THE HORUS HERESY®

BOOK TWO



MASSACRE

THE HORUS HERESY®

BOOK TWO



MASSACRE

BY ALAN BLIGH

A SUPPLEMENT FOR WARHAMMER 40,000

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Preface

War is the crucible in which we burn.

In the fires of battle is the past consumed and the future is born on tongues of flame. No greater fire has there been in our times than the three bloody hours of the Dropsite Massacre. In this single great battle was the promise of humanity's salvation lost, the gains of the Great Crusade squandered and the galaxy itself set to flames by vainglorious pride, malice and madness incarnated by the dark whisperings of the nightmare beyond.

The names of the Glorious Dead of that day —Iron Hands, Salamanders and Raven Guard— are enshrined already for eternity, and moment by moment their legend grows. So increases the justly reckoned infamy and hate that stalks the names of the traitors who slew them like a shadow —Word Bearers, Iron Warriors, Night Lords and Alpha Legion— and before them the first among turncoats—World Eaters, Death Guard and falsely named Emperor's Children. Worst of all the Sons of Horus, and the murderous Warmaster against whom is heaped a greater tally of murdered and dead than any name in the long and bloody years of human history. This record, however, does not exist to condemn the wicked for their crimes, or indeed to serve as eulogy for the loyal warriors of the Imperium they slew, but instead to cast the fading light of true memory on these dread events. Within this volume, I have rendered witness, here you will find knowledge considered lost or false by many, and to some a dangerous blasphemy to the new and rising faith in He who sits upon the Golden Throne. So then shall I speak of the barbarity and folly of those some would now call heroes, and tell of the virtues once held by those who came to embody the most utter horrors and of the all-too human pride of men now called saints.

I shall speak of the crucible of war that forged the future in which we now walk and the millennia yet to come. I shall speak of the Dropsite Massacre, and beware, for such truths are dangerous.

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+

Halo Stars

Rangda

Abyss

Jsstvan

Segmentum Obscurus

Opuscalus Noctis

Morox

Lucius

Hellion

Caliban

Goth

Ultima Seg

Medusa

Cypra Mundi

Bodt

Sarcosa

Ocularis Malifica

Kayvas Belt

Colchis

Fenris

Galgotha

Khur

Seraphina

Chondax

Lorin Alpha

Styggies

Voss

Terra

Prospero

Sarum

Olmec

Ryza

Davin

Vasalius

Cthonia

Nikaea

Phaeton

Shedim

Chemos

Necromunda

Gehenna

Taras

Jnwit

Finding of the Lost Son

Graia

Uhulis Sector

Tallarn

Luth Tyre

Mandragoran Sector

Deliverance

Barbarus

Gryphonne

Galaspar

Veiled Region

The Inter-galactic Void

Segmentum Pacificus

Segmentum Solar

Segmentum Tempestus

Prohib
[Area

Neo-geddon

Quai Jinn

Ghoul Stars

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den]

Nostramo

Angehs

Honourum

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Desperation

Baal

The Dominion
of Storms

Memlok

Wastes

Anvillus

Konig Secundus

astrati

Olympia

Signus Prime

The
elstrom

The Death
of Reason

Sulis

Impetus

Laeran

Chogoris

Tigrus

Constantium

The Thirteen
Realms

Orpheus Prime

Accatran

Prohibited Zone
[Plague Cordon Enforced]

cturne

Vayber

Eastern
Fringe

Charadon
Sector

Calth

Neverlight

Macragge

Bale

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ing gyre

Saran Luxor

Incalpeta Terminus

+Imperius Dominatus+

+The Domains of the Glorious Emperor of Humanity+

+Circa 892.005.m31+



The Road to War

"There is no salvation from the darkness of men's hearts."

Ancient Terran Proverb

It was on Isstvan V, at what was to become known for all time as the Dropsite Massacre, that the true horror of the Horus Heresy was to first unfold. At Isstvan III, the Warmaster Horus, most favoured son of the Emperor, had turned from the Imperium and led his own Legion, the Sons of Horus, alongside three others: the World Eaters, Death Guard and Emperor's Children into open revolt and betrayed the Emperor their creator. As news of this treachery reached the Imperium, the galaxy would be plunged into apocalyptic civil war, but before the discourse of the Dropsite Massacre and those it involved is dealt with in this text, it is first important to recall the arc of history which led to this moment, from the Dark Age of Technology to the glory of the Great Crusade.

The Dark Age and the Rebirth

Long ago, Mankind first left the spoiled, worn-out shell of what was once known as Old Earth to forge a domain amidst the stars. That lost realm spread across our galaxy so that humanity was scattered across a million worlds. In the heights of those times, lost now to all but supposition and myth, humanity made themselves as living gods by their achievements, and were all but limitless in power. Thus was the Dark Age of Technology born and for millennia it endured, until almost at a stroke Mankind's first empire fell into bloody ruin, isolation and ignorance. The terrible period of history that was to follow lasted for over five thousand years of nightmare and predation. During this time, the worlds of Mankind 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 former allies. Famine, war, invasion and the terror of infection by the horrors beyond reality; all ran rampant and drove humanity to the brink of extinction.

But it was on Ancient Terra, long wracked by insanity, genocide and incessant warfare as terrible as any fought amidst the dark stars that salvation was to spring. Here, from the seemingly endless cycle of violence a leader emerged, a warlord unlike any other. He was the Emperor, unequalled in might and in reason, and blessed of preternatural power. The Emperor fought for control of Ancient Terra in what would become known as the Unification Wars and those who would not join him he destroyed, and where he reigned the idols of fear, misrule 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. In his conquests the Emperor was aided by regiments of gene-enhanced superhuman warriors of his own design; first the Thunder Warriors and later the far more stable Legiones Astartes — or Space Marines— as they would later become colloquially known. Born from Primarchs —purpose engineered post-human beings— each Legion had its own strength and character, but all were ultimately first and foremost Space Marines, sworn warriors matchless in might and power. Though the Primarchs from which they were created were lost under mysterious circumstances, the Legions that flowed from them were a triumphant success. Ultimately, none could stand against the combined might of the Emperor and his warriors, and so unity was won.

The Dawning of the Great Crusade

Where Terra had once been a realm of unending war, it now became a place of unceasing activity, production and planning, for it was the Emperor's great cause not simply to bring Terra once more to the light of prosperity and order, but to liberate the unimaginably vast and scattered worlds of humanity from the darkness and reunite them into a single Imperium of Man. Just as the conquest of Old Earth was complete, however, a mighty and unforeseen cosmic event occurred. A massive shock wave blasted across the Immaterium, clearing the warp storms that had cloaked much of the galaxy. It seemed to some divine providence, fuelling the beliefs of those who considered the Emperor to be himself divine (no matter how much he decried this claim). The way was now open and the Emperor's armies would now be able to take to the stars. The Great Crusade had truly begun.

With the lords of Mars now part of the Imperium by treaty of alliance and serving as a power house of industry, the Space Marines were massively expanded in number, re-armed and re-equipped for the task of subduing a chaotic galaxy. The Great Crusade was a mammoth operation of inconceivable 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 giving birth to the great '*Pax Imperialis*', the Imperial Peace, across the galaxy.

The Space Marine Legions were the spearhead of the expansion—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. At the centre of the Great Crusade was the creation of the Astronomican on Terra. A psychic navigational beacon able to cut through the Warp, those attuned to its unique frequencies and modulations, the Navigators, were able to use it when plotting journeys through the Immaterium, enabling them to more accurately traverse the void than would ever have been conceivable before. Alongside this it was the Astropaths who also made the Imperium possible. Capable of communicating with others of their kind over vast inter-stellar distances, they enabled inhabited worlds many light years apart in physical terms to act as one realm, and bound the fledging Imperium to Terra and its worlds to each other as one domain.

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 a part of the Imperium. 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. For the alien there was no mercy, and such alien empires and species were routed or annihilated in a series of epic wars. 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 lost Primarchs as the worlds on which they had been scattered were each found by the Emperor. These worlds 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 the 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 spread to the furthest corners of our galaxy and war was fought across numberless star systems.

The Warmaster

After a series of glorious victories that marked the culmination of the Great Crusade's expansion, the Emperor returned to Terra and set in motion the next stage of his great plan in secrecy, in the faith that his sons, the Primarchs, could prosecute the Great Crusade to its end. 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 his stead. The other Primarchs were thereby instructed to follow Horus and obey him in war. 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 the future would hold. After the Emperor withdrew, Horus made 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, and only by success could he prove worthy of the Emperor's faith. Closest to him were the Primarchs Angron, Mortarion and Fulgrim. Horus the Warmaster promised them victory—he promised them that he would never fail in his command and never leave them leaderless or bereft of brotherhood while breath remained in his body.

Where the Warmaster was to command the on-going conquest, the Emperor convened another new body, the Council of Terra, to command the peace and provide law and administration for his vast realm, sparing him the minutiae of rulership while he concentrated on his own secret projects uninhibited.

Led by Malcador the Sigillite, the Council monopolised the civilian administration of the Imperium and acted as a barrier between the Emperor and his Primarch sons by their estimation, displacing a portion of their previous authority and fostering acrimony among their ranks. The less stable of the Primarchs were outraged by the scorn they felt inherent in 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 and give power to mortals over his immortal sons. Thus, in the hearts of some, was the canker of doubt and the bile of resentment sown.

It seems that the honour of being Warmaster, as great as it was, did not prevent such bitterness breeding in the heart of Horus. By later and perhaps apocryphal report, as time went on the Warmaster's victories seemed hollow, the sacrifice of the Space Marines under his command unregarded and increasingly irrelevant to a silent Emperor. Nor did it seem to him that his authority was as unchallenged or respected as the Emperor's had been and that several Primarchs begrudged Horus his rank, questioned his decisions, or contrived to quietly twist his orders more to their own liking. As the years passed, resentments and rivalries that had long existed between certain Primarchs broke out into open argument and dissent that he could not quell as easily as the Emperor might have, further adding to Horus' ire. He came therefore to display his favour only upon those he felt held him in high regard, or at least would obey without question, and blamed the Emperor for his mounting difficulties of command and conquest over an increasingly thinly spread and far-flung military effort. Gradually, Horus and his followers became ever more estranged from the Emperor and the wider realm they served, and the conquest of the galaxy bought little but cold comfort for him and his Legions.

It is widely believed that it was upon the world of Davin that Horus fell to shadow at last. Whether by the intervention of the Ruinous Powers or as the culmination of his own growing vanity and malign resentment, but more likely a bitter marriage of the two, Horus turned upon his father in his soul and forged a pact with the Dark Gods of the Warp. The baleful intelligences beyond our dimension of sanity promised Horus the galaxy for his own, with his father's blood and the lives of billions the price, and on those terms he swore fealty. So was the course set for the Imperium to descend into the greatest civil war humanity has ever known.



The Conquest of the Void

The Great Crusade was the largest and most ambitious military endeavour ever undertaken by Mankind. It was a campaign fought on all fronts; from the ancient lost colonies of human past to nightmarish alien worlds without number, from doomed expeditions to the galaxy's perilous core to missions cast out to the entropic darkness of the intergalactic horizon. As mighty and valiant as the hosts of the Emperor were, this epic undertaking would have been entirely impossible without the countless thousands of Warp-capable vessels that transported hundreds of thousands of the Legiones Astartes and many millions of Imperial Army soldiers from one star's light to the next.

The Great Crusade saw a staggering array of vessels constructed, reclaimed or pressed into service. Some were used for a matter of months before being declared obsolete or wearing out and degrading to destruction, quite apart from losses incurred in battle, while others gained a permanent place in the canon of war, with successful designs endlessly copied and modified as the decades progressed. The first vessels to enter the service of the nascent Imperium were constructed in the orbital foundries of Terra, and later Mars and Saturn, under the scrutiny of the Emperor and the Forge-wrights of the Mechanicum, and indeed it was only that in alliance with Mars that the trans-solar expansion was possible in any meaningful way. This was further aided when at last the Saturnyne Dominion, with its accomplished ship-masters, joined the Imperium after their alien overlords were overthrown, and as the Imperium expanded, many more great shipyards were added: Voss, Grulgarod, Lorin and Cypra Mundi, all grew to near rival Mars itself in ship production.

Driven by the will of the Emperor, the first Expeditionary fleets pushed outwards into the galaxy. Preceding each great Expeditionary fleet of hundreds, sometimes thousands, of vessels often ranged smaller contingents of independent flotillas led by a class of martial leader that would become known as the Rogue Traders Militant. Many of these individuals were former rulers of the numerous realms the Emperor had cast down first during the Unification Wars and later as the Great Crusade spread, formerly independent worlds. They were offered a stark choice—bend their knee before the Emperor and swear service to the Great Crusade, or die by his hand. Though many set pride before what they regarded as slavery, others chose service and took up the Emperor's warrant. There was a price, however. The Rogue Traders Militant were expected to scout ahead of the leading edge of the Great Crusade, accompanied by their own armies as well as whatever assets had been ceded them by the Emperor. Operating so far ahead of the Emperor's crusading armies, the Rogue Traders Militant could expect little or no aid should they encounter foes too powerful for them to overcome. After several decades penetrating the inky black of the void, many Rogue Trader Militant fleets appeared as ramshackle vagabonds, many of their ships taken from defeated enemies, sometimes including xenos vessels of entirely novel or esoteric form. They were forbidden to return to Terra, for in his wisdom the Emperor sought not just to rid himself of powerful rivals, but to ensure that even in their deaths they might serve Mankind. Many vanished alone and unheralded; slain, consumed or enslaved by nameless xenos abominations far from the light of Terra.

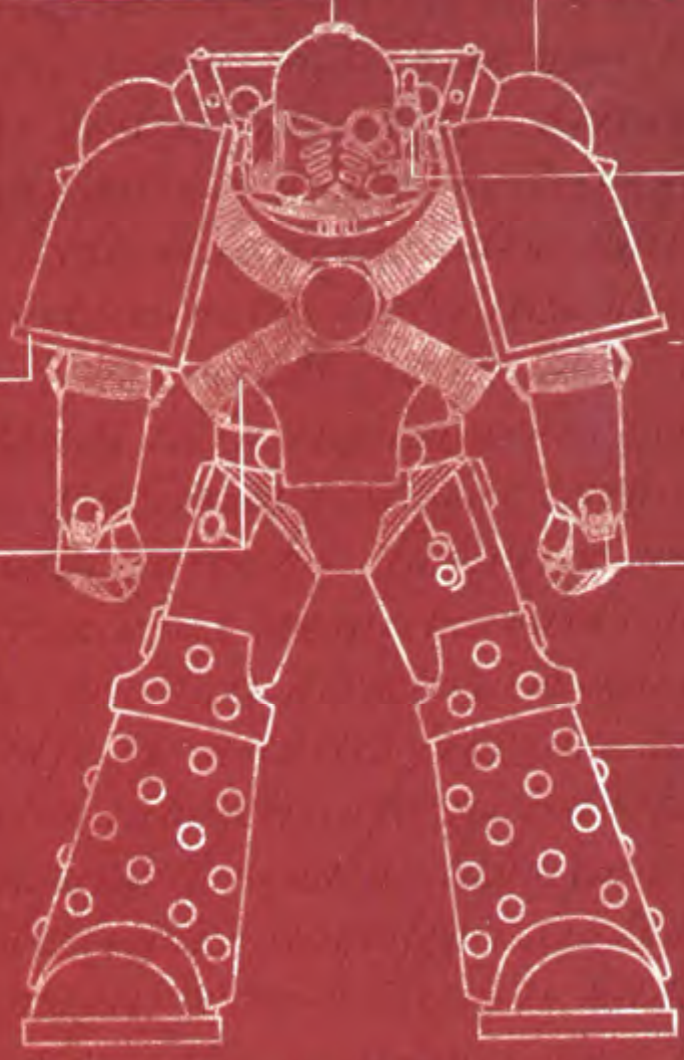
As the Imperium expanded, so too did its fleets. Countless long-lost wonders of technology were recovered, some wrested from the dead hands of unwilling custodians, and others surrendered willingly as fitting tribute to the Master of Mankind. Some vessels were unique, constructed by methods even the most accomplished Adepts of Mars could not hope to replicate: the *Terminus Est*, the *Nicor*, the *Mirabilis* and *Phalanx* foremost among them. Other patterns and classes proved possible to reproduce and replicate, and before long the various arms of the Imperium's military acquired their own distinctive panoply of war ships. Those of the Legiones Astartes were often blunt of prow and slab-armoured, built to endure the withering storm of fire that accompanies a planetary invasion, their plasma furnace-hearts powering some of the most destructive weapons known to Mankind. But beyond these practical needs, each fleet favoured the nature of its Legion, from the sable black marauders of the Raven Guard to the baroque crimson and gold battlecruisers of the Blood Angels to the brute functionality and unadorned steel of the Iron Warriors siege-barques.

The ships of the Emperor's wider naval armadas were more diverse affairs, built for void supremacy. They ranged from stately battleships, multi-kilometre long engines of doom, their armour concentrated to the fore and their flanks replete with rank upon rank of broadside batteries, to lithe and deadly destroyers and stripped-bare Warp Runners, to watchful piquet frigates and lumbering star-fortresses. Beyond these were innumerable classes of transports, arks, conveyers and supply ships, the forge vessels of the Mechanicum and their own strange space-going engines of war.

As the terrible extent of the Warmaster's treachery unfolded, other disturbing characteristics revealed themselves slowly amid the vessels under the Traitors' command. Fell runes appeared upon the flanks of the Warmaster's vessels and the barrels of their cannon were mutated or re-forged into gaping, fanged mouths. Viewports flickered with the fiery glimmer of the beyond and once true and solid forms became twisted into hideous mockeries of respected and familiar classes.

As both sides girded themselves for full scale war after the terrifying events at Isstvan V, so the centres of production each controlled increased output exponentially. Demand was insatiable, and while the Emperor had once overseen the creation of the Imperium's fleets according to His own all-encompassing vision, following His return to Terra such matters were turned over to others. The Council of Terra made ever more strident demands on the Forge Worlds of the Mechanicum as the awful scope of the coming war became clear. To make matters worse, many Forge Worlds declared for the Warmaster, assets and matériels were co-opted or plundered for the armouries of the Traitors. Both sides had pressed into service every class of vessel at their disposal, from mighty and unique relics of the Dark Age of Technology to the newly-produced and often all but untested scions of newly established Forge Worlds. Before long, those warships unsuited to total war would be reduced to void-drifting nebulae of super-heated vapour and broken hulks, the tombs of all aboard, while those that survived would go on to fight in the greatest battles of the Horus Heresy and forge legends both bloody and glorious in their own right.

Legiones Astartes
Heavy Support Wargear
Later Great Crusade Era



Mechanicum/Apotheosis Legiones Astartes Power Armour
Production Ident: [MkIV]
'Maximus' Subtype/Heavy Support
– General Issue Later Great Crusade
– Centralised Fabrication/Supply

Auto-reactive Shoulder Pauldrons

Thermo-exchange Radiator Ducting

Phaeton Pattern Backpack Power Core/Life Support Unit

Enhanced Targeting Ocular Array

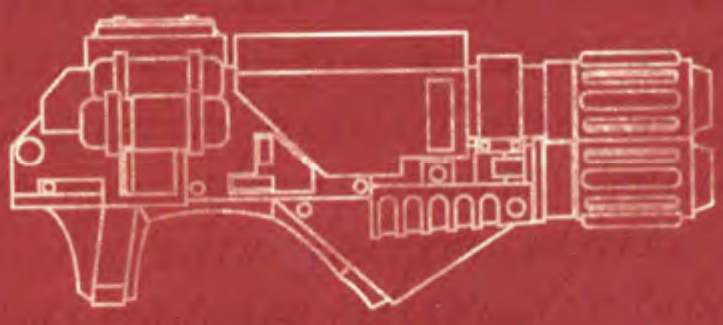
Plasteel/Ceramite Composite Breastplate

'*Manus Mori*' Honorific Signifier

Reinforced Greaves for Added Stability (incorporating Superstructure Molecular Bonding Studs)

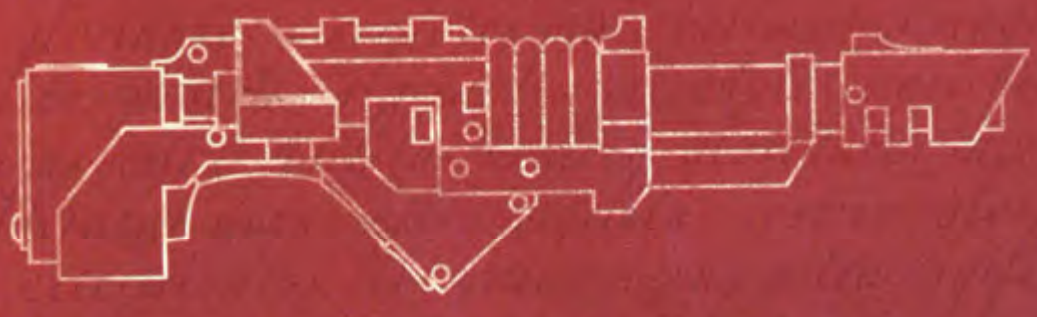
Panoply of Armaments Terran Manufactured
Legionary Portable Support Weaponry – Segmentum Solar Supply

Sol Militaris Pattern Multi-melta
– 23-20 Mega-thule
– Siege Assault/Zone Mortalis

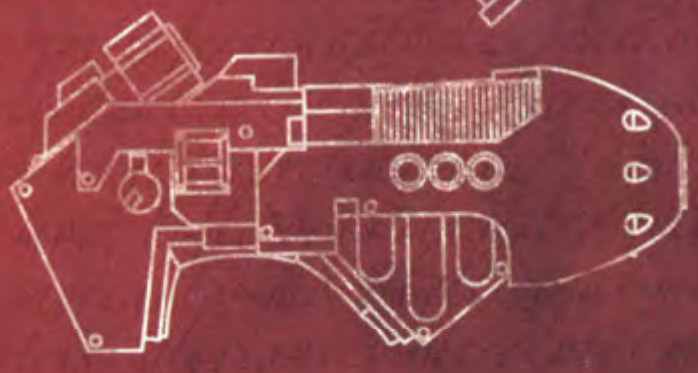


Sol Militaris Pattern Heavy Bolter
– .75 Cal, Selective Fire
– Suppression/Anti-personnel





Sol Militaris Pattern Lascannon
– Kz8.23 Range
– Anti-armour/Anti-xenoform



Sol Militaris 'Helion Fire' Pattern Portable Plasma Cannon
– Duplex Magnacore Type
– Anti-Construct/Armoured Infantry

Dark Conspiracy

Almost immediately Horus began to weave an intricate plan of treachery that would slowly come to bear fruit. Those among the Legions he could not trust and those he feared above all others Horus contrived to send away, using his powers as Warmaster to mount expeditions that would send them 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 out by war. Then to him he drew those Primarchs he believed he could turn to his cause and corrupted them and through them, their Legions. To his forces he drew elements of the Mechanicum who seethed in dissent over the impositions the Imperium had forced on them, faithful Imperial Army commanders to whom the Warmaster was lord and the Emperor little more than a distant rumour, and all manner of secret cults, outlawed psyker-witches and madmen for whom the Warp was their only true allegiance. The Warmaster's plans and schemes developed and slowly hatched, until he was ready to strike.

The Isstvan III Atrocity

Horus arranged to meet with Angron and his World Eaters, Mortarion and his Death Guard and Fulgrim of the Emperor's Children's emissaries at the Isstvan system, far removed from the core worlds of the Imperium. At a time when much of it was blanketed by an upsurge in warp storm activity, making both passage and communications difficult. The third world of the Isstvan system was at that time in revolt, and to the outside world the Warmaster had convened this gathering of might to bring the rebellion to a swift and bloody end.

A massive war fleet gathered above the planet of Isstvan III, bringing together one of the most powerful concentrations of military force seen in the latter Great Crusade, but its true purpose was treachery and betrayal. Before the Traitors showed their hand, there was to be a purging; elements of the Traitor Primarch's Legions whose loyalty to the Emperor was greater than that to their Primarchs were still in existence and they would need to be cut bloodily from their brothers before Horus' true plan could be put into effect. Orders were issued for the assault on Isstvan III by the Sons of Horus, World Eaters, Death Guard and Emperor's Children Legions, committing a force to be formed from sections of the four Legions whose loyalty to Horus could not be absolutely guaranteed in the treachery to come.

The first wave of the assault against the capital of Isstvan III, the 'Choral City', was a brief but savage enterprise, and the rebellion quickly broken by the Space Marines that descended from on high. But it was at this hour of victory that Horus struck those who had willingly followed him unsuspecting into a death trap. Vox communication was cut and the warfleet in orbit began to bombard the planet, loosing wave after wave of virus bombs to eradicate all life on Isstvan III. Tens of millions of the planet's native human population and thousands of Space Marines died to the ravages of the life-eater virus and the firestorm that followed it, but there were those who yet remained. Loyalists still fought on, both on the ships in orbit, refusing to fire on their brothers, while others on the surface had heeded garbled calls from the valiant Loyalists above, and sealed their armour and found shelter from the storm of plague and fire. Amongst those who warned their brethren was Captain Nathaniel Garro of the Death Guard, a Terran who signalled a warning to his brothers and fled the system on the commandeered frigate *Eisenstein*. On the planet's surface had been over 100 companies of Loyalist Space Marines and, of these, it is believed that fully two-thirds fought on, consumed by vengeance and outrage at what had been done.

In the confusion that followed, as Horus moved to bombard the planet again with conventional weapons, the uncontrollable Angron of the World Eaters made planetfall with his assault companies, eager to taste the blood of Space Marines once his own, and so the die was cast for a bloody war of attrition unlooked for by the Warmaster in order to purge the Loyalists from Isstvan III. Thus did Space Marines of the same Legion turn on their former brothers without quarter or mercy and the devastated, ash-shrouded world became the scene for some of the bitterest fighting ever witnessed. For weeks the Traitors were bogged down in the fighting until, at last, the remaining Loyalist holdouts were broken asunder and a second and final bombardment of the planet was ordered, leaving it lifeless and utterly wasted. The damage had been done to the Traitors' cause, however. Word would reach Terra both of the attack at Isstvan III, thanks to the perilous journey of the wounded *Eisenstein* through the Warp where it would reach Rogal Dorn of the Imperial Fists, and later word of the Primarch Fulgrim's failed attempt to turn Ferrus Manus to the Traitors' cause would bestir the Iron Hands to wroth. It seemed at the time that any intent that Horus had to keep his treacherous plans of an attack on Terra concealed and mount his assault in secret were now lost. It was thought that his plot was now perhaps fatally exposed to Imperial retribution. Time, however, would tell otherwise.

On Terra, news that the Warmaster and the forces of four entire Legions had turned traitor was met with equal disbelief and fury. But despite the unmatched gravity of such a revolt, the Emperor remained firmly incommunicado by his own unbreachable order in the depths of the Imperial Palace vaults and could not be reached. Instead it fell to Rogal Dorn as Primarch and the Emperor's Champion and Malcador, the Regent of Terra, to deal with this unprecedented betrayal accordingly. Dorn was thus invested with immediate command of the still-loyal Legions that could be contacted, and tasked with dealing with Horus and his Traitors with ruthless finality. The Imperial Fists Primarch immediately began to organise the Imperial forces of Terra in preparation for the coming war; a task immediately beset with difficulties. The continuing Empyreal storms disrupted both travel and communications through the Warp and many of the Imperium's forces outside the immediate range of Terra were all but unreachable. In secret conclave, Malcador made his suspicions known that the malign intelligences of the Warp were themselves somehow responsible and that Horus himself may have become possessed or struck a bargain with the foul entities for aid. This perhaps was more palatable a reason than outright treachery and, coloured by the fate of the Thousand Sons at Prospero, considered far easier to countenance than before.

Pressing then was the need to combat Horus and his Legions before they could either drive on to attack Terra or indeed carve out an empire of their own (for their motivations and goals were at that time

Chronicles of the Final years of the Great Crusade – As Compiled by the Agents of the Sigillite

Date	Event	Legion
964.M30	The Razing of Monarchia	The Word Bearers, The Ultramarines
965.M30	<ALL DATA REDACTED>	The Space Wolves
966.M30	Cadia is entered into the Carta Imperialis	The Word Bearers
969.M30	<ALL DATA REDACTED>	The Space Wolves
972.M30	The Farinatus Extermination	The Night Lords, The Raven Guard
981.M30	Alpharius assumes command of the XXth Legion	The Alpha Legion
984.M30	The Destruction of Nostramo	The Night Lords
994.M30	Isstvan system brought to Compliance	The Raven Guard
000.M31	The Triumph at Ullanor	The Emperor's Children, The White Scars, The Imperial Fists, The Blood Angels, The World Eaters, The Ultramarines, The Death Guard, The Thousand Sons, The Luna Wolves, The Word Bearers, The Alpha Legion
000.M31	The Chondax Campaign	The White Scars
001.M31	The Council of Nikaea	The Dark Angels, The Emperor's Children, The White Scars, The Space Wolves, The Imperial Fists, The Blood Angels, The Ultramarines, The Death Guard, The Thousand Sons, The Salamanders
002.M31	The Kayvas Belt Expedition	The Blood Angels, The Alpha Legion
003.M31	Contact lost with the Isstvan system	
003.M31	The Luna Wolves are renamed the Sons of Horus	The Sons of Horus
004.M31	Horus falls on Davin	The Sons of Horus
004.M31	The Destruction of Olympia	The Iron Warriors
004.M31	The Space Wolves are unleashed on Prospero	The Space Wolves, The Thousand Sons
005.M31	The Blood Angels disappear en-route to Signus	The Blood Angels
005.M31	The Dark Angels are dispatched to the Eastern Fringes	The Dark Angels
005.M31	The Ultramarines begin mustering at Calth	The Ultramarines
005.M31	The Betrayal at Isstvan III	The Emperor's Children, The World Eaters, The Death Guard, The Sons of Horus
005.M31	The Martian Civil War begins	The Imperial Fists
006.M31	<ALL DATA REDACTED>	<ALL DATA REDACTED>
006.M31	The Dropsite Massacre	The Emperor's Children, The Night Lords, The Iron Hands, The World Eaters, The Death Guard, The Sons of Horus, The Word Bearers, The Salamanders, The Raven Guard, The Alpha Legion

unknown). Without the direct use of the Emperor's mighty psychic powers to call upon, there was no way to breach the storms, save for a desperate gamble; the expenditure of vast quantities of psykers to empower the Astronomican beacon and broadcast astro-telepathic transmissions at the cost of a murderous death-toll of their ranks. So was the maelstrom breached and across the vastness Terra was able to contact several loyal Legions and learn from the Iron Hands of the Emperor's Children's treacherous attack on their fleet and Fulgrim's escape. From across the Imperium reports began to filter in of revolts and mysterious incidents, missing ships and outposts gone silent. It became apparent that unchecked a rebellion was rising unlike any that had been imagined before and threatened to endanger everything the Great Crusade had achieved. It had to be stopped and stopped quickly.

Rogal Dorn had been able to contact six Primarchs, then believed loyal, within striking distance of the Isstvan system where long-range intelligence had reported the Warmaster's Legions were still present. The Iron Warriors, the Word Bearers, the Night Lords, the Salamanders, the Raven Guard and the Alpha Legion were all dispatched to the Isstvan system, while Ferrus Manus of the Iron Hands was given tactical command, with his Legion following behind him with his wounded fleet. The bulk of Dorn's own Imperial Fists would see to the defence of Terra and deal with disquieting reports of rebellion on Mars itself, though a strike fleet of the Imperial Fists Legion had been despatched to investigate Garro's report, contact with them had been lost. The White Scars, far distant, were also entirely out of contact with Terra, and therefore also unavailable to intervene. Plans remained for them to be recalled to Terra as a reserve force when possible. Rogal Dorn's orders to the Isstvan taskforce were explicit and allowed no room for compromise: the rebels would pay with their lives; there would be no mercy for the traitor, and the corpses of Horus, once Warmaster, and his turncoat Primarchs would stand as proof that the Emperor's justice had been done. In the shadows of the Imperial Court, doubts grew as to the true nature of the unfolding crisis, but Dorn was confident of victory, however bloodily it would be bought; it was a matter of simple arithmetic —the strength of six reinforced Legions would overmatch Horus' four, suffering as they had losses already at Isstvan III— the odds were overwhelming. Dorn would be proved right —the odds would be overwhelming— but the truth of that would prove terrible to behold.



The Dropsite Massacre



Part I: Invasion

"And the voice of his brother's blood shall cry unto him from the ground and demand vengeance…"

Auto-lingua transcription,
Astropathic Conduit Trans-Episolon Thule,
Sol-Lorin Relay

Planetfall: Minus 339 hours Terran Sidereal
The first Imperial vessel of the execution taskforce to break real-space at the edge of the Isstvan system was the *Ad Temperesta*, a purpose-built warp-runner and observation craft of the Symphalia class, belonging to the Raven Guard Legion fleet. Equipped with auspex shrouds and sensory systems unequalled by the vessels of any other Legion —save perhaps the XX^th^— there were few vessels better suited to the task before it anywhere in Imperial service. It exited the Empyrean at a vast distance from the system's core, and on a trajectory designed to mask its appearance, before using gravitational drives alone to impel it on its course. As a blacker shadow among blackness, life support and all extraneous power uncoupled and silent, its small crew of Legiones Astartes and augmented servitors conducted silent vigil amid the dark and ice-rimed corridors and auspex chambers of their vessel as the *Ad Temperesta* journeyed on in a wide orbit of Isstvan's star, seeing all, but remaining unseen. It watched and it listened. At first the *Ad Temperesta* found a planetary system deserted, save for the ghosts of the dead and the fading echoes of battle. Isstvan III was once a teeming sphere of human life that, years before, the Raven Guard themselves had brought into Imperial Compliance, but it was now a carcass world, shrouded in boiling black ash, scoured by the ravages of the life-eater virus and the fury of orbital bombardment. Radiation decay and still-cooling debris carried the evidence that a void battle had also taken place in the third planet's vicinity, but of the culprits there was no sign; the area around the system itself seemed devoid of enemy vessels.

The tortured state of Isstvan III at least appeared to confirm the garbled intelligence the Loyalists had at their disposal; that on Isstvan III a great betrayal had been undertaken, and the blood of those who had remained loyal within the Sons of Horus, Emperor's Children, World Eaters and Death

The Gathering of Might

The forces of no fewer than eight Legions had been despatched by Rogal Dorn as acting Magister Militum of the Imperium to crush Horus' rebellion. This included the balance of the Night Lords, Iron Warriors, Salamanders, Raven Guard, Word Bearers and the Alpha Legion, alongside a large fleet contingent of Dorn's own Imperial Fists dispatched to investigate Garro's earlier alarm, and importantly the Iron Hands Legion, whose fleet had been badly crippled by the Emperor's Children's treachery, but whose Primarch, Ferrus Manus, was also proceeding to the Isstvan system at best speed with the warriors of his chosen Avernii Clan. Owing to turbulence within the Warp, the Imperial Fists were becalmed and prevented from reaching their goal, but the others made great haste and through a masterful application of astropathic co-ordination and favourable transit, the avenging forces of the Emperor made swift speed to their target, with the forerunners being the Salamanders and Raven Guard fleets and their attendant forces, with the others following close behind.

In the cold light of retrospective vision, this list of seemingly co-incidental facts: the thwarting of the Imperial Fists fleet, the ease of passage for the others, which Legions should approach the Isstvan system first, all take on a malign and sinister predestination. In this ordering of events can now be seen the hand of dark forces from beyond, forces which once Mankind slept in blissful ignorance of, but of whose truth we have since learned at such great cost.

Guard Legions had been bitterly spilled. It seemed then that the Loyalists had been robbed of their vengeance—that the traitors had fled the scene of their crime, but the Raven Guard were patient hunters, and not so easily thrown from a scent. The *Ad Temperesta* pressed on, its course pursuing the ghosts of vox signals to a strengthening source on the system's fifth planet. Here, at close range, the Raven Guard vessel discovered the truth —beneath Isstvan V's dense upper atmosphere lay a blizzard of close range encrypted vox-traffic, half-masked power signatures and the heart-beat heat of tens of thousands of Legiones Astartes warriors— the shadow-signs of a vast army digging in. Here, on Isstvan V, the Traitors lay.

When the target's information was relayed by astropathic transmission to the Loyalist fleets closing on the Isstvan system, it was received with a mixture of bellicose fervour and some trepidation. Given the scale of concealed activity on Isstvan V, it was clear that the enemy was rearing up a fortress of prodigious strength there, no doubt intended to be the headquarters of the Warmaster's rebellion and its principal mustering ground. The absence of the Traitors fleet, however, was a more troubling matter, but one perhaps easily explained by a needful scramble for resources and supply from distant systems in preparation for a conflict to come, and if indeed the Traitors were sure that no sizable counter-attack could yet be attempted upon them, such a brave gamble was in-keeping with the Warmaster's known character. Long-range pict-captures from the *Ad Temperesta* showed the personal standards of both Horus and Fulgrim flying above the overbuilt ancient fortifications of Isstvan V's Urgall ruins, while power armoured figures and Mechanicum engines toiled ceaselessly to raise up defences beneath them, and this damning evidence above all else settled the fate of what was to come.

It is important to note that at this early stage of the great conflict, the full scale and rank horror of Horus' betrayal were yet to unfold, and both his motivations and the murderous depths of his ambition remained unclear, while the Imperium believed wholeheartedly that it had the upper hand both in matériel strength and capacity to act. There were those among the Loyalists still utterly baffled by what could have triggered the Warmaster's perfidy, and in the private councils of those who knew of the matter —which was still far from common knowledge— as the punishment fleet was sent to bring the traitors to justice, talk of mental breakdown or megalomaniacal insanity on Horus' part, or even the cancerous control of some hideous alien form such as the Khrave or the Enslavers was common speculation as to the cause of this sudden treachery. Regardless of this confusion as to its genesis, the judgement of the Imperium was to be swift and savage in its execution, and Horus' rebellion, swaying as it had four Space Marine Legions to his cause, was judged more dangerous than any that had gone before it during the Great Crusade (and indeed there had been several such), but it was also generally thought that Horus would content himself with carving out an empire of his own as the Throne's rival. Although clearly a false assumption in hindsight, with this hypothesis in mind, the selection of Isstvan —a strategically significant system, seated at the confluence of several known stable Warp routes, but one also far distant from the seat of the Imperium's power— as a base for this treacherous domain made a certain sense. As did the wisdom of immediate attack before the Traitors' stronghold could be properly established.

For Ferrus Manus, the absence of the Traitor Legions' fleets in the Isstvan system was not so much a cause of suspicion as it was an opportunity that should not be wasted. Through the bungled attempt of Fulgrim and his Emperor's Children to sway Ferrus Manus to the Traitors' cause and the flight of the *Eisenstein* escaping the betrayal at Isstvan III, the Imperium had been made aware of the Warmaster's plot long before the arch-traitor had been ready, and to the grim mind of the master of the Iron Hands, it was an error for which the enemy would be made to pay. The time to strike was now, before the enemy fleet returned, and crush the rebellion with a single concerted attack. It was a judgement shared by many; they had caught the Traitors' preparations in disarray—the Warmaster's dispositions half-made and his defences incomplete. The enemy was vulnerable or so the Loyalists thought.

The eruption of so many powerful warships into real-space at such proximity was not something that could be concealed from those on the planet. What mattered would be the speed and fury at which their attack was pressed, and the Salamanders, Raven Guard and Iron Hands were each determined to meet those demands with emphatic force, while on the planet below, a savage foe greater than they had ever known —their own kindred— awaited them with equal resolve. In a measure of minutes, swords would be drawn on sworn brothers in earnest, and blood spilled not simply within the Legions that had turned their coats, but by entire Space Marine Legions on others of their kind unto destruction. The cataclysm would be unleashed, and the war of the Horus Heresy would truly begin.

++Ultima Dominatus++

++Tributis: Kar Duniash++

++Astropathic Conduit:
Epsilon Infernus++

++Cartographica Stellar:
Pending++

++Compliance: 994.M30++

Roll of Honour:
Legiones Astartes
Raven Guard

Therion Cohort

Legio Victorum

Legio Adamantus

Honours:
Redarth Valley

Status:
Heeding Error...

