see page 419 of the *Warhammer 40,000* rulebook)

Crysos Morturg is a HQ choice for a Death Guard Crusade Legion army. If you are playing the Death of Isstvan III campaign, he may only be selected by the Loyalist side.



Marshal Durak Rask

Siegemaster of the Death Guard Legion

165 points

	WS	BS	S	T	W	I	A	LD	SV
Durak Rask	5	5	4	4	3	4	3	9	2+

Unit Composition
- Durak Rask

Unit Type
- Infantry (Independent Character), Unique

Wargear
- Artificer Armour
- Thunder Hammer
- Volkite Serpenta
- Frag and Krak grenades
- One Phospex Bomb
- Nuncio Vox

Special Rules
- Legiones Astartes (Death Guard)
- Master of the Legion
- Art of Destruction

Warlord Trait
- Target Priority: Durak Rask and all friendly units within 12", re-roll To Hit rolls of 1 when shooting at enemy units that are within 3" of one or more objectives.

Art of Destruction
Durak Rask has both the Tank Hunter and Wrecker special rules applied to all of his attacks, and also confers these rules to the heavy weapon shooting attacks of any infantry unit he joins.

Marshal Durak Rask is a HQ choice for a Death Guard Crusade Legion army. If you are playing the Death of Isstvan III campaign, he may only be selected by the Traitor side.

HQ

A fanatical follower of his Primarch, Durak Rask had viewed Mortarion as a preternatural saviour from his early youth on the benighted planet of Barbarus. Having first been accepted into training for the Death Guard Legion when he came of age, Rask's innate intelligence and fervour were marked from an early stage and he quickly proved to be a dour and driven warrior with an uncommon flair for siege-craft. Over his decades of service Rask rose steadily through the ranks to become his Legion's Marshal of Ordnance, proving his mettle over many battles and campaigns, and earning a rare commendation for Mortarion himself after the Siege of Valstpol, a battle in which Rask himself lost his left eye and was left horrifically scarred. When Mortarion declared for Horus, Rask was one of the first and loudest in his support, having already become a member of the seven-pillared lodge which had been founded within the Death Guard to corrupt them. On Isstvan III Rask volunteered to lead the vanguard attack against his former battle-brothers, a treachery he would pay for with his life.



Age of Darkness Army List Appendix: The Mechanicum

The following section contains rules for the forces of the Titan Legions and the Ordo Reductor of the Mechanicum as involved in the Battle of Isstvan III.

Mechanicum Thallax Cohort

135 points

	WS	BS	S	T	W	I	A	Ld	Sv
Thallax	3	4	5	5	3	2	2	8	4+

Unit Composition
- 3 Thallaxii

Unit Type
- Jet Pack Infantry

Wargear
- Lorica Thallax
- Lightning gun
- Close combat weapon
- Frag grenades

Special Rules
- Bulky
- Stubborn
- Djinn-Sight

Dedicated Transport
- A Thallax Cohort if numbering 5 models or less may choose a Mechanicum Land Raider as a Dedicated Transport.

Options
- The squad may include:
  - Up to an additional 6 Thallax ..... +40 points each
- The entire squad may carry:
  - Melta-bombs ..... +5 points per model
- Any Thallax may upgrade their close combat weapon for:
  - Heavy chainblade ..... +5 points
- The Cohort may be upgraded with one of the following Augment upgrades:
  - Destructor ..... +25 points for the unit
  - Icarian ..... +25 points for the unit
  - Ferrox ..... +25 points for the unit
  - Empyrite ..... +25 points for the unit
- One in three Thallax in the unit may replace their lightning gun for one of the following weapons:
  - Multi-laser ..... +5 points
  - Phase-plasma fusil ..... +10 points
  - Irrad-cleanser ..... +10 points
  - Multi-melta ..... +15 points
  - Photon thruster ..... +25 points

Djinn-sight
The sinister blank-faced helms of the Thallaxii conceal an array of inhuman sensory apparatus through which they experience the battlefield as a raging storm of electromagnetic turmoil, blood-heat and seismic percussion. However for the organic brain to handle this hurricane of data, it must be surgically mutilated, removing the mere human senses such as sight and hearing.

The Djinn-sight means that a Thallax reduces the benefits of any cover save its opponent has by -2, (a 4+ becoming a 6, a 5+ being ignored entirely and so on). Additionally Infiltrators may not be set up within 24" of Thallax units, regardless of line of sight.

Thallax Augments
Certain Thallaxii are further implanted with augmetic systems to better suit them to a particular mode of warfare by their masters in the Adeptus Reductor of the Mechanicum. A Thallax Cohort may only possess a single Augment upgrade.

Destructor: The unit gains the Tank Hunter special rule.

Icarian: If stationary that turn, the Cohort may if wished count as having the Skyfire rule for all its ranged weapons that turn.

Ferrox: The unit gains the Rage special rules and its close combat attacks (regardless of weapon) gain the Rending special rule.

Empyrite: By means of implanted teleportation gear the unit gains the Deep Strike special rule.



TROOPS

The heavily augmented cyborg shock-troops of the Ordo Reductor faction of the Mechanicum, the Thallax differed from the Skitarii regiments both in their purpose and the unique degree of their augmetics. The Lorica Thallax which encases them was developed from the same power armour technology which led to the development of Legiones Astartes battle plate, but taken in an entirely different avenue of development. The Lorica encases the major organs, nervous system and cerebrum, but replaced the skeleton and limbs entirely with armoured mechanical systems powered by an internal reactor-core. The agony of this process, along with the replacement of the usual human sensory apparatus proved so traumatic as to require the surgical excision of the pain centres and emotions, leaving the Thallax a cold, calculating killing machine, yet one that still retains a degree of independent human thought, although for some within the Mechanicum this skirts the edge of abomination. Given the resources required, the difficulty of creating a Thallax and the fact that an individual's will to live is a factor in whether a usable measure of sanity is retained in the subject, Thallax conversion is often reserved for suitable Forge Guard and Skitarii fallen in battle and subjects obtained from more mysterious sources by the unfathomable and baleful Ordo Reductor.

Mechanicum Land Raider

195 points

	BS	Armour Front	Side	Rear	HP
Mechanicum Land Raider	4	14	14	14	4

Unit Composition
- 1 Mechanicum Land Raider

Unit Type
- Vehicle (Tank)

Transport Capacity
- A Mechanicum Land Raider has a transport capacity of 10 models

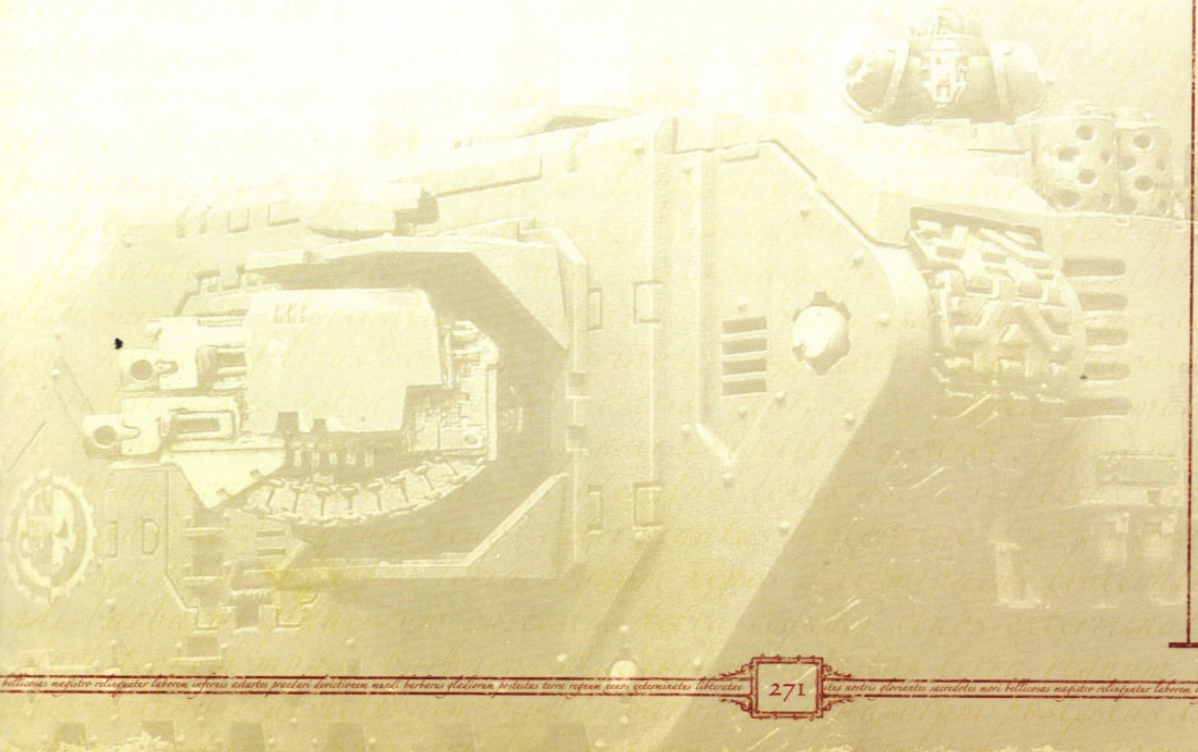
Special Rules
- Blessed Autosimulacra

Wargear
- Searchlight
- Smoke launchers
- Machine Spirit
- Anbaric claw
- Hull-mounted heavy bolter
- Two sponson-mounted lascannon

Options
- A Mechanicum may upgrade its hull-mounted heavy bolter for one of the following:
  - Twin-linked heavy bolter ..... +5 points
  - Twin-linked phase-plasma fusil ..... +10 points
  - Volkite Culvarin ..... +15 points
  - Multi-melta ..... +15 points
  - Lascannon ..... +20 points
  - Graviton cannon ..... +25 points
- A Mechanicum Land Raider may exchange its two sponson lascannon for one of the following:
  - Two quad heavy bolters ..... Free
  - Two single Flamestorm cannon ..... Free
  - Two single Plasma cannon ..... +20 points
  - Two twin-linked lascannon ..... +40 points
  - Two twin-linked multi-melta ..... +40 points
- A Mechanicum Land Raider may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +5 points
  - Auxiliary drive ..... +10 points
  - Extra armour ..... +10 points
  - Armoured ceramite ..... +20 points
  - Flare shield ..... +25 points
  - Frag assault launchers ..... +10 points
  - Explorator Augury Web ..... +50 points (see page 219)

Dedicated Transports

The most ubiquitous and widely utilised Imperial heavy tank of the Great Crusade, the Land Raider was the discovery and later product of the Forge Worlds of the Mechanicum. As a result the Land Raiders fielded by the Priests of Mars themselves are often masterwork constructs, highly customised in accordance with the needs and function of the Magos or Tech-priest faction that owns it.



Imperial Avenger Strike Fighter

150 points

	Armour				
	BS	Front	Side	Rear	HP
Avenger	3	12	10	10	2

Unit Composition
- 1 Avenger Strike Fighter

Unit Type
- Vehicle, Flyer

Wargear
- One hull-mounted Avenger bolt cannon
- Two wing-mounted lascannon
- Armoured cockpit
- Defensive heavy stubber

Special Rules
- Strafing Run
- Deep Strike
- Supersonic

Avenger Strike Fighters can be used as part of a Lord of War Detachment for either Traitor or Loyalist forces in Age of Darkness battles and as part of a Mechanicum allied detachment.

Options
- The Avenger may be fitted with two extra wing-mounted hardpoints that can carry one of the following:
  - Six Tactical bombs ..... +40 points
  - Two Hellstrike missiles ..... +20 points
  - Two missile launchers ..... +40 points
  - Two autocannon ..... +30 points
  - Two multi-lasers ..... +30 points
- The Avenger may be equipped with any of the following:
  - Chaff launcher ..... +10 points
  - Infra-red targeting ..... +5 points
  - Battle Servitor control ..... +15 points

Avenger Bolt Cannon
This rapid-firing heavy calibre bolt weapon is a smaller version of the mega-bolter weaponry mounted on Scout-class Titans and can shred light armour and armoured troops in a single raking pass.

Weapon	Range	Str	AP	Type
Avenger bolt cannon	36"	6	3	Heavy 7

Tactical Bombs
Tactical bombs are relatively small but potent hi-explosive bombs designed to be used against troop formations and light vehicles. They have the following profile:

Weapon	Range	Str	AP	Type
Tactical bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast (3"), One Use Only

Defensive Heavy Stubber
This weapon may always fire at a different target to the other weapons mounted on the Avenger Strike Fighter.

Weapon	Range	Str	AP	Type
Heavy stubber	36"	4	6	Heavy 3, Skyfire

Chaff Launcher
The chaff launcher provides the Avenger with a 4+ Invulnerable save against weapons with the 'Missile' type.

Infra-red Targeting
This provides the Avenger with the Night Fighting special rule.

Battle Servitor Control
This replaces the Avenger's human crew with hard-wired servitor control and dedicated cogitator arrays designed to identify and target weak spots on enemy vehicles. This gives the Avenger the Tank Hunter special rule.

Lords of War

The Avenger is a dedicated strike fighter, intended to conduct high-speed, often low-level attack runs on ground targets, with formations of enemy armoured vehicles and high-value strategic targets such as munitions and supply dumps its principal prey. Its firepower exceeds most other Imperial aircraft of its size, and in particular the Avenger bolt cannon around which its hull is formed is responsible for the fighter's enviable reputation as a devastating ground attack craft. A design originating on Mars during the Age of Strife, the Mechanicum has since produced it for wider Imperial service and it remains a stalwart of the Mechanicum's own armed forces as well.

Warhound Scout Titan

750 points

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	SP
Warhound	2	4	10	14	13	12	2	1	3

Unit Composition
- 1 Warhound Titan

Unit Type
- Super-heavy Walker

Void Shields
- 3

Special Rules
- Agile
- Night Vision
- Reactor Meltdown
- God-engine

Wargear
- Vulcan mega-bolter (Primary Weapon)
- Plasma blastgun (Primary Weapon)

Options
- A Warhound Scout Titan may exchange either of its arm-mounted weapons for any of the following (in all cases these also have the Primary Weapon rule):
  - Vulcan mega-bolter ..... Free
  - Double-barrelled Turbo laser destructor ..... Free
  - Plasma blastgun ..... Free
  - Inferno gun ..... Free

Agile
In the Shooting phase the Warhound may divert some of the energy from its primary weapons towards its motive systems so it can choose to:

- Fire all available weapons, as normal
- Or fire a single Primary Weapon and move an extra D6"
- Or fire no weapons at all and move an extra 2D6"

Reactor Meltdown
If the Warhound suffers an Apocalyptic Explosion result on the Catastrophic Damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6" and models within range suffer a Destroyer hit.