ZZ409...

QW90-3

+Heeding Error...+

+Heeding Error...+

++ Isstvan VI:
Gas giant++
+ Primary satellite host to pre-Compliance outpost, 34 minor satellites pending survey+

++ Isstvan I:
Pre-Compliance human mining outpost++
+ Tithe exempt+

++ Isstvan II:
Gas giant++
+ Primary satellite host to lower order autochthonic anomalies+

++ Isstvan VII:
Xenos structures detected++
+ Surface survey pending+

++ Isstvan Asteroid Range:
Remnants of planetary cataclysm++
+ Cross Ref: Extinct autoctchon xenos/ruins on Isstvan I and V. Some evidence of pre-Compliance outcast activity+

++ Isstvan Extremis:
Augury network nexus++
+ Silenced prior to Isstvan
III Atrocity+

++ Isstvan III
Mortis Terribelum++
+ Wreckage field in orbit+
+ Status Unknown+
++ Ad *Temperesta* auger mission
in progress++

++ Isstvan V:
Target Prioris++
+ Legiones Astartes Execution
fleet inbound+
+ Status Unknown+
++ Ad *Temperesta* auger mission
in progress++

++ Isstvan IV:
Secondary system augury
node++
+ Therion Fleet auxillia,
tracking lock terminated+

++ Isstvan VIII:
Dwarf planet.++
+ Host to pre-Compliance
outcast elements.
Suppression operation
pending+

+The Isstvan System+

++012.006.M31++

+++Revolutionibis Orbium Coelestium Isstvania+++

Isstvan V

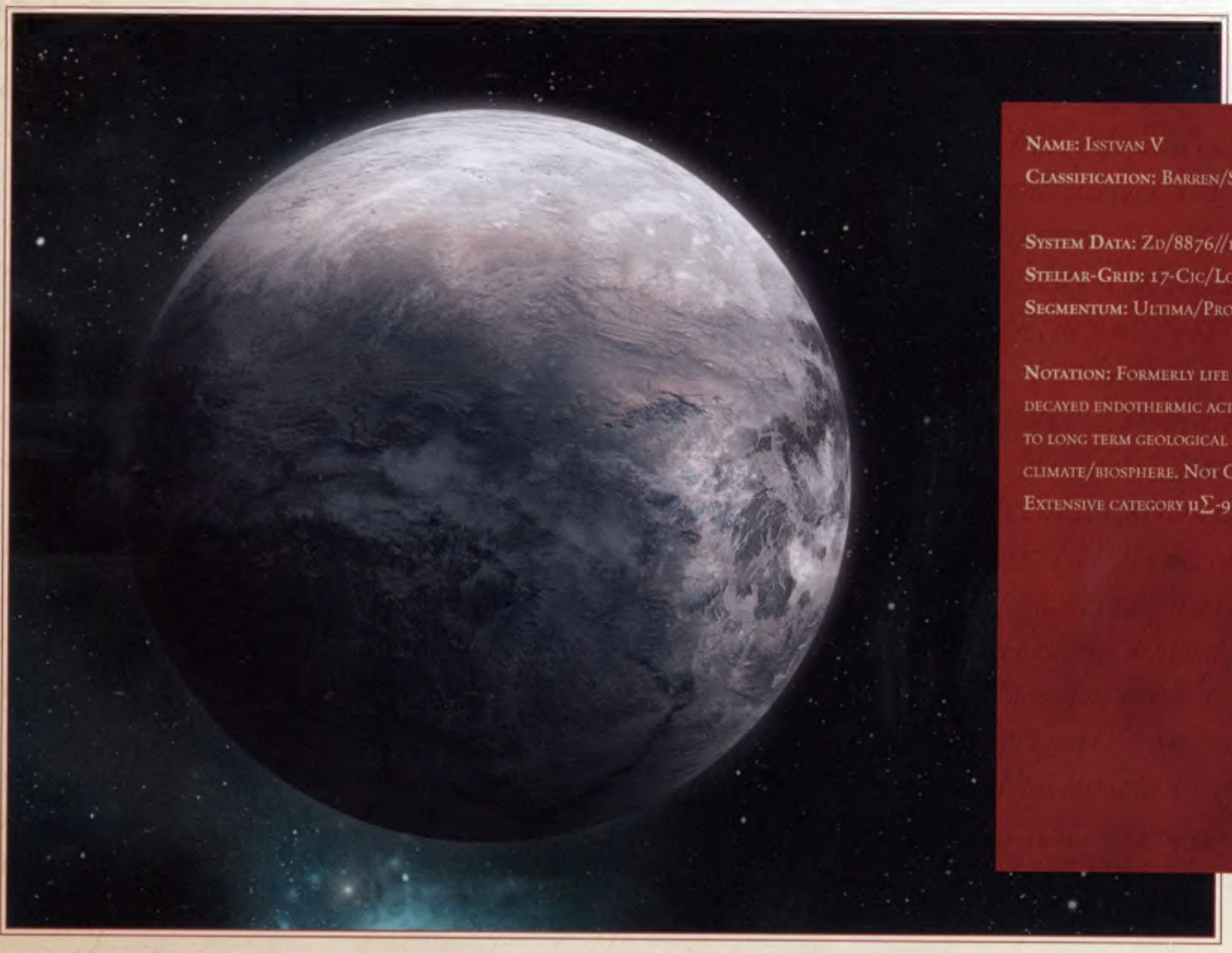
The Isstvan system was unusual in having several different worlds within tolerable ranges of human life, as well as several autochthonic species of life with similar genetic origin, leading the Magos Biologis of the Mechanicum to classify it as being the likely subject of past terraforming in the age before the coming of Mankind. At the time of the Great Crusade reaching the system, the third planet was the site of a thriving indigenous human population which had taken root during the Age of Strife, overbuilding a long-dead xenos civilisation of an unknown nature.

Rendered barren many millennia ago after a long period of tectonic instability and volcanism, Isstvan V still showed signs of original xeno-sentient occupation, particularly in the fragmentary remains of continent-spanning road networks, shattered dam-like structures over long-dried out watercourses and prominently, certain remnant macro-fortifications. These blind and empty shells were devoid of any maker's marks or the evidence of the advanced technology which had undoubtedly been used to produce them, but the molecularly-dense artificial stone of their construction remained as a testament to the power and arts of their long-dead creators. These towers and redoubts stood silent vigil on a cold world empty of life save lower orders of hardy flora, and a post-volcanic landscape made up of hulking, irregular mountain ranges, broken deserts of black sand, weather-beaten moorland and a few sour, land-locked seas of sulphurous water.

The Plan of Attack

The decision for immediate and all-out attack upon the Traitor positions on the planet was taken by Ferrus Manus. As senior battle-leader among his fellow Primarchs in the first wave, the darkly aggrieved master of the Iron Hands would brook no delay. Some surviving reports make note of the Iron Hands Primarch overriding Vulkan's counsel of caution to await the bulk of the Loyalists before mounting the attack, and taking Corax's own misgivings and taciturn silence once challenged for agreement, but regardless it is certain that Ferrus Manus had swiftly drawn plans for immediate invasion before ever arriving at the Isstvan system; his warlike intelligence formulating a hundred possible scenarios of attack and defence already, then refining them further as the data from the *Ad Temperesta's* intelligence had been received. The Raven Guard infiltrator's reconnaissance had been thorough, identifying the vast majority of the Traitors' activity planet-side as being confined to an area identified by Imperial cartographers as the Urgall region, comprising a wide volcanic plateau, breached by a rapidly reducing valley known as the Urgall Depression. At the head of this depression, where it intersected the plateau, lay a jagged range of rocky hills and ravines, and here the half-ruined structures of a vast fortress network of ancient pre-human origin had been registered by Imperial cartographers decades before. It was these antediluvian ruins the long-range auguries of the Raven Guard vessel identified as the locus of Traitor activity, with fresh bastions and defence lines raised by the Traitors, using the eroded alien battlements as their foundations, and its long-empty keeps as their strongholds.

With the vast bulk of the volcanic plateau rearing up behind it, and a treacherous spread of tangled gorges, cliffs and ravines to either side, the fortification was a formidable defensive position. The only major route of approach and ground attack to the fortress was the expanse of the Urgall Depression before it; a rocky, pitted wasteland of black



Name: Isstvan V
Classification: Barren/Sub-Life Sustaining

System Data: Zd/8876//kh/Σ
Stellar-Grid: 17-Cic/Lc-26
Segmentum: Ultima/Proximal

Notation: Formerly life sustaining, decayed endothermic activity leading to long term geological degradation of climate/biosphere. Not Colonised. Extensive category μΣ-9 Xenos ruins.



volcanic sand and meagre scrub perhaps twenty kilometres wide at its greatest extent, and scattered with mesas of broken stone and defiles of pumice and basalt. This natural defence had been further augmented with a network of trench works and strongpoints whose extent could not be readily determined from orbit. Elsewhere in the region, other smaller outposts had been identified, while at the rearward extent of the Urgall Plateau, some thirty kilometres away from the main fortification line, within the cavernous bounds of a particularly deep, high-sided gorge, several shielded reactor signatures had been faintly detected which were judged by the Mechanicum augur-savants to be the hidden sign of battle-Titans, slumbering in aid of concealment.

Incursion

Planetfall: Minus 7 hours Terran Sidereal

By preordained astropathic signal, the forces of two mighty battlefleets of the Legiones Astartes, the Raven Guard and the Salamanders, ripped themselves out of the Warp on approach to Isstvan V in near unison; a feat of the Navigators' art seldom equalled, and at their head was the *Ferrum*, the battleship of Ferrus Manus and his Iron Hands Legion elite. The Space Marine armada transited as close as they deemed possible to the planet on converging attack vectors, and immediately burned full thrust towards the Traitor stronghold.

In response came a storm of signals and blazing power signatures from the planet below as the Traitors awoke themselves to war, their early warning systems reacting in sudden alarm to the massive incursion. Orbital missiles rose up to firing position from concealed mobile launchers on Isstvan V's desert plains, streaking skyward on columns of fire, while defence squadrons were hurriedly scrambled. Against a raiding squadron or even an avenging battle group come across the Traitors for an attack of opportunity, this out-lashing of firepower might have prevailed or at least forestalled a ground assault, but against the combined might of two Legiones Astartes fleets, plus the *Ferrum* as vanguard, it was all but useless and was swept aside without a single loss to the attackers.

Through the impotent barrage, the Loyalist warships hurtled onwards, towards the planet's upper atmosphere, the ornate and savage aspect of the bronze-chased and emerald reptilian-armoured hulls of the Salamanders vessels contrasting with the sable black of the Raven Guard's own ships, darker than the void through which they flew, and at their head, the pitiless barbed iron spike of the *Ferrum*, descending like a spear hurled from the hand of a wrathful god. This would be no mere bombardment from orbit, no impersonal razing of a world from the cold blackness of space, but an invasion, a scouring. The foe would be met head on, blade-to-blade, the Traitors' blood spilled and punishment dealt face-to-face; only by this would the stain of treachery be expunged. Honour demanded confrontation, as did surety; for Rogal Dorn had ordered the Emperor's wayward sons dead for their crimes and nothing more than their broken bodies would suffice as evidence of the deed.

In the Space Marines warships' wake came the Legions' retainer vessels, their engines straining to keep pace: Imperial Army troop transporters, macro-haulers filled with war engines and ordnance, fleet escorts, Mechanicum war barques and a single blood-red Ark-Titanicus of the Legio Atarus, the latter having rendezvoused with their fleet only days before. Rarely, even at the height of the Great Crusade's conquests, had such a powerful force been gathered to attack a single geographic target, but greater force was yet to be unleashed, as the armada's Empyreal-registers were already plotting the approach of the four other expected Legion fleets of the taskforce, no more than a few hours away.



Part II: The First Wave

"The hero has for his tomb the galaxy entire."

From the *Memoriam Handbook of the Imperial Army*
By the hand of the Iterator Kha'rhy Rakal

Planetfall: Zero Hours Terran Sidereal

The fury unleashed from orbit was enough to rip open Isstvan V's atmosphere like the skin of an over-ripe fruit. A dozen battle barges and grand cruisers spoke as one and smote the planet. The skies above the Urgall fortress-line became a sea of fire and phosphorescent lightning as the hammer blows of lance-strikes and cluster-warheads rained down against a score of crackling void shields and thundered against faltering power fields raised over the defences. These barriers of arcane-science, as impossibly resilient as they were, were not infallible, and here and there they shuddered and failed, while the ground between their patchwork coverage suffered the attack unprotected. The earth heaved, the sands trembled and rock and mountain around the fire-zone cracked and shattered. But unbeknownst to the attackers, in the days that preceded their attack, the Dark Mechanicum who now served the Warmaster, in concert with the vile Fulgrim, had worked a near-miracle of defensive construction in the brief span allowed them, and the majority of the Traitor forces sheltered behind shielded curtain walls or dug in deep below the resilient volcanic bedrock. Elsewhere, however, the enemy fared worse. Out on the desert plains, the Traitors' mobile defence launchers, struggling to re-arm or redeploy were obliterated at a sweep, their fiery demise sending great mushroom clouds of dust into the air, while several outlying outposts and sub-fortresses, marked for death during the *Ad Temperesta's* silent vigil were overwhelmed and crushed, their defences far the lesser than that of the Urgall fortress-line.

Though it failed to break open the enemy's defences at the fortress-line, the orbital strike served its foremost purpose; it occupied the foe and prevented them countering what happened next. Hard on the heels of the macro-shells and energy blasts lashing down on Isstvan V came the Space Marines. First descended hundreds of drop pods and assault rams, falling like steel rain upon the world, with the *Ferrum's* own deadly cargo the first to fall. In this first onslaught came Ferrus Manus himself, hungry for the blood of those who had betrayed their father. Half-blinded and shaken by the orbital barrage and the storm of static and radiation flares it had left in its wake, the Traitors' air defences were slow to react and badly impaired, but such was the storm of incoming assault units that those that did manage to fire skyward could not fail in many cases to find their mark, and fresh explosions bloomed in the stratosphere, the streaking comet-like trails of incinerating debris marking the deaths of warriors who would never reach the black sands of Isstvan V alive. But such was the relentlessness of this first strike wave and the precision and timing with which it had been executed, that for every drop pod or landing claw smashed in the descent, a dozen or more made planet fall intact, spilling their Space Marine cargo into the teeth of the outermost Traitor defence lines.

The Gorgon's precisely calculated attack patterns had brought them to the very edge of the shielding overlays of the fortress, and well forward of the projected killing ground so carefully crafted in the foothills of the depression by the Traitors. Even as the skies screamed with the weight of falling metal and the earth shook with a hundred crash-landing impacts, the killing began; the Traitor Legiones Astartes rising up from their trenches and bunkers only to find the wrathful enemy already among them. The battle was joined at close quarters, a fight as savage and pitiless as any the Great Crusade had seen, brother against brother, superhuman against superhuman, without quarter given or asked. Bolters thundered at point blank range, splintering ceramite, chainblades howled, their teeth spraying sparks from armour plates or biting deep at suit seams and neck joints, unleashing fountains of blood. In moments it was obvious that this would be no battle like any fought before by the Legiones Astartes; for although markedly different in temperament and tradition, each Legion was the broad equal of the others in terms of arms and ability. Yet even in these opening minutes, hundreds died and in the bloody quagmire of hacking brutality that followed, the Loyalists' first assault numbers and wargear counted for little, and victory went only to the most savage and those favoured by fortune.

The vanguard's shock assault had done its work and in the minutes that followed, the Loyalist force took advantage of the respite it had gained, as more and more drop pods, landers and gunships came down, deploying the bulk of the Raven Guard and Salamanders Legions' forces to the field, unleashing tens of thousands of Space Marines to the Urgall Depression in combat order. Quickly forming up to press the attack, the Loyalist Legions advanced to the fight through the forest of already empty drop pods between them and the front line, their heavy armour and ordnance already waiting in the skies above to deploy in their vacated dropsite.



++RAVEN GUARD LEGION++
+VANGUARD DROP ZONE+

++IRON HANDS LEGION++
+VANGUARD DROP ZONE+

++SALAMANDERS ++
+VANGUARD DROP ZONE+

KEY

SONS OF HORUS
DEATH GUARD
LEGIO MORTIS
NIGHT LORDS
IRON WARRIORS
RAVEN GUARD
SALAMANDERS
LOYAL IMPERIAL ARMY
EMPEROR'S CHILDREN
WORLD EATERS
TRAITOR IMPERIAL ARMY
WORD BEARERS
ALPHA LEGION
IRON HANDS
LEGIO ATARUS


++RAVEN GUARD LEGION++
+PRIMARY DROP ZONE+
++LOYALIST IMPERIAL ARMY++
+PRIMARY DROP ZONE+
++LOYALIST IMPERIAL ARMY++
+PRIMARY DROP ZONE+
++IRON HANDS LEGION++
+PRIMARY DROP ZONE+
++FIREBRANDS DEMI-LEGIO++
+VANGUARD DROP ZONE+
++LOYALIST IMPERIAL ARMY++
+PRIMARY DROP ZONE+
++SALAMANDERS LEGION++
+PRIMARY DROP ZONE+
+URGALL DEPRESSION+
++INITIAL ASSAULT PHASE++
++ORBITAL PICT-CAPTURE/CIRCA 566.006.M31++

Planetfall: Plus 0.7 Hours Terran Sidereal

In less than an hour, both sides, Traitor and Loyalist, had fully engaged with the enemy and murderous force was being brought to bear in equal measure. The Loyalist attack formations had succeeded in forming up according to Ferrus Manus' pre-battle plan. Facing them, the recently augmented walls of the fortress-line were studded with dozens of cannon emplacements and firing ports, thudd gun nests and heavy weapon batteries, while concealed in dugouts and revetments, Traitor super-heavy tanks added their own firepower to the murderous onslaught which greeted the Loyalists. Further to this, Imperial Army troops, loyal to their Warmaster were mercilessly used as human shields and bullet-soaks, driven out of the fortifications by the hundreds and onto the Loyalists' guns, where they died screaming to volleys of bolter fire or were blasted to hot ash by volkite rays, the coin of their lives spent quickly and to little gain.

Attacking northwards towards the fortress-line, the Loyalists' left flank was taken by the massed forces of the Salamanders Legion. Here the topography of the battleground offered the most even approach to the fortress, but here the highest concentration of zig-zagging slip-trenches and redoubts had been constructed to deny such an approach. These defences were guarded in turn by hundreds of the bitterly tenacious Death Guard, and the Salamanders were forced to fight for each blood-soaked inch of ground.



With their Primarch Vulkan at their head, the Salamanders turned trench after trench into a river of fire before them, only to have the Death Guard answer with tainted flames of their own. Above this warzone loomed a far more terrible threat, however; the colossal black bulk of the *Dies Irae*, an Imperator class Titan of the Legio Mortis, and one of the most powerful war machines ever wrought by the hand of Man. Flanked by escorting Warhound scout Titans, its apocalyptically powerful armament vastly out-powered and out-ranged anything else on the battlefield, and it consumed hundreds of Loyalist Legionaries with each blast of its weaponry, and threatened even the landing zones, blasting apart Stormbirds and Thunderhawks with contemptuous ease as they swooped low to disgorge their cargo.

To the right flank was a maze of broken rock piles, jutting mesas and sudden deadfalls more than four kilometres wide which several companies of the Sons of Horus had picked for their own killing ground and further fortified with aegis lines, razor wire snares and prefabricated bastions. Knowing full well their skill in manoeuvre and fluid warfare, it was to this flank that Ferrus Manus' plan had committed the bulk of the Raven Guard, and in this quarter the battle took on a life of its own, becoming a fractured anarchy of hit and run combats between the darting, shadow-strikes of the Raven Guard and the sudden fury and vicious pack-tactics of the Sons of Horus. Over the tangle of canyons and killing grounds, Corax and his assault companies swept in on jets of fire, decapitating and dismembering swathes of the enemy as a raptor strikes from on high, but the sons of the arch-traitor fought on with bitter arrogance, ever deadly in counter-attack.



In the centre of the line, where the enemy fire was at its most furious, indefatigable and roaring his defiance was Ferrus Manus. The Gorgon led a grinding wedge of Terminators from the Avernii Clan, numbering a thousand strong at the commencement of the attack, whilst around him rallied the vanguard survivors and six maniples of Iron Hands Legion battle-automata, who were brought up to reinforce his advance. The Primarch crushed and killed with his bare silver hands, ripping apart the foe with inhuman, cold rage against which even the Legiones Astartes could not stand. Where the Gorgon struck the enemy, warriors of the Sons of Horus and the Emperor's Children alike broke before him. As the wrathful Primarch pressed on, his dark-iron clad Legionaries followed relentlessly with him through an unceasing hail of shellfire as if they were men who had set their faces against a storm, gunning down or crushing anything that came within range.

Closer to the fortress-line the enemy resistance stiffened, and in the shadow of the Traitors' guns, the Iron Hands first encountered Legionaries of the Emperor's Children over whom a shocking and nightmarish change had been wrought. Their once perfect panoply of war was now defaced and degraded, human skins hung about them like carnival decorations, and upon their own flesh they had visited terrible mutilations and they howled ecstatically even as they were blown to pieces or cut down. Among them were other Emperor's Children, each bearing strange sonic weapons whose discordant notes were able to rend the ground and split the air, and kill even those protected by the inviolate armour of a Terminator suit. But even these strange and terrible foes could not

"The assault zone landing was hell, hell like nothing I'd seen before. Nothing like anything any of us had seen before, I suspect. Legion fighting Legion for the first time, our enemy was ourselves at our worst. Our own sins come to claim us.

My squad were one of those granted the honour of being part of the Raven Guard contingent of the first wave of the assault, the vanguard. Our drop was to be led by Ferrus Manus himself and our target was the defence lines right at the foot of the fortification line, any closer and we'd have smashed into their void shields. We had one task—to storm the line, occupy the enemy while the main drop came in behind us then fall back; focus their attention on us, focus their guns. It was not a mission with a high chance of survival, but we volunteered —we all did— so that Lord Corax himself had to draw lots, to see which of us would fight in the vanguard, and which would deploy with the bulk of the Legion.

I had fought in perhaps thirty-three drop assaults into hostile zones before, but nothing like this; neither the Orks at Belfagor nor the Terocrati dissidents at Lux Majoris, the worst I'd seen, matched the fury that met us, it was like dropping into a wall of shellfire even with the orbital suppression going in ahead of us. I don't know how many drop pods were smashed out of the sky before they could land, and without the Deathstorms we wouldn't have made it out the crash zone alive.

My Talon's pod had been knocked off course by flak and we came down hard, crashed half-buried into the side wall of a trench redoubt and we were taking fire before the doors blasted clear. We came out firing full auto into a hailstorm of bolts and in seconds we were right amongst them; Emperor's Children, but not as I'd remembered them. They'd changed, twisted. Their armour was smeared with soot and dried blood, and some had necklaces of bones and trophies like tribal head-hunters. They screamed at us, laughed even as we smashed through them, you could even hear it above the roar of gunfire —the laughter— amped through their helms somehow, it sounded wrong… insane.

It was just killing then, survival; there was no room for manoeuvre, no room for tactics. Their armour was as good as ours, our weapons matched, it was bloody attrition, no advantage, no quarter, no respite, only dying. We were out of shells inside of minutes, then it was scavenge from the dead if you could and keep fighting.

My Talon smashed through; five fallen, five still fighting. We survivors made for the flak guns we had sighted from orbit —safe under the shields, but not from the ground, not from us— nothing mattered but that, but time was against us, we had stirred up the hornets' nest. Meltaguns at point blank, krak charges; we hit three sentry guns, took out the couplings for an Icarus battery, but that was all, they were on us, boiling up out of the bunkers, welling up from tunnels in the trenches. Hundreds of them, thousands, they were waiting for us. Imperial Army… once, half-mad, Legionaries in with them, Sons of Horus I think, driving them on with whips like slavers.

I called the fall back, my sergeant was dead, and I was next in the chain of command. Strike and fade had been our orders, our Legion's way. The sky was black with drop ships and landers – we had done what we could for them. The horde came on after us like a tide. My Talon was in sight of the Iron Hands assault spearhead when the Traitors' cannon fodder caught us and swamped us.

I was drowning in bodies, smashing left and right with my fists, crushing skulls, splintering bones, but there were so many, so damned many. My armour was failing, the joints were jammed up with gore and shrapnel, one of them jammed a stubber right against my faceplate, fired and my autosenses blacked out. They were weighing me down, a hundred fists battering at me, blades scraping, looking for a way in.

Then came the fire. It was the Avernii, the Iron Hands Avernii burned them, burned them from our backs. The fire washed over me and I felt it burn me in a hundred places where my armour had been breached, but I endured it, the humans did not. The ashes of their bodies caked me like dried mud, casing me in. They cracked and broke apart like driftwood as I stood up, I will never forget that sound. I hear it in my dreams.

My armour was fatally compromised, I had to detach the power unit and get back to the lines for resupply. That's how I survived; after I re-armed I fought with the rear-guard to defend the drop zone and won clear with Lord Corax. No-one lived who stormed the fortress-line near the end. I alone had survived of my Talon, I was the last.

My armour's chronograph readout had fused in the Avernii's flamer fire. I only noticed afterwards. Seven minutes. All that I told you happened in seven minutes, so much death in that short span, and so much more was to come."

Excerpt from the Sworn Testimony of Jaquos Zanak,
Veteran Legionary, 5th Strike Talon, 19th Battle Company, Raven Guard Legion,
assigned to the Vanguard assault on Isstvan V.



make the Iron Hands relent, and still they came on, although fewer in number with each passing minute.

Nor was the relentless forward motion of Ferrus Manus and his warriors in vain. In the space of the ground the Primarch had bloodily bought, and behind the Iron Hands, the massed Legion armour of the second landing was forming up and beginning to press forward to aid the attack, sending wave after wave of whirlwind rockets and basilisk shells over the heads of the Loyalists to pound the fortress-line itself, picking up the slack even as the supporting orbital bombardment from high above waned for risk of striking their own side now. Further gains for the Loyalist attack were made when a spearhead formation formed of thirty Salamanders Legion Land Raiders and Spartans convened and concentrated their lascannon fire, snaring the *Dies Irae* in a web of searing light. Such was the ferocity of this hurricane of energy that the mighty Imperator Titan was forced to partly withdraw into the shadow of the alien keep while its void shields recharged, its hull armour glowing ember red, and leaving one of its Warhound escorts a burning ruin behind it.

Soon after, the last of the Loyalist Imperial Army heavy landers descended, and entire fresh armoured companies of Malcador and Baneblade tanks roared forth, some adding to the weight of fire against the fortress-line, others breaking away to attack secondary targets dug in along the ridge walls of the Urgall Depression's boundary cliffs. The thunder and concussion of so much ordnance unleashed in so confined a space shook the earth and sent up great gouts of black sand as if propelled by a wind storm. Such was the mind-shattering tumult, that scores of human auxiliaries, hardened even as they were by the wars of the Great Crusade, simply fell to their knees paralysed in terror, or became crazed and had to be shot down by their overseers, lest they endanger their comrades.

Slowly, inexorably, the Traitor line began to bow dangerously backward.

Planetfall: Plus 1.3 Hours Terran Sidereal

As if sensing the dangerous momentum the Loyalists were gaining, the Traitor forces surged to counter-assault, and the Traitor Primarchs took to the field. Sallying out from the fortress, Angron, blood-hungry and roaring like a beast of a lost and terrible age led a charge which split the Loyalist line apart like a hammer-driven wedge, pushing between the Iron Hands in the centre and the Raven Guard on the right flank and forcing them apart, before turning on the Raven Guard with his World Eaters in great slaughter, unleashing gore splattered Terminators with great power axes chained in their hands to rampage freely through the tangle of ravens, caring not who they killed, friend or foe. On the left flank great clouds of poisonous fog swept across the trenches, dissolving flesh through the slightest breach in power armour, and by the choked-screams elicited by such ugly deaths was the Reaper Mortarion heralded.

With arcing sweeps of his scythe, the Primarch of the Death Guard cut through the Salamanders in his path and not even the stalwart Firedrakes could stop his bleak progress, although by their martial skill and sacrifice his tally of slaughter was held in check. Even as the Loyalist attack stalled, more Traitor troops appeared; Sons of Horus elite, Reavers and Justaerin Terminators, led by the feared Abaddon, counter-charged across the battle lands with unremitting savagery, while more Traitor heavy support squads appeared to ring the outer hills of the depression, setting up relentless crossfires, only to be met by strike wings of Javelin attack speeders and Storm Eagle gunships, or blasted from their cover by the annihilating rays of volkite carronades as Salamanders Legion Glaive super-heavy tanks took up guarding positions on the flanks of the advancing Loyalist forces. Gunships, freed of their cargo of Legionaries and war machines, undertook desperate and near-suicidal attack runs, sweeping low through the storm of fire, weapons blazing in the hopes of turning the tide of battle, many to end torn from the sky like burning meteors.

Planetfall: Plus 1.6 Hours Terran Sidereal

With the battle lines a vast bloody impasse of carnage and shell-storm, the fleet auxiliaries at last deployed to the dropsite now cleared of Legion drop ships; units of the Imperial Army, heavy infantry regiments, artillery companies and super-heavy tank detachments poured forth, but so confined was the space they entered now —the ground between the dropsite and the front lines had become a log jam of burning wreckage and broken bodies— their press was such that no enemy shell or missile that found its way to them could fail to do harm. It was at this moment of confusion and discord among the Loyalist rear echelon that a hidden signal was sent and concealed bunkers and redoubts opened up in the black sands beneath the Loyalists' feet, and Death Guard and World Eater suicide squads emerged from hiding to wreak havoc. Where they found Legionaries waiting for them, or the grinding tread of heavy armoured vehicles, the Traitor ambushers' bloodshed was curtailed or at least contained, but where these terror troops broke out amid the ranks of the Imperial Army, there was nothing but murderous slaughter. Mere humans, no matter how well trained or well equipped, proving as helpless as children before ravening wolves.

Stalemate

Planetfall: Plus 2.2 Hours Terran Sidereal

Where one side lost ground in one place, it gained it in another, and the battle lines shifted again and again, with no advantage pressed home on either side in the wake of such utter destruction wrought by both. The black sands ran red with blood. Tens of thousands of Space Marines had died in little over two hours of battle; a cataclysm never before seen in open conflict, and tens of thousands more fought on, brutalised and injured.

In many places on the battlefield, fresh supplies could not reach the fighting thanks to the press of battle and the relentless shelling and counter-shelling. In such areas chainblades had been shattered, grenades long exhausted and bolters had run dry. For both sides the armaments of the dead were scrabbled for in the blood and dirt so that the killing could continue, or they simply smashed and grappled at each other with gauntleted hands, or pounded on their foes with empty weapons no more now than twisted metal clubs. Neither side was willing to give ground, death was everywhere. The battle raged on.

As the slaughter at the fortress-line continued unabated, at the rearmost part of the Urgall Depression a vast crimson bulk had slowly descended, anti-aircraft fire stitching blackened scorches across its cylindrical armoured sides. It was a battle-maniple of the Legio Atarus, the Firebrands Titan Legion in their macro-lander, and their arrival had been warranted by the heat bloom-signatures of others of their kind advancing through the billowing dust storm from the desert plain. The Legio Mortis were approaching also, and at their colossal striding feet raced scores of Predator tanks and outrider and jetbike squadrons drawn from the Sons of Horus and World Eaters Legions. The auguries showed the Legio Atarus was outnumbered and outclassed; two Reavers and three Warhounds of the Firebrands against a Warlord, two Reavers and a Nightgaunt as battle Titans and two Warhound scout Titans in support for the Death's Heads. To match the mass of rapidly moving Legion armour and fast attack units ranged against them, they had only a single covenant of allied Legio Cybernetica, and a squadron of supporting Mechanicum armour. The cold calculations of the Mechanicum put the probability estimates of survival at less than 13% in their coded vox communications to the Gorgon, who approved their decision to directly attack the enemy, rather than receive them in defence and be overrun.

For the Legio Atarus, the chance to attack their erstwhile brethren of the Legio Mortis was not merely the desire of those who had stayed loyal to punish the Traitor, but the culmination of a long-simmering grudge that had its roots decades before this day. So it was that with righteous anger that the Titans of the Firebrands sounded their great sirens and charged into battle against their foe, and in doing so became the first Loyalist Titan Legion to draw blade against a Traitor Legio in the war of the Horus Heresy. The battle that followed was brief but brutal, with the Legio Atarus attacking at full pelt into the mass of the foe, determined to inflict as much damage as possible rather than fight for tactical advantage or indeed, their own survival. In this they succeeded in destroying the Legio Mortis Warlord Titan *Breath of Thunder*, with Princeps Marakaru's own Reaver *Red Naga* dealing the coup de grâce to the Traitor battle Titan with its power fist, before its own reactor core was breached by vengeful fire from the Legio Mortis, resulting in the immolation of the *Red Naga* and dozens of enemy tanks in the ensuing explosion.

At the cost of their own complete destruction, the Legio Atarus counter-attack effectively neutralized the secondary Legio Mortis contingent. The former forcing its survivors to retreat with heavy damage and play no further part in the battle. The delayed and badly mauled Traitor Legion flanking force was then systematically destroyed by the Iron Hands subjugator group which, having been unable to push its way to the front owing to the press of wreckage and





vehicles, had redeployed under Ferrus Manus' orders to defend the dropsite from attack. The Iron Hands armoured company made short work of the attackers, trapped as they were between the guns of the dropsite's defenders and the raging atomic firestorm of Titan-death on the desert plain behind them. The last few Traitor jetbikes, reeling from the Iron Hands onslaught, attempted to find cover amid the burning Titan-wreckage, but were dragged to the ground and ripped apart by the last fire-wreathed battle-automata of the Legio Atarus, implacable in their wrath and faithful beyond their masters' deaths.

Respite

Planetfall: Plus 2.8 Hours Terran Sidereal

By the close of the third hour of battle, sheer weight of attrition had begun to force the two warring sides apart. The casualties on both sides were appalling, perhaps as high as 40% by some mid-battle estimates, and with the Loyalist heavy guns now unlimbered and unleashing a steady torrent of fire, even the likes of Mortarion and Angron had been forced back from open assault. Likewise, the Salamanders and Raven Guard had begun to pull back from the line to re-form and rearm, having expended their supplies in the ferocity of the battle. Only Ferrus Manus and the remains of his Iron Hands would not withdraw, would not give up an inch of the ground he and his Legion had bled for.

The scale of the slaughter was unimaginable and tactics had been rendered meaningless; power enough to conquer whole star systems had been unleashed in a space no more than twenty kilometres in breadth, and all was shattered wreckage, debris and bloody ruin in its wake. But, what had it achieved? Yes, the Loyalists had forced their landing zone and rent great gashes in the Traitor defence lines, they had driven the enemy from the surrounding hills and staved off a flanking attack by the Legio Mortis, but they had not achieved their strategic aims. The fortress-line still held, the enemy was still dug-in and their guns had not been silenced.

Stranger shapes too were taking their places now among the Traitor lines; hulking, darkly shrouded war machines of unknown origin, crook-backed figures in rags and tatters and power-armoured warriors garbed in the colours of the Traitor Legions, but whose spiked and studded war plate, decked out in bloody trophies was as alien as any foe of the Great Crusade. The battle hung on a knife edge of slaughter, for each warrior there knew that death awaited him, uncaring and certain, for here demi-gods walked like exterminating angels and the fury of all the bloody arts of humanity were unleashed. All knew, as unimaginable as the carnage had already been, worse was likely yet to come before the end.

And then they came…


KEY
SONS OF HORUS
DEATH GUARD
LEGIO MORTIS
NIGHT LORDS
IRON WARRIORS
RAVEN GUARD
SALAMANDERS
LOYAL IMPERIAL ARMY
EMPEROR'S CHILDREN
WORLD EATERS
TRAITOR IMPERIAL ARMY
WORD BEARERS
ALPHA LEGION
IRON HANDS
LEGIO ATARUS


+Urgall Depression+
++Traitor Encirclement and Assault++
++Orbital Pict-capture/Circa 567.006.M31++



Part III: Massacre

"Alone, a Legionary is a formidable foe as far beyond a man as the wolf is beyond the sheep. Together, bound by ties of unshakeable loyalty, a Legion is a force that can extinguish the stars and shake the very heavens."

Lorgar Aurelian,
Primarch of the Word Bearers

Planetfall: Plus 3.4 Hours Terran Sidereal
Again the sky darkened as hundreds of orbital landers, Thunderhawks, Stormbirds and Deathclaws descended through the tortured air on plumes of fire. Shimmering, aqueous blue, sombre midnight, granite grey, deep crimson and burnished steel; the aerial armada bore the markings of the promised Iron Warriors, Night Lords, Word Bearers and the Alpha Legion. The power of these four, who had already writ their own fearsome martial legends across the annals of the Great Crusade, would prove the doom of one faction and the salvation of the other, and the cruelty of that truth would in mere minutes be proved.

With the speed and deft precision of which only the Legiones Astartes are capable, the newcomers deployed swiftly, sending detachments forward and the bulk of their Legions to create a second dropsite south of the first. With these dispositions the Alpha Legion, as it seemed, went to reinforce the left flank and the Word Bearers the right, while the Night Lords split and encircled the perimeter of the war zone and the Iron Warriors made landfall directly behind the rearmost Imperial Army positions at the edge of the plain, and immediately began to deploy armoured bastions and defence lines, binding their own customised landers and siege vehicles into an impregnable fortification with frightening speed.
This second, suddenly appearing fortress of sheeted armour plates, now stared down the range at the larger, smoke-shrouded hulk of the Urgall fortress-line, bracketing the Loyalists between them. Spreading away and behind this, as if wary of closing with the newly birthed steel monstrosity, fresh waves of the new Legions arrived, creating tertiary dropsites of their own and forming up for battle.

It is held by some sources that, upon the arrival of the four fresh Legions, Corax, the usually taciturn Primarch of the Raven Guard, was the first to call for a withdrawal for those fighting in favour of the newcomers to take the lead. His Legion had suffered severely in the battle, as had all the combatants, and he had no desire to waste further lives in pointless attrition, where stronger forces, yet un-bloodied might take to the fore. Vulkan of the Salamanders was also in favour of consolidation, his Legion having seen some of the most relentless and savage fighting against the Death Guard. The dark weapons of the XIV[th] Legion had inflicted a great many casualties and almost all of Vulkan's warriors were counted among the fighting wounded, their munitions all but spent.

Ferrus Manus, however, would have none of it. Retreat was to him unthinkable, and heedless to the fact, an enclave of Loyalists had formed around him, and his Iron Hands were now becoming dangerously separated from the Loyalist lines by the tide of battle. He ordered his own forces not merely to hold ground but to press on, even as Corax ordered his Legion to fall back to the dropsite to make room for the newcomers, and Vulkan and his Salamanders slowly and deliberately began to do the same. There are unconfirmed reports that what so provoked the Gorgon's ire and moved him against better reason at this final juncture was the sight of Fulgrim, Primarch of the Emperor's Children, among the foe. Once friend, now most hated enemy, at the sight of the taunting Fulgrim, Ferrus Manus' rage had overflowed, and he broke from his own ranks in order to duel with his fellow Primarch, seeking to slay the Phoenician and in doing so have his revenge, no matter the cost. Reports by the few who were to survive what was to follow tell of the two god-like figures trading shattering blows atop a mound of the dead and dying, Fulgrim's mocking laughter echoing with impossible clarity through the din of sundering battle. Of what followed little can be said for certain save that at this moment, just as the Traitors' cause seemed lost, a single great flare went up from the black keep of the Warmaster, its brilliance bathing the battlefield in a pulsing, bloody glow. The trap was sprung, the cruellest of blows fell.

Planetfall: Plus 3.9 Hours Terran Sidereal

Since that dark day there has been claim and counter-claim as to the exact course of the events that followed, of which Traitor unmasked their purpose first, or where the first perfidious blade struck, but accounts of the few Loyalist survivors from the planet's surface concur that members of the Raven Guard came within close enough distance of the Word Bearers to recognise and hail some of them by name before the slaughter began. One and all, the newly arrived four Legions swore their loyalty to the enemy and cast down their allegiance to the Throne of Terra, declaring their treachery with the thunderous voice of a hundred thousand guns. The carnage was immediate and total.