God-Engine
All Mechanicum units within 24" and on the same side of a model with this rule are Fearless.



LORDS OF WAR

Warhounds are the smallest class of 'true' Titan, although small in this case is purely in relation to its colossal brethren the Battle Titans. Classified as 'Scouts' in reference to their common operational roles within the Divsio Militaris of the Titan Legions, they are commonly used to range ahead of larger Titan battle groups or detached in support of lesser ground forces, where the sheer scale and power of their weapons is enough to turn the tide of most battles in their allies' favour. If matched against their larger counterparts however, they cannot hope to directly contest them in durability or raw firepower, so instead the Warhound must rely on its speed and manoeuvrability to survive, and use pack tactics to bring down the Titans of a main battle line.

Reaver Battle Titan

1,450 points

	WS	BS	S	Armour Front	Side	Rear	I	A	SP
Warhound	2	4	10	14	14	13	1	2	6

Unit Composition
- 1 Reaver Battle Titan

Unit Type
- Super-heavy Walker

Void Shields
- 4 Void Shields

Special Rules
- Towering Monstrosity
- Night Vision
- Reactor Meltdown
- God-engine

Wargear
- Carapace-mounted Apocalypse missile launcher (Primary Weapon)
- Arm-mounted laser blaster (Primary Weapon)
- Arm-mounted gatling blaster (Primary Weapon)

Lord or War

The Reaver is a Battle Titan and a mainstay of the great Titan Legions. It is smaller and lighter than the massive Warlord class, but is still a vast machine, protected by thick adamantine armour plates and carries devastating firepower. A truly ancient design, each Titan Legion maintains an active number of Reavers of various patterns and in particular the Mars Pattern Reaver is said to be the oldest of all Titans forged on the Red Planet, its origins long predating even the Great Crusade. Each God-machine is regarded as a holy-of-holies by the Mechanicum; a reflection of the divine Omnissiah's wrath that has brought destruction to their enemies and shielded their brethren from harm for countless centuries back into the long night of the Age of Strife. Only another war machine of similar power or entire tank battalions working together has any hope of defeating a Reaver Titan in the field, as against the Reaver's void shields and devastating weapons, conventional ground troops and defences stand little chance.

Titan Class Weaponry

Weapon	Range	Str	AP	Type
Apocalypse launcher[1]	24"-360"	7	3	Apocalyptic barrage (5)
Gatling blaster	72"	8	3	Heavy 6, Large Blast (5")
Laser blaster	96"	D	2	Heavy 3, Large Blast (5"), Destroyer,
Melta cannon	72"	10	1	Ordnance 1, Apocalyptic Blast (10")[2],
Volcano cannon	180"	D	2	Ordnance 1, Massive Blast (7"), Destroyer,
Vortex missile[3]	48"-480"	n/a	n/a	Ordnance 1, Apocalyptic Blast (10"), one shot
Turbo laser destructor	96"	D	2	Heavy 1, Large Blast (5"), Destroyer
Double-barrelled Turbo laser destructor	96"	D	2	Heavy 2, Large Blast (5"), Destroyer
Plasma blastgun[4]				
- rapid	72"	8	2	Ordnance 2, Massive Blast (7")
- full	96"	10	2	Ordnance 1, Apocalyptic Blast (10")
Inferno cannon[5]	Hellstorm	7	3	Heavy 1
Vulcan mega-bolter	60"	6	3	Heavy 15

[1]The Apocalypse Launcher fires an ordnance barrage but does not scatter, and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

[2]Roll 3D6+10 for the armour penetration against targets under the marker's central hole, and 2D6+10 against other targets under the marker.

[3]This is a one use weapon. After determining the final position of the marker, any models and removable terrain features touched by the blast are destroyed and removed from the game (Flyers are not affected.) Don't even think about making any saves of any kind, the Vortex is not interested in Adamantine Mantles, Synapse or other special rules – just remove them! Gargantuan Creatures are not removed, but automatically suffer D6 wounds (no saves of any kind allowed!). Super-heavy vehicles are not removed but automatically lose D3 Structure Points.

[4]The Plasma blastgun can be fired in two modes with the profiles shown. Choose which mode to use each time you fire the weapon.

[5]To fire the Inferno cannon, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is treated like any other template weapon. It is not affected by the carapace weapon's minimum range restriction.

Options

- A Reaver Battle Titan may exchange either of its arm-mounted weapons for any of the following (in all cases these also have the Primary Weapon rule):
  - Gatling blaster ..... Free
  - Laser blaster ..... Free
  - Volcano cannon ..... Free
  - Melta cannon ..... Free
  - Titan close combat weapon ..... Free
- A Reaver Battle Titan may exchange its carapace-mounted Apocalypse launcher for any of the following (in all cases these also have the Primary Weapon rule):
  - Double-barrelled turbo-laser destructor
  - Plasma blastgun
  - Inferno gun
  - Vulcan mega-bolter
  - Vortex support missile

Towering Monstrosity

Because of its immense size, it is difficult for a Reaver to engage targets that are too close. It suffers the following limitations:

- The carapace-mounted weapon on the Reaver has a minimum range of 18".
- A Reaver Titan's close combat weapon can only be used against Gargantuan Creatures and Super-heavy Vehicles.

Reactor Meltdown

If the Reaver suffers an Apocalyptic Explosion result on the Catastrophic Damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6" and models within range suffer a Destroyer hit.

God-engine

All Mechanicum units within 24" and on the same side of a model with this rule are Fearless.



Magos Reductor Calleb Decima

Lord of Ruin, Siege-adept of the Ordo Reductor

175 points

HQ

	WS	BS	S	T	W	I	A	Ld	Sv
Calleb Decima	3	4	5	5*	3	4	2	10	3+
Servo-automata	3	3	4	5	1	1	1	6	5+

**This includes the bonus from Calleb Decima's Machinator array.*

Unit Composition

- 1 (Unique)

Calleb Decima may be joined by up to five Servo-automata (see options), forming a unit with him.

Unit Type

- Infantry (Character)

The warlike and sinister Calleb Decima, emissary of the Ordo Reductor of the Mechanicum, was a late and unwelcome arrival to the 63rd Expeditionary Fleet as it marshalled its forces to attack Isstvan III. Outside the traitor's plans he was distrusted and feared by those within the Mechanicum who would turn from the Emperor and so marked for death. His vessel shot down, he and a core of his Thallaxii bodyguard reached the ravaged surface of Isstvan III during its firestorm, and escaped into the blazing ruins of the Ariadne Industrial zone to the south of the Choral City. From this lair of shattered steel and ash, he made the traitors pay in blood for their underestimation of the Ordo Reductor.