At point blank range the unsuspecting Legionaries of the Salamanders and the Raven Guard were cut down by the hundred by those they thought their brothers. Battered tanks and Dreadnoughts that had weathered the storm of three hours of the most hellish combat the Legiones Astartes had ever seen were caught in a blizzard of missile and lascannon fire from those they expected to be allies, their explosive pyres igniting in droves up and down the Loyalist battle line. Night Lords gunships raked across the sky, raining down phosphex and cluster munitions, screaming raptors following in their wake, and without warning the Alpha Legion were in among the hastily set-up apothecarion stations of the rear echelon, murdering with ruthless efficiency, while their fast-moving armour and mechanised squads encircled the Salamanders before slicing into them with a surgeon's precision. From behind the steel-clad emplacements of the Iron Warriors, the vaunted artillery of the IV[th] Legion spoke, their deadly Scorpios pattern Whirlwinds and Minotaur siege guns laying waste to the stunned Imperial Army battalions and ravaging the first wave's landing zones, while their Cerberus and Typhon tanks advanced to rip apart the Imperial Army's super-heavy tanks at close-quarters.

Ferrus Manus fell, slain by the arch-traitor Fulgrim, as from the ancient and broken fortress-line a great howl of triumph went up, and again the Warmaster's dogs of war took to the field; berserk Angron and Mortarion, the spectre of death, led forth their Legions once more to the bloodshed to take their fill, and at last Horus himself came from his dark keep, leading his warriors to crush the battered remnants of the dead Primarch's Avernii Clan warriors underfoot. *Dies Irae*, towering above all, its deafening war-sirens bellowing a death knell for the Loyalists came on once more, its great cannon zeroing in against the tanks that had wounded it before, sending them to oblivion.

Betrayed, outnumbered and entrapped, for the Loyalists on Isstvan V there was no hope of salvation or victory. Thousands had fallen in the opening seconds of the massacre, but yet thousands remained, and in the hearts of the surviving Salamanders, Raven Guard and Iron Hands, outraged hatred roared into savage life. Spitting defiance to the last they fought on; unto the last bolt shell and the last drop of blood, they fought like the legendary heroes of old and they did not falter, but this was no longer a battle, it was extermination. Where once had been ordered assault there was now unrestrained butchery, a swirling melee in which bodies were torn, dismembered, defiled, and the traitors fell upon those who remained like frenzied beasts, as if to the laughter of thirsting gods.

Amid the ranks of the Word Bearers, a crimson-armoured vanguard devolved into terrifying, nightmare creatures as it tore through the Loyalists, the taint of the Warp upon them, while the World Eaters rampaged and cared not who they killed, and any who stood before them, ally or enemy, became meat for their harvest of taken heads.

As if to scorn the task of such butcher's work, the Iron Warriors too seemed to care not who fell before their guns, their shells falling indiscriminately so as to ensure their primary targets were destroyed, the relentless thunder of their advancing Steel Havocs scything down lines of fleeing Imperial armsmen. A hail of plasma fire from the advancing Predator Executioner squadrons of the Word Bearers exploded like miniature suns amid Raven Guard drop ships, and a granite grey horde of storming Legionaries followed in their wake, and heedless of the open ground and casualties the faltering Loyalist fire inflicted, their shining Primarch, Lorgar at their head, they crashed through the drop ships and overran the Raven Guard dropzone like a destroying tide. It was here that Corax, driven to despair and madness by what had befallen his Legion found Lorgar Aurelian, scattering the broken bodies of Word Bearers in his wake.

Here, after a savage exchange of blows too fast for a mortal eye to follow, Lorgar fell bleeding to the black sands which had already drank so much blood. It was only by the unlikely intervention of Konrad Curze, Primarch of the Night Lords, that Lorgar survived and the half-crazed Corax was driven off, his fate as then unknown. As for Vulkan, he and his Salamanders had at last been driven together to fight a desperate, final stand and were perhaps the last to fall,

encircled by a thousand foes and engulfed in a cataclysm of firepower. The Alpha Legion were the first to fall back from the slaughter, their deed done, their objectives claimed. After, it is said, the Sons of the Hydra withdrew in whispered order, and in perfect stillness watched the last act of murderous despoil unfold as the guns of the Iron Warriors at last fell silent and the rest took their fill of trophy taking, dark ritual and madness unfettered.

On the black sands of Isstvan V more than 200,000 Space Marines lay dead, a Primarch had been slain and two others were missing, presumed dead, their Legions all but wiped out. With them died the Emperor's iron dream of human dominion of the stars.

Aftermath

As crushing as the Traitor victory at the Dropsite Massacre had been, it quickly became apparent that it was not total. A number of small groups of survivors had managed to break out of the encircling trap as soon as it became clear that all was lost, either managing to escape via gunship in the chaos or slip away into the crags and shifting volcanic sands and dust storms of the desert plains; an escape aided in part by the bloodlust of some of the Traitors, and the eagerness to pick over the spoils of battle by others, and the distrust and indeed, in some cases, contempt the renegade Legions seemed to hold for each other, even then.

In the skies above Isstvan V, the war fleets of the Loyalists had also been betrayed and assaulted and here, although overmatched, the battle had not been such a one-sided affair as the Traitors would have liked. The Loyalist vessels fully void shielded and on battle alert as befitted them in a war zone, were quick to respond in kind once the initial assault had been weathered, with many of their number damaged, but far from destroyed by the sudden attack of their supposed allies. The resulting void battle had lasted for many more hours than the carnage on the ground, and some Loyalist warships had fought on stubbornly, refusing to abandon their Legion planet-side to whatever dark fate had befallen them and paid the ultimate price for their loyalty. Others, badly damaged, were either driven off, or realising the futility of the overwhelming odds they faced as the fleets of the first Traitor Legions re-appeared succeeded in escaping the system, the hounds of the enemy at their heels and bitter vengeance in their hearts.

The Battle of Isstvan V was over; the treacherous Warmaster was its victor. The whirlwind of galactic war had been sown, and the dark gods would reap the years of terror and bloodshed that would follow.

The Death of Ferrus Manus

The Primarch of the Iron Hands Legion was the first to die by violence as a casualty of the Horus Heresy; a loss made more tragic by the fact that it was the hand of a one-time brother and friend that dealt the blow. Since that dark day on Isstvan V, there have been a great many rumours and legends that have grown up around this fateful death, masked as it is by the anarchy and destruction loosed on the battlefield and by the lies of the enemy, whose murderous counter-assault enveloped the Primarch and his bodyguard at the end. As such, concrete facts about the Gorgon's death are difficult to sift from the half-truths, suppositions and outright falsehood that are the natural progeny of all truly great events. What truth can be threaded from this web of fictions is thus: that Ferrus Manus fought relentlessly in the vanguard of the initial drop assault on Isstvan V against the Urgall fortress-line; that he and his Avernii Clan warriors bore the brunt of the Traitor counter-attack from the centre and did not waver, and that the godlike martial power of the Iron Hands Primarch himself was perhaps the greatest factor in this. The Gorgon was strength personified and his armour inviolable it seemed, moreover his fury was unmatched and terrible to behold. It is this last factor that is worthy of particular note; long before Isstvan V, the savage choler that lurked beneath the Primarch's clenched will was widely known, but before now his cold reason had proved its ultimate master. This was not so at the Dropsite Massacre, the betrayal of his friend and brother Fulgrim in retrospect can be seen to have clouded his judgement and drowned good sense in wrath. So it was that when all but overwhelmed by counter-assault and the betrayal of the Loyalist second wave, it seems to have been the direct appearance of Fulgrim on the battlefield, goading the Iron Hands Primarch, that doomed Ferrus Manus, and those who stood with him, to their ends.

Though none that stood by the Gorgon in that bloody last stand survived, even the accounts that have surfaced from the lips of the enemy speak of the duel between the two Primarchs in hushed tones of fear and awe. By some accounts the lithe Fulgrim wielded the stolen hammer of Ferrus Manus, *Forgebreaker*, against him, and in others a hellish sword of strange aspect that laughed and howled as it cut the air, while Ferrus Manus fought with his own strange metal-impregnated hands whose grasp it was known could splinter armoured ceramite like thawing ice and against which the flesh and bone of even a superhuman Primarch could offer little defence. It is said that the duel between the two brothers was both bitter and bloody; the one lithe and lightning quick, striking with the murderous speed and precision of an attacking bird of prey while the other was an inhuman bulwark, a warrior of unbelievable physical strength—indefatigable, relentless and impervious to pain. The two traded blows like thunderbolts, the ground beneath them quaking, the air rent, while around them the warriors of their Legions bled and died. Each suffered wounds that would have killed the greatest of the Legiones Astartes a dozen times over before the end, and neither would yield though the world around them burned. In the end it was Fulgrim who dealt the death-blow to Ferrus Manus and laid the Primarch low. This much is known to history as certain as any other fact of that dreadful battle, but by some accounts this was only achieved by some perfidious trick, or —as many have since come to believe given what was to befall the accursed Primarch of the Emperor's Children later— by the intervention of the Ruinous Powers of the Warp.

Just as falsehoods and myths have grown up around the death of Ferrus Manus, so too have such myths persisted about the fate of his remains. While many believe that the head of the Primarch was presented to Horus by Fulgrim after he was slain, other tales claim that it and the rest of his remains were given as a gift to, or perhaps stolen by, agents of the Dark Mechanicum with the goal of creating their own fearful Legion of twisted Legiones Astartes from his genetic makeup. Others believe that at some later date his body was recovered in whole or in part by his sons of Medusa, while some scions of the Iron Hands quest for it still.

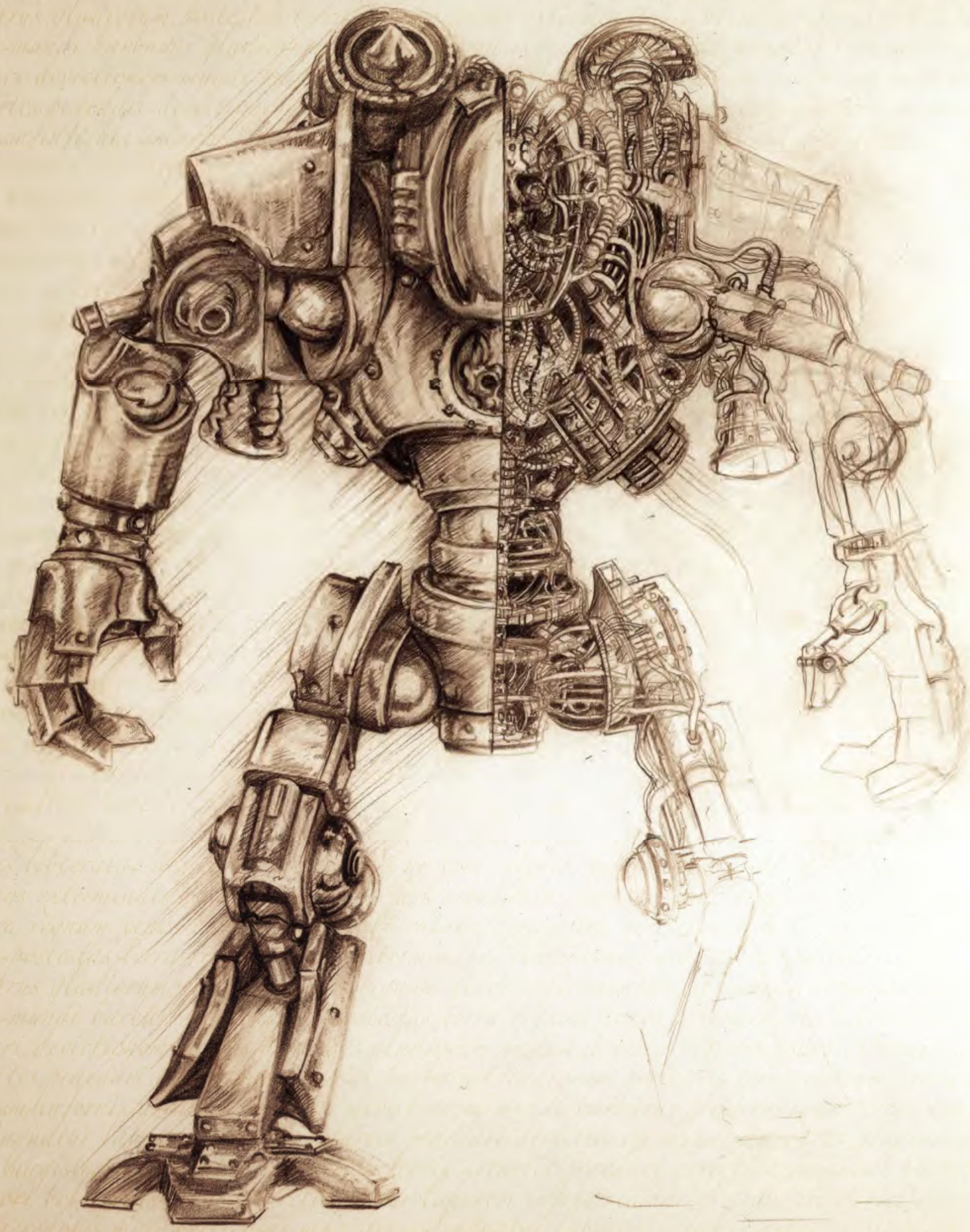
+++ Extract Interrogation Report 234//3581132045 +++
+++ Temporal Reference: 233//556//287//[redacted] +++
+++ Subject: Amyric Kel +++
+++ Rank: Techmarine Armiger +++
+++ Fealty: Legiones Astartes Word Bearers +++
+++ Disposition: Traitoris Perdita//Execution held in abeyance for duration of information retrieval process by order of [redacted] +++
+++ Interrogation Locale: [redacted] +++
+++ Interrogator: [redacted] +++
+++ Extraction Method: Extremis//Psychochemical//Corporal Mortification//Level XV +++
+++ Extract Notes: Extract refers to questioning of the condemned in reference to their account of participation in the 'Dropsite Massacre' of Isstvan V, note that subject is partially in dissociative state owing to effects of Information Retrieval processes +++

+++ Extract Begins +++
Interrogator: *What was your name and rank at the time of the Isstvan V incident?*
Condemned: *Incident, I don't know… know?*
Interrogator: *What has become commonly known as the 'Dropsite Massacre'? You have indicated previously that you were present? Is this not so?*
Condemned: *Yes, yes… I was there… we were all there… all, chosen but not chosen.*
Interrogator: *Explain?*
Condemned: *Vengeance, revelation, either or… the first, the last.*

+++ Ref: Administration of further psychochemical stimulus occurs +++
[Pause]
Interrogator: *Again. Explain your presence at the Dropsite Massacre?*
Condemned: *My chapter of the Legion, we were the Pale Monstrance then —before the change— we were assigned to the Isstvan operation taskforce, the turn of the blade, with our beloved Aurelian. We would bring death to the servants of the false god in the name of the tru… truth. Others were later chosen, chosen for Calth, for revenge, but I, I would fight in the black sand, strike the blow.*
Interrogator: *What was your assignment?*
Condemned: *Armoured command, our chapter was armoured command; we still wore the grey then, the granite grey of lies. Sicaran battle tank, newly issued, nameless then; its first blooding. Horus made sure those on his side had all the best toys… long, long before the first blood was spilled against the false one.*
Interrogator: *Tell me what you saw, what you did?*
Condemned: *You know what we did, we killed, we killed you, fools we kill—*

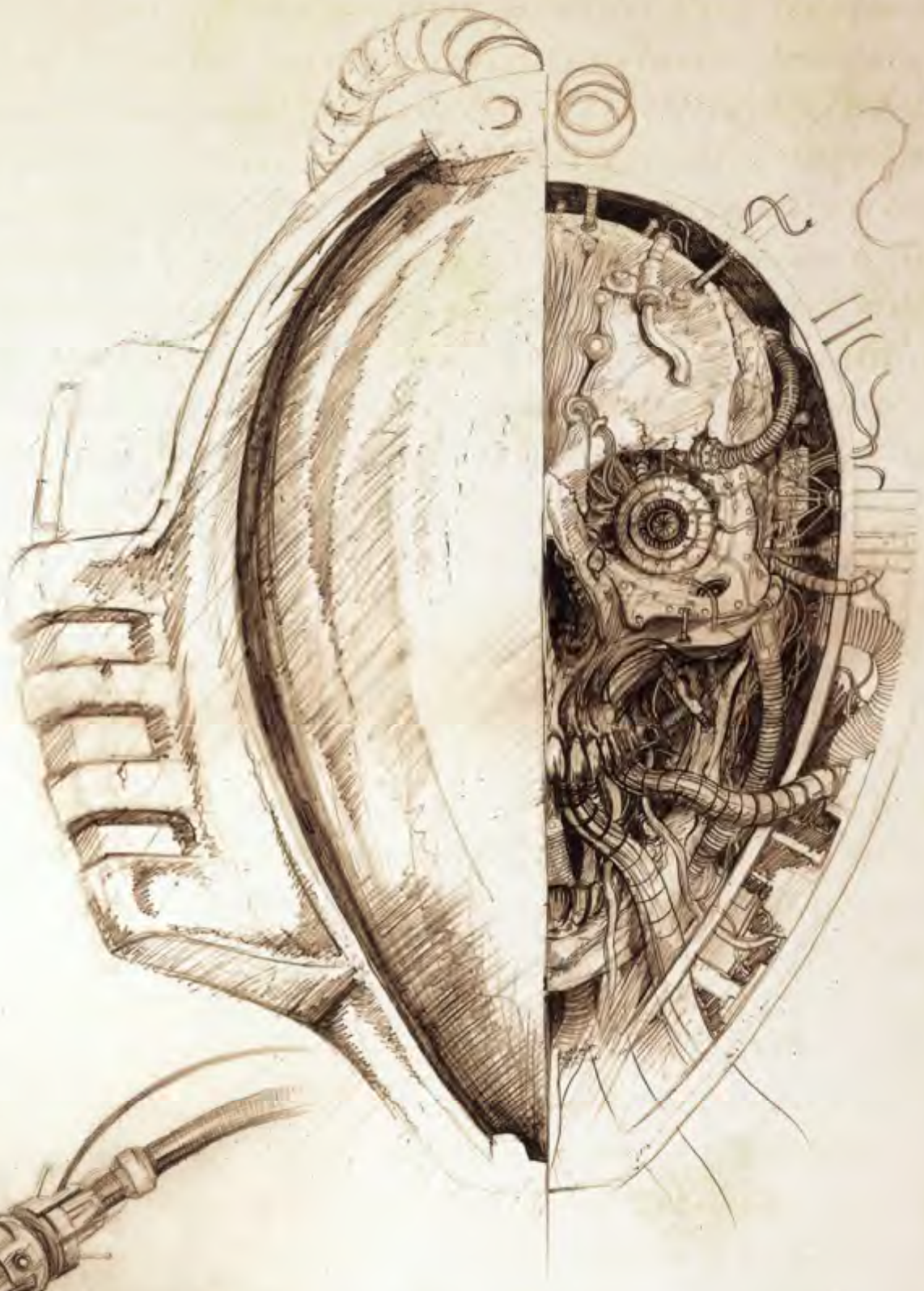
+++ Ref: Administration of Corporal Mortification Occurs, subject's tissue & nerve loss increases to 63% before questioning resumes +++
[Pause]
Interrogator: *Again?*
Condemned: *Damn you, what else is there? We came down by Stormbird, deployed right behind them as they fell back; they thought us friends, allies. Salamanders were the closest to where we were as we approached, a group bearing the injured, they'd managed to get a half-ripped open Rhino moving somehow as a makeshift carrier for their wounded. They were almost close enough to touch our hull when the signal went up, it burned like a great eye, an omen. I gave the order, I gave it with joy, do you understand? The accelerator cannon ripped through them like they were paper, it was point blank range we could not miss. I remember it clearly; it was if I could feel their shock, their horror, the betrayal… the impossibility of it, the purity, it was exquisite. We ground what was left of them beneath our tracks and went on, crushing, killing; there was nowhere for them to hide, to run, any who stood and fought were destroyed all the quicker, we were many and they were few. It was more than murder; you cannot understand… it was prayer.*
+++ Extract Ends +++

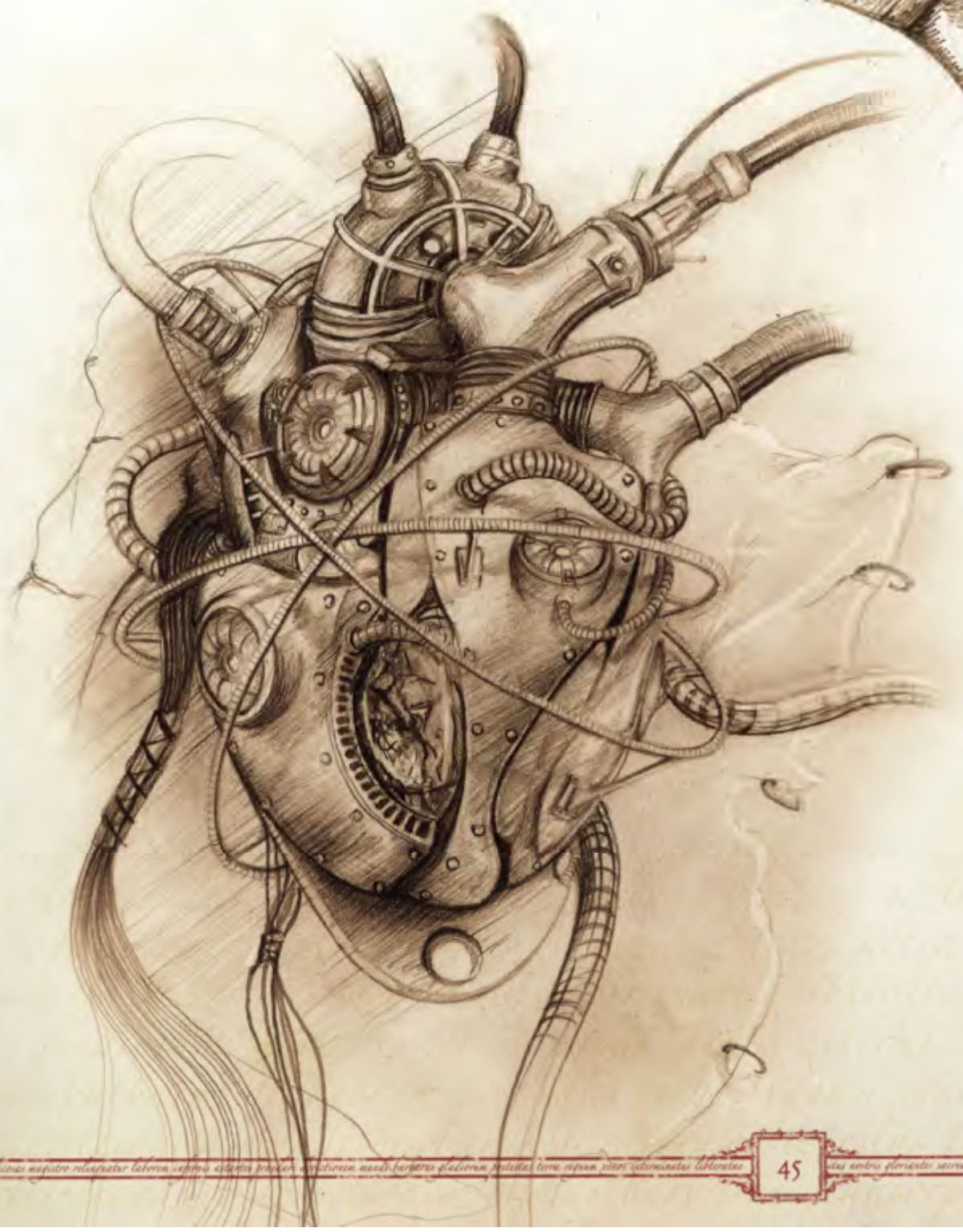
Mechanicum Thallax



The Thallax are specialised cybernetically augmented Mechanicum shock troops manufactured and principally used by the Ordo Reductor factions. Designed to operate in the most lethal and hazardous theatres of war, the design of the Thallax is arguably a bridging point between the more commonplace heavy combat servitors and the augmented human Skitarii of the Forge Legions.

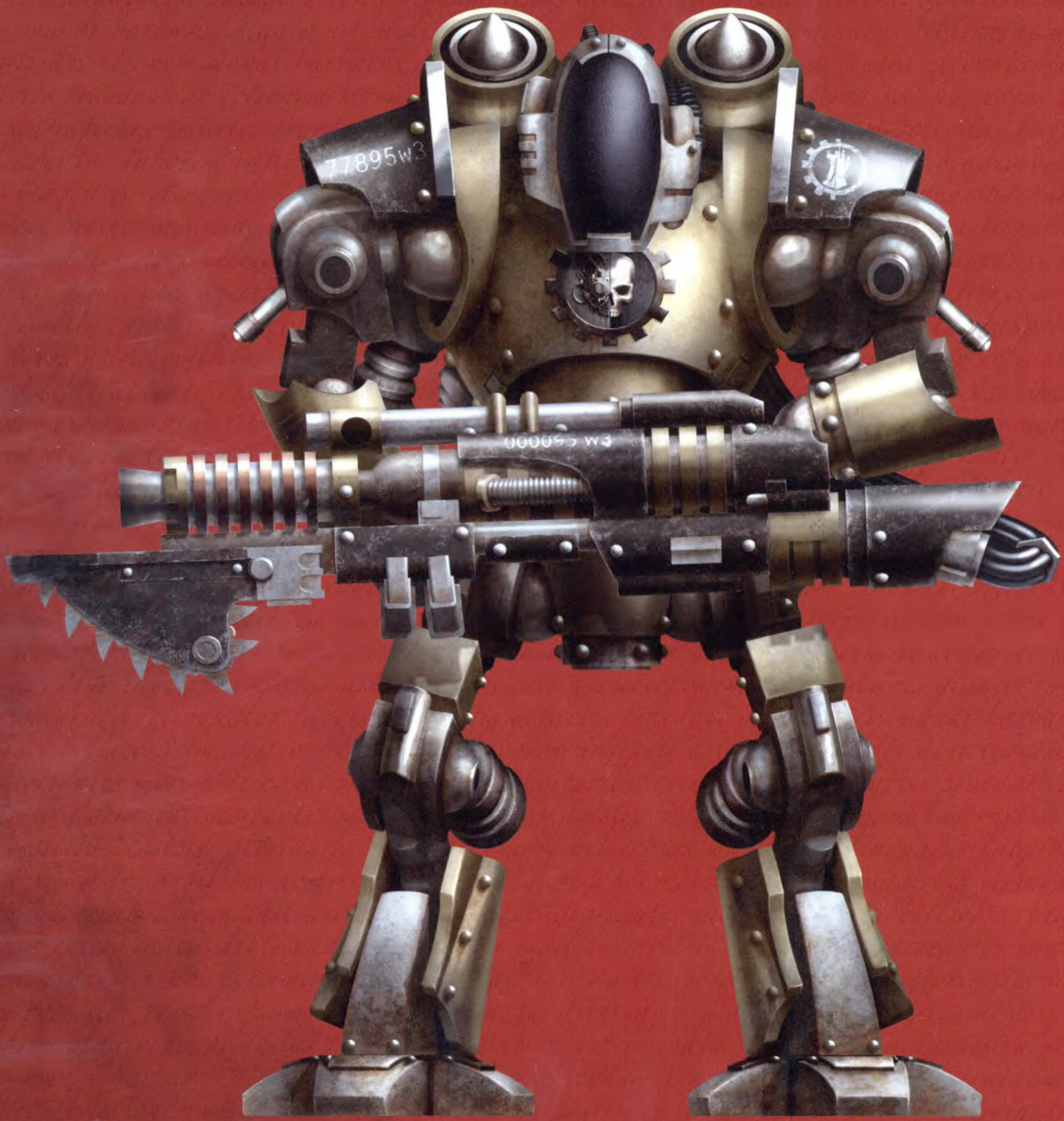
The particular augmentations undergone by one of the Thallax are both severe and extreme, retaining only the brain (and in many cases the skull and spinal column), the life-sustaining viscera and nervous system as the basis of the articulated and armoured robotic frame which encompasses it. Other principal features of the design include a high-energy compact reactor system (whose emanations could not be endured by a less augmented organic system), allowing for extremely potent portable weaponry to be utilised and arcane implanted sensory apparatus operating outside the usual realm of organic perception. The unfortunate side-effects of these systems on the living components, however, are continuous agony and psychotic breakdown; effects ameliorated by the surgical excision of some of the brain's emotional centres. The resulting machine-creature is capable of far greater tactical flexibility and independent action than a mere servitor, although terminal deterioration of the subject's psyche is certain over extended periods of time.





The armoured chassis and life support systems of the Lorica Thallax share many technological underpinnings and common components with early patterns of Legiones Astartes power armour , and are both extremely adaptable and highly durable. This provides great strength and durability for the Thallax on the battlefield and allowed for a beneficial degree of cross-supply between the Legions and the Ordo Reductor during the Great Crusade.

Ordo Reductor Heraldic Devices



Thallax Omicron-765: Lorica Thallax Lacrymal-XVII Pattern Encapsulation; Cohort Deployment with Clan Avernii of the Iron Hands Legion at the Dropsite Massacre.

The various arms, sects, cults and factions of the Mechanicum commonly display heraldry of a widely varying degree. To outsiders a great deal of the nuance, symbolism and application of these signifiers is lost, shrouded by the arcane doctrines and circles of the Cult of the Omnissiah's worship, but the broadest and most general interpretations are widely understood. In many such sects of the Mechanicum, the deep crimson livery most associated with the Machine Cult is in fact reserved most often for its sworn and initiated priesthood: the Magos, ordained enginseers, logisters, autosavants and so on, and by lessening degree their initiates and close retainers. The bulk of their soldiery, however, as well as their laymen servants are usually clad in darker hue, often of a livery associated with their Forge World or particular order, but marked always with the heraldic device of their masters.

Such is the common case with the Thallax. Where in service with the Ordo Reductor directly, it is common for the Thallax's armour and limbs to be over-plated with either burnished steel, polished bronze or, more rarely, gold or some environmentally protective coating. This is further adorned with colouration and iconography marked upon one or both pauldrons and/or more rarely the breastplate featuring the heraldry of their order of service, cohort designation, Forge Stamp and issue. Where the Ordo Reductor unit has been embedded for a time of service with a particular Space Marine Legion, Rogue Trader Militant, Titan Legion or Army Battlegroup, it is often customary to adopt in part the heraldry of that larger formation, and often for the Broken Tower emblem of the Ordo Reductor to be heraldically parted with the symbol of the principal affiliation, as shown with these examples.



Thallax Heraldry: Ordo Reductor/Iron Hands Legion; Sicronus-Septus Cohort



Thallax Heraldry: Ordo Reductor/Sons of Horus Legion, Steel Wolves Cohort



Thallax Heraldry: Ordo Reductor Phaeton Sigma-5-Osedax Cohort



Thallax Heraldry: Ordo Reductor/Word Bearers Legion, Gravis Logos-Nul Cohort



The Death Guard

Numeration: The XIV[th] Legion

Primogenitor: Mortarion the Reaper

Allegiance: Traitoris Perdita

+++ **Addendum [Dropsite Massacre]:** With the conclusion of the bitter fighting on Isstvan III, it is estimated Mortarion's Legion had been reduced by well over 25,000 casualties, counting both the stubborn Terran Loyalists, betrayed to their deaths in the ash-mantled ruins of Isstvan III, and Mortarion's sons of Barbarus whose lives had been spent to purchase their demise+++

+++ It is believed that protracted fighting during the Isstvan III betrayal had exacted a heavy toll on the Death Guard's armoured divisions, many of which had been amongst the suspected Loyalists within the Legion. Though it is believed many vehicles had been recovered from the planet, very little time had been available to render them fully battle worthy again. However, the fighting that was to occur during the Dropsite Massacre engagement was to suit the Legion well, with its strong emphasis and preference on attritional warfare and close order infantry tactics. Evidence suggests that a large core of Death Guard Legionaries deployed to one flank of the Urgall fortress-line, into a network of trenches, bunkers and slip-tunnels swiftly, but expertly, prepared or augmented by the Legion. This provided them both with deep protection from bombardment and hid their numbers+++

+++ During the action, the Death Guard made extensive use of surprise attacks from concealed positions, mines, alchemical weaponry and heavy sustained close-range fire, principally against the Salamanders Legion, and were met in resolve and fury by Vulkan's Legion, incurring massive casualties on both sides. **Addendum Ends**+++

Death Guard Deathshroud Terminator



1.

2.

Veteran Sergeant Khorak
Squad Khorak
Isstvan V Dropsite Massacre, counter-attack against Salamanders Assault

Squad Khorak had the privilege of serving as part of their Primarch's silent honour cohort and as such took part in numerous counter-attacks against the first wave of the Loyalist assault. The most bitterly fought of these were against the leading edge of the Salamanders Legion attack, where pure flame met noxious chem-cloud in a confrontation that left many of Death Guard, but many more of the Salamanders, slain.

Squad Khorak was ever at the forefront of the counter-attacks against the Salamanders, their grim Deathshroud power scythes rising and falling with relentless finality, each sweep harvesting the lives of yet more of the sons of Vulkan. At the height of the massacre, Squad Khorak fought beneath the gaze of their Primarch himself and were girded to redouble their bloody efforts and to redouble them again. In the face of such redoubtable power, not even the elite of the Legiones Astartes could stand.

Panoply of War

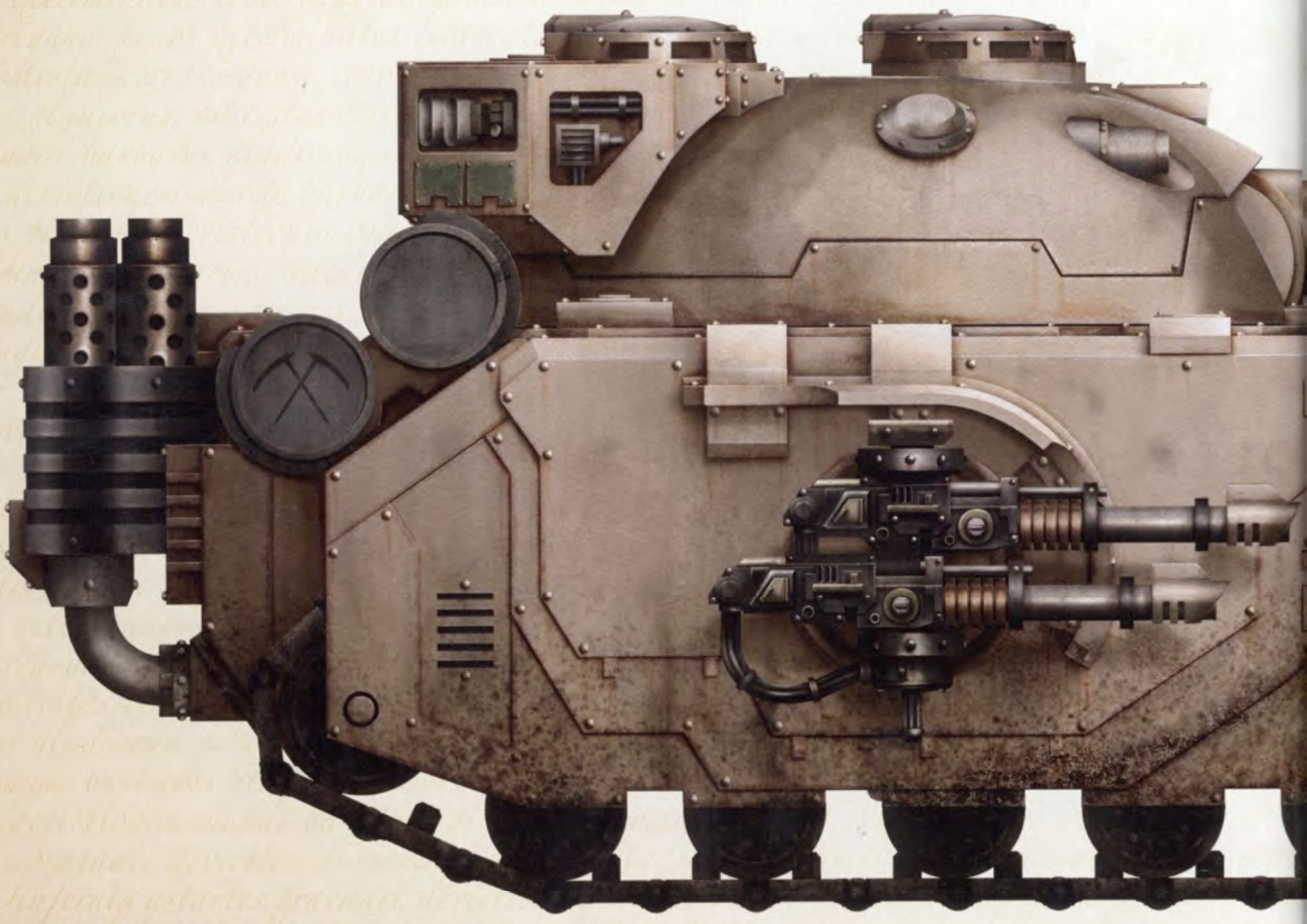
1. **Deathshroud power scythe.**

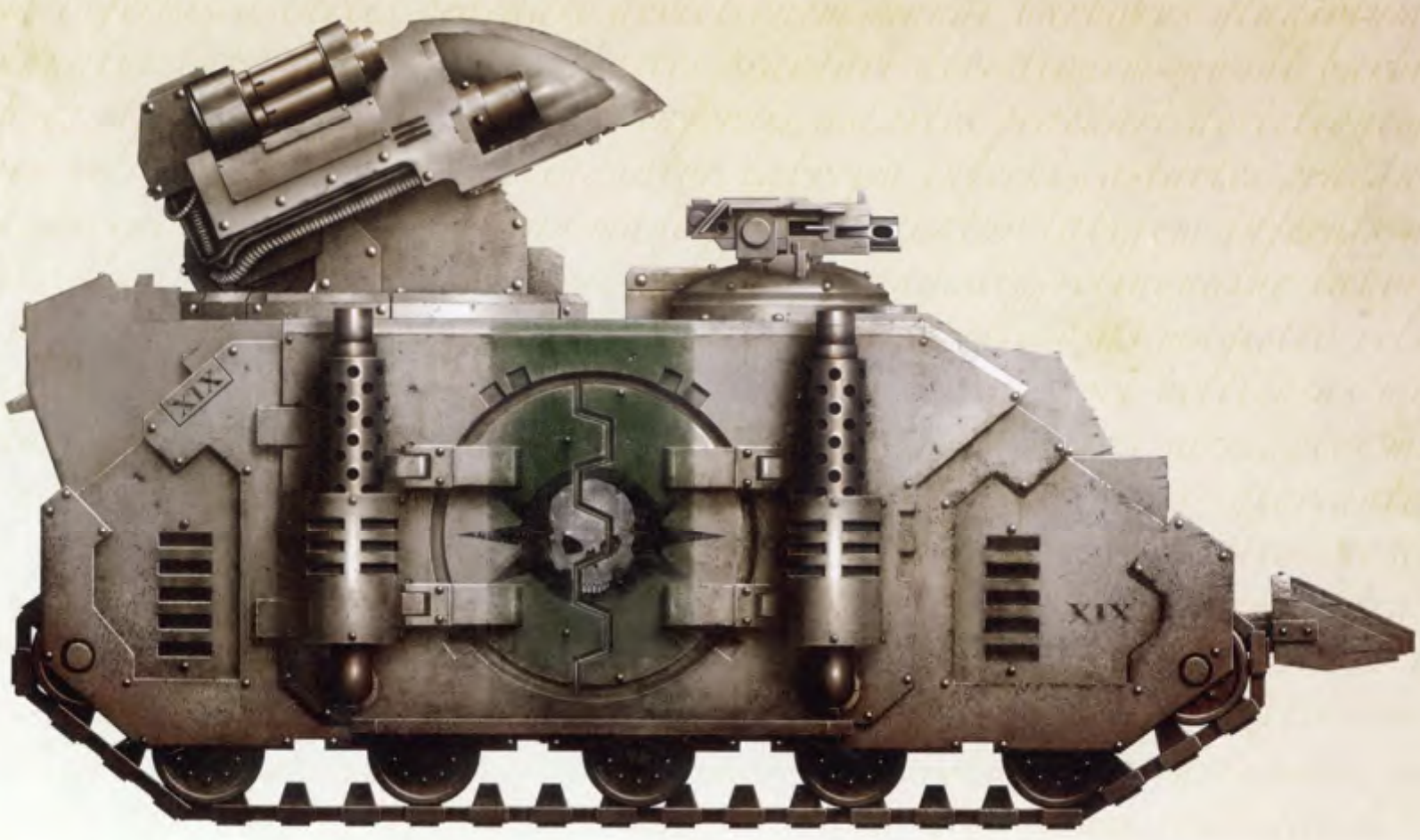
2. **Forearm-mounted hand flamer:** Modified by Legion armourers to project chem-munitions of unspecified nature.