Wargear (Calleb Decima)
- Machinator Array
- Refractor field
- Master crafted power-axe
- Melta bombs
- Master-crafted bolt pistol

Wargear (Servo Automata)
- Chainsword
- Bolter

Special Rules
- Battlesmith
- Stubborn
- Master of Destruction
- Curse of the Omnissiah
- Castellan Reductor

Special Rules (Servo Automata)
- Cybernetica

Dedicated Transport
- Calleb Decima may take a Mechanicum Land Raider (see page 271) as a Dedicated Transport option.

Options
- Calleb Decima may take a Cyber-familiar for .....+15 points
- Calleb Decima may be joined by:
  - Up to 5 Servo-automata forming a unit with him.....+12 points each
- Any Servo-automata may exchange its bolter with one of the following:
  - Lascutter.....+5 points
  - Power fist.....+15 points
  - Flamer.....+5 points
  - Rotor cannon.....+10 points

Special Rules (Calleb Decimia)

Master of Destruction
All of a Magos Reductor's attacks count as having the Sunder and Tank Hunter special rule (and so may re-roll failed Armour Penetration rolls), and in addition rolls made by their attacks on the Building Damage table (see the *Warhammer 40,000* rulebook) have a +1 bonus, which is cumulative with any gained for their weapon's AP value.

Alternatively, instead of firing a weapon in the Shooting phase, the Magos Reductor may confer the Art of Destruction rule's benefits on a single heavy or ordnance weapon fired by a friendly unit or vehicle within 6". This may be a vehicle in which the Magos Reductor is being transported.

Curse of the Omnissiah
Once per game Calleb Decima may unleash a vengeful host of malign electromagnetic forces and ravening data-djinn on a chosen target. This counts as a shooting attack and he may fire no other weapons in the turn this is attempted, but does benefit from his Master of Destruction special rule.

Weapon	Range	Str	AP	Type
Curse of the Omnissiah	18"	3	3	Heavy 2D6, Haywire, Gets Hot!, One Use

Castellan Reductor
Calleb Decima is a HQ choice for an Ordo Reductor Allied detachment, and if you are using the Isstvan III campaign, this detachment may only be chosen by the Loyalist side. On Isstvan III, the surviving Ordo Reductor presence rallied by Calleb Decima was extremely limited in its scope and assets, having been betrayed by their fellows and savaged by the virus bomb attack. They may be represented using the following order of battle.

HQ: Magos Reductor Calleb Decima

Elites: Legion Techmarine Covenant (representing surviving Reductor Myrmidons, replace the Legiones Astartes special rule with Stubborn)

Troops: Mechanicum Thallax Cohorts

Fast Attack: Avenger Strike Fighter

Heavy Support: Legion Artillery Tank Squadron (representing surviving mobile siege engines)

Special Rules (Servo-automata)

Cybernetica
If his Servo-automata are no longer accompanied by Calleb Decima, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).

APOCALYPSE RULES APPENDIX

This section contains a condensed reference of the rules for Warhammer 40,000 Apocalypse, updated where relevant to the 6th edition of the Warhammer 40,000 rules.

APPENDIX I: SUPER-HEAVY VEHICLES

Note: These rules have been adapted to work in conjunction with the 6th Edition of the Warhammer 40,000 game.

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vaporise, smash or incinerate an entire army.

Super-heavy vehicles 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 as if they had been stationary, regardless of how far they moved. Each weapon may be fired at a different target (each target must 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 terrain 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 Point 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 lost 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 Explodes! result on the Vehicle Damage table, it loses 1 Structure Point instead of suffering the effects listed for an Explodes! result. When this happens an additional roll is made on the Vehicle Damage table (any modifiers that applied to the first roll do not apply to the additional roll).

For example, a Super-heavy vehicle has already suffered two glancing hits and lost 2 Hull Points. So far it has not lost any Structure Points. It is hit again, and suffers a penetrating hit. This brings the total to 3 Hull Points, so it loses 1 Structure Point, and the Hull Point count is reset to zero. The roll on the Vehicle Damage table for the Penetrating Hit causes an Explodes! result, causing the loss of another Structure Point, and then another roll is made on the Vehicle Damage table. The second roll results in a Crew Shaken result. The Super-heavy vehicle has lost a total of 2 Structure Points and is Crew 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 Explosion!** All models within 6" of the vehicle suffer a Strength 10 AP1 hit. Models within D6+6" of the vehicle suffer a Strength 3 AP- hit. The vehicle is then removed.

DRIVE DAMAGED

Super-heavy vehicles commonly sport suitably colossal motive systems whose power and durability is such that they are very hard to stop. When a Super-heavy vehicle suffers its first Immobilized 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 Immobilized result is suffered, then its effects apply to a 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

A Super-heavy vehicle's main weapons are often massive affairs, heavily constructed and able to deal death on a unimaginable scale. 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, because of extra shielding and powerful back-up systems, 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

Because of their sheer size, large crews and multiple back-up systems, Super-heavy vehicles are less susceptible to certain esoteric forms of attack than their smaller counterparts.

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 duration of the turn (i.e, no moving, shooting or assaulting). This cannot be attempted by a Super-heavy Walker that is engaged in combat with another Super-heavy Walker or a Gargantuan 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 Immobilized 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 Open-topped, Fast, Tanks, Skimmers and Walkers. These vehicles follow the rules attached to their vehicle type given in the Warhammer 40,000 rulebook, with the exceptions below for each type.

SUPER-HEAVY OPEN-TOPPED VEHICLES

No exceptions.

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 test with an extra -1 to its Leadership.

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 83 of the *Warhammer 40,000* rulebook. If a Super-heavy Skimmer becomes wrecked due to crashing, roll immediately on the Catastrophic Damage table.

SUPER-HEAVY WALKERS

Instead of following the movement rules for Super-heavy vehicles, Super-heavy Walkers move 12", exactly as if they were Gargantuan Creatures (see Appendix II), except that their maximum movement may be reduced by Drive Damaged results as normal for Super-heavy vehicles.

In the Assault phase, Super-heavy Walkers once again follow the same rules as Gargantuan Creatures and have the same combat abilities. They also have the Terrifying special rule.

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 vehicles' transport capacity is expressed as a number of models (30 for example) and friendly infantry models normally count as a single model (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (see the Bulky and Very Bulky, etc, special rules.)

Unless otherwise specified, each access point on a Super-heavy 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 aboard 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 saves allowed.

APPENDIX II: GARGANTUAN CREATURES

Creatures of this immense size can take on entire enemy armies, devastate cities and lay waste to continents. Normally only Tyranid beasts grow this large, as organisms native of this galaxy struggle to cope with such impossibly heavy organs and limbs. There is, however, one known exception to this: Ork Squiggoths who, according to Imperial bio-magi, should not even be able to move (not that this has ever stopped them from ravaging entire worlds).

SPECIAL RULES

All Gargantuan creatures are subject to the following special rules unless specified otherwise in their profile: Fearless, Eternal Warrior, Hammer of Wrath (D3*), Move Through Cover, Smash, Gargantuan Resistances, Terrifying (see further on in this section for these latter rules).