War Machines of the Death Guard Legion

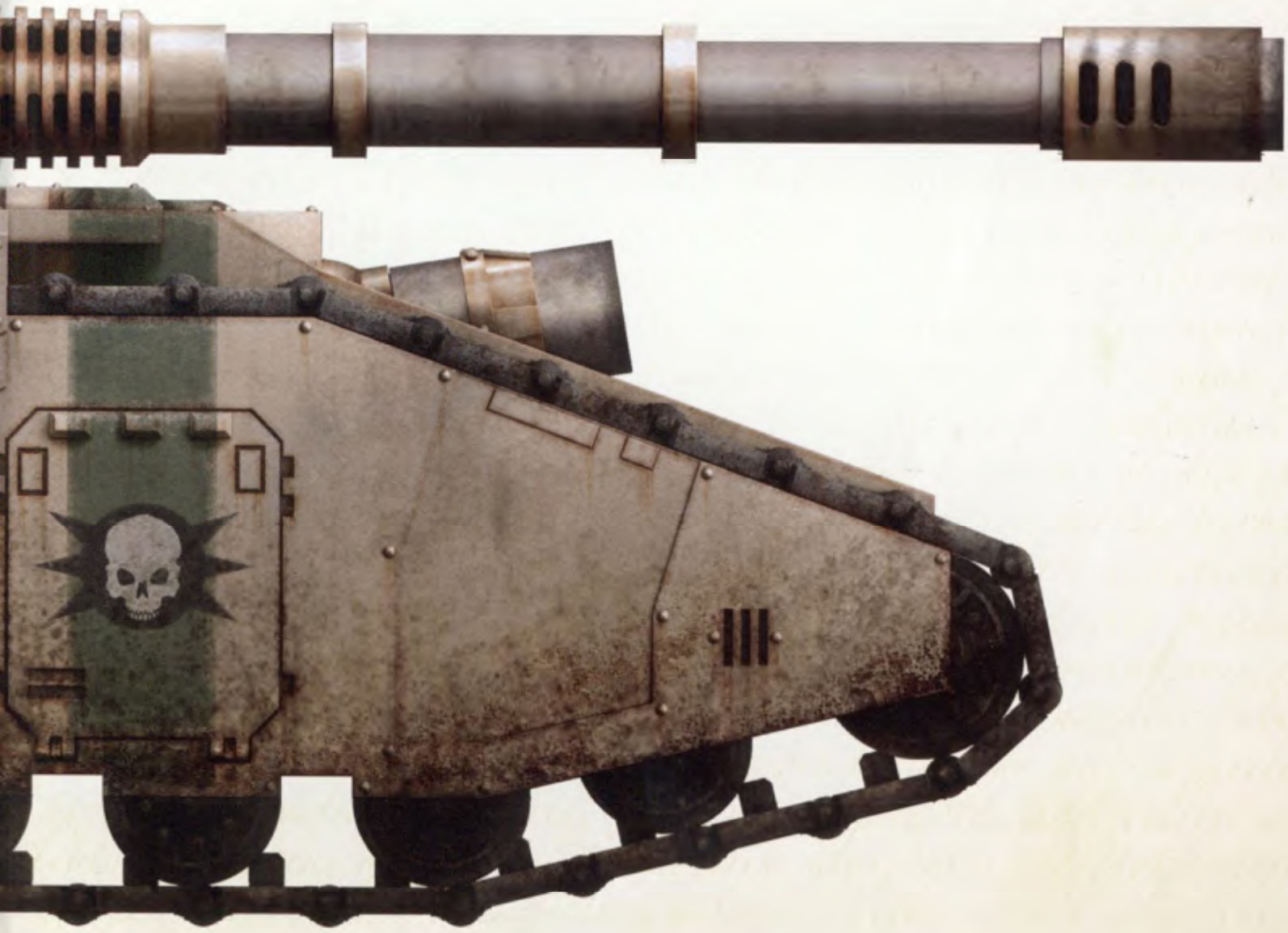
The Death Guard Legion deployed large numbers of armoured vehicles of all classes to Isstvan V. Fielded in support of their infantry as per the Legion's standard battle doctrines, these were believed to constitute the entire surviving armoured reserve of the Legion. Many of these tanks were either placed in tactical reserve positions deep within the ancient xenos structures of the Urgall Depression, or positioned in freshly constructed earthwork defences so as to gain protection from the Loyalist fleet's orbital bombardment.

The moment the Loyalists' preparatory bombardment lifted and the drop operation was underway, the Death Guard armoured reserve units initiated counter-fire before moving out from their shelters, engaging in wide sweeps and brutal thrusts against the Loyalists, cutting down infantry and blocking the Loyalist armoured advance as war erupted across the entire Urgall Depression. The Death Guard armoured forces remained engaged throughout the brutal three hour battle and suffered further heavy losses, severely degrading the Legion's capacity to wage armoured warfare.





Whirlwind Scorpius: The Scorpius' high explosive armament proved utterly deadly in the initial phases of the Dropsite Massacre, where every missile fired found a mark amongst the Loyalists so densely were the attackers deployed. This particular vehicle is recorded as having expended its entire ammunition reserve in less than seven minutes of commencement of hostilities, its crew later retrieving further stocks, first from other crippled Death Guard vehicles and, as the battle of attrition ground on, those of the enemy.



Legion Fellblade Super-heavy Tank 'Crakatavas': This vehicle took part in numerous armoured thrusts throughout the Isstvan V Dropsite Massacre, its crew claiming three enemy super-heavy kills, twelve battle tank kills and countless tertiary and infantry annihilations by the battle's end. This depiction illustrates its status in an early phase of the battle, before its right side sponson was destroyed by Raven Guard counter-fire.



The Emperor's Children

Numeration: The III[rd] Legion

Primogenitor: Fulgrim

Allegiance: Traitoris Perdita

+++ **Addendum [Dropsite Massacre]:** The Legion of Fulgrim the Illuminator begin the Battle of Isstvan V in a much depleted, albeit transformed, state. Much like the Phoenix of Terran myth, which had featured so heavily in the Legion's lore and heraldry, the Emperor's Children appear to have been reborn from the ashes of Isstvan III and were already in the process of becoming something as far removed from what they had once been as could be readily imagined at the time+++

+++ No reliable account exists of the fatalities suffered by the Legion during the excision of the Loyalist elements, but it is believed to have been proportionally very high. To make matters worse, Fulgrim had returned from his confrontation with Ferrus Manus, Primarch of the Iron Hands Legion, having failed to sway the Gorgon to side with the Warmaster, further provoking Horus' ire+++

+++ Evidence indicates that much of the preparations for the defence of the Urgall Depression fell to the Primarch of the Emperor's Children at the Warmaster's direct command, with the Emperor's Children themselves charged with manning the central outermost defence lines where the fighting would be at its fiercest during the initial Loyalist attack. Whether this was intended as a slight or punishment is a matter of conjecture, but regardless, the cunning, speed and skill that were invested into what must have been a breakneck series of preparations to raise up the ruins of the ancient fortress was formidable. When the Loyalists came to attack, they were met not just with fortified xenos ruins, but cunningly interwoven fields of fire, lethal kill zones, interlocking trench works, hidden approaches and all manner of ruse de guerre as deadly as any encountered during the Great Crusade. As for the Legion who manned those defences, though a brief time had passed since the Battle at Isstvan III, already many had succumbed to marked psychological changes, stigmata and deliberate mutilation, foreshadowing what was to come. **Addendum Ends+++**

Emperor's Children Legion Terminator

Veteran-Tesserarius Narvo Quin
Squad Zhamar, Company V,
Battalion II, VII[th] Millennial
Isstvan V Dropsite Massacre,
Kesh Rift Salient

Veteran-Tesserarius Quin was a warrior known in the surviving records of his Legion for his ambition as much as for his skill-at-arms. He proved his loyalty to his Primarch in the aftermath of the Isstvan III Atrocity, during which he is recorded to have tallied at least two dozen notable kills.

Quin fell in battle to the massed charge of the Iron Hands Avernii Clan, led by their mighty Primarch Ferrus Manus. He and his squad were obliterated by the Iron Hands attack, with Quin himself believed slain by First Captain Gabriel Santar in personal combat.

Panoply of War

1. **Artificer-wrought power axe (pattern unknown).** Forged to Quin's personal requirements. The axe's shattered remains were later discovered lying near Quin's remains.

2. **Tigrus pattern combi-bolter.**





1.

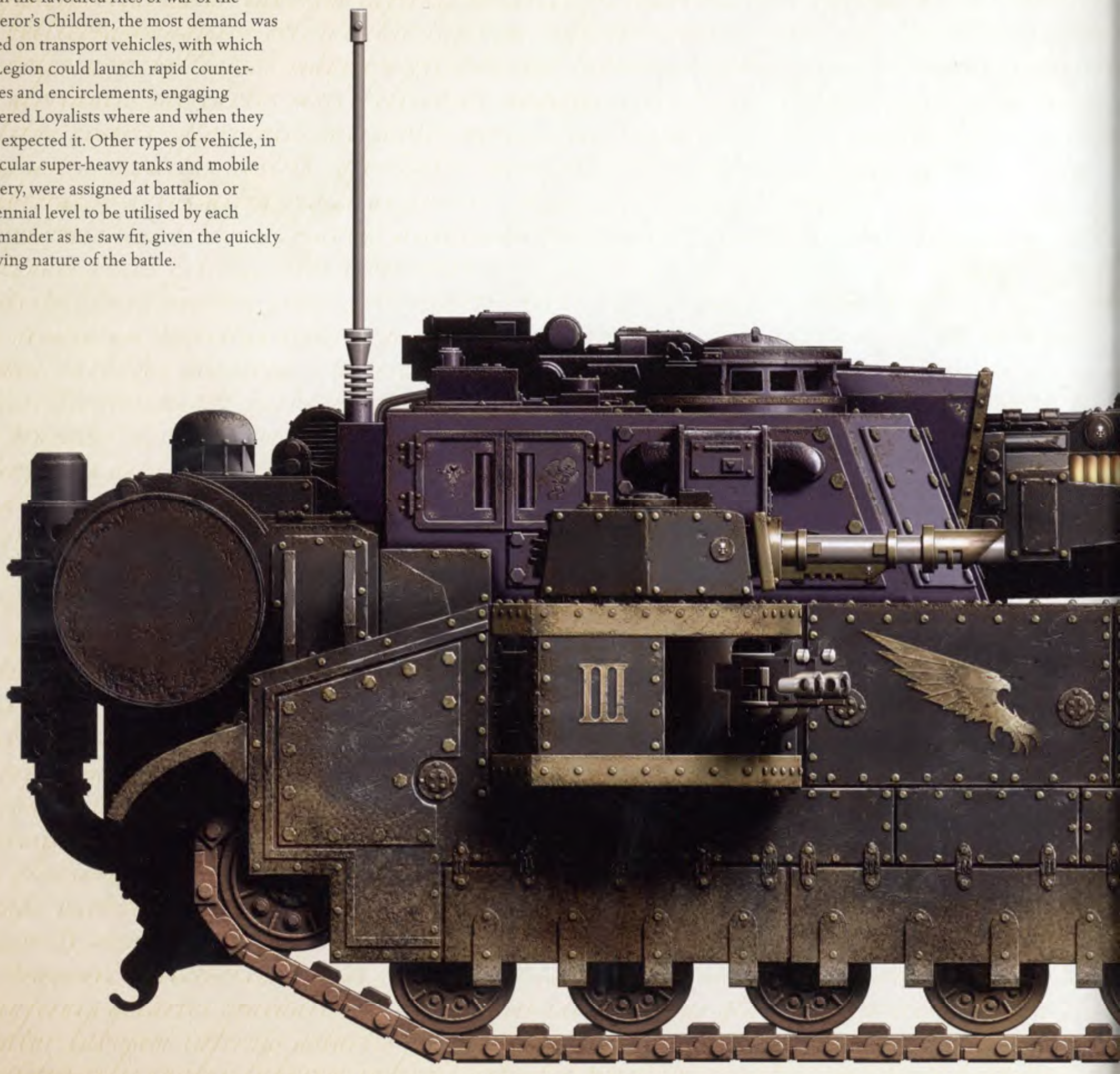


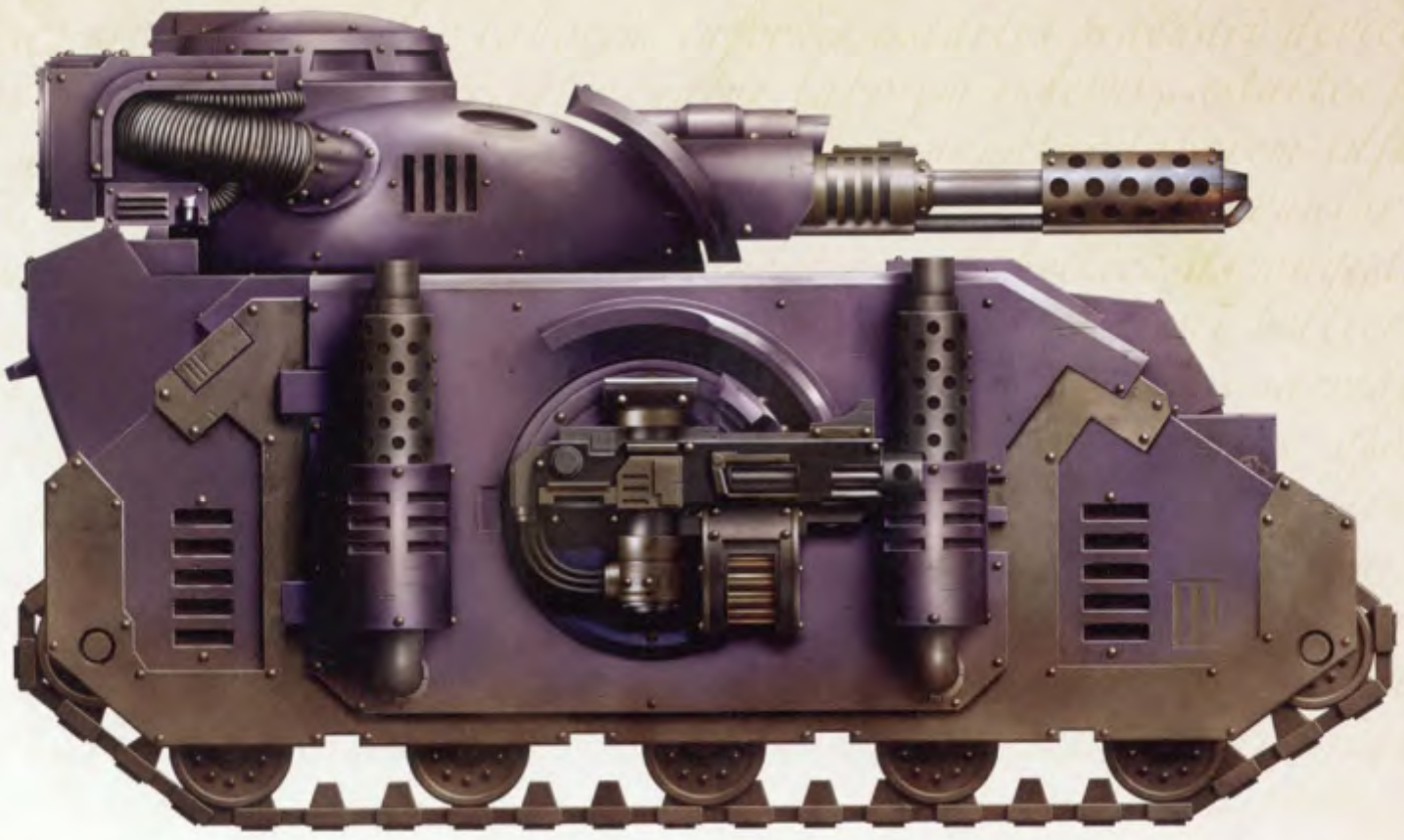
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Emperor's Children Legion War Machines

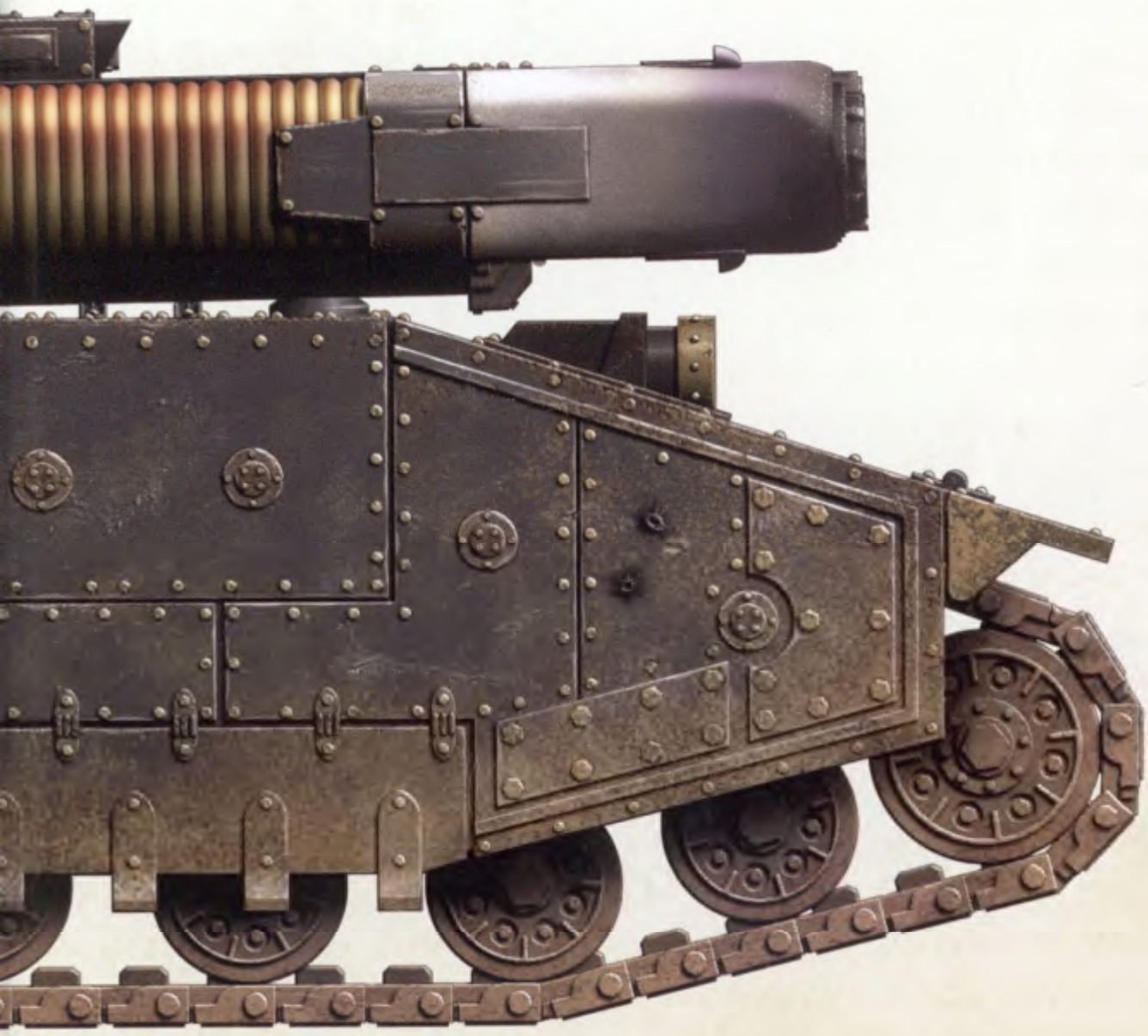
The Emperor's Children lost an enormous number of their armoured vehicles in the protracted intra-Legion battles which followed the Isstvan III Atrocity. Due to these losses, the Legion had need of every asset it could field at Isstvan V and so deployed a wide variety of types, classes and patterns of vehicle to the defence of the Urgall Depression.

Given the favoured rites of war of the Emperor's Children, the most demand was placed on transport vehicles, with which the Legion could launch rapid counter-strikes and encirclements, engaging cornered Loyalists where and when they least expected it. Other types of vehicle, in particular super-heavy tanks and mobile artillery, were assigned at battalion or millennial level to be utilised by each commander as he saw fit, given the quickly evolving nature of the battle.

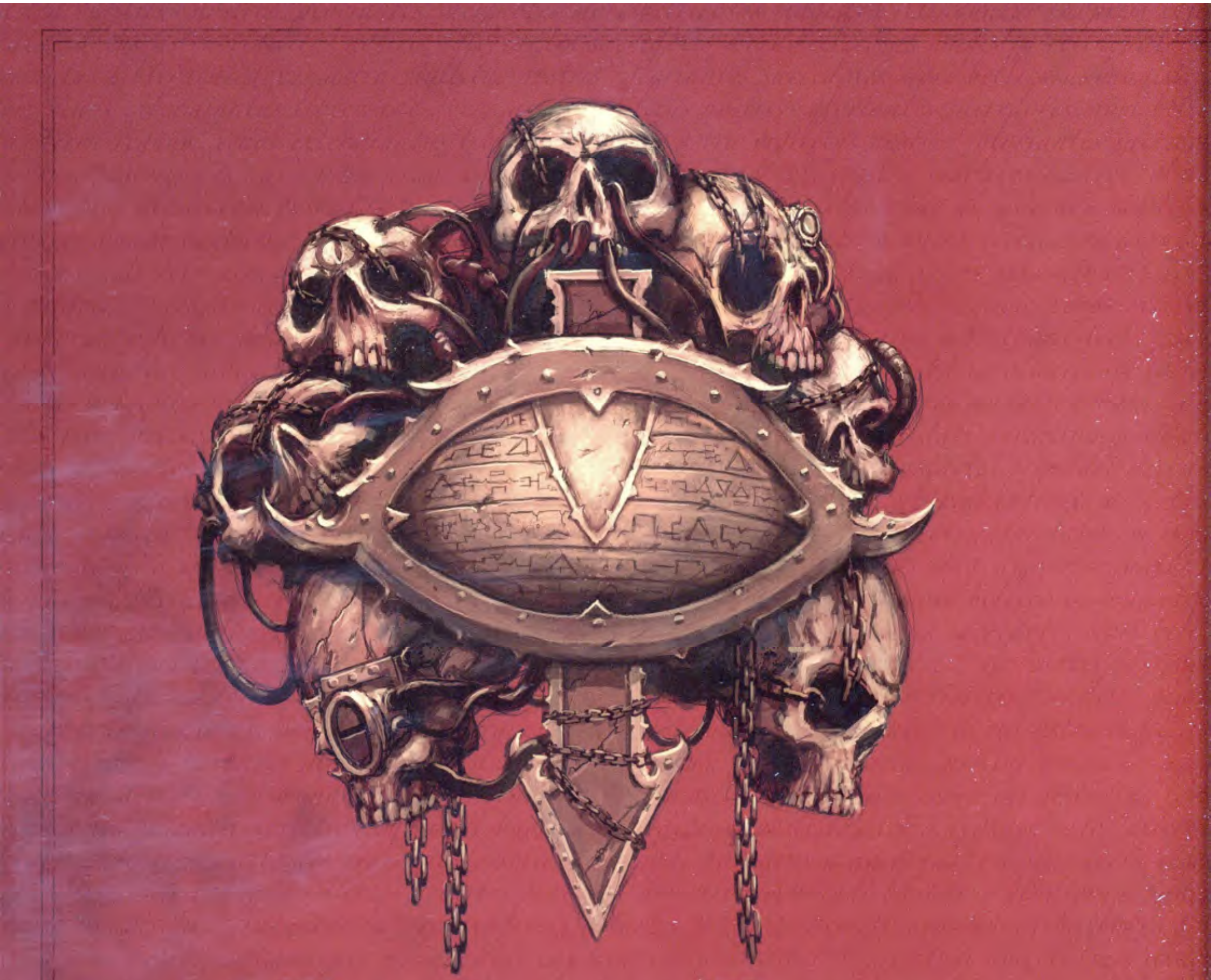




Deimos Pattern Predator Infernus Tank: This vehicle from the Legion's reserve was assigned to the V[th] Millennial in preparation for the battle. Though the tank's fate remains unknown, it was last recorded in the massacre's bloody third hour supporting Emperor's Children tactical support squads as they blunted an attempted break-out by a mixed force of Raven Guard and Iron Hands Legionaries.



Legion Stormblade Super-heavy Tank (Designation Unknown): The provenance of this super-heavy vehicle, recorded in action with the Emperor's Children, is unclear. However, owing to the Stormblade's use in specialised siege formations, it is likely that this vehicle was captured or seconded to the Legion after the action at Isstvan III, and pressed into service with the expectation of combat against opposing heavy Legion units.



The Sons of Horus

Numeration: The XVI[th] Legion

Primogenitor: Horus the Warmaster

Allegiance: Traitor Maximus

+++ **Addendum [Dropsite Massacre]:** Heavily engaged on the surface of Isstvan III, it is estimated that some 30,000 of the Sons of Horus Legionaries were dead or unaccounted for in the aftermath of that battle+++

+++ It has been theorised by some analysts that as a consequence of the initial difficulties encountered with the purging of the Terrans from the Legion's ranks, and its unexpected cost in lives and matériel the battle had entailed, the Warmaster was deliberately cautious with the use of his Legion during the Dropsite Massacre. In this it is thought that he hoped perhaps to preserve as much of the Sons of Horus' strength as possible for the intended push on Terra that was planned to follow, or perhaps he simply meant to have the others blood themselves in his cause while destroying the Loyalists+++

+++ During the course of the first wave of the attack, the Sons of Horus contingent fought on the defensive, limiting themselves to the core and most heavily defended bastions, and driving the Imperial Army before them into the Loyalists' guns. There was, however, one notable exception to this; their Reaver and assault companies who deployed to counter the strike units of the Raven Guard in the maze of ravines and rock falls that flanked the walls of the Urgall Depression. Once the tide of the battle turned, however, the Sons of Horus attacked in force against the reeling and wounded Loyalists, with Horus himself taking to the field to lead them. **Addendum Ends**+++

Sons of Horus Justaerin Terminator

Veteran-Justaeri Ekron Fal
Seventh Occluded, Umbra Sons Terminator Cohort,
12th Chapter
Isstvan V Dropsite Massacre

Veteran-Justaeri Fal was a warrior of enormous renown within the ranks of the 12th Chapter of the Sons of Horus. He gained prominence in the later battles of the Ullanor Crusade and was admitted to the ranks of the Justaerin at its conclusion. According to later cult-material captured in the Sack of Hybarix, he also covertly held high rank in several tiers of the Warrior Lodges operating within the Legion.

Veteran-Justaeri Fal led his Justaerin Terminator squad, known as the Seventh Occluded, throughout the opening defensive phase of the battle, repelling attacks on the fortress-line by the Salamanders, Iron Hands and Raven Guard, before leading a decisive counter-charge in the battle's final act. Shortly thereafter, Ekron Fal was promoted to the rank of Centurion by his Warmaster.

Panoply of War

1. Fal's armour is adorned with many subtle symbols denoting his position within the Legion, using the secret sigils of the Cthonian gangs, as well as others utilised by the inner orders of the Warrior Lodges.

2. **Artificier-wrought power axe** (based on the Carsoran pattern).

3. **Phobos pattern combi-melta** fitted with a chainblade close combat attachment.



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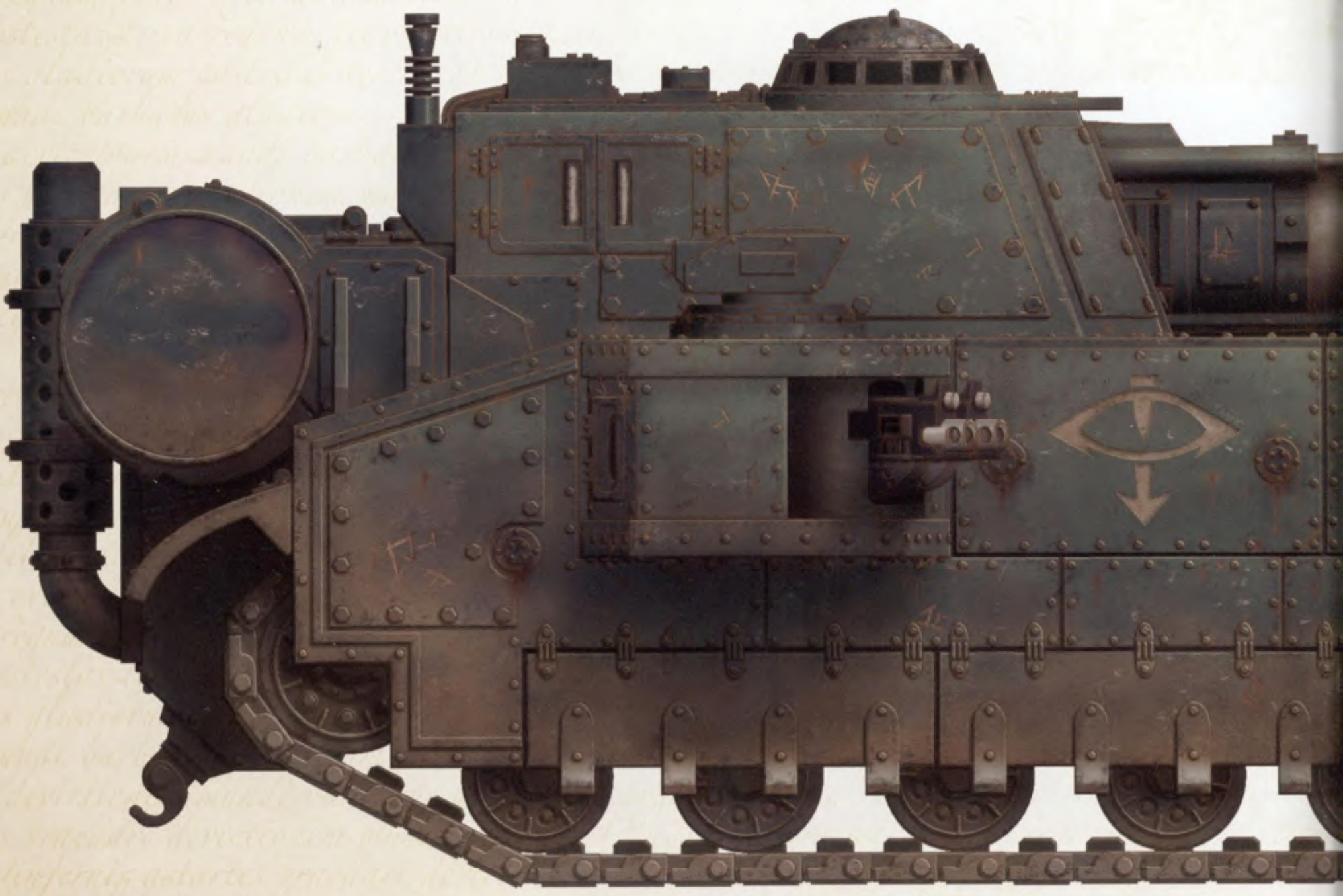


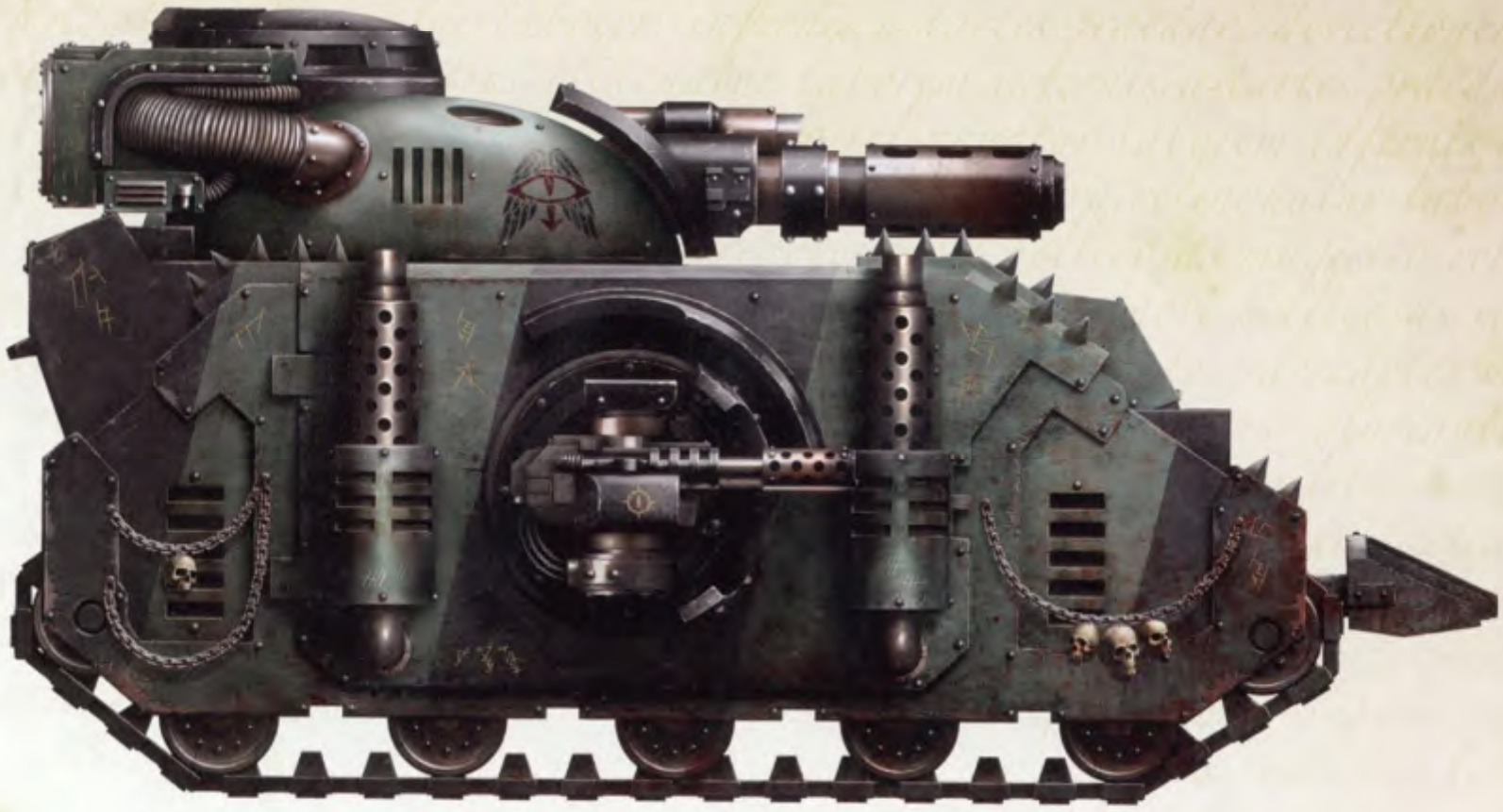
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War Machines of the Sons of Horus Legion

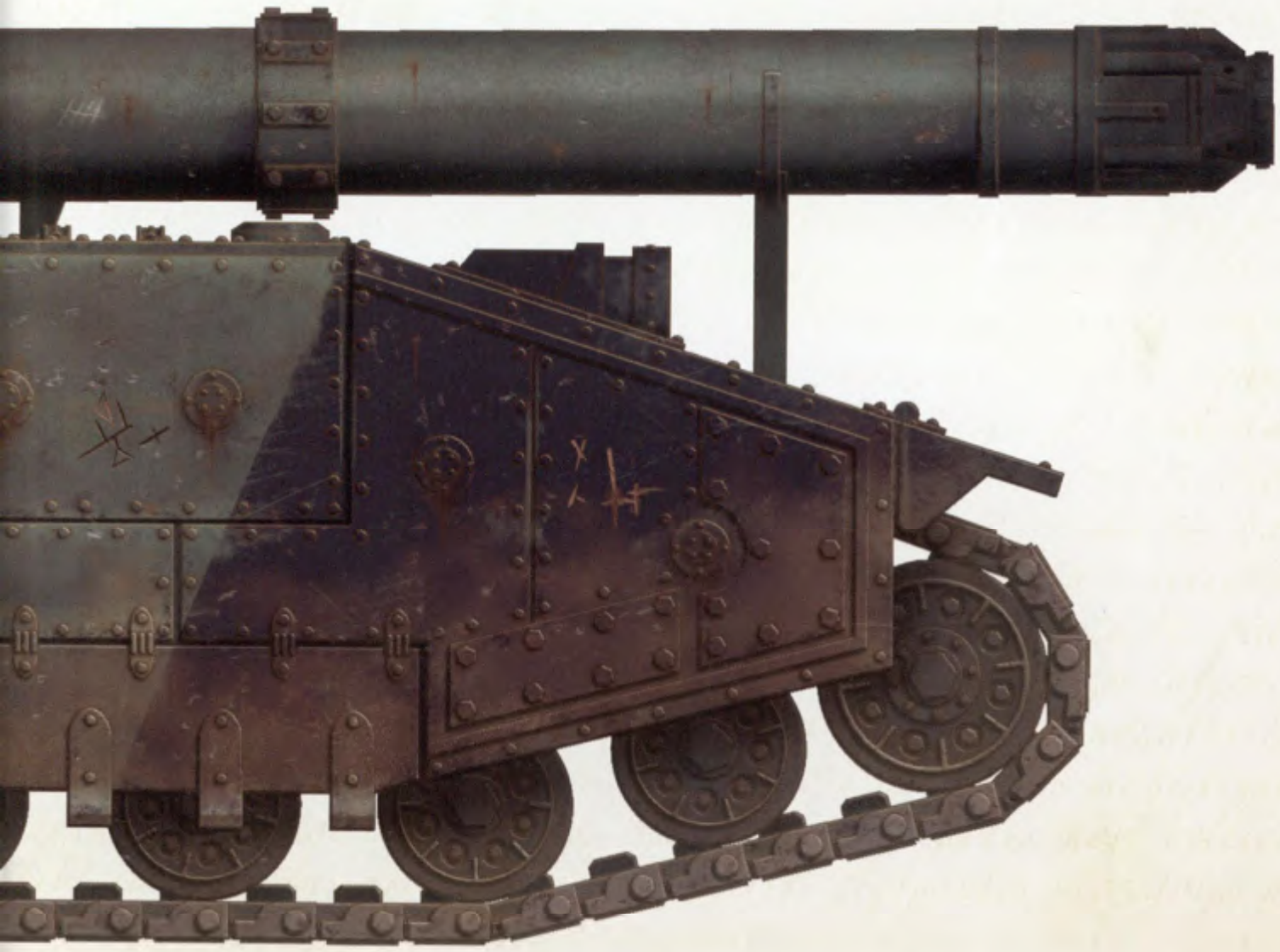
In the aftermath of the Isstvan III Atrocity, the Sons of Horus had suffered losses that had been unexpected and which threatened to impair the Legion's later ability to assault Terra as part of the Warmaster's plans. Evidence suggests that this led the Legion to deploy defensively during the Dropsite operation, reducing the risk to its armoured reserves and letting other Legions bear the brunt of the Loyalist aggression. It was only when the trap was fully sprung that the armoured spearheads of the Sons of Horus took to the field fully, annihilating what remained of the beleaguered Loyalist Vanguard force.

Having been hurriedly redeployed to Isstvan V, there had been scant opportunity to conduct even the most basic maintenance protocols on many of the Legion's vehicles and so many bore the scars of those battles, as well as crude kill-sigils derived from the honour markings used by the savage gangs of Cthonia.





Deimos Pattern Predator Infernus: The crew of this vehicle have adorned its flanks with a number of grisly trophies claimed during the Isstvan III battles, as further celebrated in the Cthonian gang-sigils daubed crudely upon its hull. Also note the extensive blood spatter on frontal sections, no doubt gained by the running over or running down of cornered enemy warriors.



Shadowsword Super-heavy Tank 'Claw of Luna': This venerable Legion reserve Shadowsword was deployed to the Isstvan V dropsite encirclement, and is known to have engaged in a prolonged armoured duel with a company of Iron Hands Legion Predator battle tanks in a chaotic engagement during which it was ultimately destroyed, but only after accounting for severe Loyalist losses in the intense fighting.



The World Eaters

Numeration: The XII[th] Legion

Primogenitor: Angron the Conqueror

Allegiance: Traitoris Perdita

+++ **Addendum [Dropsite Massacre]:** The World Eaters' muster at Isstvan V was to prefigure much of what was to come for this most bloody-handed of Legions. It is commonly estimated that of all the Legions that had fought at Isstvan III in the purge of the Loyalist faction within their ranks, it had been the World Eaters who had suffered the greatest casualties, with well over 35,000 World Eaters Legionaries believed to have met their deaths on both sides. Aside from the many wounded, it is recorded that a number had succumbed entirely during the protracted fighting to insane bloodlust and had to be forcibly restrained and removed back to the World Eaters fleet for containment+++

+++ It now seems apparent, that in breaking Angron's bonds of loyalty and fealty to the Emperor — such as they had been— Horus had let slip a beast that, once unchained, was minded to heed no master's will, including that of Horus. Even at this early stage, it became apparent that Angron, and his Legion with him, would prove a law unto themselves rather than loyal soldiers, prey to their own homicidal urges as much, if not more, than any tactical or strategic needs of the rebellion. During the Dropsite Massacre, the World Eaters fought a series of brutal counter-attacks against the Loyalists' landings, sallying out repeatedly from within the Traitors' fortress-line defences, each time halting only through sheer losses inflicted upon them or stymied by curtains of heavy ordnance fire, slashing deeply into the Raven Guard main assault force and the Avernii Clan forces of the Iron Hands, before erupting in a murderous tide as the Traitors' trap was sprung, caring not who they killed. **Addendum Ends**+++

World Eaters Cataphractii Terminator

Secutor-Sergeant Zkorroth
Squad Zkorroth, Terminator Company,
3rd Chapter
Isstvan V Dropsite Massacre

Secutor-Sergeant Zkorroth was known as something of a tyrant within the ranks of the 3rd Chapter, having clawed his way to senior squad command rank as much by the domination of his peers as by the blood he shed in the wars of the Great Crusade. He is known to have slain at least three of his own brother Legionaries as punishment for what he regarded as lack of respect or commitment to the Great Crusade. It is said though that Zkorroth found his true calling upon the cratered killing grounds of Isstvan III, revelling in the opportunity to test his strength and courage against so mighty an enemy as his fellow Legiones Astartes. Witnesses claim that later, as the Loyalist drop pods streaked through the clouded skies of Isstvan V, Zkorroth strained and bayed as a beast on the leash, so eager was he to spill the blood of his foe.



Panoply of War

1. **Reaver pattern power chainaxe.**

2. **Phobos pattern combi-melta with combat blade attachment** – Zkorroth is known to favour the melee attachment over the projectile weapon itself.



1.



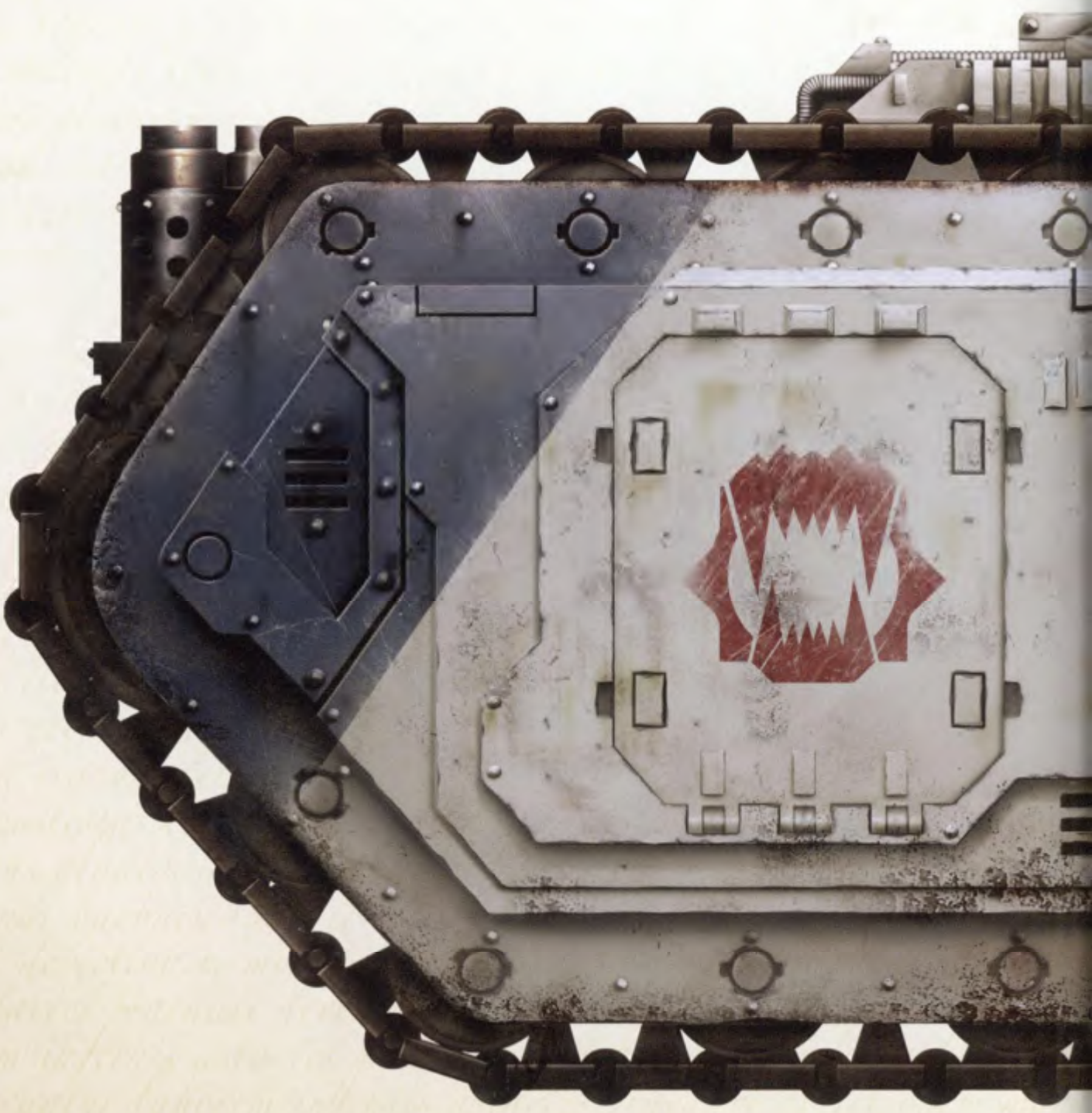
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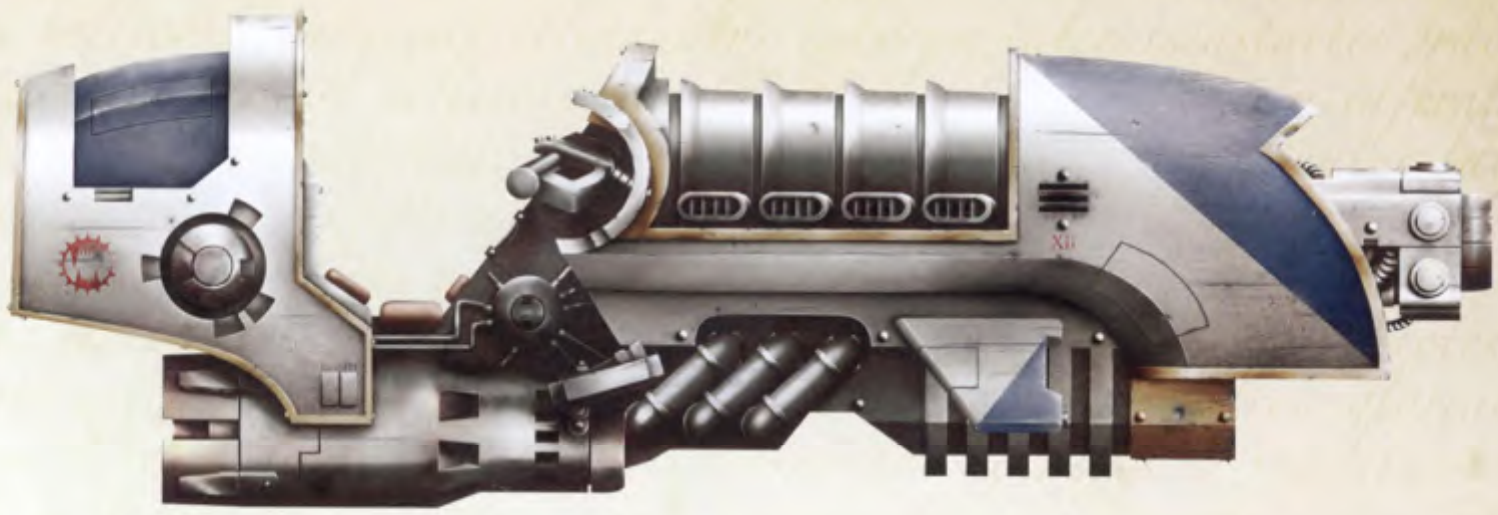
War Machines Of The World Eaters Legion

The World Eaters are believed to have deployed every war machine at their disposal to the battles at Isstvan V, employing them as aggressively in defence as their Legion's bellicose reputation demanded. It is notable that many commanders amongst the Legion valued two characteristics in the vehicles under their command: speed and firepower. The first allowed them to close with their foe as quickly as possible, the second was a means to an end; the overwhelming and swift destruction of the foe.

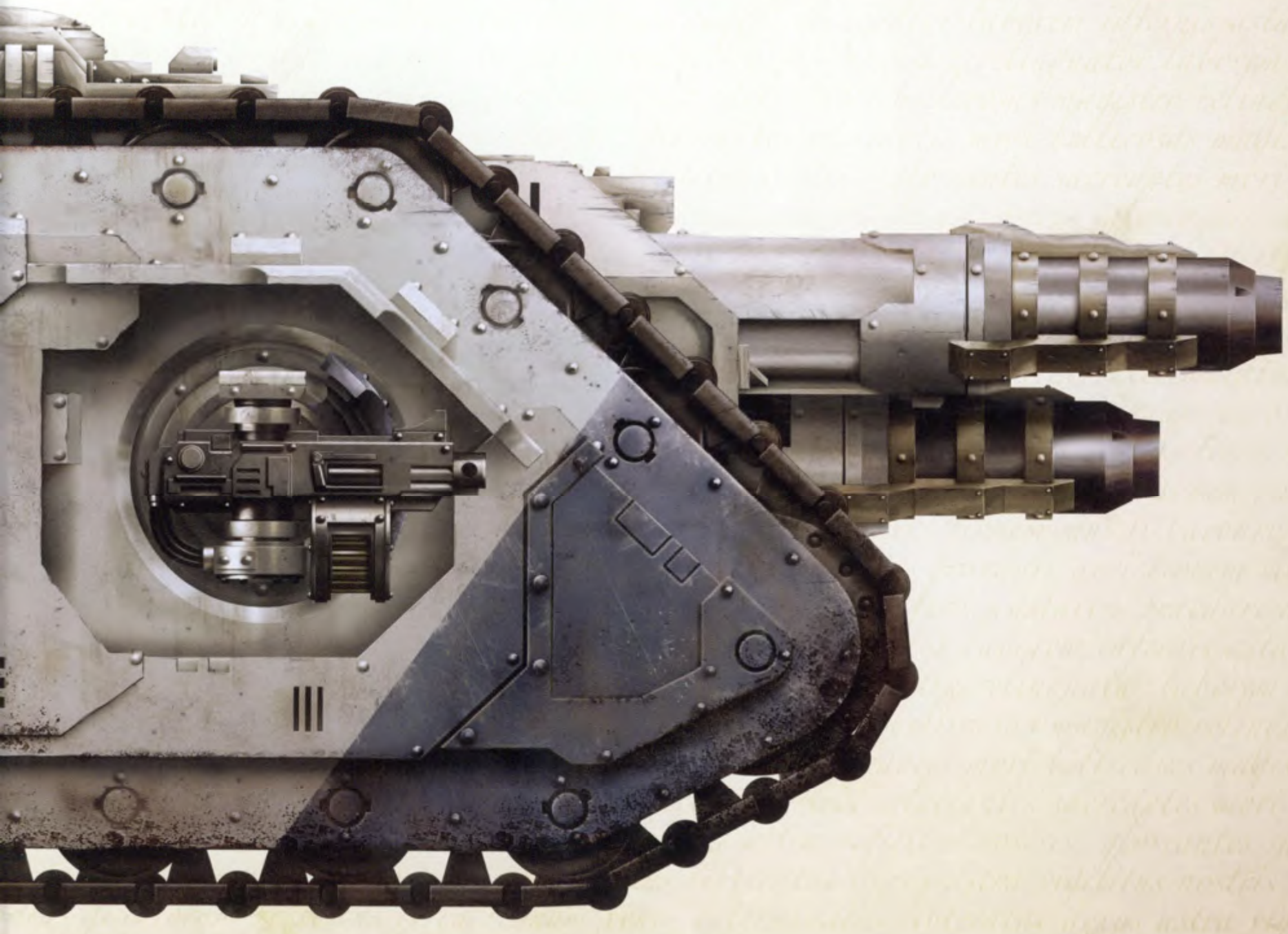
Testament to this factor is evidence that many World Eaters vehicle crews had entirely expended their reserves of ammunition within the first hour of battle, forcing a withdrawal to rearm in many cases, while in some instances, the World Eaters tanks reduced themselves to brute rams in order to attack the Loyalist tanks and troops, suffering heavy losses while doing so.

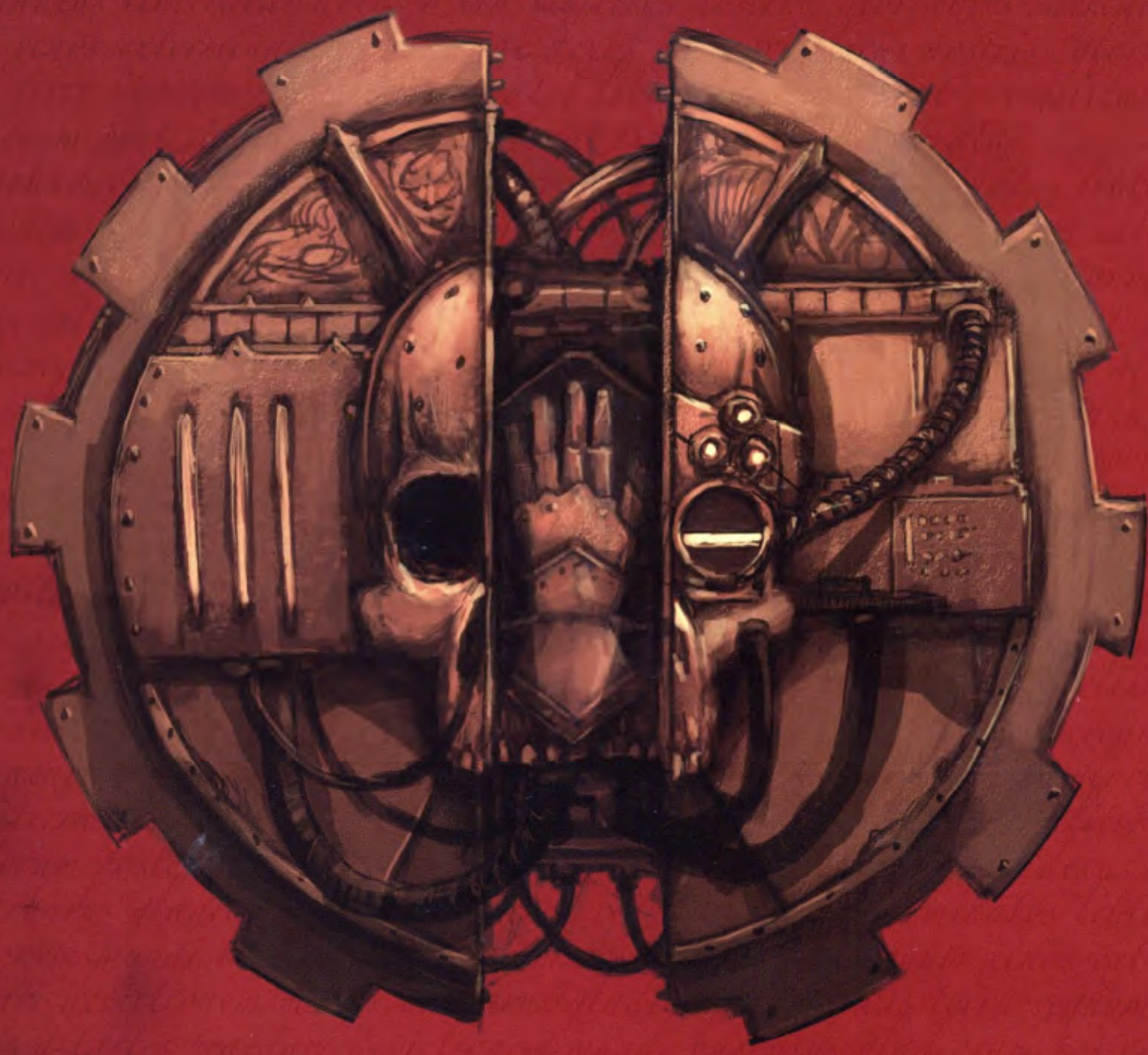
Legion Cerberus Heavy Tank Destroyer 'Hell's Judgement': This most potent of the Legion's war machines was held back from the initial stage of the defence of the Urgall Depression, and only committed once the Iron Warriors, Night Lords, Word Bearers and Alpha Legion had turned upon the Salamanders, Raven Guard and Iron Hands Legions. When the World Eaters super-heavy tank destroyers, the *Hell's Judgement* at their head, was unleashed against them, the effect of their near-suicidal assault upon the Loyalist Legions was catastrophic, shattering any chance of organised resistance.





Scimitar Jetbike: This vehicle was one of a squadron ridden into battle by the XII[th] Sky Hunter squad of the 9[th] Chapter. It was discovered abandoned and salvaged by the Alpha Legion. Records indicate the Scimitar was largely intact, and it is assumed that its rider was either shot from his mount or abandoned it to engage the enemy in the anarchy of hand-to-hand combat that consumed the entire Urgall Depression at the moment the Warmaster's betrayal was fully revealed.





The Iron Hands

Numeration: The X[th] Legion

Primogenitor: Ferrus Manus (also known as "*The Gorgon*")

Cognomen: (Prior) None officially recognised. The "*Iron Tenth*" – informal. {Note that the cognomen "*Storm Walkers*" was gradually gaining de-facto use immediately prior to contact with their Primarch, but was quickly extinguished in favour of the "*Iron Hands*"}

Observed Strategic Tendencies: Armoured and High-intensity Warfare, Line Breaker Attacks, Planetary Pacification and Suppression Campaigns, Anti-matériel Operations.

Noteworthy Domains: The Medusa system (Primary), sixteen other systems held in tributary fiefdom at the closure of the Great Crusade, numerous independently operated outpost way-stations and holdfasts established – full number and position remains unknown.

Allegiance: Fedelitas Constantus

"The dimension of mercy is above the warrior's thoughts and has no place in them; only cruel necessity and the solaces of victory constitute the warrior's philosophy, whole and entire."

Ruth'vann Magnar, Warlord of Albia, M.29

Renowned for their pride, cold-hearted brutality and remorselessness in battle, the Iron Hands were among the most powerful and famed Space Marine Legions of the Great Crusade. They were the hammer that had shattered countless foes in the Emperor's quest to liberate Mankind from the darkness of Old Night. Their Primarch was Ferrus Manus, a bellicose and uncompromising warlord and peerless weapon-smith, from whom the X[th] Legion took their name and whose command was to them inviolate law. Caught up in the machinations of the Warmaster's treachery, they were undone by their own hubris and the blade of the traitor both, and paid a heavy price in the brutal slaying of their Primarch and the near-crippling of their strength. Though left a shattered Legion, the cold fury of the Iron Hands' bitter vengeance would afterwards be writ across the stars.

Origins: The Hammer and the Storm

The martial history of the X^th^ Legion is a relatively well-documented one, about which a great deal still survives on record to the present (in marked contrast with some others). Alongside the other proto-Legions created during the latter days of the Unification Wars on Ancient Terra, they were prepared and armed in preparation for the great work ahead, and their initial outfitting and organisation followed closely to the standard patterns set for the Legiones Astartes at the start of the Great Crusade. Their recruitment base is noted as being relatively widespread, with elements drawn from all over Ancient Terra, both from areas of longstanding Imperial support such as the Qavitine Plate cities, and from former enemy blocs such as Solus Stellax. In particular, the warlike culture and renowned brutality of the population of Old Albia, which supplied substantial numbers of recruits for the X^th^, had a great deal to do with the Legion's early character (as it also did for the XIV^th^), lending them a fierce pride in a warrior ancestry that predated the Legion's founding.

Utilised as part of larger Legion taskforces in the closing stages of the battles on Ancient Terra itself, its first individual battle honours are recorded in the wider Sol system against the mutant 'Scythers' of the deep-orbiting Mican Aggregation and in the extermination of the xenos Lyasx enclave hidden beneath the ice of Oberath. In both of these prior engagements, the X^th^ had proved itself to be a remorseless and fiercely disciplined attacking force, fully capable of operating with remarkable co-ordination and tightly focused wrath to achieve tactical and strategic aims. On both occasions, the Legion had defeated a powerful foe with relatively few losses despite very heavy resistance, and while operating in environmentally hazardous conditions. Because of the constraints of these two battle environments – the first being a human-made space hulk, and the second, the airless and frozen caverns of a dead world – these victories, while notable, did not serve to distinguish them yet in the particular style of warfare to which they would later become most famed. Instead it would take the Legion's third large-scale engagement – the invasion of the planet designated 02-34 (or the "*Battle of* Rust" as it would be commonly known to Imperial military historians) – to show the X^th^'s particular martial gifts for what they were, and would do so with emphatic force.

Planet 02-34, or 'Rust' to give it its colloquial name, was an arid-waste world, rich in pyro-chemical deposits, oxide deserts and the corroded remnants of vast, long-dead cities. In order to exploit these resources, the Orks of the powerful and expanding 'Krooked-Klaw' empire of Wardog Kulo, an empire which spanned more than sixty inhabited star systems to the galactic north-east of Seraphina, had made Rust a slave-mining colony comprising millions of Orks and a vast, shifting population of short-lived human slaves harvested in inter-stellar raids. Scouted out by the Rogue Trader Hedrik Zuckermann and identified as a primary target of the early Great Crusade, it was into this alien domain that the combined forces of the Legions, with the Emperor at their head, slammed with devastating force in 807.M30 in what was, at that early stage, the most widespread mass offensive of the era.

Setting the future pattern for attacks upon widely spread Ork territories, the Seraphina Offensive utilised the forces of eleven entire Space Marine Legions and hundreds of Imperial Army groups to assault scores of Ork-held worlds as simultaneously as the vagaries of Warp transit would allow, keeping the xenos forces fragmented and isolated so that they could be destroyed in detail. The task of taking the strategic world of Rust and the liberation of the enslaved human population there (thought to number almost a billion by some estimates) was entrusted to the X^th^ Legion, supported by two secondary battle groups, one of Urshan Velites of the Imperial Army and one comprising the Halgentine Covenant of the Legio Cybernetica.

Having already measured themselves against the savage threat of the Ork race in lesser battles previously, the massed forces of the X^th^ Legion, under the generalship of their Lord Commander Amadeus DuCaine, formulated a plan of attack which owed much to the feared and pitiless battle-craft of Old Albia; a tactic known as the Hammer and the Storm. After forcing a landing via the brute power of their ships from orbit, DuCaine ordered the Urshan soldiery to make planetfall in full strength. He had them form up in a triangular deployment zone, many kilometres on each side of the wasteland plain between the three largest Ork settlement-fortresses in the corroded cityscapes and dig in. In this they had successfully '*raised the storm*'; the Orks, bestirred in their millions by the attack from above and, ever-warlike, poured from their warrens to attack the invaders.

Within hours the plain was a bloodbath of shot and shell, mangled machinery and bomb craters swollen with broken bodies, both human and Ork. Despite pleas for reinforcement or to be allowed to retreat, DuCaine waited until he was sure the bulk of the Ork forces were fully committed — swarming like a tide of black ants in numbers large enough to be visible from orbit like a spreading stain— before answering with the might of his Legion. They would be the hammer. Using gunships and assault landers to blast through the hurricane of flak and wings of Ork aircraft which vulture-swept the skies above the battle, the X^th^ tore open a hole into the bloated body of the Ork horde and deployed its full armoured might into a single massed spearhead, comprised in the main of heavy Malcador, Mauler and Land Raider tanks. In the shadow of these armoured giants, the Legion's squads and Dreadnoughts formed in close and disciplined ranks. Moving forward as a single, slow-moving mass, lashing out a relentless torrent of firepower, the Legion went on in unison like some immense harvesting machine through a field of ripe grain, destroying everything in its path. It crushed forward perpendicular to the half-overrun Imperial defence lines, the Legio Cybernetica and the Legion's own rapid-moving skimmer and jetbike squadrons spreading out in its wake to terminate any pockets of survivors and guard the hammer's flanks and rear.

On and on the Orks came to fight and to die. In response, the X^th^ re-armed and re-formed, meeting them in open counter-attack, unleashing their pent-up bloodlust and rage on the enemy until the wasteland plain was choked with bodies and broken war machines. After days of near-continuous fighting, the waves of alien assault grew fewer and further between, until they guttered and stopped at last. The Orks of Rust had not lost the will to fight, but had simply run out of blood and machinery to spend. At the end of the battle, the Legion had suffered less than a fifth of its number in fatalities; a far lower figure than might have been expected if it had been forced to attack the ancient warren-tunnelled cityscapes and take them one-by-one in gruelling attrition. The Urshan had also suffered heavy losses in the battle's opening stages, but afterwards they had been employed principally only in guarding the landing zones and supply lines while the X^th^ fought, and many had ultimately been spared, leading to Rust being hailed as a great triumph also on account of how little had been sacrificed to attain it.

Having gained much renown on Rust, the X[th] went on to practise the Hammer and Storm tactic again successfully elsewhere against the Orks during the Seraphina Offensive, and from it a reputation for remorseless, highly-coordinated warfare grew, and a particular fame for successfully prosecuting 'set-piece' battles incorporating close armoured-vehicle support soon followed the Legion. The X[th]'s developing strategies were studied and indeed copied to varying degrees of success by several other Legions, such as the IV[th] and XIII[th] in the campaign against the Krooked Klaw Orks and thereafter. This emulation was not universal however, and some Legions ignored the X[th]'s successes simply because they ill-suited either their temperament or fighting style (some also had already evidenced a lack of discipline of the kind that the X[th] had displayed in order to carry it off). Very quickly, with its victories and developing tactics, the X[th] Legion was forging an identity for itself in battle, and a name '*the storm walkers*' had been coined for them by the Urshan who had come to view them with an almost superstitious awe. But what might have come of this independent progression, however, will never be known, as in a short span of years after the sundering of the Krooked-Klaw empire, news came that the X[th]'s Primarch had been found on a cold, merciless world named Medusa.

The Hour of the Gorgon

The Primarch of the Iron Hands, who had taken unto himself the name of Ferrus Manus (Lit. 'Iron handed' in the ancient tongue), was among the first of the Emperor's lost sons to be discovered and, like Horus and Russ before him, had risen to become a warlord in his own right on the world on which he had been cast.

Medusa was a cold, barren realm, driven for countless generations to incessant warfare through privation and hardship, but like much of Old Terra before the ascension of the Emperor, while its culture had regressed into barbarity and darkness, it had maintained a great deal of mechanical and technological lore, albeit steeped now in superstition and ritual. So it was that Ferrus Manus' transition from planetary warlord to general of the Great Crusade was a swift one, aided by his evident hunger for the task set before him and the uncompromising intelligence and diligent application to this greater calling he displayed.

In a scant few years, Ferrus Manus was transferred full control of the X[th] Legion which he took command of body and soul, renaming it and remaking it in his image. Sweeping away much of what had gone before by way of organisation at a stroke, the Primarch took the X[th] apart with the precision and intent with which an artisan might deconstruct a mechanical chronograph, reconfigure its components and re-assemble it in a fashion more to his liking. The X[th], under their Primarch's command, would become, perhaps more than any other Legion, a literal 'engine of war'; a purpose-built machine—unsubtle, efficient and dedicated to a particularly brutal and direct method of warfare. Under his tutelage and direction, the Legion's already evident preference for order and systematised combat was refocused and increased, while the Primarch, no doubt seeing an echo of his own belligerent soul within the Legiones Astartes which bore his blood, harnessed the wellspring of anger and pride which burned in the hearts of the Legion with unbreakable chains of discipline, logic and order. In response to their Primarch's own values, the newly renamed Iron Hands valued superiority in terms of weaponry and wargear as much as they did zeal, valour or discipline, and the Legion saw a concentration of technological expertise seldom matched by other Legions. Victory, by the most direct and efficient means possible was the Legion's mantra; they would be the hand that reached out and crushed the enemies of humanity, as unfeeling, relentless and coldly implacable as the Iron Hand they had so fittingly taken for their name.



Name: Medusa
Classification: Waste World, Legiones Astartes Home World, Iron Hands Legion

System Data: Vx/5577//1500/ΣΩ
Stellar-Grid: 05-Ov2s/995
Segmentum: Obscurus/Thule

Notation: Sub-arctic climatic conditions, dense atmosphere owing to extensive Dark Age of Technology resource extraction spoil reducing solar penetration to dangerous levels. Extremely extensive Dark Age relic technology/detritus evidence in orbital system and sub-surface deposits. Warning: severe magneto-Ætheric anomalies constituting navigational hazard to close-orbital traffic.

From the beginning, it was clear Ferrus Manus would prove a harsh but constant overlord. The Primarch was utterly intolerant of failure and swift to anger, but also rigidly and rationally controlled in the application of the wellspring of wroth that was never far from the surface of his thoughts and actions. To his Legion —just as he had been on Medusa to its barbaric inhabitants— he was "*the Gorgon*"; a figure from myth come to life; a being whose strength and intelligence was more than superhuman, in whose veins hot metal flowed like blood and whose silver gaze it was said, could kill. Quick to scorn and rare to praise, Ferrus Manus set utterly uncompromising standards for his Legion, which he saw as an extension of his own body and will. In truth the Primarch also held himself to those same unmatchable standards and despised duplicity and dissembleage as much as he did weakness, and for these reasons, more than any others, the warriors of the Xth loved him as sons love a hard-hearted father, with a scrap of his praise worth more to them than any laurel of victory.

Very quickly because of the Primarch's influence, a mind-set was crystallised in the Legion that meant that failure to the Iron Hands was intolerable. Failure was weakness, and weakness was the greatest sin —weakness had led to the terror of Old Night, just as on Medusa the weak endangered those around them in the daily battle for survival— weakness threatened all. Where this weakness manifested in others who succumbed to degradation of the body or mind such that they denied the Great Crusade (and in doing so threatened the safety of humanity), it engendered the coldest hate in the Iron Hands. Likewise, if weakness was found in their own ranks, that of their aspirants, or in those who fought beside them, it would be purged so that only the strong remained and so were further strengthened. Such was the harsh and absolute creed the Iron Hands' father ingrained in his children.

With the Gorgon at their head, the Iron Hands Legion quickly became renowned for its ability to confront the enemies of the Great Crusade head-on; gaining a reputation as a ruthless, calculating Legion at its strongest and most effective where the din of battle was the greatest, and the clash of arms at its most absolute and direct. Building on the talents and tactics the Xth Legion had already displayed, Ferrus Manus and the Iron Hands excelled at high-intensity warfare both against technologically advanced opponents and xenos species such as the Orks, whose sheer physical power and vast numbers constituted an overwhelming threat to the success of the Great Crusade. This ability in the Iron Hands being recognised by the Emperor, and the challenge such foes represented being relished by Ferrus Manus and his Legion alike, the "*Iron Tenth*" as they became commonly known, was deliberately deployed to battlefronts where set-piece engagements against massed armies of advanced war machines were likely, creating a circular effect which caused the Legion to both become more specialised at its chosen field, and in ever greater demand as the Great Crusade's favoured weapon to meet this need. As a consequence of this, the Legion's common opponents in battle



often included intransigent human factions who actively resisted unification and had retained some fragment of the technological might of the lost Dark Age of Technology. In such conflicts it was common, due to strategic necessity, for the Iron Hands to fight closely alongside elements of the Mechanicum and the Titan Legions, with whom a cultural relationship inherited from Medusa was shared, and over years of battle these ties of allegiance grew. In these battles, the Iron Hands' rapidly developing skill and renown as weapon-smiths and artificers would also come into play, allowing them both to innovate new forms of armaments and defences where needed, and to quickly counter previously unknown weapons employed against them, acquiring them alongside the Mechanicum for the Imperium's later study and use as required. The Great Crusade would also see the Iron Hands serve alongside many other Legions directly, often employed as shock troops in major campaigns, as well as a senior element in a larger army group, with Ferrus Manus taking an overarching battlefield command role over other, later-found Primarchs on many occasions. The long term results of these joint endeavours would be mixed for the Legion, leading to close and lasting allegiances in some cases, as with the Emperor's Children and their Primarch, and lingering resentment and malcontent bordering on internecine strife in others, as with the Alpha Legion.

In distinct counterpoint to the Iron Hands' noted strengths, as time progressed it became clear that there were certain avenues of warfare and exigencies of the Great Crusade to which the Iron Hands were decidedly unsuited, either by doctrine or temperament. Where once on Rust, the X[th] had been mindful of the cost to the allies of their tactics, such niceties were now forgotten, viewed as weakness that would no longer be tolerated to go on; better the bloody price paid on the battlefield now, went the Iron Hands' reasoning, rather than risk the prize of unifying humanity and the peace that would bring one day. Further to the notoriety this stance brought them, particularly with elements of the Imperial Army, as the years passed the Iron Hands also gained an increasingly belligerent reputation with their fellow Legions as lacking both patience with others and subtlety of action, both in the person of their Primarch and the character of the Legion's rank and file.

While the ill-feeling these negative factors provoked in some quarters was still far from the acrimony and distrust the nearly uncontrollable bloodlust displayed by the World Eaters or the catastrophic cost of the arts of war practiced by the Death Guard engendered, or indeed the suspicions created by the fickle unpredictability of the White Scars, the Iron Hands' ruthlessness in battle and their seemingly callous indifference to the price of victory made them conquerors, not liberators. This plain fact was acknowledged both by the Iron Hands themselves and by the Emperor in employing them accordingly. It is also consequently true that Ferrus Manus and his Legion cared little for the minutiae of the Great Crusade, they saw their task as a clear one; to expand the borders of the Imperium and destroy its enemies —nothing more— they disdained the politics of the Imperial Court and the pursuit of glory as empty trifles, and left the task of winning over the hearts and minds of those they brought into Compliance and the rebuilding of what they had shattered to those better suited to the task. When once asked of his Legion's role in the Great Crusade, Ferrus Manus is apocryphally held to have simply said; "*Make war and move on, and again, and again, until nothing breathes which stands against us. All else is sophistry and pretty lies.*"



As the Great Crusade progressed, the Iron Hands Legion was in constant service at the front line of expansion, both at the head of its own battle groups, compliance and extermination taskforces, and wielded as a part of larger Expeditionary fleets, fighting alongside other Legions where needed. After more than a century under its Primarch's command, the victories of the Iron Hands could not easily be counted and, indeed, it is believed many of its battles went unrecorded, as the Legion itself became increasingly insular in many ways, and uninterested in sharing the details of its independent operations in anything but the most perfunctory way. To the wider Imperium it presented a cold, brutal façade; the Legion as a calculating, prideful and powerful engine of war that did not stoop to deal with petty concerns or affairs of state. Such secrets the Iron Hands Legion did keep, it kept well.

The Ascension of Horus

Although considered one of the finest and most senior field commanders in the Imperium, and an individual of great and sometimes barbed pride, Ferrus Manus did not display any outward signs of displeasure at Horus Lupercal's promotion above him as Warmaster, although as one of the most veteran of the Primarchs, he might have expected such consideration. Both he and his Legion continued to serve closely with the Sons of Horus after Horus' ascension and remained a key part of the Warmaster's strategic deployments throughout the dying years of the Great Crusade. Despite being part of the Traitors' close orbit, and the fact that a particular comradeship had developed between Ferrus Manus and the Primarch Fulgrim of the Emperor's Children, the Iron Hands never became fully ensnared in the dark conspiracy that would tear the Imperium asunder. It is of some note that the Traitors clearly did believe that such an entanglement was possible (whereas they did not with certain other Legions), although whether this was because of binding ties on the Legion Horus believed outweighed those to the Emperor, the reputation and nature of the Iron Hands Legion itself or some other unknown factor is unclear and now unknowable. It is salutary to consider, however, that if this had been the case; had Ferrus Manus and the power of the Iron Hands also sided with the Traitors, then the outcome of history might well have been very different.

Iron Hands Legion
Example Clan Company Heraldry



Clan Vurgaan



Clan Avernii



Clan Kaargul



Clan Morragul



Clan Raukaan



Clan Sorrgol



Clan Felg



Clan Atraxii



Clan Ungavarr



The Seal of the Eye of Vigilance

For many years before the bloodshed of the Horus Heresy, the Iron Hands Legion had fought closely alongside those who would turn traitor and once called them brother. The Warmaster Horus, in particular, valued the Legion's ruthless power and expertise as well as the generalship of Ferrus Manus. As a result of the Iron Hands' successes, many laurels of victory were conferred among them, and nascent warrior lodges were founded in the Legion, but never fully took hold, perhaps owing to the Iron Hands' cold dependence on logic and rationality. One award in particular, known by the Iron Hands as '*The Seal of the Eye of Vigilance*' was bestowed by the Warmaster on the Iron Hands who served beside him in battle and was held in high regard. It was with bitter spite that some Iron Hands still bore this decoration on their armour at Isstvan V, vowing only to deface them with the blood and bone of the enemy.

The Medusan Inheritance

A cold, barely life-sustaining planet several times the size of Terra located in the outer darkness of the Segmentum Obscurus, Medusa is the fourth world orbiting a supergiant star known in the ancient Terran charts as Sthenelus. In the lost days of human might during the High Dark Age, the lore of the Mechanicum holds that Medusa was a world deemed of great importance, its depths mined for rare core-strata deposits by vast, tireless engines and its riches guarded jealously from rival species by sleepless guardians. So it was that when the shadow of the Age of Strife fell and all was given over to bloodshed and anarchy, Medusa, unlike so many other lost domains, was not forgotten on Mars nor on Old Earth but remained a legend of glory and wealth.