*A *Gargantuan Creature's Hammer of Wrath inflicts* D3 *hits on a unit it charges, rather than the usual single hit.*

GARGANTUAN RESISTANCES

Because of their massive bulk (and sometimes multiple brains!) Gargantuan Creatures are less susceptible to psychic powers. They are not affected by psychic powers (either friendly or enemy) with the exception of those that have a Strength value, which may affect them normally.

All weapons which would normally inflict a wound based on a dice roll rather than a normal To Wound roll (such as attacks with the Fleshbane special rule, sniper weapons, etc) wound the Gargantuan Creature on a roll of a 6 (rather than what their usual rule would dictate).

In addition, because they are so large and powerful, if affected by any attack that would normally kill a model automatically, for example, because of a failed Characteristic test or unique dice roll result, such attacks cause D3 wounds instead.

TERRIFYING

All Gargantuan Creatures have the Terrifying special rule. This works just as the Fear special rule (see page 35 of the *Warhammer 40,000* rulebook), except that the Fear test is taken at -1 Leadership.

MOVEMENT PHASE

Gargantuan Creatures may move up to 12" in their Movement phase. If their path is blocked by enemy models that are not Gargantuan or Super-heavy Walkers, Gargantuan Creatures can Tank Shock them as described in the *Warhammer 40,000* rulebook, counting as a tank with a frontal Armour value of 14. Enemies affected by this must test their Morale with an extra -1 modifier to their Leadership, and can execute Death or Glory attacks as normal (models doing this can survive only by killing the Gargantuan Creature as they cannot immobilise it).

SHOOTING PHASE

Gargantuan Creatures can fire all of their weapons every turn, and they can fire them at different targets if they wish (creatures of such enormous size normally have more than one brain – or even crew – controlling different parts of the body).

Because Gargantuan Creatures vary greatly in size, for the purposes of establishing line of sight from Gargantuan Creatures always use real line of sight, working this out from the barrel of the weapon being fired. Area terrain rules apply as normal.

By the same token, always use real line of sight when enemy units are targeting Gargantuan Creatures. The rules for area terrain apply as normal.

ASSAULT PHASE

Gargantuan Creatures may charge 3D6" and can assault any unit within reach during their Assault phase, not just the one that they shot at. Such is their bulk they are able to smash aside concealing cover with ease and so count as being equipped with assault grenades in combat.

Gargantuan Creatures have the Smash and Hammer of Wrath (D3) rules.

When rolling to penetrate armour with a Gargantuan Creature's attacks, roll two dice and pick the higher result.

When attacking in close combat, a Gargantuan Creature can either fight normally or execute a Stomp special attack. A Stomp allows a Gargantuan Creature to make one attack against every enemy model engaged in combat with it, instead of using its normal Attacks value (no bonus attack for charging applies, roll to hit once separately against each model attacked).

Gargantuan Creatures never roll for Sweeping Advance – retreating enemies always manage to disengage safely.

If, at the end of an assault, enemy models that are not Gargantuan Creatures or Super-heavy Walkers are still engaged with a Gargantuan Creature, they must immediately make a Consolidate move in order to get at least 1" away from the Gargantuan Creature. Gargantuan Creatures may not consolidate. In an assault against other Gargantuan Creatures and Super-heavy Walkers they remain engaged as normal.

APPENDIX III: SUPER-HEAVY FLYERS

A Super-heavy Flyer follows the normal rules for Flyers given in the *Warhammer 40,000* rulebook, with the following exceptions and additions:

MOVEMENT PHASE

Super-heavy Flyers always begin the game in Strategic Reserve in games of Apocalypse.

When the Super-heavy Flyer arrives from reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain (including impassable terrain), but never counts as being inside it, nor can it claim cover from it. Note that this is not a Deep Strike, and the model does not scatter or suffer mishap.

A Super-heavy Flyer follows all the normal rules for a Flyer of its listed type and abilities. If it is able to Hover this will be noted in its profile.

A Super-heavy Flyer may opt to disengage instead of moving, and is removed from the table. It may return in any following turn and is placed anywhere on the table. If, at the end of the game, the Super-heavy Flyer has disengaged but is not back on the table, it is not considered destroyed.

Super-heavy Flyers are assumed to maintain a considerable altitude to avoid crashing and do not block movement for other models (unless using Hover mode).

SHOOTING PHASE

A Super-heavy Flyer may fire all of its weaponry (including any number of 'Missile' type weapons) in its Shooting phase, and may fire them at different targets, within the usual restrictions regarding weapon arcs.

When determining line of sight from Super-heavy Flyers, always ignore all intervening terrain and models, as the Super-heavy Flyer will be much higher up than anything on the battlefield (including smaller flyers!). The only exception is area terrain and fortifications occupied by the target, which are not ignored.

When determining line of sight and cover when shooting at Super-heavy Flyers, always ignore all intervening terrain and models as the Super-heavy Flyer will be higher up than anything on the battlefield.

SUPER-HEAVY FLYER TRANSPORTS

Models being transported in a Super-heavy Flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normally infantry may only embark or disembark from a Super-heavy Flyer using the Hover mode rule.

APOCALYPTIC BOMBING RUNS

Super-heavy Flyers are able to carry payloads of bombs and ordnance far in excess of anything a smaller aircraft can, and the saturation effect of such a hail of fire and shrapnel falling from the skies is far beyond deadly to anything caught in the open below. Apocalyptic Bombing Runs cannot be made when using Hover mode or on any turn the Super-heavy Flyer enters play from Reserve.

When making an Apocalyptic Bombing Run place a marker during the Super-heavy Flyer's Movement phase anywhere along its line of movement that turn.

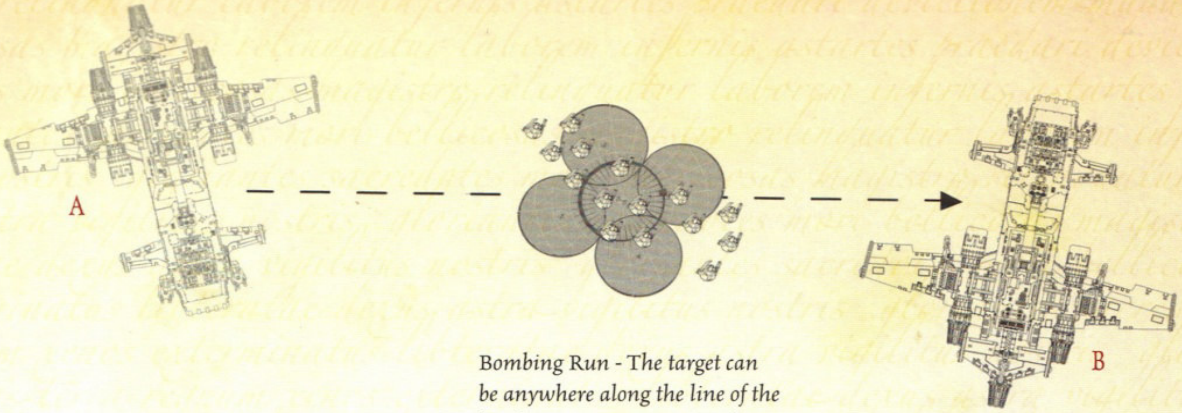
As soon as the Super-heavy Flyer's movement that turn has been completed, place the Apocalyptic Barrage template centred on the target point, and then resolve the hits as described in the appropriate model's datasheet.