As Expedition fleets broke out of the Segmentum Solar, following the warp-tides to the edge of the uttermost unknown, famed Medusa was high upon its list of targeted goals, although its exact position was now uncertain. When a Mechanicum Warp-runner, more than a year out and alone in the darkness ahead of the main fleets first broke from the Empyrean into the Sthenelus star system and rediscovered Medusa, the sight that greeted them was both unexpected and bleak. The whole range of the system's inner sphere was littered with the debris of shattered ships, fogs of silicate dust, dead hulks and fractured planetoids, all as cold and silent as the grave. Around Medusa itself, the legendary Telstarax —the colossal planet-circling orbital ring-station which had girthed Medusa in the Dark Age of Technology to plunder its riches and carry them aloft into space on immense tether-conveyors— was a tortured ruin, much of it having fallen back to the planet with no doubt catastrophic force. As the Warp-runner closed with the planet, it found itself beset by many dangers, from sudden ionic squalls to erratically functioning mines and autonomous weapons systems —ancient, but still deadly— hiding in the debris fields, but wounded, still it went on, lured by the myth of Medusa.

Reaching close orbit, it scanned through the thick and shrouding atmosphere, casting its hard glare on the planet below. It found a world almost lifeless and shuddering with dangerous and near-constant tectonic instability. From the Warp-runner's high vantage, it could see the worm-coring of played-out mine workings deep beneath the sheet ice and tundra, Medusa's cold ground further riven with immense scars and impact craters, although whether from sky-fallen debris or some ancient orbital bombardment, it could not ascertain. It also heard signals; the ghosts of vox-traffic in half-familiar tongues and distorted tech-cant codes, and alongside this its auguries registered the scattered heat-bloom heartbeats of crude but massive thermic reactors at the heart of huge machines crawling across Medusa's broken lands, and within these the sparse Ætheric signature of human life.

The glory of Medusa in the Dark Age of Technology had fallen into a wreckage of devolved ruins and barren rock, its wealth spent and ripped from it during the Age of Strife. But amidst the emptiness and despoil, its deep searching of the radiation and signals found something else, something unique that all its kind had been tasked to quest for —a treasure beyond price— it found a Primarch.

Much about the formative years of Ferrus Manus on Medusa remains unknown, not



so much through any deliberate veil of secrecy perhaps, but because what was later retold by the Medusans themselves was filtered through the barbaric folk-memory of their culture, while the Gorgon himself was taciturn on the matter to any save the Emperor perhaps. There have been many who have studied the formative situations of the Primarchs who have drawn parallels between the conditions in which Vulkan found himself on Nocturne and Ferrus Manus encountered on Medusa; both were found on savage, barren worlds riven by hostile conditions and both held primitive cultures, long cut off during the Age of Strife. But beyond these surface features, the two worlds and, in particular, those who dwelled upon them could not have been more different.

The exact origins of the human presence on Medusa is uncertain, and genetic evidence reveals that it is most likely to have been the result of several different survivor groups, some perhaps dating back to the Dark Age of Technology, others almost certainly the stranded remnants of star-wrecks and pre-Navigator sleeper ships launched by the Mechanicum during the Age of Strife to find this fabled world. These antagonistic survivor-waves of the population, confronted by the near-unlivable surface conditions created by the planet's harsh climate, violently unstable geology and lack of native flora and fauna, devolved into techno-barbaric savages. Further forced into a nomadic existence by a constantly shifting landscape where mountain ranges and seas could be forged or unmade in a season, the Medusans retained by rote and shrouded in a degenerate superstition-ridden faith based around the dim memories of the Machine Cult, a vastly uneven trove of weapon-crafting, cybernetic and mechanical lore, but lost all semblance of civilisation beyond that of the basest hunter-gatherer. They formed into mobile, semi-tribal clans, the largest of which were centred on massive fortified land-crawlers (based in part on ancient STC designs for mining and harvesting engines), from which raiding and foraging parties set out to claim meagre resources and make ceaseless war on the other clans. They were a savage and unforgiving people; slavers and killers to whom the battle to survive was an unrelenting, bloody struggle in which only the strongest prospered.

Into this milieu Ferrus Manus came, but if what can be gleaned from the Medusan folk tales holds true, it was not into the clan-ranges he first fell in a blaze of light that sundered the grey, shrouding skies of the planet, but in the northern polar regions, shattering Karaashi, the Pinnacle of Black Ice. This locale was one of many places the Medusans considered the accursed abodes of the malign shades of the dead and slumbering iron-skinned monsters of legend. This set the scene for the Primarch's entrance into mythic history, and the legends teach of him wandering the northern realms, casting down hulking storm giants, performing superhuman feats of cunning and strength, and slaying monsters and murderous machine-creatures left relic beneath the black ice of Medusa from bygone ages of war and slaughter. The most renown of such fables featured the deathless horror of the great wyrm Asirnoth, whose quicksilver-skin had marked the Primarch in its death-throes and now perpetually coated the Primarch's own hands and forearms, lending him his common name.

When the Gorgon, as he had become known, strode forth from the forbidden realms of sundered Medusa to batter the disparate clans of his world into submission to his overlordship, he was already thought of as a living god by its natives. But while he did not require of the Medusans worship and did nothing to encourage it, he demanded obedience to his will, and bloodily broke any who would contest his word. Nor did he quell conflict or bring peace upon the planet, but instead he gave the Iron-Fathers —the half Tech-Priest, half shaman who ministered to the clans' spiritual and technological needs— the fruits of his own invention in exchange for the secrets they had kept down the generations. Through the Gorgon's teachings the clans then forged better weapons and stronger machines with which to fight to prove their worth to survive.

Ferrus Manus also led the bravest warriors of the clans to delve into the frozen realms below, breaking open long-sealed vaults and intruding into ice-buried fragments of the great machine-works that had plunged from the skies in ancient days in search of salvage and strong metal. In the depths, the warrior-bands and the silver-eyed giant who led them fought degenerate mutants, living-dead cyborgs whose decayed flesh hung in tatters from corroded metal bodies, and subdued the dark-engines of the nightmare ages that had gone before to take their plunder. By the time the Emperor had come to claim him for the Great Crusade, Ferrus Manus was warlord, demi-god and sage to the people of Medusa, and it is said that he was waiting, and that he more than half suspected the purpose of his creation.

When Ferrus Manus took charge of his Legion, he, like most of the other Primarchs, used his foster-world as the base and principal headquarters of his Legion. In doing this he wedded the two: the Medusan people and the Terran-founded Xth Legion together forcibly, creating something new that shared aspects of both that had gone before and eradicating with bloody-handed ruthlessness anything that would not yield to his will. Where once there had been chapters, there would now be Clans, but this was no mere symbolic union, and Terran Space Marines were ordered to displace the existing Clans' rulership both temporal and spiritual in the only way that the Medusans knew; by brute force.

So the Iron Hands became the new Medusans; the Legiones Astartes walking among them as demi-gods, and the people of the nomad clans under their thrall fighting and dying not simply just to survive any more, but ultimately for their children to prove worthy to join the Legion's ranks. The installation of the Iron Hands on Medusa and the establishment of Imperial Compliance did little to alleviate hardship, halt conflict or undo the barbaric superstitions of the natives, Ferrus Manus saw to that, for the trials and hardship of life on Medusa would winnow the weak from the strong and see that only the physically fittest, most warlike and psychologically 'suitable' recruits would join the ranks of his Legion. To counteract the potential flaw of Medusa's small population base, Ferrus Manus saw to it that on suitably recalcitrant human worlds his Iron Hands conquered by force, he exacted a tithe in perpetuity of strong male youths, taking them in early adolescence and selected at his behest by mendicant priests of the Mechanicum as tribute to Medusa: there to live, struggle, fight and survive if they were strong enough, as fresh blood for its clans and should they prove worthy, aspirants for his Legion upon attaining their majority. So it was the bloody inheritance and bleak creed of Medusa was spread to successive generations of the Iron Hands, forging it into a weapon of unparalleled ruthlessness.

Unit Organisation and Structure within the Legion

As is perhaps unsurprising from so calculating and methodical a master as Ferrus Manus, the Iron Hands Legion was a highly structured military force, with numerous tactical and strategic divisions of power and organisation within its ranks. However, on close inspection, the precise nature of this structure is a very particular one, instituting a system of 'organised compartmentalisation' within the Legion. This stands in contrast to other highly-structured Legions such as the single overarching hierarchy of many fine gradations as was found in the Emperor's Children or the Imperial Fists. Nor did the Iron Hands subscribe to the utterly rationalised clarity and dogmatic adherence to order and stricture espoused by the Ultramarines. The Iron Hands Legion was instead deliberately composed from a series of interlocking components, each with its own specialisation, duties and chain of command, beholden only to itself and its immediate superiors. Each of these components; be they Legionary squad, armoured vehicle squadron, support elements, etc, came together first as companies in the broadly standard model. But beyond this, each company was a part of a larger grouping with its own independent command, support and logistical network, armoury and ships created for a particular campaign or battle. These formations were referred to as Orders and were superficially equivalent to a specialised battalion in general Legiones Astartes terms, but far more concrete in makeup and isolated in operation. Inside an Order, the component companies were configured in such a way that each unit's function combined together to form a gestalt whole whose tactical and strategic capacities, like the components of a machine working together in unison, were capable of actions outweighed by the sum of their parts. In battle each Order was given a specific task which it was expected to fulfil without needing assistance and succeed it would at any cost, for pride, honour and sheer belligerence would allow no other outcome. Orders were often formed from a larger single Clan grouping, and sometimes units from different clans fought together within them, often as rivals for glory and achievement.

Clans were notionally the Iron Hands' equivalent of the chapters of other Legions but again, on close inspection, were in practice of distinct character, being patterned to a larger extent on the Medusan feudal system and were linked to the planet's nomadic barbarian populations as recruiting bases. These Iron Hands Clans were in fact 'pocket Legions', fully self-sufficient and self-supplied, and each had a single Chieftain or Iron Lord to rule them by Primarch-given right. Each Clan had a very real and distinct identity and each vied against each other for glory, attainment and for resources, as well as for the favour of their Primarch.

The level of integration and strength the Iron Hands Legion's system manifested was extraordinary if somewhat inflexible. Whether deployed as a single company or a full Legion in scale, it was a crushing leviathan when in action; extraordinarily difficult to stop, but also at times brutally intractable and slow to change course through its single-minded pursuit of its starting objectives. This was Ferrus Manus' deliberate intention, and as part of that design he invested authority and initiative with the few, not the many. Accordingly he created several distinct tiers of organisational structure where field commanders wielded absolute power and authority, and were to be obeyed without question by those beneath them, ensuring any responsibility for failure would be identified and dealt with with merciless efficiency. Within the Iron Hands Legion, command carried with it the power of both life and death; Each Shield-Centurion was empowered to enact at will both reward and preferment, as well as immediate punishment—including execution, over any Legionary beneath them without recourse, hearing or trial. Likewise, at the higher echelons of the Legion, an Iron-Captain had the same rights over their War Leaders and other subordinate officers within their Order, and the ranks beneath them, an Iron-Lord over the Iron-Captains in their Clan, and so on. Overarching this structure, Ferrus Manus was the single judge, ruler and master over all in his Legion without contest or gainsay.

The Iron Hands were a Legion whose numbers remained relatively constant throughout the latter phases of the Great Crusade, balancing their intake of new recruits largely with losses in the field. This was achieved despite the fact that many failed the Legion's notoriously rigorous and unforgivingly harsh training and assessment methods on Medusa. They were, however, known to maintain a particularly extensive and sophisticated arsenal of war engines —particularly tanks, armoured vehicles and Dreadnought walkers— the equal of any Legion save perhaps for Perturabo's IVth. Thanks to long-standing ties to elements of the Mechanicum and the technological aptitude displayed by many in their number, they possessed access to numerous cybernetic implant systems seldom seen outside the Machine Cult, and they were also able to widely reproduce and maintain large stockpiles of grav-weapons, conversion-beamer and laser-destroyer systems, and other arcane and esoteric machineries of death. This range of matériel extended both to extensive numbers of servitors (often created from failed Legion aspirants and, it has long been rumoured, prisoners taken in battle), and advanced super-heavy tanks such as the Fellblade. In addition, battle-automata and troops from the Mechanicum were preferred by the Iron Hands Legion for strategic support when available as the Legion was largely dismissive of most Imperial Army units as unfit for frontline work.

It is also worthy of note that the Iron Hands Legion, and its master Ferrus Manus, was at the forefront of the introduction of a number of weapons systems and armour patterns

over the course of the Great Crusade. The fruits of some, such as their contribution of the prototype Indomitus pattern to the Tactical Dreadnought Armour project and the powerful Stormbreaker pattern thunder hammer, would later be widely disseminated to the rest of the Legions. While the secrets of certain other weapons and metallurgic and cybermantic crafts, they kept to themselves and their most trusted confidantes within the Mechanicum.

The strength of the Iron Hands pseudo-feudal system of organisation created a highly disciplined and motivated force which both despised and punished failure and weakness, and rewarded and glorified strength, accomplishment and success. This created an environment in which the most competent and strongest-willed rose quickly within the ranks, and those who did not make the measure were quickly weeded out. It also provided a set of boundaries and strictures which channelled the raw aggression and adversarial tendencies of the Iron Hands themselves, many of whom shared their Primarch's volatile temperament, kept in check through a mixture of coldly-imposed Legion discipline and with Medusan cultural values of bloody-minded pragmatism which were taken as the Legion's creed.

It also had the effect of creating not inconsiderable friction and indeed direct competition between the Legion's Clans, both to attain glory and praise in their Primarch's eyes and to outdo each other in battle. This competitiveness had a very practical consideration also as the most successful Clans were favoured by their Primarch with a greater proportion of recruits and additional resources —a matter not of favouritism but logic in their master's eyes— a distribution weighted to prefer the Clan who had proved itself most able to utilise what it was given in the Legion's service. For the rest the message was equally clear; it was a matter of the survival of the fittest; adapt, grow strong, overcome—or fail and wither to destruction. It has been argued by some that the embodiment of this philosophy, particularly in the person of its Primarch Ferrus Manus, contributed greatly to the crisis and mental shock endured by the Iron Hands Legion after the dire events of Isstvan V.

War Disposition

At the outset of the Horus Heresy, the Iron Hands Legion is commonly estimated to have had an operational strength just in excess of 113,000 Legiones Astartes, with a huge operating reserve of wargear and supplies, alongside a diverse fleet of around a hundred capital vessels of various classes. This placed the Iron Hands within the mid-tier of Legion strengths recorded at this date by their numbers alone, but in general terms, their resource in wargear, war matériel and supply made them a considerably greater military power in practice than their number alone would suggest.

At the time the events at Isstvan III were taking place, the major constituent of the Legion (believed to be around two thirds its strength both in terms of manpower and ships, comprising the majority of its most powerful Clans), were under the direct command of their Primarch, forming the 52nd Expeditionary fleet. Owing to the perfidious treachery of Fulgrim, and the uncontrollable wrath of Ferrus Manus in response, the Iron Hands Primarch broke ranks from this force and reached Isstvan V with only an elite cadre chosen from his then-favoured Avernii Clan alongside him, almost all of whom were annihilated with their slain Primarch during the Dropsite Massacre. A great many more vessels of the 52nd Expeditionary fleet following on behind their Primarch were also destroyed, along with tens of thousands of Iron Hands on board as they later transited into the Isstvan system, rushing unknowingly into a death trap from which only a few ships were to escape. Taken together, these losses were great, although this left more survivors from the Iron Hands Legion in number than could be ascribed to the Dropsite Massacre's other victim Legions overall. This was largely the case as large groups of Iron Hands were presently engaged elsewhere and unable to heed, or ignorant of, their Primarch's rushed call to assault the traitors at the Isstvan system. The Legion was nevertheless savagely reduced; the survivors scattered physically and utterly shattered spiritually by its losses.

Initially sent reeling and psychologically devastated, the Irons Hands Legion's survivors fractured, and the full story of what happened to its scions remains clouded to this day. It is known, however, that some Clans re-organised a council of Iron-Fathers on Medusa to take charge of the ravaged Legion, and speeded the recruitment and creation of new Space Marines from the extensive stores of gene-seed kept there with the goal of rebuilding the Legion. Alongside this, it is widely believed that in the aftermath some Iron Hands units and, in some cases, entire Clans shunned the Medusan Council's assumed authority and went their own way, consumed by their own hatred and need for revenge. These fractured forces fought their own war and it is widely believed some delved into the use of dark and forbidden forces from humanity's ancient past to do so, although this has been strenuously denied since by the Iron Hands Clan Council.

What cannot be contested, however, is that other lone Iron Hands and small scattered groups cast off their Legion's livery entirely and either fought on alone or went renegade—Iron Hands no more. Regardless of the hidden truths of these terrible times, the Iron Hands Legion in the years that followed the Dropsite Massacre, and largely under the auspices of the Medusan faction, managed to re-enter the fight against the Traitors with devastating results on several outer worlds, but it was as a shadow of its former strength; no longer a Legion whole, united or entirely sane.

Historia Terra Refrom

The Bloody Echo of Isstvan

In the death of Ferrus Manus, to the minds of his Legion, there was failure and there was weakness. For some of the Iron Hands survivors, their Primarch, who they had held up as the paragon of strength and intelligence, had been shown to be weak by his death, and by extension the Iron Hands had been shown to be weak themselves and perhaps deserving of destruction when judged by their own creed by following him. Others laid the blame purely on the treachery of those who had turned from the Emperor, descending into a fratricidal hate that consumed everything else. Others within the Legion would turn inwards, despising their own perceived failings of hubris and weak flesh, and still yet others would go on to harbour the seeds of bitter scorn and distrust for those who had failed their Primarch, both as brothers and as allies in the battle, failing either by their actions or by allowing themselves to be duped into being sent far away when the traitors had struck. Regardless of where the blame truly resided, many within the Iron Hands Legion, now fatherless, dealt with this traumatic crisis on a personal level in a simpler and more direct fashion; they went violently insane.

Iron Hands Tactical Legionary

Legionary Karatacus
Squad Trenguit, Tactical Company,
Order Quarii, Clan Vurgaan
Isstvan V Dropsite Massacre,
Battle of Phase Line Upsilon Delta XV

Squad Trenguit is known to have deployed to the surface of Isstvan V as part of the assault in support of the second stage landings with the Legion's armoured contingent. As such, the fate of the squad's members is largely unknown, although a handful of uncorroborated accounts suggest they survived the landing and fought for at least forty-three minutes before the maelstrom of battle consumed them somewhere in the vicinity of the feature designated Phase Line Upsilon Delta XV.

As a veteran of several decades of service, Legionary Karatacus went into his final battle wearing the suit of MkII power armour that had served him well throughout dozens of campaigns.

The numeral '4' identifies Legionary Karatacus as belonging to the 4th Order (or Order Quarii) of the Isstvan V assault force.

Panoply of War

1. **Iron Hands Legion icon:** common armorial use.

2. **Phobos pattern boltgun.**

3. **MkXIX thermic charge:** Surviving records suggest that at least half of the squads in Clan Vurgaan's tactical companies were issued with these charges to facilitate breaching operations against the heavy Traitor fortifications.





1.



2.



3.

Iron Hands Legion Terminator



Veteran Legionary Mokan
Squad Demetae, Terminator Century,
Order Quarii, Clan Vurgaan
Isstvan V Dropsite Massacre,
Assault on Salient 7-7

Veteran Mokan was assigned to the leading edge of Clan Vurgaan's deployment to the surface of Isstvan V. While many of the Clan's companies deployed via drop pod, the Terminator Century of the 4th Order (Order Quarii) is known to have teleported directly to the dropsite in order to secure the landing zone. While the massed Terminators of the Avernii Clan assaulted the Traitor fortress-line, Squad Demetae is known to have survived into the battle's third hour before destruction under heavy bombardment.

Veteran Legionary Mokan is depicted here wearing a suit of Cataphractii pattern Terminator armour, which had received numerous embellishments and modifications at the hands of the Legion's master artificers.

Panoply of War

1. **Charatran pattern power-chainaxe:** This pattern was instituted in the second decade of the Great Crusade, during the war with lords of the Fade Continuum.

2. **Phobos pattern combi-melta:** One of a range of armaments issued to Terminator squads, the combi-bolter offers a balance between tactical assault and anti-armour firepower.



1.



2.

Iron Hands Breacher Legionary

Legionary Maeloc
Squad Cunaeda, Order Primii, Clan Gaarsak
Isstvan System Penetration,
Counter-boarding Action

The 1st Order (or Order Primii) of Clan Gaarsak are recorded in surviving accounts of the Battle of Isstvan V as having taken part in the fleet actions that took place in and around orbital space as Iron Hands Legion warships attempted to reach their brothers on the surface. In the event, the majority of these operations were unsuccessful and countless Legionaries perished in the transport holds of their battle-barges, consumed by the ravening fires of Traitor broadsides.

Squad Cunaeda is believed to have launched a daring counter-boarding action against the World Eaters battle barge *Retiarius* at the height of the fleet action. It is likely the squad was on board the *Retiarius* when their own vessel was destroyed, and how long they might have fought on against an entire warship filled with savage enemy warriors cannot be known.

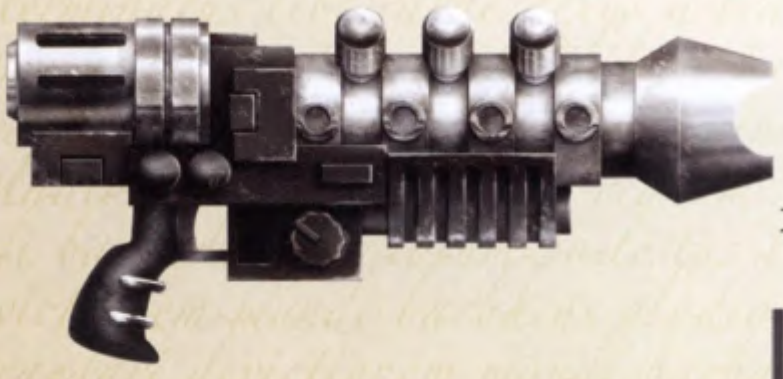


Panoply of War

1. **Autotellurian pattern graviton gun:** Specialised weapon as useful in disrupting enemy counter-assaults as it is in engaging the foe.

2. **Phobos pattern bolt pistol:** Standard issue, vital for close-in fighting against enemies who survive an initial assault.

3. **Panoply Belicosa:** Melta bomb, frag grenade and krak grenade.



1.



2.



3.

Iron Hands Legion Terminator

Unidentified Veteran Legionary
Unknown Squad Designation,
Order Primii, Clan Avernii

Isstvan V Dropsite Massacre

This otherwise unidentified Legionary's insignia is that of the 1st Order (Order Primii), Iron Hands Avernii Clan. Many of these warriors had been slain at the hand of the Primarch Fulgrim and his Phoenix Guard before the full extent of the rebellion had even revealed itself. Many more fought in the Isstvan V Dropsite Massacre at the side of Ferrus Manus, determined to avenge the deaths of their brothers. Their fate instead was to fall beside their master, loyal and resolute to the end.

The Legionary is depicted here clad in a suit of Tartaros Terminator. This pattern was held as one of the most advanced products of the Tactical Dreadnought Armour program.

Panoply of War

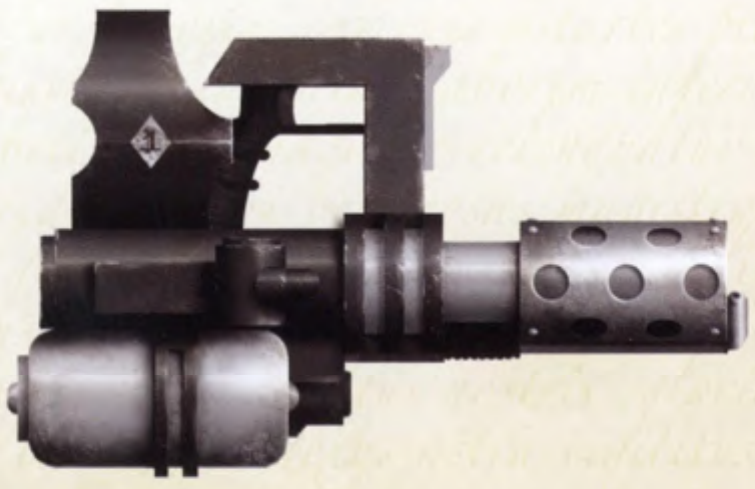
1. Meridius pattern power maul.

2. **Anvilus pattern heavy flamer:** A common weapon amongst Terminator armour clad warriors assigned to boarding actions and similar 'Zone Mortalis' engagements, where contact with numerous enemies in confined battle zones is anticipated.

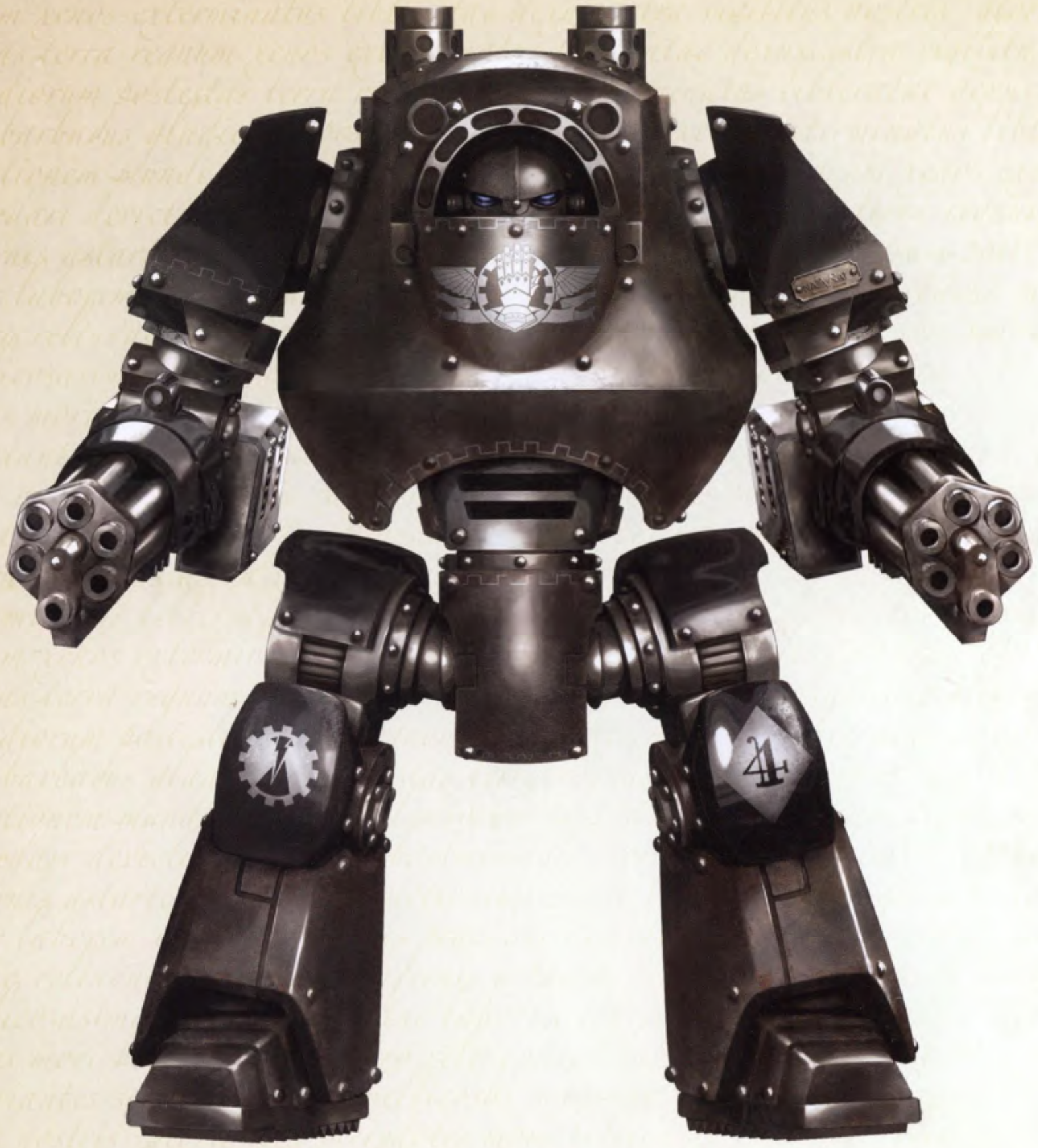




1.



2.



Iron Hands Contemptor-Mortis Dreadnought

Veneratii Urien

Order Quarii, Clan Vurgaan

Isstvan V Dropsite Massacre, Phase Penultima Terminus

Veneratii Urien was once Centurion of Clan Vurgaan's 4th Order (or Order Quarii), a warrior feared for his uncompromising rule. Urien was a Terran rather than a Medusan, and one who had fought with the Xth Legion long before its union with its Primarch. He fell during a battle against the xenos Psy-Gore less than a decade before the Battle of Isstvan V, and was subsequently interred within a suit of Contemptor-Dreadnought armour, curtailing his rise to high command, but ensuring he would continue to serve his Legion.

Veneratii Urien's Dreadnought armour is configured according to the Mortis sub-pattern, mounting a pair of Kheres assault cannon, as well as highly advanced targeting systems. The primary use of this configuration is to engage enemy aircraft, several dozen of which Urien is believed to have shot down in the one hour and twenty seven minutes he fought for, having set foot on the bloody ground of the Isstvan V dropsite.



Iron Hands Contemptor Dreadnought

Ancient Morn

Order Primii, Clan Avernii

Isstvan V Dropsite Massacre, Phase Terminus

The warrior interred within the Dreadnought armour depicted here was one of Clan Avernii's most respected warriors. The gold winged lightning bolt marks Ancient Morn out as one of only a handful of surviving veterans of the Battle of Lox. Ancient Morn once served in the Avernii's Terminator Centuries of the Iron Hands Primarch's honour guard, fighting alongside Ferrus Manus himself throughout countless battles. Morn fell in battle at the height of the Battle of Gardinaal Prime, his body crushed beneath the iron tread of one of the gargantuan walkers fielded by the Lords of Gardinaal. Interred within the armoured sarcophagus of a Contemptor Dreadnought, he continues his sterling service to his lord and master.

Morn's service is thought to have come to an end amidst savagery and bloodshed as he fell defending the decapitated body of his slain Primarch upon the blood-soaked ground of the Isstvan V.

Iron Hands Legion Battle Tanks

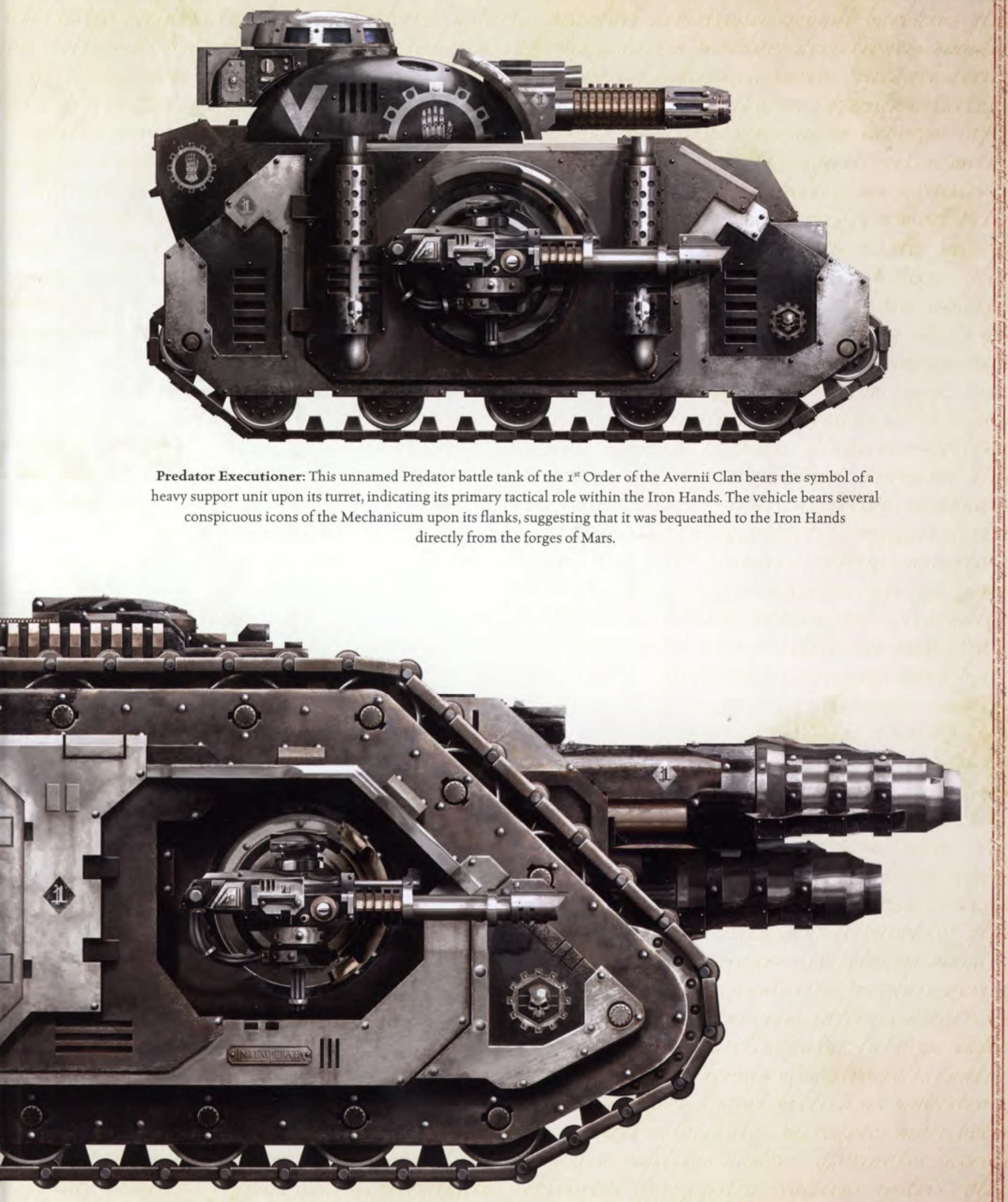
The core of the Iron Hands armoured units, though limited in number by the capacity of the *Ferrum*, held some of the finest war machines and crews in the Legion.

Tragically, when the Legions of the second wave revealed themselves as Traitors and opened fire upon the sons of Ferrus Manus, Vulkan and Corax, many of these war machines were oriented towards the fortifications of the Sons of Horus, the Emperor's Children, the Death Guard and the World Eaters. Their less armoured rear facings were therefore facing towards the guns of the Word Bearers, Night Lords and, in particular, the Iron Warriors. As a result of the treacherous bombardment from the rear, they suffered staggeringly high losses in the first minutes after the treachery of Lorgar, Curze and Perturabo was revealed. Nonetheless, the crews of every type of armoured vehicle in the service of the Iron Hands fought on boldly, many sacrificing themselves at the last so that the surviving infantry could break out of the trap and disperse into the surrounding wilderness to fight on.





Legion Cerberus 'Intemperata': The *Intemperata* was one war machine in an armoured wing of a dozen deployed to the surface of Isstvan V. The engine took part in supporting the Iron Hands' assault and, in so doing, screened an entire Terminator Century of its parent Avernii Clan from the heavy guns of the Death Guard. The *Intemperata*'s unit came under punishing and sustained fire from massed batteries of laser destroyers and graviton cannon when the Iron Warriors revealed their true allegiance, all but the *Intemperata* itself reduced to flaming wreckage within minutes. The war engine was last seen engaging the Traitor God-Engine known as the *Dies Irae* in order to draw its fire from Iron Hands infantry squads, a noble sacrifice for which the *Intemperata* will always be honoured.



Predator Executioner: This unnamed Predator battle tank of the 1st Order of the Avernii Clan bears the symbol of a heavy support unit upon its turret, indicating its primary tactical role within the Iron Hands. The vehicle bears several conspicuous icons of the Mechanicum upon its flanks, suggesting that it was bequeathed to the Iron Hands directly from the forges of Mars.

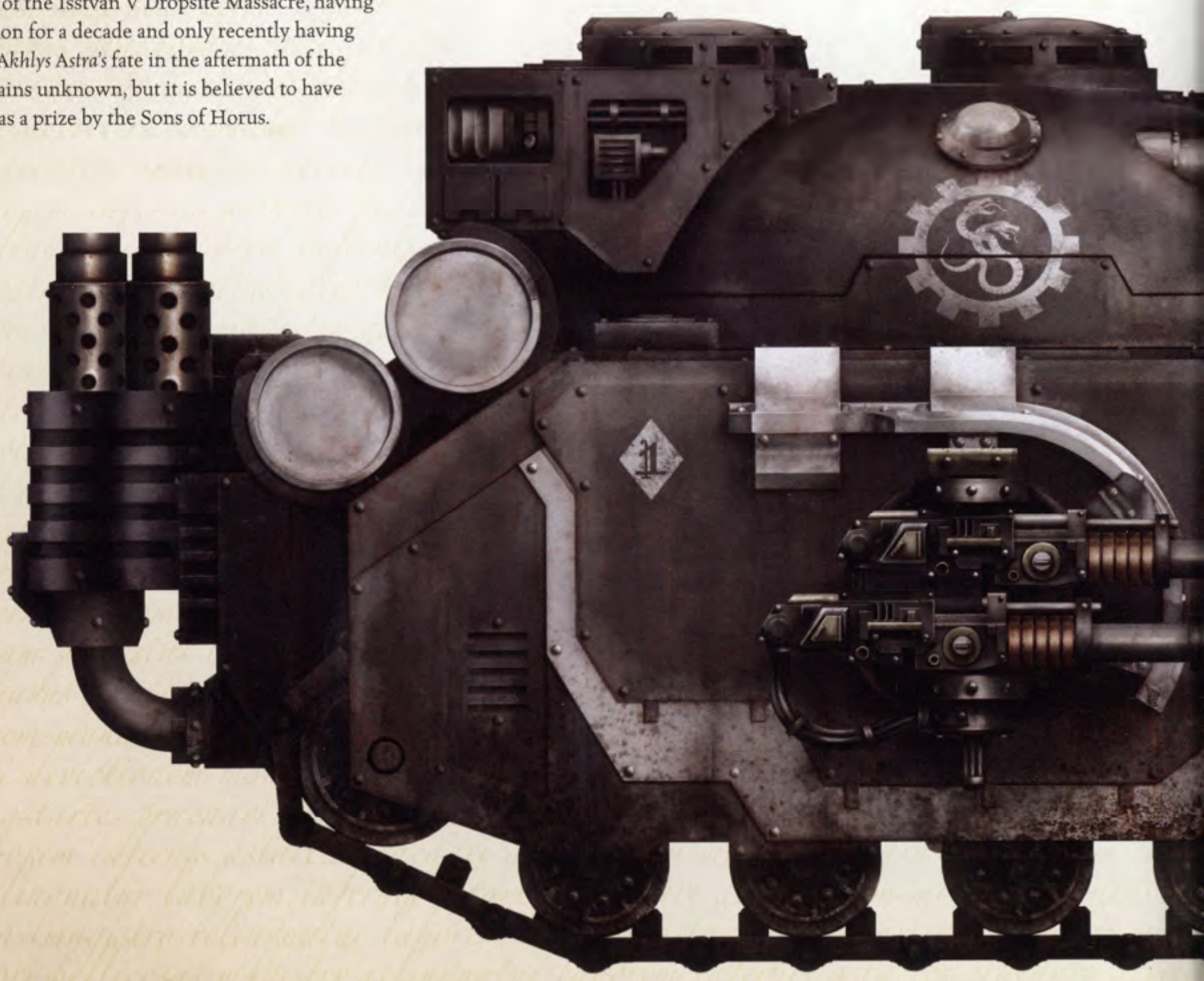
Iron Hands Legion Armoured Echelons

The Iron Hands Legion utilised its many war machines as support for individual companies and orders, but also fielded large units of heavy battle tanks as distinct units. Such formations ranged in size from squadrons of less than a dozen vehicles to company, even order-sized units of scores of vehicles. In the case of super-heavy tanks such as the Fellblade, between three and five vehicles would be considered more than a match for any foe less powerful than a battle Titan. Units of Predators or Land Raiders might consist of forty or more vehicles and be sub-divided in numerous commands.

The armoured formations committed to the Isstvan V operation, were deployed as part of the second phase of the Iron Hands Legion's attack. Their orders varied enormously, some committed to frontal assault and breakthough actions, others to wide flanking manoeuvres. Some armoured formations were tasked with engaging those of the Traitor Legions' as the Loyalist Primarchs were well aware that the enemy had had plenty of time to prepare for battle and access to a great many war machines.

Despite their power, almost all of the Iron Hands Legion's armoured formations are thought to have been destroyed under the guns of the Traitors' overwhelming numbers. The heaviest formations, such as the Fellblade companies serving under Clan Ungavarr and the Land Raider echelons of Clan Avernii, are known to have been engaged by Traitor Titans and to have suffered incredible losses despite valiant attempts to concentrate their efforts against these mighty foes. Of the few eye witness accounts committed to record in the aftermath of the Dropsite Massacre, few fail to make mention of the bold attacks of the Iron Hands armoured echelon against staggering odds.

Legion Fellblade Super-heavy Tank 'Akhlys Astra':
This vehicle was part of the 1st Order of Clan Ungavarr, and was named '*Akhlys Astra*' in reference to an ancient legend of Medusa. The *Akhlys Astra* was a relatively untested war machine at the time of the Isstvan V Dropsite Massacre, having only served the Legion for a decade and only recently having earned its title. The *Akhlys Astra's* fate in the aftermath of the dropsite battles remains unknown, but it is believed to have had its wreck taken as a prize by the Sons of Horus.



Iron Hands Armoured Proteus Land Raider

'Wyvern'

Order Primii, Clan Avernii

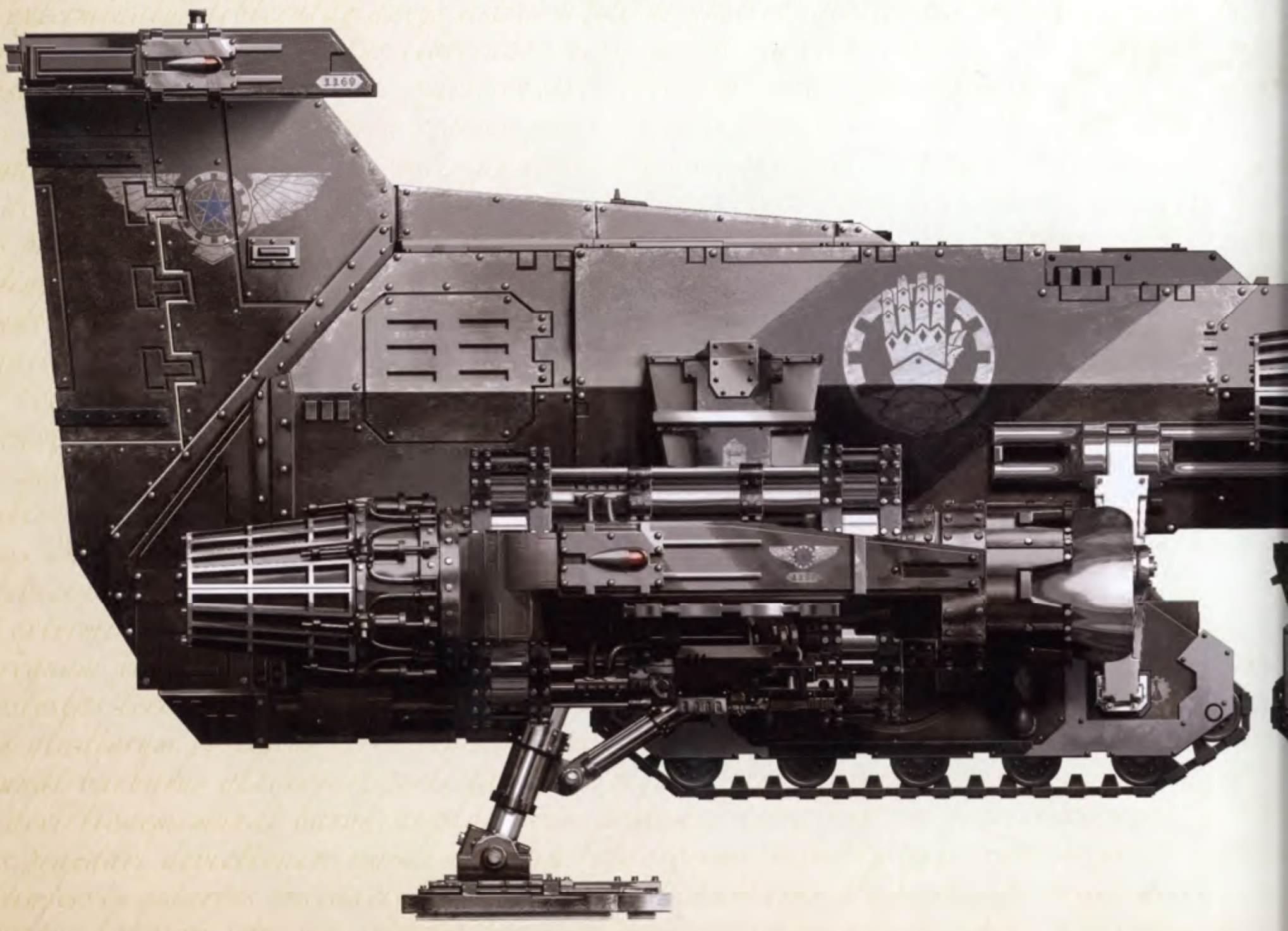
Isstvan V Dropsite Massacre, Assault on Redoubt Theta 13

Wyvern was last seen bearing down upon the defences of Redoubt Theta 13, a Traitor fortification that was the objective of a combined force of three entire companies. Soon after the death of Ferrus Manus, the *Wyvern* threw itself at the enemy, either driven into an atavistic fury or simply intent upon martyring itself upon the guns of the Emperor's Children.

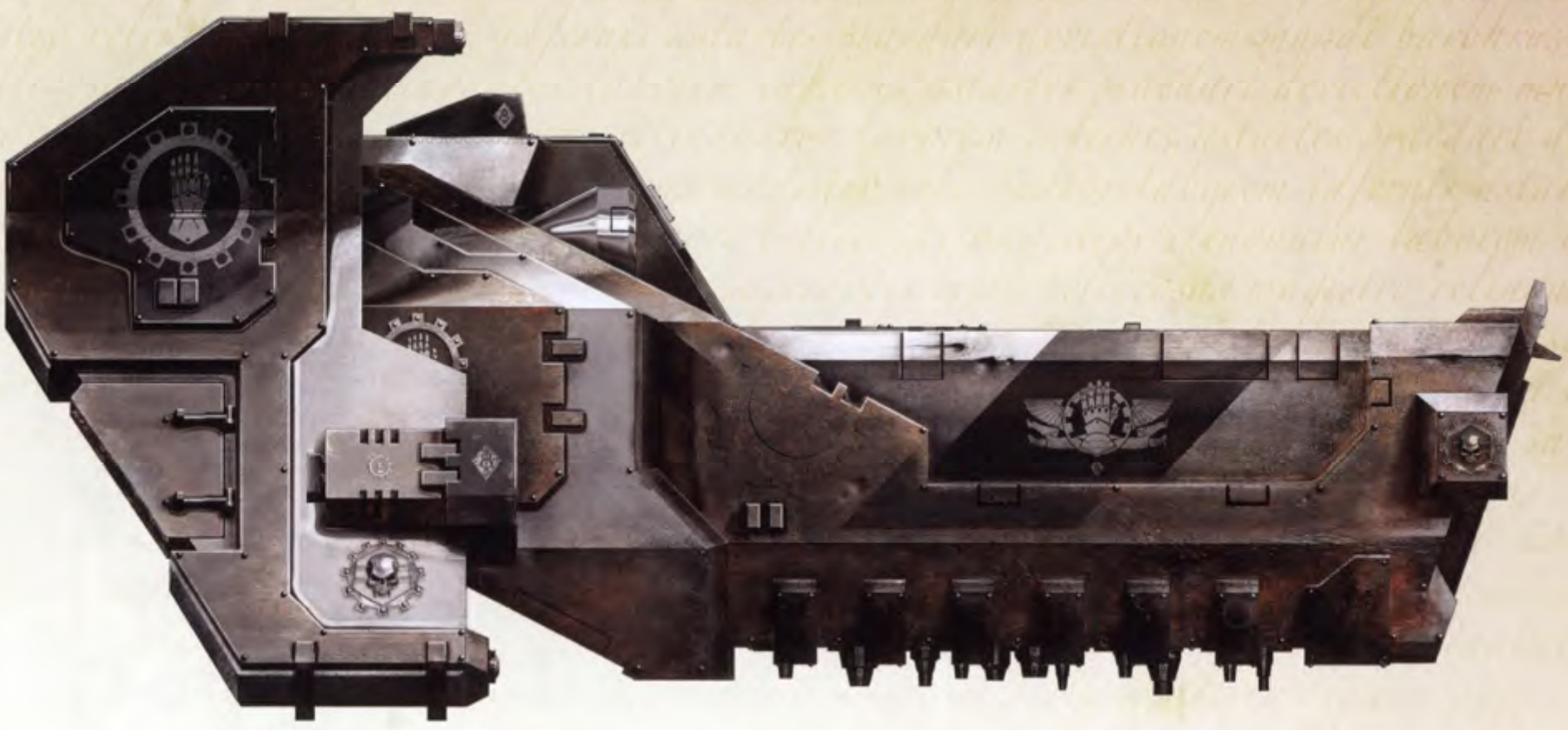
Iron Hands Fleet Auxillia

In addition to heavy ground units, the Iron Hands committed every available air and sub-orbital asset at their disposal to the Isstvan V drop. In the case of the *Ferrum's* complement, this primarily consisted of Thunderhawks and Caestus Assault Rams. Such vessels were utilised in a range of different roles, from that of gunship to ferrying troops around the battlefield directly in the face of enemy guns.

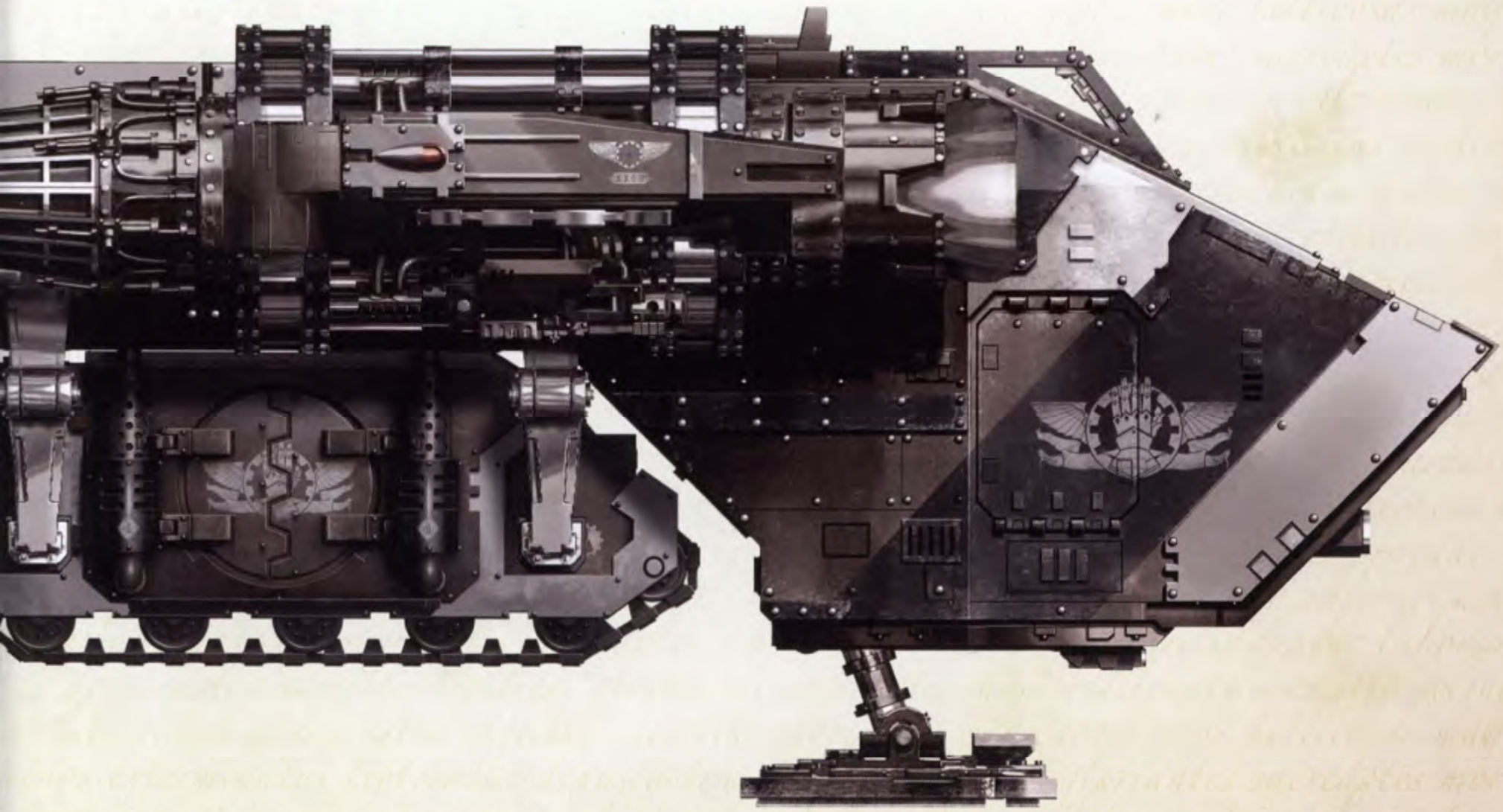
The ultimate fate of many of these aircraft is a salutary example of the spirit in which the Legiones Astartes were forged. Even as the full and dire extent of the rebel Legions' treachery became clear, Loyalist Thunderhawks and other similar sized classes of aircraft worked tirelessly and entirely without consideration for their own safety to aid the beleaguered ground forces. Those aircraft that were able to do so launched ceaseless strafing runs against the enemy, while those whose ammunition was expended attempted to evacuate their brothers to orbit. Others fought desperately to fend off the attacks of enemy aircraft, while a few sacrificed themselves by crashing into the densest concentrations of enemy forces they could identify. Though noble in the extreme, such glorious acts of self sacrifice failed to stave off the death of the Primarch Ferrus Manus and the near total destruction of the ground forces so perfidiously betrayed in the Dropsite Massacre at Isstvan V.



Thunderhawk Transporter (Legion Forge, war engine designated '1169'): This Thunderhawk Transporter belongs to the Iron Hands Legion Forge. The craft is known to have conducted at least six interface missions during the three hours or so of the battle, each time returning to orbiting warships laden with wounded Legionaries before returning to the surface with reinforcements, every spare square metre of its interior filled with ammunition.



Caestus Assault Ram, Order Octii, Clan Avernii: This Caestus Assault Ram conducted numerous attacks against ground targets, utilising its magna-melta, one of the most potent weapons of its class, against any enemy ground unit it could engage. In most cases, these units were either static fortifications, heavy tanks or Titans, against which it launched several bold attack runs. The aircraft is thought to have perished around the end of the first full hour of the battle, the exact circumstances of its destruction remain lost in the havoc of battle.



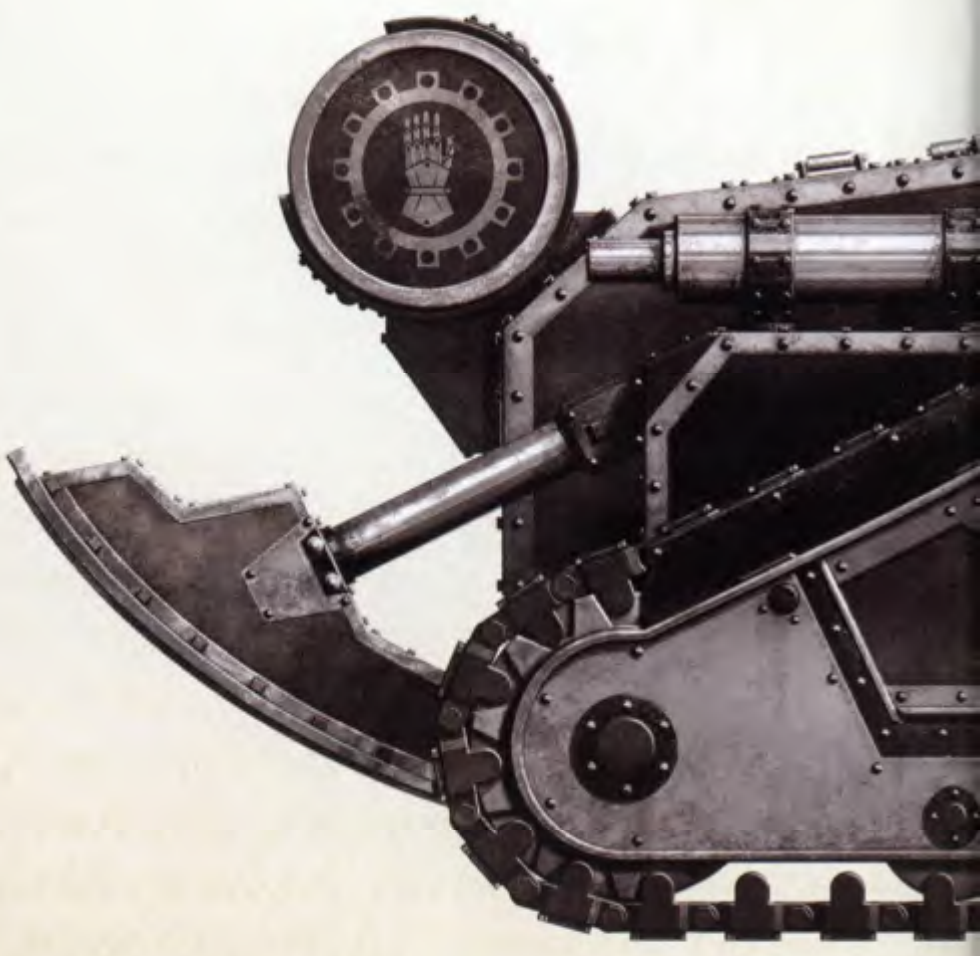
Iron Hands Legion Reserve

The Iron Hands Legion maintained a notably large pool of reserve and second line vehicles of all types and classes. Such vehicles included many more commonly seen in the service of the Imperial Army, or since made obsolete by the discovery and exploitation of new Standard Template Construct imprints. Much of the Legion reserve consisted of war engines either awaiting attachment to a specific Clan, or otherwise intended for use in operations that required more vehicles than the Clan had immediately available.

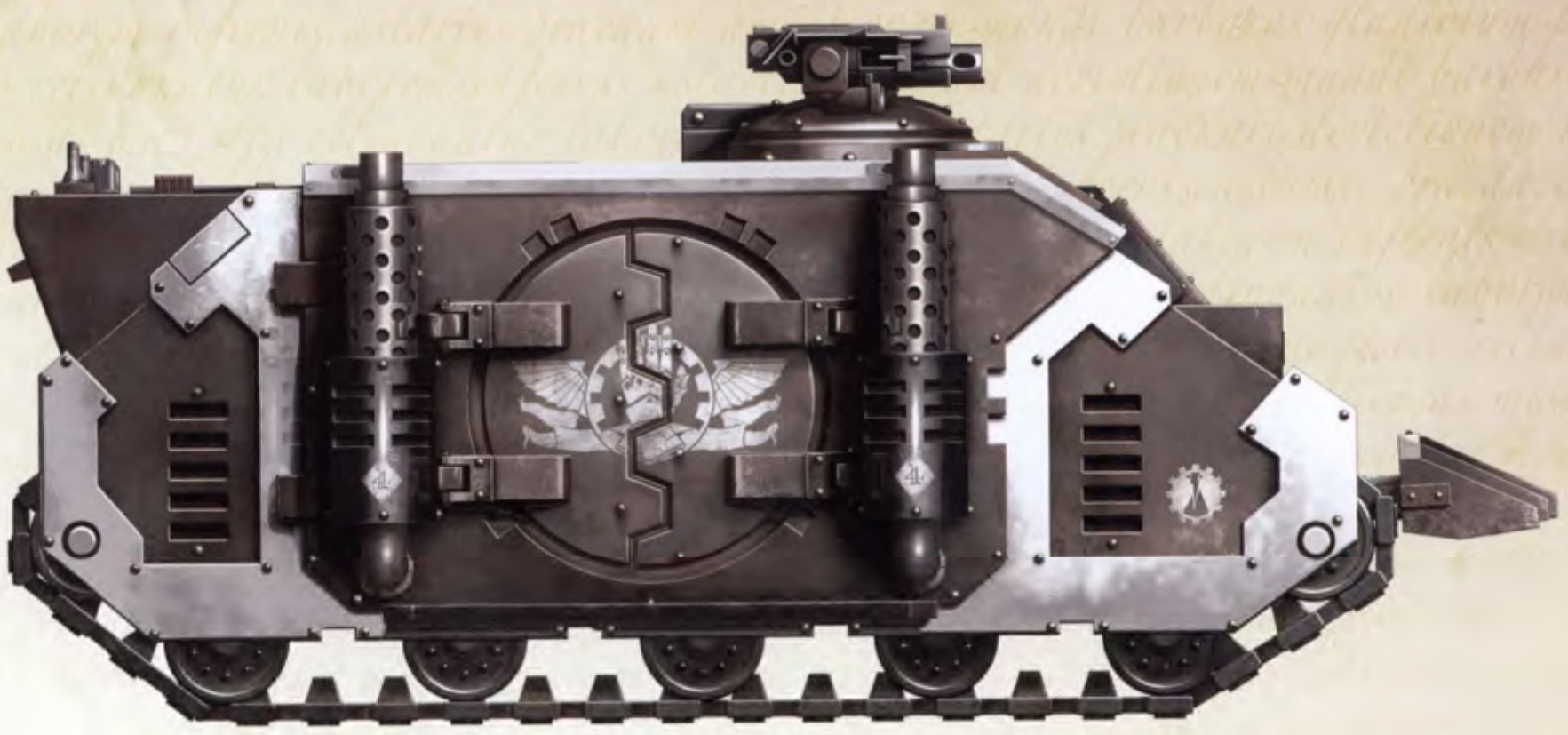
The crews assigned to operate the vehicles of the Legion reserve for the Isstvan V drop operation were drawn from many and varied sources and combined in the confines of the *Ferrum's* hold.

Regardless of the unconventional circumstances of their assignment, it is generally held that all of these crews comported themselves with honour and skill, regardless of their station within the Legion. In one case, a Legion Baneblade commanded by an Iron Hands sergeant is known to have been struck by a Titan class weapon, its turret breached and its command crew slain. In the heat of battle, the Legion serf manning the forward secondary weapon station assumed control and kept the vehicle fighting for an estimated further eleven minutes before it was overrun by World Eaters infantry and all surviving crew were slain.

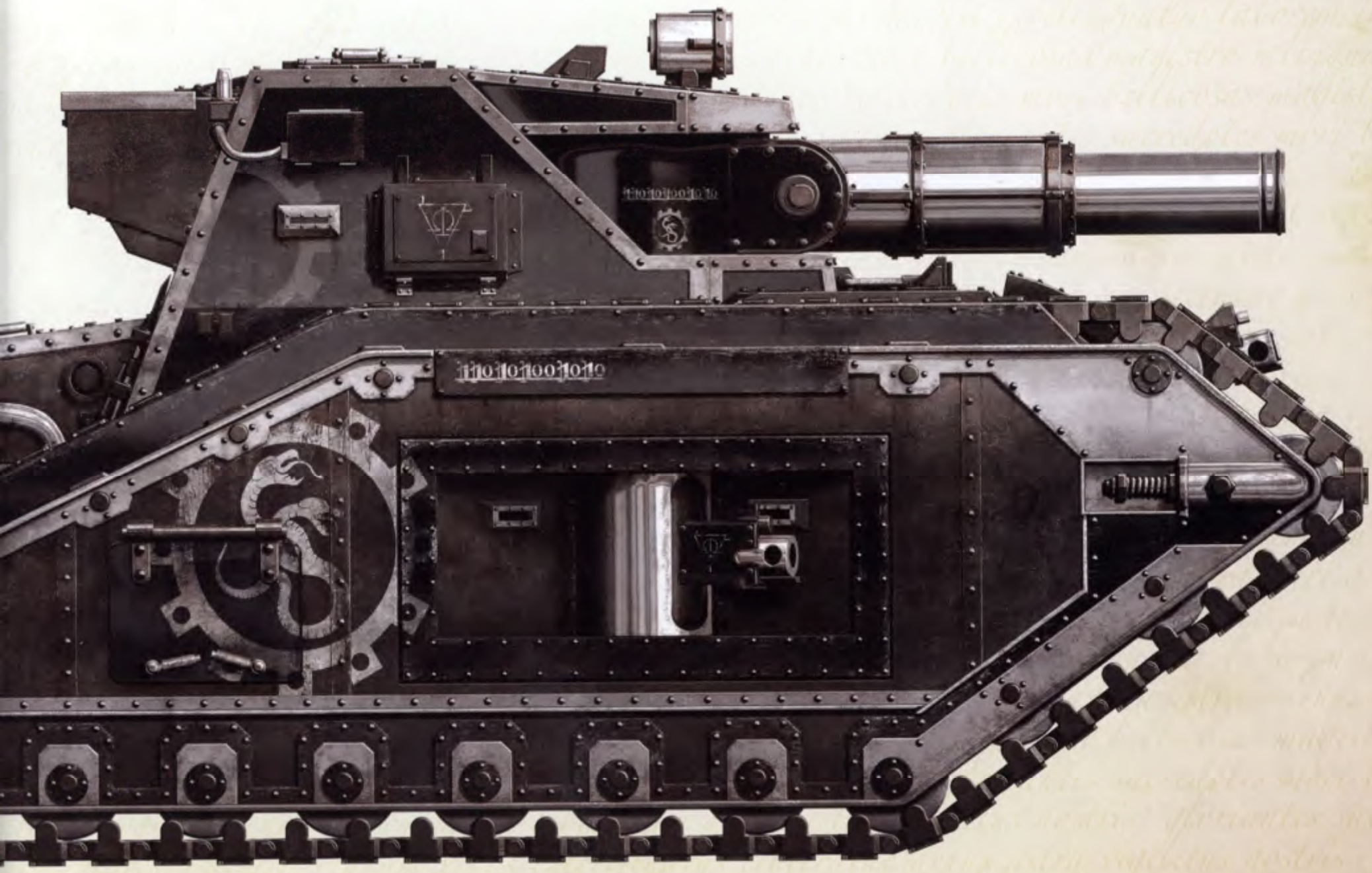




Legion Malcador, ceded to Clan Ungavarr: This Malcador battle tank was withdrawn from the Legion reserve having been stored for well over a century. The binaric coding displayed on the vehicle's flanks refers to its position within the reserve's vast storage facilities and, having been assigned to the small Clan Ungavarr detachment of armour aboard the *Ferrum*, the twinned serpent symbol of that Clan has been applied.



Rhino, ceded to Order Quarii, Clan Vurgaan: This Deimos pattern Rhino was withdrawn from the Legion reserve, having been stored aboard the auxiliary fleet tender *Toil of Krater* in anticipation of such need. The vehicle was assigned to the 4th Order of Clan Vurgaan and served with one of that Order's Devastator companies during the initial stages of the Isstvan V drop. It is thought that it was destroyed when the Iron Warriors unleashed a fearsome counter battery barrage against the Devastator positions, its exact fate unknowable amongst the unimaginable devastation unleashed that day.





Exemplary Battle

The Fall of the Lords of Gardinaal

It is not to be supposed, despite the propaganda largely perpetrated by the Remembrancers tasked with the promotion of the Imperial Truth, that the Compliance, forced or otherwise, of the scattered human realms left isolated and alone during the Age of Strife, was achieved easily, even by the might of the Legiones Astartes. For each world of humans reduced to ignorant savages restored thankfully to civilisation and unity by the Emperor's beneficence, there was another brutally enslaved by a vile alien oppressor who would not give up their prey–chattel without much effusion of blood. There were also many human worlds, indeed in some cases petty interstellar empires, who resisted the Imperial Truth through fear, fanaticism or arrogance, and of these some number possessed considerable might of arms, enough to give the Great Crusade pause. One such was the Gardinaal; a solar empire at the edge of the Dominion of Storms to the Galactic East.

Comprising eleven inhabited worlds, grown strong on industrial power retained through the Age of Strife and a warlike military aristocracy, it was deemed a prize well-worthy of inclusion intact for the Imperium—its extensive and well-equipped armed forces ideal inductees into the ranks of the Imperial Army. So was negotiation deemed the first course of action, and a full delegation with an honour-guard drawn from the Thousand Sons Legion was despatched.

From the start the talks were at first promising, but soon degenerated, the Lords of Gardinaal's position soon becoming laboured and obstructive, dragging on in what the Imperial emissaries came to believe was a deliberate attempt to forestall an invasion while the Gardinaal themselves covertly readied for war. When the Thousand Sons detachment detected an attempt to subvert the Imperial emissaries through the use of psychic witchery, they intervened, slaughtering the Gardinaal delegation and, by their quick action, enabled the Imperial expedition to flee Gardinaal space, and bring news of the treacherous attack to the Imperium.

The die was cast for war, and the nearby 413rd Expeditionary Fleet, under the command of Master Ulan Cicerus and his XVth Chapter of the Ultramarines Legion, a strong Imperial Army core of Marnean Armsmen and Serranic Peltasts and a demi-legio of the Legio Atarus (the Firebrands) were dispatched. Although meeting early successes in overcoming the defences of the Gardinaal's outer worlds and rapidly achieving superiority in space, establishing a blockade and isolating the rest from each other's aid, the invasion of Gardinaal Prime would prove disastrous. For the Ultramarines, the goal was the taking of the world with the minimal collateral loss. Operating a standard tactic of identifying and decapitating the military rulership and taking control of the local seat of power, the invasion's foothold was to be the outer zones of the planet's fortified capital city. Here the Imperial Army would rapidly encircle and besiege the city, allowing for the Titan force to breach its defences and the Ultramarines themselves to carry the main attack by storm. It was a plan of attack that had served well on hundreds of worlds, but which at Gardinaal would fail.

A landing was swiftly forced but the Imperial Army was quickly put under heavy fire when the Gardinaal utilised hitherto unseen numbers of powerful low-level attack aircraft to disrupt and strafe the landing zones, while renewed volleys of anti-aircraft fire

drove back the circling Imperial landers and drop ships. The prospect that the ease of the landing had been a ruse to entrap the Imperial force was confirmed when the Gardinaal continued the counter-attack with the onslaught of hundreds of tanks and armoured personnel carriers, clearly local variants of the STC Predator and Rhino patterns, armed with charged-particle weaponry, which soon swarmed the area.

Seeing the bloody quagmire that had developed on the ground, Cicerus, with the very real prospect of losing the bulk of his Imperial Army contingent and siege gear at a stroke, chose to perform a combat encirclement of the Gardinaal forces using his Ultramarines and the Firebrand's Titans, deploying directly into the battle at the flanks, hoping to crush the Gardinaal counter-attack between the two fresh forces. But soon this too was met with defeat as the Gardinaal responded with unexpected ruthlessness, deploying crude but effective atomic weaponry in saturation bombardments, heedless of the casualties they inflicted to their own side or the damage they wreaked on their own world. These waves of atomic barrages were followed with the assault of scores of scout-Titan sized quadrupedal armoured walkers from within the city, each the match of the Firebrands' own war machines, which they greatly outnumbered. After several desperate hours of bloody fighting, the remaining Ultramarines and Titans were hurled back and forced to retreat off-planet rather than fight on with no possibility of victory.

Nearly half of the demi-legio Atarus had been lost and the Ultramarines casualties were just as severe, but worse, over 500,000 troops of the Imperial Army lay dead or dying on Gardinaal Prime, their siege guns and assault crawlers little more than burning wreckage and boiling slag amongst them. Repulsed and grievously wounded, the 413th was bled dry and unable to launch another assault on the world. Its ships were still intact but could do little more than maintain the system blockade until further reinforcements arrived, being able to destroy a world, but not to claim it. Although it is likely that the Ultramarines would have wished for their own Primarch's 12th Expeditionary Fleet to aid them, the armada that broke from the Warp in answer of their need bore the black-iron hulls and lustrous purple and gold livery of the Iron Hands and the Emperor's Children Legions instead.

Ferrus Manus, at the head of the war-host, viewed the problem of Gardinaal with cold fury. It would not be enough to simply destroy the world from orbit; the advanced industries on Prime had proven their worth already in battle and were a prize that must be taken, not simply obliterated.

However, a lesson would need to be taught to the other worlds of Gardinaal in bloody retribution for denying the unity of Mankind. The cities of Prime were his first target, and a precisely targeted rain of fire from his warships, coupled with a series of lightning raids conducted by the Emperor's Children contingent under his command, sowed panic and death across the world, incinerating crops, blasting habitation zones, severing power supplies and smashing vital watercourses and vox-stations, but leaving its infrastructure intact. To the Gorgon this was no act of malice, nor intended to simply spread fear; it was a calculated attack designed to fracture the planet's strategic cohesion and blind and distract its defenders to what would come next.

The Iron Hands invasion descended at the height of the diversionary attacks, using the mask of chaos; Ferrus Manus having divided the task of taking Gardinaal Prime's main industrialised zones between the Iron Hands Clans. This mission they pursued mercilessly, vying with each other for the





speed with which they could claim their objectives and anything, soldier, worker or war machine that stood in their way was gunned down or crushed to a bloody pulp with brutal efficiency. These objectives claimed, the Iron Hands dug in automated defences and secured them with second-line servitor battalions, freeing them up for their next strategic phase. While the Emperor's Children struck, rapier-swift, delivering death to Gardinaal by a thousand cuts, the Iron Hands waited for a response. Where the Gardinaal forces rushed from their bastions and bunkers to counter-attack or reinforce the desperate defence, the Clans struck; armoured columns of Land Raiders rumbling in to smash the tanks of the enemy, the power-armoured cohorts of the Legion ripping apart the pride of the Gardinaal's soldiery in hand-to-hand combat and tempestuous close range fire fights. The assault of the Legion was relentless and tireless, a battle fought across a thousand engagements spread over an entire world. It was apocalyptic warfare co-ordinated by the precision and logic of a single mind —that of Ferrus Manus— and destruction enacted by the coldly directed fury of the Legion which bore his name.

Seeing their world aflame, their armies decimated and their people crying out for mercy, the pride of the Lords of Gardinaal at last caved in. Desperately, they took to the vox-channels and tried to sue for peace, but their pleas went unanswered. Anarchy reigned on Gardinaal Prime. Now beyond the Lords' rigid control of their fortified capital city, command of the military and civil government had entirely had broken down. Beneath skies darkened by fire, refugees —leaderless and terrified— thronged like insects, fighting over scraps of food and fuel, driven out by the vengeful wrath of the Titans of Legio Atarus who burned them from their habitation-stacks, scattering them in abject terror before the black-armoured giants who had walked among them—the angels who sowed death.

With their domains fallen about them, the Lords of Gardinaal offered unconditional surrender. Ferrus Manus refused. When the attack on the capital city came, it was with the shattering force of the Iron Hands clenched into a single fist and unleashed in a single stroke. Desperately, the Gardinaal fought on, striking with their sleek attack craft only to have them torn from the sky by screaming waves of Hyperios missiles and the searing lascannon fire of talons of Mortis Dreadnoughts. The thunder of hundreds of Medusa siege guns and Baneblade cannon pulverized the city's curtain walls and outer defence network, bringing it crashing down in a tide of dark rubble and dust. Overhead, gilded gunships of the Emperor's Children Legion flashed in the dark skies as they deployed their baleful cargo, sweeping in to isolate and destroy the Gardinaal's atomic batteries as they desperately tried to unleash their answering hell in vain.

When the tremors of the collapsing walls began to still and the dust spread to a kilometre-thick choking fog, it was the Ultramarines who were first into the breach, having beseeched the deadly task of serving as vanguard and thereby redeeming their honour in blood, a request that Ferrus Manus had granted. The price the warriors of the XIIIth Legion would pay for this was high, for the defenders' last counter-attack was powerful, sparing none of their remaining might. The Lords of Gardinaal rode into their last battle in the heads of their great walking tanks, their particle-cannon blazing through the black fog. Beneath these massive war machines, scores of Predator tanks and Rhinos loaded with suicide explosives

swarmed. Behind them came the last of the Lords' armies; carapace-armoured retainers insensate with combat drugs, enforcement walkers rigged with hydraulic-claws, hovering hunter-skiffs clustered with flechette cannon; fear and hate drove them on, maddened them and sent them to their deaths. The first wave of Ultramarines caught the full force of the counter-attack, withering under the barrage of weapons fire but refusing to break, even when Cicerus himself was cut down by shrapnel as a Rhino converted into a mobile bomb detonated beside him. The Lords of Gardinaal, lost to a murderous frenzy, pressed the counter attack, the war-sirens of their colossal walkers howling in triumph and rage when, from the dark dust-fog the Gorgon came, and a tide of black iron followed behind him.

Lascannon blasts rent the air, criss-crossing the skies with crimson beams, blossoming in fire where they touched the hulking Gardinaal war machines. Ferrus Manus strode across the broken rubble and blood stained blue ceramite fragments toward the foe, a phalanx of Terminators in his wake, weapons blazing, lightning-like discharges crackling from their waiting hammers. Behind them Land Raiders surged up the crests of the wreckage piles and smashed down, barely pausing at the impediment, while breacher squads formed shield walls around those from the fallen of the first wave and lashed out with fire of their own. The first of the Lords' engines fell in fiery ruin, lanced through again and again with las fire, and then a second detonated in a sheet of atomic fury as the eerie ghost-light of conversion beams tore out its reactor-heart, condemning the tanks at its feet to searing oblivion with it. With clockwork precision, the lascannon were suddenly silent and an instant later, a wing of Caestus rams roared over the heads of the Iron Hands. Their rockets' crimson glare propelled them like bolts of thunder into the heart of the enemy, where their impacts splintered the dense armour plates of the walking machines asunder like axe-blows, decapitating one and toppling another backwards, crushing scores of terrified Gardinaal retainers in its death-throws before coming apart in debris and flame.

The Iron Hands were in among them now, and their fate was sealed. Bolt shells made a mockery of fragile human bodies, thunder hammers pulverised carapace plate and power fists ripped the tracks from tanks and prised open their hulls to make a red ruin of those trapped inside. The last of the great walking machines reared up, its particle-cannon still blazing furiously when the Gorgon came for it, trying to stop this iron-clad monster that came to seal its fate, but it was of no use and the Primarch of the Iron Hands leapt. Grappling on, he climbed the bucking engine, smashing through its knee actuators and bringing the beast low. The spell of frenzied hate that desperation had cast over the last Lords of Gardinaal was at last broken by the devastation unleashed upon them, the few who remained broke and fled, only to be cut down. This murderous task the Iron Hands did with cold efficiency, while the Emperor's Children Legion, circling overhead made of it a sport. The battle was over. The survivors of the capital city, civilians and serfs huddled in bunkers and refuges, waited in an agony of terror for what might follow, but when Ferrus Manus spoke, his orders were not the death sentence of a world, but of its reprieve; "*It is done.*" The last Lords of Gardinaal had paid for their intransigence.

The black-iron fleet left the Gardinaal system shortly afterwards, its other inhabited worlds pleased to surrender unconditionally to the Imperium's mercy. Famine and hardship would blight Gardinaal Prime for years to come as the consequence of the war, but the Imperial Assay found its heavy industry and resources largely intact and, within a few short years, Gardinaal proved a valuable addition to the Imperium.

Historia Terra Regnum

The Keys of Hel

The Iron Hands Legion's obsession with strength and the elimination of weakness led them to revere the machine and distrust the failings inherent in flesh. While other Legions were bound in metal and laboured to create great machines of war, for the Iron Hands, inculcated in their own idiosyncratic beliefs inherited from the Machine Cult's influence on Medusa, the machine was not merely an appendage to flesh but its inheritor. To them their Emperor-augmented bodies were neither more nor less than a living machine of blood and gristle made for war, a machine which could be repaired and improved upon as opportunity allowed and need commanded.