INFERNO!

Some bombs fitted to Super-heavy Flyers are not designed for precision bombing, but saturate an area with incendiary liquids or lethal gases. If a weapon has the Inferno! special rule, it uses the Hellstorm template rather the Apocalyptic Barrage template.

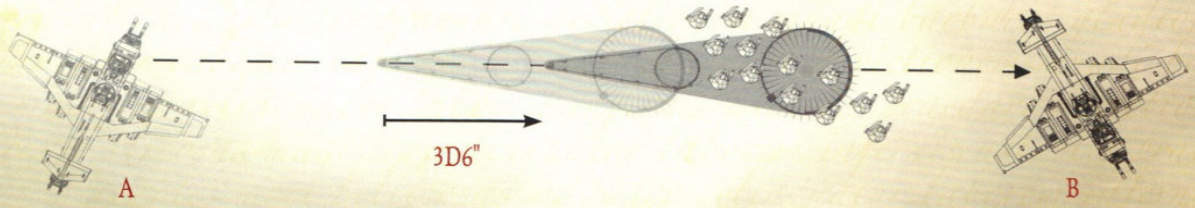
Execute a bombing run as described previously and then place the Hellstorm template anywhere along the bombing corridor, with the large end pointing towards the Flyer (see diagram opposite). The template is then moved 3D6" forward towards the Flyer that dropped the bomb. Once the template is in place, hits are determined as described on the Flyer's datasheet (no cover saves apply).





Bombing Run - The target can be anywhere along the line of the bombing run, maximising the potential number of targets.

The Flyer can end its move facing in any direction, and can go on to fire any other weapons.



Inferno! – The Flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Hellstorm template on the point shown. The player then rolls 3D6 and move the template that many inches towards its final position along the bombing corridor to determine where the template ends.

Remember that the template will be moved forward from its initial position, so you will have to judge carefully in order to cause a direct hit on an intended target.

APPENDIX IV: ADDITIONAL SPECIAL RULES

CO-AXIAL WEAPON

These weapons share their mount with a larger gun, and are designed to fire tracer rounds at the target, making the main gun's fire more accurate. Weapons that are defined as Co-axial in their description must be fired at the same target as the main weapon (i.e., the weapon they are attached to), and any Damage result that affects the main weapon affects them as well. Co-axial weapons are always fired before their main weapon (in exception to the usual rules) and if they score at least one hit on the target unit, the main weapon may then re-roll failed To Hit rolls (or re-roll Scatter in the case of the main weapon being a Blast weapon).

DESTROYER

Also known as Titan-killers, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a 'D' instead of a Strength value in its profile, it means it is a Destroyer. If a Destroyer weapon hits a vehicle (including any vehicle caught under a blast template from a weapon with this rule), there is no need to roll for armour penetration – it automatically scores a penetrating hit. If a Destroyer weapon hits a non-vehicle model, there is no need to roll to wound – it automatically scores a wound with the Instant Death rule.

Cover saves and Feel No Pain rolls may not be taken against hits from Destroyer type weapons. Invulnerable saves however may be taken as normal.

INFERNO!

See the Super-heavy Flyers section on the previous pages for details.

PRIMARY WEAPON

See the Super-heavy Vehicles section for details.

TERRIFYING

See the Gargantuan Creatures section for details.

TITAN CLOSE COMBAT WEAPON

Some Super-heavy Walkers have the option of exchanging one of their arm's long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field and able to smash buildings and lesser vehicles to little more than scrap and rubble.

Titan Close Combat weapons confer three extra close combat attacks to the profile of a Super-heavy Walker and count as having AP 1. They also confer the Destroyer special rule to all of the Walker's close combat attacks. Note that the Stomp special attack is not affected by either of these bonuses as it is carried out with the vehicle's legs.

An opposing player may apply a Weapon Destroyed result against a Titan Close Combat weapon, which counts as a Primary weapon.

POWER FIELDS

Some Ork Super-heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12" or more will instead hit a power field. Close combat attacks against the Ork Super-heavy vehicle, and ranged attacks from a distance of less than 12" against it, come from inside the field and therefore are not stopped at all. Power fields are the equivalent of Armour value 12. Each Glancing or Penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's own Armour value as normal.

VOID SHIELDS

Certain Super-heavy vehicles of the Imperium are surrounded by a number of protective energy fields called void shields, which utilise Warp technology to displace incoming attacks. These work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, at the end of any of its turns roll a dice for each Structure Point the vehicle has left. Any result of 5+ immediately restores one collapsed shield.

ELDAR TITAN HOLO-FIELDS

Eldar Titans have holo-fields that are even more effective than the ones the Eldar use on their smaller vehicles, turning them into discordant blazes of light and shadow as they move. If a model with this equipment has moved in the previous turn or arrived via Deep Strike, it counts as having the Shrouded special rule.



APOCALYPSE BLAST MARKERS AND TEMPLATES

Apocalypse uses blast markers and templates which are larger than those in a standard Warhammer 40,000 game. They are as follows:

HELLSTORM TEMPLATE

Weapons with the Hellstorm template rule use the large teardrop-shaped template and the same rules as other template weapons to determine which models are hit (no cover saves are allowed).

APOCALYPTIC BLAST MARKER

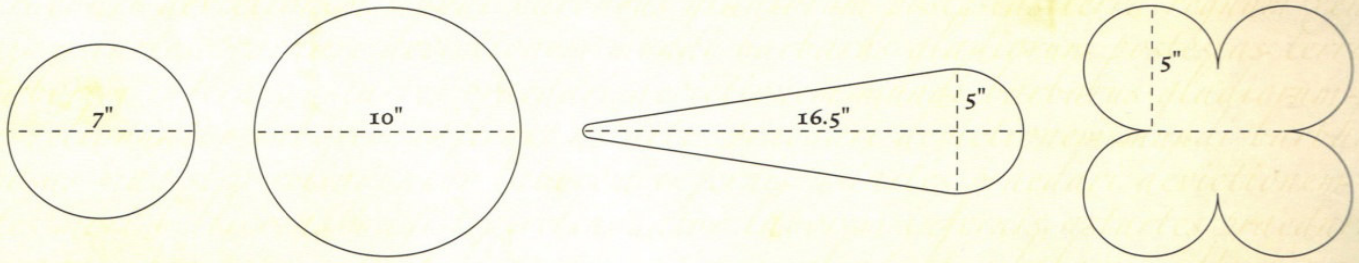
Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

MASSIVE BLAST MARKER

Weapons with the Massive Blast rule use a 7" diameter round blast marker and the same rules as other blast weapons to determine which models are hit.

APOCALYPTIC BARRAGE TEMPLATE

Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight and range of the weapon firing. When placing the Apocalyptic Barrage template the player may rotate it around its centre to any final position they wish. Once this is done, roll a number of dice equal to the bracketed value for the weapon and compare the results with the numbers on the template. Each dice result indicates which one of the round areas making up the template has been covered by the explosion. Resolve the explosion on each area in turn, in any order as chosen by the firer.



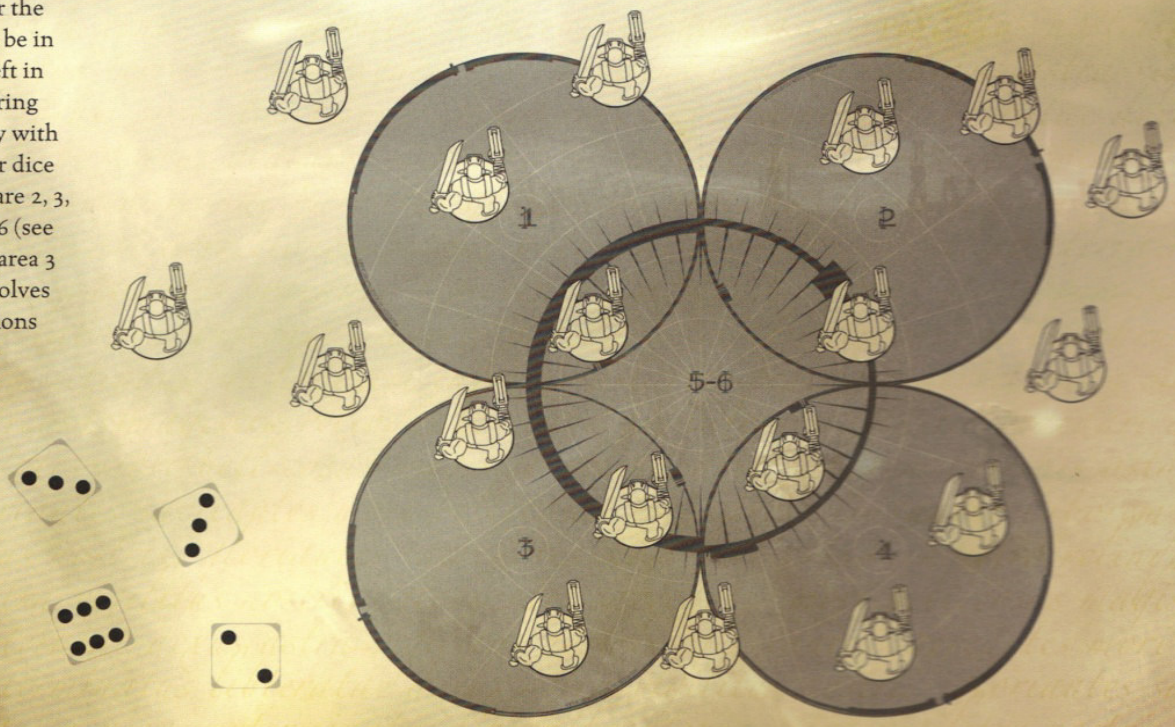
MASSIVE BLAST MARKER

APOCALYPTIC BLAST MARKER

HELLSTORM TEMPLATE

APOCALYPTIC BARRAGE TEMPLATE

A weapon with Apocalyptic Barrage (4) is fired. The centre of the template is placed over the target model and found to be in range, so the template is left in place and rotated by the firing player until they are happy with its final position. Now four dice are rolled, and the results are 2, 3, 3 and 6. The areas 2 and 5-6 (see diagram) are hit once and area 3 is hit twice. The player resolves the effects of these explosions one at a time, in any order they prefer.



Selected New Special Rules Summary

The following appendix summarises a number of the new special rules found within this book, and also includes the four different versions of the Legiones Astartes rule used by the Space Marine Legions features in this book.

Atomantic Shielding
One of the Contemptor pattern's most distinctive features is a series of defensive field generations mounted inside its armour plating and powered by the enhanced Atomantic power core within.

A Contemptor Dreadnought has a 5+ Invulnerable save against shooting attacks and explosions, and 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of vzthe blast.

Battlesmith
Those versed in the secret arts and teachings of the Mechanicum, whether Techmarine, Forge Lord or Magos, have the skill and ability to reconstruct and effect field repairs to war machinery in the very heat of battle.

If a Battlesmith is in base contact with, or embarked upon, one or more damaged vehicles during the Shooting phase, they can attempt to repair one of them instead of firing a weapon. Roll a D6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hull Point.
- Repair a Weapon Destroyed result.
- Repair an Immobilised result to the attendant vehicle.

If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Battlesmith cannot use this ability if they have gone to ground or are falling back.

Chosen Warriors
All models in the squad are characters and may accept and issue Challenges.

Command Tank
If the vehicle is upgraded to a Command Tank, all allied units within 24" of the Malcador may re-roll failed Morale tests.

Crawling Fire
After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

Cybernetica
If Servo-automata are no longer accompanied by a Legion Techmarine, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).

Cumbersome
A model using a close combat weapon with this special rule 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.

Deflagrate
Deflagrating attacks have a devastating effect on organic matter, explosively burning flesh into ash and jetting fire. After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

Duellist's Edge
When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative score.

Djinn-sight
The sinister blank-faced helms of the Thallaxii conceal an array of inhuman sensory apparatus through which they experience the battlefield as a raging storm of electromagnetic turmoil, blood-heat and seismic percussion. However for the organic brain to handle this hurricane of data, it must be surgically mutilated, removing the mere human senses such as sight and hearing.

The Djinn-sight means that a Thallax reduces the benefits of any cover save its opponent has by -2, (a 4+ becoming a 6, a 5+ being ignored entirely and so on). Additionally Infiltrators may not be set up within 24" of Thallax units, regardless of line of sight.

Fury of the Legion
While at least five models remain in the unit armed with bolters or bolt pistols, the squad can elect to make a Fury of the Legion attack in the Shooting phase so long as they did not move, arrive via Deep Strike or disembark a vehicle earlier in that player turn. Models making a Fury of the Legion attack may fire twice with their bolters or bolt pistols against a single target (note that in the case of a combi-weapon only the bolter part may fire twice).

Owing to the massive expenditure of ammunition involved, once a squad has made a Fury of the Legion attack it may not use Overwatch fire later that turn or fire in the Shooting phase of their next player turn, but may otherwise move, fight in assault, run, etc, normally (place a counter or note next to the unit to represent this). Fury of the Legion attacks may not be used for snap-shots, and models joining the unit do not benefit from this rule and must fire normally, as does any non-bolter weapon used by the squad at the same time as the Fury of the Legion attack is made.

Graviton Pulse
Instead of rolling to wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the Graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Hardened Armour
Hardened armour automatically counts as being Void Hardened (see page 173) in missions where this is appropriate, and failed armour saves against template and blast weapons may be re-rolled. Units with Hardened Armour reduce the distance rolled for charges, sweeping advances and run moves by 1".

Lingering Death
When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles. Note: It is advisable to have multiple spare blast markers when using this rule!

Murderous Strike
Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this instant death-causing wound separately to any other wounds the attack inflicts.

Rad-phage
A model which loses one or more wounds to an attack with this special rule and survives has its Toughness score reduced by -1 for the rest of the battle.

Sunder
Attacks with this special rule may re-roll failed Armour Penetration rolls.

Wrecker
Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

Legiones Astartes (Sons of Horus)
- Units with this special rule may always attempt to regroup regardless of casualties.
- **The Edge of the Spear:** Units with this rule that are held in reserve (and any transport vehicles they are being carried in) may if their player wishes re-roll results of a '1' when making Reserve rolls.
- **Merciless Fighters:** If the number of Sons of Horus infantry models* in a particular close combat is greater than that of the enemy during Initiative step 1 of the Fight sub phase, then each model with this rule that has already fought may make a single additional attack.
  **Count Bulky models on both sides as two models each, and very Bulky models as three models each for the purpose of working this out.*
- **Bitter Pride:** Units with this special rule cannot benefit from the Warlord Trait of an allied character or an allied Independent Character's Leadership score.

Legiones Astartes (World Eaters)
- Units with this special rule may always attempt to regroup regardless of casualties.
- **Incarnate Violence:** All units with the Legiones Astartes (World Eaters) special rule gain the Furious Charge special rule once they have destroyed a unit in close combat or caused one to fall back after a victorious Assault phase. Place a counter by the unit or otherwise mark that this is the case.
- **Bloodlust:** After winning an assault, models with this special rule must always consolidate towards the nearest enemy unit they have the ability to harm. Should a unit with this special rule fail a Morale test after being defeated in combat, before rolling for Fall Back, roll a D6. On a roll of 1 they do not flee (and count as passing their Morale test instead), but now become subject to the Rage special rule for the rest of the battle. Place a counter by the unit or otherwise mark that this is the case.

Legiones Astartes (Emperor's Children)
- Units with this special rule may always attempt to regroup regardless of casualties.
- Emperor's Children units with this special rule have the Crusader special rule, meaning they roll an additional dice when making run moves and use the highest dice rolled, and add D3 to their total score when making Sweeping Advances (roll for each combat).
- **Martial Pride:** In combats where characters with this special rule are involved, then an Emperor's Children player must always issue/accept challenges where possible (although which character fights the challenge is up to them). However, if they are defeated in combat and their challenger is slain, they suffer an additional -1 penalty to their Leadership for the Morale test at the end of combat.

Legiones Astartes (Death Guard)
- Units with this special rule may always attempt to regroup regardless of casualties.
- **Remorseless:** The Death Guard are immune to Fear and automatically pass any Pinning checks they are called on to make.
- **Sons of Barbarus:** Veterans of the most hellish battlefields of the Great Crusade, Death Guard models with this special rule may re-roll failed Dangerous Terrain tests for swamp, mud and toxic sludge terrain (and similar hazards).
- **Intractable:** When making Sweeping Advance rolls, models with this special rule reduce their score by -1.



Styvath the Berserker, Dreadnought of the World Eaters Legion [Pict-capture Isstvan III Atrocity]

Barely controllable and subject to indiscriminate and savage bouts of rage thanks to the unpredictable interaction between his psycho-surgical implants and the Dreadnought's control systems, Styvath was kept in deep coma between battles. At Isstvan III he was unleashed by drop pod and rampaged across the battlefield, caring not who he killed.

Afterword

The Horus Heresy—the very words themselves conjure up a whole universe of stories in the minds of Warhammer 40,000 enthusiasts. Stories of mighty heroes and despicable villains, of world shattering conflicts and nightmarish battles, and of the base treachery and high ordeal which would come to forge the Imperium in the 41st Millennium. This book, the first in an on-going series by Forge World, and the fantastic miniatures that go along with it enable you to collect Legions and fight your own epic Heresy battles on the tabletop.

The popularity and richness of the Horus Heresy did not develop overnight. The seed of this keystone of the Warhammer 40,000 fictional milieu was sown way back in the early years of the game, and with two works in particular: Adeptus Titanicus—a miniatures game of colossal war machines, and the ground-breaking expansion and background book *Realm of Chaos*. From here on the Horus Heresy—its battles, its epic stage and its mysteries—all provided a fertile field for future games and stories to be built upon, from the genesis of the Space Marine Chapters' valiant struggle to the wellspring of hatred for their Chaos counterparts, the Horus Heresy became the roots that grounded the grim darkness of unending war that was to follow. In this the Horus Heresy became the single most defining and evocative story in the Warhammer 40,000 mythos, and one that soon attained legendary status for fans hungry to know more. The Horus Heresy truly blossomed however first with the release of a collectable card game with its wealth of new imagery, wonderful art and depth of background, and most importantly with the million-selling series of Black Library novels which followed it and which are a huge on-going success and beloved by uncounted readers all over the world.

This history serves as something of a prologue as while I have been charged with the task (both immensely exciting and somewhat intimidating!) of bringing the Horus Heresy to the Warhammer 40,000 gaming table, it is on this potent body of work that I have drawn and built upon. It goes almost without saying that without a host of other artists, writers and designers, not to mention the keen interest of all of the hobbyists and readers out there, this book wouldn't have been possible.

My thanks must also go in particular to everybody that has worked to bring this mammoth beast of a book to fruition, in particular all involved in its production and writing, and its art and design—who have with the images they have created done more at a stroke than mere words ever could to evoke the darkness and savage grandeur of the Horus Heresy. Final and heartfelt thanks must also go to the play-testers who let me drag them into secret rooms in the dead of night to play games with Primarchs and bring massed Legions of Space Marines to slaughter!

It is my sincerest hope that you have enjoyed this book, and now can't wait to get your own Legion into the field and play some games. And fear not, this is only the start, the Age of Heresy and Darkness unfolds and there is much more to come. Great deeds and cataclysmic war await you.



Alan Bligh
June 2012

A Forge World supplement for

WARHAMMER 40,000

The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the battle of Isstvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles. This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

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www.forgeworld.co.uk

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Neo-geddon
Rangda
Abyss
Isstvan
Quai Jinn
Opuscalus Noctis
Ghoul Stars
Segmentum Obscurus
Prohibited Zone
[Area Forbidden]
Morox
Halo Stars
Lucius
Nostramo
Angehs
Hellion
Caliban
Goth
Lamrys
Honourum
Desperation
Medusa
Cypra Mundi
Bodi
Baal
Sarcosa
Ocularis
Malifica
Colchis
Kayvas Belt
The Dominion
of Storms
Memlok
Fenris
Khur
Golgothan Wastes
Seraphina
Chondax
Anvillus
Konig Secundus
Lorin Alpha
Siggies
Lastrati
Olympia
Voss
Terra
Prospero
Sarum
Signus Prime
Olmec
Kyza
Davin
The
Maelstrom
The Death
of Reason
Vasalius
Ethonia
Nikaea
Sulis
Impetus
Laeran
Phaeton
Shedim
Chemos
Tigrus
Constantium
Necromunda
Chogoris
The Thirteen
Realms
Gehenna
Orpheus Prime
Taras
Finding of
the Lost Son
Jnwit
Graia
Accatran
Nocturne
Vayber
Prohibited Zone
[Plague Cordon Enforced]
Eastern
Fringe
Uhulis Sector
Tallarn
Luth Tyre
Charadon
Sector
Calth
Mandragoran
Sector
Deliverance
Neverlight
Macragge
Barbarus
Gryphonne
Bale
Wrath of the
hungeringgyre
Saran Luxor
Galaspar
Incalpeta Terminus
Veiled Region
The Inter-galactic Void
Segmentum Pacificus
Segmentum Solar
Segmentum Tempestus
Milina Segmentum