To be as strong as iron was the fire that drove them, and to speed recovery times cybernetic replacements, swifter by far to employ than the gene-regen and vat-grown transplant techniques commonly used by the Legiones Astartes were favoured, getting a fallen or severely injured Legionary back in the fight with frightening speed. As a result no Iron Hands Legionary who had served in battle for any length of time was wholly without augmentation, and such implants were marks of honour, and often improved and augmented away from the battle's pressing need. Some of the most veteran among the Iron Hands went so far that they were little more than machines cradling shreds of their former humanity. So it was with them that to be interred within a Dreadnought body and therefore be allowed to fight for their Primarch and the great cause of unifying humanity forever if needed was the highest honour any could aspire to.

But there were limits to what even Ferrus Manus would countenance and, while he lived, certain mysteries of cybermancy such as the true rites of cybernetic resurrection remained proscribed as nightmare sciences of the Dark Age of Technology. Where such elements of them were encountered by the Iron Hands Legion during the Great Crusade (and indeed alone among the Legions they could readily recognise them for what they were), they were seized and suppressed by the Primarch's express order and withheld, it was rumoured, even from the Mechanicum. Whispers remained of such horrors as the Agesine Protocols, the Eight Sleepers, and the damned Sarcosan Formulae; all remained locked under the covenants of the so called Keys of Hel, named for a mythic goddess of the Medusan pantheon. Kept deep within the vaults of Medusa and sunk in chambers on airless rocks orbiting lifeless star systems where none save a select few of the Iron-Fathers of the Legion knew of their location, they were put beyond reach but not destroyed.

After the death of Ferrus Manus, however, some saw his resistance to a wider supplanting of flesh with steel as one of the flaws that had allowed him to be destroyed by the Traitors; that the impetuous rage that led him to his death was born of flesh and that flesh had failed him. Thereafter, in the dark times that followed, some among the Iron Hands saw virtue in what had once been forbidden and, it is said, turned the Keys of Hel.



The Night Lords

Numeration: The VIII[th] Legion

Primogenitor: Konrad Curze, aka Night Haunter

Cognomen: (Prior) None

Observed Strategic Tendencies: Punitive Actions, Decimation, Enforced Pacification, Terror Assaults, Psychological Warfare

Noteworthy Domains: Nostramo (destroyed)

Allegiance: Traitoris Perdita

"We have received your offer of surrender and reject it; we did not come to receive your supplication but to enact judgement. The time to surrender has long passed. The verdict is writ by your own hands. Now is the time to die."

Night Lords multi-channel vox-broadcast
The Pacification of Listrantia IV

For many Legions we are forced to wonder at how truest loyalty can be turned to treachery, purest devotion to hate, nobility to wickedness, but for the Night Lords we must ask if their hearts always belonged to darkness. Created with a higher purpose perhaps their end could have been different, but their history is one of poisoned ideology and atrocity. Even when they were counted loyal, their nature and actions were ever questioned. Some argued that they were simply a function of necessity, the monsters needed to drag a barbaric age into the light. Some say that they were a mistake, a misjudgment compounded by circumstance. A few wonder if they were damned from the moment they were born, that they were destined never to be a part of the future they

Blood and Illumination: The Pax Imperialis

The Great Crusade brought peace to Mankind, ending wars between peoples and nations, binding all together in unity. It broke the chains of superstition and freed billions from the whims of tyrants. Where before there had been strife and the cloud of ignorance, now there would be a peace and truth. These were high ideals indeed, but ideals that came at a price. Mankind had to be dragged to illumination, and many tried to pull it back into the shadows, into the old ways of ignorance and discord. The Emperor unified Terra not only through words and alliances, but also through force of arms. Illumination and peace had to be won by blood. This was the basic truth of the Pax Imperialis, and when the Great Crusade took to the stars, this truth went with it.

But it was not only in open war that the blood price for peace had to be paid. The enemies of the Imperium were manifold, and even before Horus turned from the Emperor, there were those who nurtured treachery in their hearts, who mouthed words of loyalty whilst seeding discord. While the ideals of the Great Crusade saw warriors marching in open war, the truth was that there were other methods and other less noble battles fought to keep the peace. The Assassin Temples, the networks of informers and the Silent Agents of the Sigillite, the Annihilation Protocols, and the ancient and all but forbidden weapons wielded by a chosen few in the Legions, all these were the tools and warriors by which the Imperium enforced its ideals and, for a time, brought peace to the galaxy.

would help create. All such speculation is ultimately pointless; no matter the cause, they are creatures of horror and always were.

Origins: The Children of Misrule

The VIIIth Legion were soaked in blood from their birth. The Legion's first recruits came from the linked prison sinks of Ancient Terra. In vast caverns filled with the half crushed ruins of millennia there lived men and women who had transgressed against the laws of their masters. Condemned never to see the light again or breathe free air, they lived out their lives in fear and blind darkness. There was no law in these lightless lands, and survival existed only by a blade's edge. Only the strongest and the most ruthless survived in the subterranean warrens, and those who did grew in cruelty and cunning. Fed by a constant influx from the hives above, the prison sinks were an ever hungering gate to madness and murder. But of the millions who lived and died in the sinks, not all had been banished from the world above. Amongst the bloodshed and fear, children were born. Cradled in the dark, and raised amongst death, those who lived over a decade were pale, silent creatures who moved without a sound. '*The night's children*' the prisoners called them, and even the most savage of killers would not seek them out by choice.

It was from these pale children that the Emperor would make the first warriors of the VIIIth Legion. Dour, with skin so pale it resembled ash or powdered bone, they were far from their brother Legionaries in manner and appearance. The gene-seed of the VIIIth Legion had been well paired with the human stock of its first recruits, if anything it seemed as if one had been made with the other in mind. Besides accentuating their paleness of skin, the gene-seed gave the sons of the underworld the ability to see through darkness to a degree that far exceeded that of other Legions. This gift though was also a curse, forcing them to see the light of suns and stars through filters and flare buffers; even though they now walked in the light of the world above, the warriors of the VIIIth still walked in the night.

The first use that the Emperor put his VIIIth Legion to was to bring to heel those who believed that the sins of the past could live on in the Imperium. Several of those who had bent their knee to the Emperor had done so because they believed that it was the only choice. Others, having seen the empires of warlords rise and fall, believed that they were simply part of a temporary arrangement. Crimes against the new order took many faces: from the Saragorn Enclave whose gene atrocities continued in secret, to the psy-breeding of the Court of Antius, and the March of Ten Million, all showed that even in the face of all of the Emperor's might, some would fall back into the ways of Old Night. When such crimes required not simply crushing but retribution, the Emperor sent the VIIIth Legion.

Such actions seemed well suited to the VIIIth Legion. Whether as a consequence of their genetic inheritance, or the combination of their origins and indoctrination, the warriors of the VIIIth Legion seem to have tended towards moral absolutism and a drive to enact retribution. There were no shades of grey in the VIIIth Legion's moral universe, no degrees of guilt or innocence. Truth and falsehood was as day is to night, indivisible and unqualified. The dark was the realm of guilt, lies and monsters, and those who dwelt in the dark knew only the language of blood, the message of swift and merciless retribution for their actions. Justice brought the light to darkness, and justice was neither warm nor caring, but as indifferent and cold as the edge of a knife. The warriors of the VIIIth were creatures made to live in the dark, and to fight a war for a future of light. In their core, they were warriors for a future without creatures of their kind. At least that is what those who knew the VIIIth now say. Perhaps memory is too kind, perhaps we wish to believe that there is a nobility in such monsters, where in fact there is only horror. Perhaps we wish there to be a purpose behind atrocity, otherwise how could such creatures be suffered to live?

Nostramo: Realm of Eternal Night

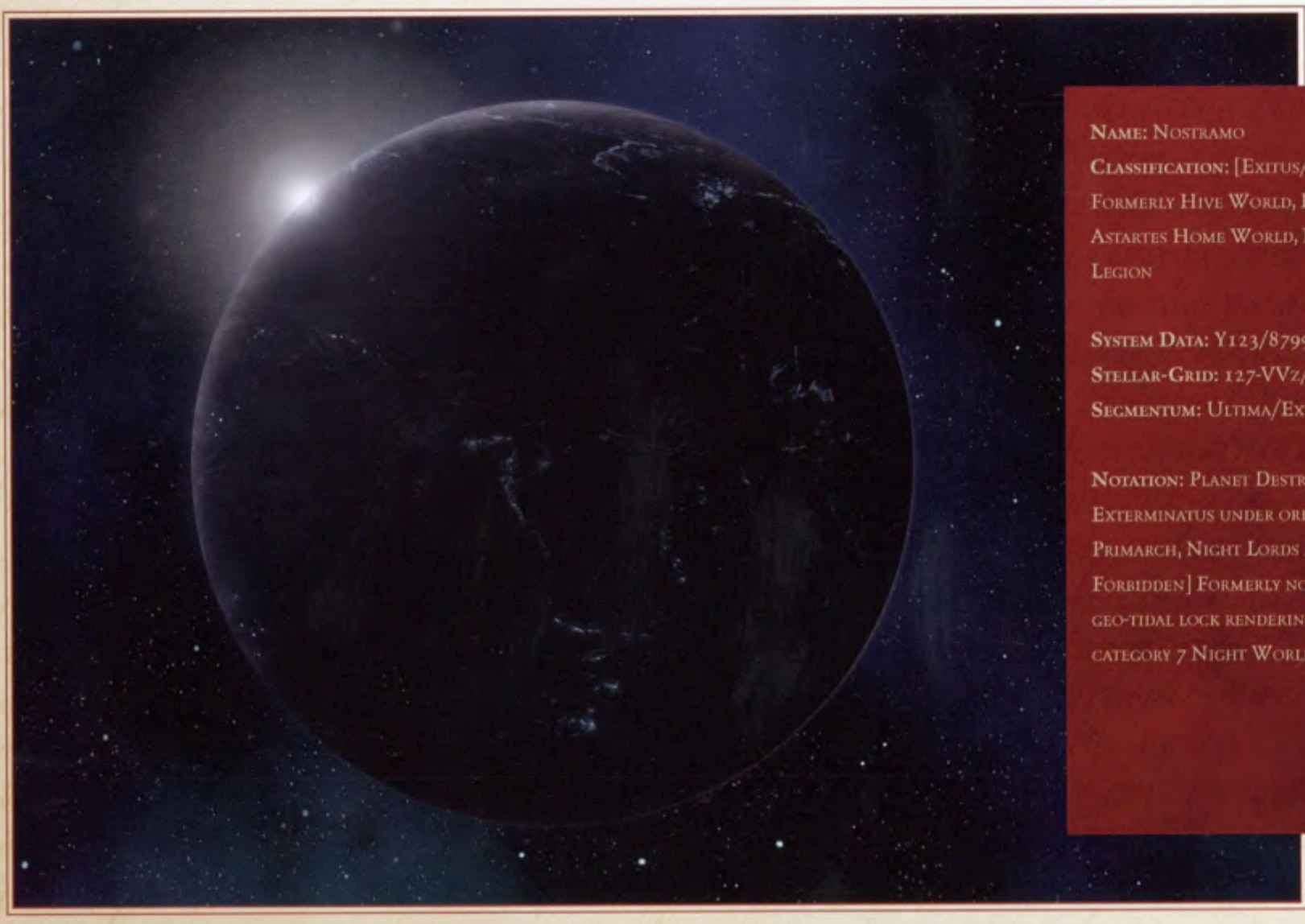
It would be easy to say that Curze changed everything, that the fall of the Night Lords began at the moment the Emperor reunited his eighth son with his Legion. But it would be truer to say that it was Nostramo that set both Curze and the Night Lords on the path to treachery. Curze was the father of the VIII[th] Legion, but he had two fathers, two hands that shaped his nature and through him the fate of his Legion: the Emperor who spun the substance of Curze's life, and the planet Nostramo which had raised and taught him. What the Emperor intended for his sons can never be known, but Nostramo can be known.

Nostramo was a sunless world of suffering, pain and corruption. At the heart of a string of planets which had kept the ability to cross the stars through the Age of Strife, it was a world of sprawling cities, of smoke, industry, and the sweat of millions. Nostramo's wealth, for wealth there was, lay in the seams of adamantine ore beneath its surface. Worlds far from Nostramo fed on its output, and the mines had long wormed deep into its flesh. Its cities were warrens of stone and iron. Kilometre-tall smoke stacks pointed up at the perpetual night. Bridges of black metal criss-crossed the narrow ravines of alleys and streets. Manses, cathedrals and factories grew from the forest of slums, their faces and roofs crawling with gargoyles. Smog lay over everything like a cloak drawn around a dying man, turning what little light shone from windows or lamps into sickly haloes. Dust, smoke and the reek of chemicals filled the air, and worked into the flesh of every man, woman and child, trimming away their years so that the best that life could offer was a slow decline in grinding servitude, never glimpsing the brightness of hope or the warmth of true happiness. The people of Nostramo were pale, and most were thin and gaunt, given by turns to distrust, dark humour and callousness. Most of them would die coughing up blood and black dust on a mouldering pallet, but death from lung blight, or having chemicals eat out their bones from the inside was not the worst end that could be found on Nostramo.

The dark owned Nostramo, body and soul, and its existence was a horror to equal any xenos enslavement or nightmare of the Dark Age of Technology. If there ever had been true laws, they had vanished long ago, eaten by the greed of a few and the desperation of many. Murder was the currency of life, and strength came from violence. Every sin great and small had its home in Nostramo's endless night. It has been said by those remembrancers who recorded its history after its reclamation that during this time weeping and pleading were the sounds carried eternally on the wind, and every child grew to know that the only law was that of the knife, and the only right belonged to the strong to do with as they willed.

Corrupt and murderous gangs, whether or not they were named as such, ruled every part of Nostramo. From the heights of nobility to the lowest alley, every inch of Nostramo was someone's domain, someone's territory or hunting ground. In the slum habitation stacks, the gangs ruled by raw fear, killing and torturing as they pleased, fighting wars with the feral packs of outcasts who were closer to animals than men. It is said that many of these gangs ate the dead, treating their territories as a predator might a hunting ground. In the mines and factories which still turned the planet's wheels of industry, the gangs went by names that echoed with a false authority: the Iron Overseers, the Hands of Coregado, the Sons of Toil. Slab muscled and furnace-scarred, they walked the streets clanking with weaponry and reeking of murder, enforcing order that was little more than slavery. In the wealthier areas, the rakeheel sons and daughters of the corrupt nobility gathered in packs, clad in costumes like strutting peacocks, as quick to kill with blade or gun as they were to cast an insult: the Mirthless with their white-painted faces, the Blade Carrion with their cloaks of tattered velvet, the Chatterers with their lips cut away to show sharpened teeth—such were the scions of the planet's ruling class.

No matter what their station, almost all gangs owed fealty to one of the numberless barons, counts and lords, who in turn served



Name: Nostramo
Classification: [Exitus/Destroyed]
Formerly Hive World, Legiones Astartes Home World, Night Lords Legion

System Data: Y123/8799//L99/Ω
Stellar-Grid: 127-VVz/Ω2
Segmentum: Ultima/Extremis

Notation: Planet Destroyed by Exterminatus under order of Primarch, Night Lords Legion, [File Forbidden] Formerly noteworthy for geo-tidal lock rendering the planet as category 7 Night World.

Visions of a Dead Future: The Night Lord's Curse of Foresight

Konrad Curze was cursed to know the future. In dreams, visions and the pattern of auguries he could see how others would die, how the future would burn, and how everything that had been would come to ruin. This was not the subtle reading of cause and consequence, but the unkind touch of prophecy. He would see glimpses of the future, plunging into them in bloody dreams and waking visions. Always the path between the present and the future would hide from him, a remote island of horror glimpsed on the horizon of time. For it was always death and ruin that troubled his sight: the death of friends, of brothers, and sons all boiled in flame and blood. He saw his own death and knew that it was at the hand of his father. Curze hid much of this curse, and what is known is only glimpsed through the accounts of others, including Fulgrim who Curze alone confided in, and one has to wonder if, above all else, the absence of hope led him down the path he walked. As the visions haunted him, so too did he reach for understanding. The art of Nostraman cartomancy occupied him in particular, and in the dealing of endless hands he would endlessly sift for the path between the present and the futures he saw.

still more powerful men and women, many of whom styled themselves with courtly titles that echoed a long forgotten nobility. Though wrapped in the trappings of birth, blood and feudal right, there was no division between the rulers of Nostramo and its criminal overlords; they were one and the same, cruel monarchs of kingdoms built on sin. Ilgana, the Duchess of Sighs; Balthius, Scion of the Amaranthii; Tyberon, Lord of the Wheel; they were but a few who lived in the time that Curze dwelled in the shadow of their misrule.

Konrad Curze grew to manhood alone. When his capsule descended from Nostramo's skies, it was as a falling comet smashing a benighted city, but of its cargo, Nostramo remained ignorant. As a lone young boy, feral and wary, he shivered in the shadows of broken buildings and atop roofs, living as a scavenger and slaying any who sought to prey upon him, for even as an infant he was possessed of frightful strength and an indefatigable will married to a superhuman and watchful intelligence. The cries of people pleading under the torturer's knife were his cradle songs, and when he slept, he would dream of wars waiting in the stars, the dead heaped on worlds he had never seen, and he would wake with the screams of the dying in his ears and find that they were real. Ever in the dark, isolated and silent, he was more nightmare than demi-god. He killed to survive, and discovered that he was not like those that he killed. They were weak and slow by comparison, and fell easily to his hands and fists and teeth. He ate the flesh of vermin to survive and when that was not enough, he ate the dead.

In this cauldron of sin he learned, his mind taking the whispers of thoughts from the flesh he ate, leeching speech and the arts of murder from those he watched. He soaked up all that the darkness could teach him, assimilating it as only the mind of a Primarch could. But the product of this savage tutelage was not a simple murderer or beast. Perhaps something of the Emperor's greater purpose whispered to Curze. He could have become like the rest of Nostramo, a killer and a criminal. Given his nature who can doubt that he would have risen to be the corrupt king of all he surveyed, but he did not. Instead the boy who had grown up amongst the vermin and on the flesh of the dead chose to change his world by bringing it justice.

He began by killing those who crossed his path. Sin had surrounded him since he had first drawn breath – there was no need to seek it out. Murderers and street thugs began to vanish, then whole gangs. Bodies appeared, mutilated and crucified on the walls of buildings. Flayed sheets of skin hung from bridges and severed heads grinned from railings. A name began to follow his deeds, a name that he heard the people of his world whisper, half in fear and half in hope. "*The Night Haunter*" was the fearful name they gave him —an avenging spirit, an angel of blind justice— a murderer other murderers feared. They began to hunt him: the gangs, the nobles' enforcers and the crime collectives alike and this suited him, for if nothing it brought his prey to him. He killed most who came after him, and let a few live to carry his message back to Nostramo's nefarious courts and princes. Without eyes, without hands, but left their tongues, the mutilated messengers would weep out a simple message; "I *am coming for you*," they said.

The Night Haunter followed the whispers, the rumours and the truths taken from the mouths of flayed gangers. He killed and mutilated until the streets fell quiet and his name was no longer a prayer for justice, but a plea of the fearful and an entire world was cowed by sheer terror. When the cities slept in silence and the sound of gunfire was a rare murmur, he went before the aristocracy of sin and gave them a choice: kneel and follow his law or be destroyed. Some never left that first council; the rest knelt before their master. Nostramo belonged to the Night Haunter.

The Spiral of Madness and Horror

Almost a century after the Great Crusade began, the Emperor came to Nostramo. His arrival brought the light of the sun to the night-shrouded world for the first time. Those who witnessed the reunion of the Primarch and his creator, say that Curze submitted to the Emperor's will as if he had already seen it, as if he was playing out a part he had long feared would fall to him. From that moment on, the fate of the VIIIth Legion was set on a path to oblivion.

Legions often changed after the discovery of their Primarch and their surrogate world. In the case of the VIIIth Legion, Nostramo and Curze doomed them, but at first they seemed the least changed of all of the Legions upon the return of their gene-sire. There were changes of course, but many of these were relatively small. Nostraman became the language of the VIIIth Legion, its curling runes and sibilant words spreading as Nostraman recruits began to outnumber the old Terran born. The character of the VIIIth Legion too began to include a dark and cruel sense of humour, and a snide fatalism. New traditions, twisted reflections of Nostroman gang-rites and customs were adopted within the Legion, such as marking condemned Legionaries' gauntlets red to show that a death sentence hung over them. The honorific titles sported by many of the Legion's officers started to take on the form of those of the Nostraman courts.

These changes, though noticeable, did not touch the heart of the VIIIth Legion's nature, if anything Curze's return saw the righteous drive to punish intensify. Their ways and methods of war changed not at all, and the integration of Terran and Nostraman warriors was amongst the swiftest of any Legion. The old Legion and the new fitted together like two sides of a coin: both raised from darkness to create order in strife, both made of flesh born in shunned and lightless places.



ANCIENT CARROW, 'THE REAPER OF NOVAL V'
17TH COMPANY (THE 'LORDS OF TEMPEST')
ISSTVAN V DROPSITE MASSACRE

The Nostraman sigil inscribed on Ancient Carrow's torso armour marks his allegiance to the 17th Company of the Night Lords Legion, called at the time of the Isstvan V Dropsite Massacre the '*Lords of Tempest*'. Carrow is known to have favoured a brutal form of ritualised close combat inherited from the shredder-cults of Nostramo.



Ancient Reeve 'The Heedless'
8th Company (the 'Circle of Inclemency')
Isstvan V Dropsite Massacre

Reeve was once a Talon-master of the 8th Company, which at the time of the Battle of Isstvan V was known as the 'Circle of Inclemency'. Known originally as Klemen, he fell in battle against Eldar raiders, but through sheer bloody-mindedness survived even though his entire central nervous system had been disassembled before his very eyes. Having been interred within the armoured sarcophagus of a Contemptor Dreadnought, Reeve disavowed his command rank and devoted himself to the glory of battle. Note: Totem-relics of significant enemies mounted on armour, following traditions of numerous Nostraman gang-factions.

The Death of Nostramo

Nostramo's death came at the end of a long chain of events which saw the Night Lords relinquishing the last of their honour. The lack of moderation in the Night Lords' methods had attracted scorn and hostility from other Legions. Even as the tally of disgust grew, Curze became increasingly plagued by visions and portents of ruin, calamity and betrayal. He saw everything he had striven to be broken, the order and justice of the galaxy shattered and his sons become monsters without cause or higher purpose. Curze became ever more withdrawn, what little light shone in his being guttering to nothing, and leaving him with nothing but darkness and the screams of a lost future.

Increasingly lost in his own soul, Curze confided in Fulgrim, the only brother he ever trusted. Fulgrim broke that trust, telling Rogal Dorn of his worries that Curze was succumbing to madness. Matters came to a head in the Cheraut system when Curze lost control and almost killed Rogal Dorn. Flying before Dorn's wrath, Curze went back to the shadowed margins that had ever been his refuge. It was at this moment that news of Nostramo reached Curze. The world that he had raised from barbarity had fallen back into criminality and corruption. The men left to rule in his absence had succumbed to greed, and the cities of the sunless world once again sang with the screams of murder. Curze's judgement was simple and swift; the Night Lords destroyed Nostramo. As a Primarch and a Lord of Crusades, it was his right to liberate or destroy as he saw fit, but in the moment that Nostramo died, the Night Lords lost their last tether to restraint, though it would take the treachery of others to bring this change to light.

The truth, however, is that the reuniting of Primarch and Legion was the beginning of a spiral that would see the Night Lords descend further into horror and nihilism. After Curze's departure Nostramo shook off his enforced peace, returning to lawlessness. From this point Nostramo fed the VIII[th] not with the finest of its youth, but with gutter scum soaked in blood and cruelty. Some claim that this began to poison the Legion, twisting its purpose and making many Night Lords simple murderers gifted with the strength of demi-gods. This thesis, though, wilfully ignores a number of factors, not least of which was Curze's leadership of his Legion. That he came to despise his own sons is likely, but he was still their lord. Far from restraining the Legion he drove it on, bringing peace through atrocity to planet after planet. Sometimes there seems to have been a cause for such methods, but often the only explanations for the decimation of populations, for the skinning pits and crucified cities, seems to be that the Night Lords enjoyed it. They had become not necessary monsters, but simply monsters.

That the Emperor had concerns about the actions of the VIII[th], and the apparent instability of their Primarch is clear, but what is not clear is what was done to restrain Curze or his sons. There were words, demands, perhaps even threats, but no action; no hand of judgement to throttle the Night Lords' crimes. Why this was so is a question that can never now be answered, and we are left only with the consequences. The chain of atrocities grew ever longer in the decades before Curze finally turned against the Emperor, like a path spiralling ever downwards into inevitable darkness. Indeed, of all the Legions and their Primarchs, the Night Lords were the most sinister and the most suspect, having been censured for the enormities and massacre carried out in the Emperor's service. They were creatures of the dark, harnessed to the will of a father wracked by righteousness and foreboding; what else could have been their fate but to fall back into the night from which they came?

When forces were assembled to strike against Horus and the four turncoat Legions, there were many who were surprised to learn that the Night Lords had answered the call. For years the VIII[th] had existed on the border between sanction and censure, fighting its own wars of terror like shadows within the forces of the Great Crusade. Such was the desperate spirit of those times that few questioned Curze's aid, and those who did perhaps remembered the Night Lords' need to punish those who strayed from the light. As the treachery of the Dropsite Massacre would show, however, the VIII[th] had not forsaken contact with all elements of the Great Crusade, and their need for retribution had led them to become the traitors and criminals they had once so loathed.



Unit and Formation Structure Within the Legion

The inheritance of Nostramo coiled throughout the structure of the Night Lords. Outwardly they followed a pattern close to many other Legions, but behind this basic skeleton: the courts of Nostramo, the gang traditions and aesthetics of terror infused every aspect of the Legion. Callous and brutal though they were, the Night Lords were not without pride, and the trappings and titles of aristocracy and dominion formed a key part of their identity, and rivalry, often violent, was endemic among the Legion. There were few amongst their ranks who did not bear some form of title, and the craftsmanship with which they embellished their weapons and armour was remarkable, if grotesque. Furthermore, far more so than even the most barbarous members of the World Eaters or White Scars Legions, they habitually adorned their armour and vehicles with the brutalised and mutilated remains of those who had resisted them, and made an art of flaying and presenting the dead in order to sow fear in their foes. There was method in this madness, at least at first; such grisly displays were a clear signal saying *"This fate will be yours to share."*

At the squad level the Night Lords fielded a broad range of units, though taken as a whole the number of breacher and siege configured squads were proportionally rarer than in other Legions. The Night Lords also had a number of unique units: the infamous Terror squads, whose sole purpose was to create and embody a state of horror in their enemies, and the Night Raptors, who would soar above their enemies trailing the bloody remains of their kills while shrieking from modified vox casters. Almost all squads within the Legion had a name that they used in place of the simple designation. So it was that squads within a company might be referred to as Claws, Talons or a number of other epithets often coupled with an indication of hierarchy or honorific: Stygian Talon, Tenth Claw, The Fifth Oathed, to name but a few amongst thousands. The Company was the basic strategic deployment within the Night Lords Legion and each squad belonged to a company which might number anywhere between 100 and 1,000 warriors. Most companies had a title in addition to their numeric designation. The 27th Company were (their names in translation from the Nostraman) *'The Shattered Skull'*, the 104th *'The Sable Brothers,'* the 71st *'The Crimson Judges,'* and so on. Unlike many others, the Night Lords used battalions and chapters as semi-permanent grouping of companies, rather than a universal structure favouring their own divisions. This seemingly byzantine complexity masked a surprisingly efficient and flexible approach to warfare which allowed the Legion to operate with a high degree of fluidity and to be readily fractured into autonomous units or combined into ad hoc formations as their master dictated.

Legion Command Hierarchy

Konrad Curze was the Dark King of his Legion, a figure of fear for his sons as much as an object of loyalty. That many were genuinely loyal to him cannot be doubted, but as many seem to have been bound to him by fear rather than adoration, and some hated their gene-sire. Curze appeared not to have cared so long as when he commanded, all obeyed.

Around him the Dark King maintained a court of his most useful sons. The Kyroptera and its members were drawn from senior officers across the Legion and transcended rank. All had a quality that Curze found valuable, though in some cases that quality seems to have been little more than distilled bitterness and cruelty. Membership of the Kyroptera gave no absolute rank, but the fact remained that they were the ruling elite of the Night Lords, and so few others would openly disobey a command from one of them. Alongside these served the Atramentar. A company-strength formation equipped with Terminator armour and armed with the Legion's finest weapons, they were the personal command of the First Captain of the Night Lords and enforcers of order. Renowned for their cold brutality in battle and their unswerving loyalty to their Commander and their Primarch, they seem to have acted as a check on the many fractious elements within the Legion, and though this cannot now be confirmed, it is widely thought that they served as Curze's executioners when the need arose.

Beneath the Kyroptera were the many captains of the companies. The few of these that had been graced with leading several companies under the banner of a battalion or chapter went by a variety of inconsistent ranks including commander, master and regent, amongst others. While these exalted leaders had clear command over the units placed under them, their authority in the Legion as a whole seems to have been more malleable. A regent might have a handful of captains under his command, but be subject to the commands of a different captain if that captain were of the Kyroptera, or exalted in some other way.

Just as squads and companies bore names to set them apart from each other, so too did the commanders of the Legion adorn their names with secondary monikers and titles. Many of these titles had echoes in the cursed nobility and gangs of Nostramo: Talonmaster, the Bloodless, or the Sightless Revenant. A few were no doubt calculated insults that either stuck or were adopted by their bearers out of perversity.

War Disposition

At the time of the Dropsite Massacre, the Night Lords had been teetering on the edge of renegade status for several years. Apparently fighting their own wars with little or no regard or contact with the rest of the Great Crusade's chain of command, it had been some time since an accurate survey of their strength had been made. Estimates of the strength of the Legion therefore vary wildly. Some put their numbers at a little over 90,000, others at closer to 120,000. The Legion was known to have continued recruiting from subjugated worlds throughout the later part of the Great Crusade, in some cases stealing away the youth of entire systems as the base from which to winnow suitable aspirants. The use of rapid psycho-conditioning and accelerated gene-seed implantation was also known to be widely practiced by the Night Lords, further supporting suggestions that their numbers were at least on a par with many of the more numerous Legions. It is also likely that a number of Night Lords elements were not at the Isstvan system, but were engaged in other self-selected actions in the unconquered corners of the galaxy.

Night Lords Caradara Armour Claw

The Legiones Astartes Night Lords had access to the full range of war machines utilised by the Emperor's armies during the Great Crusade, and even though the Legion favoured terror tactics and infiltration over set piece battles, it still made use of such mighty vehicles.

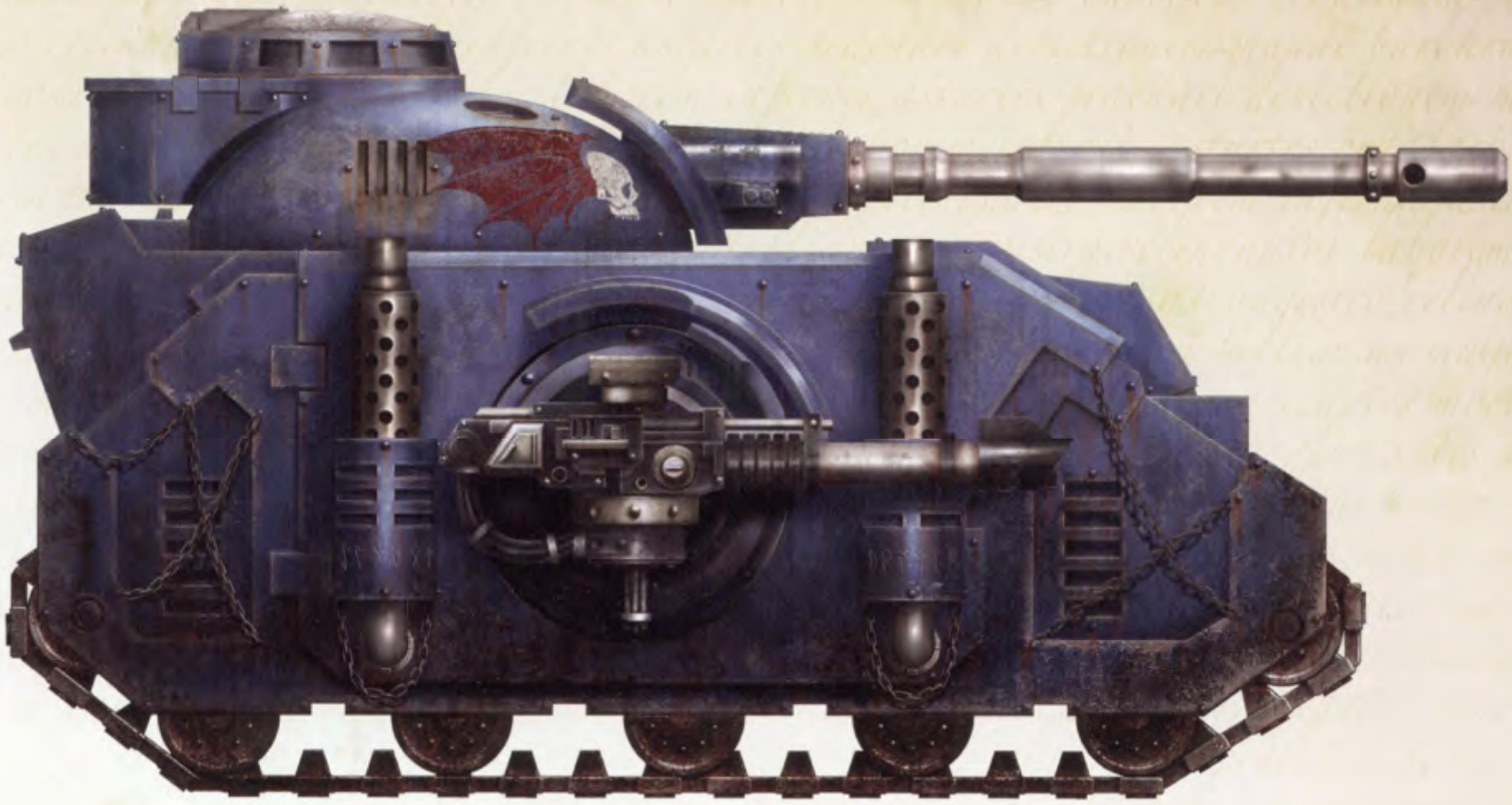
Because each of the Legion's companies tended to operate largely independently, most of the Night Lords' vehicles were held at the company level, squadrons operating in direct support of the company's squads. A small number of companies within the Legion choose to operate exclusively as armoured formations, often acting on the direct orders of the Primarch or the Legion command cadre when several companies were fielded together as a battalion or chapter and more substantial armoured support was required.

The Caradara Armour Claw is one such company-sized armoured unit whose reputation had spread beyond its Legion before their treachery. The formation's masters have perfected a form of armoured combat which mirrors that utilised by the Legion as a whole. Striking when possible from the darkness of dusk or dawn, the Caradara assaulted the enemy where they were weakest, rampaging through rear zones in order to sever lines of communication, and resupply and isolate individual concentrations of enemy troops. Having done so, the Caradara destroyed its targets at its leisure according to the proclivities of individual squadron or vehicle commanders. The Caradara were often noted to favour using prow-mounted dozer blades to bury enemy troops in their own trenches, while others gained unholy satisfaction from overrunning helpless defenders and grinding their bodies beneath the tracks of their armoured vehicles. Needless to say, few defences stood long against such brutal assaults.

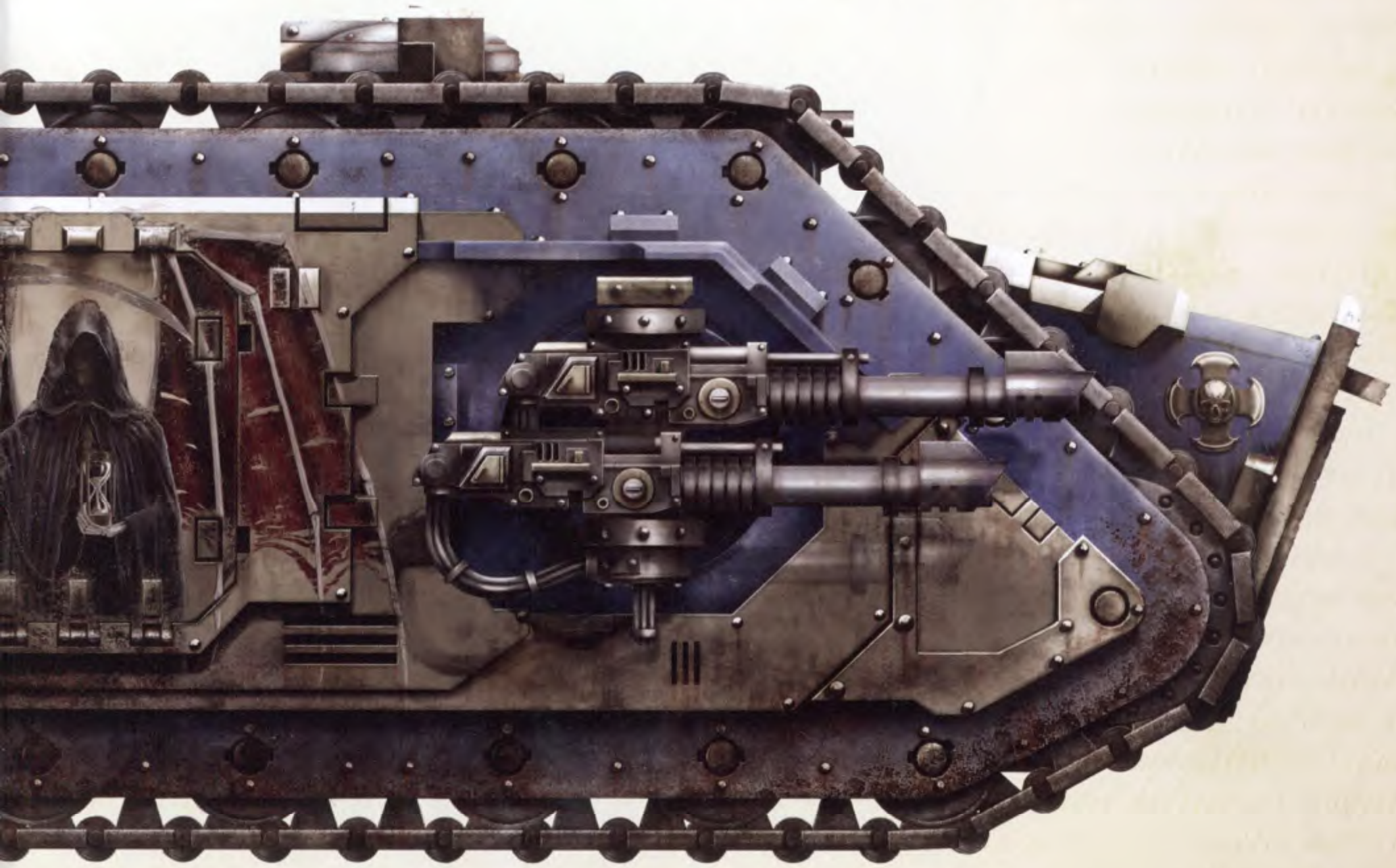




The '*Spectre of Judgement*', a common allegorical image utilised by the Night Lords Legion.



Deimos pattern Predator Destructor: This vehicle is depicted as it was deployed to the surface of Isstvan V. Evidence of extensive weathering suggests it has been rushed into service following a prolonged campaign, after which there was no time to enact standard maintenance protocols.



Legion Spartan Assault Tank (designation unknown): Many of the Armour Claw's larger engines of war bear terrifying symbols of death and woe, often drawn from the bloody culture of Nostramo, but in most cases universal to all human cultures. Few can doubt the meaning of the winged angel of death adorning the side of this Legion Spartan.

Night Lords Cataphractii Terminator



Veteran Legionary Uros Kastax
Scions of the Bloody Ward, 8th Company
(the 'Circle of Inclemency')
Isstvan V Dropsite Massacre

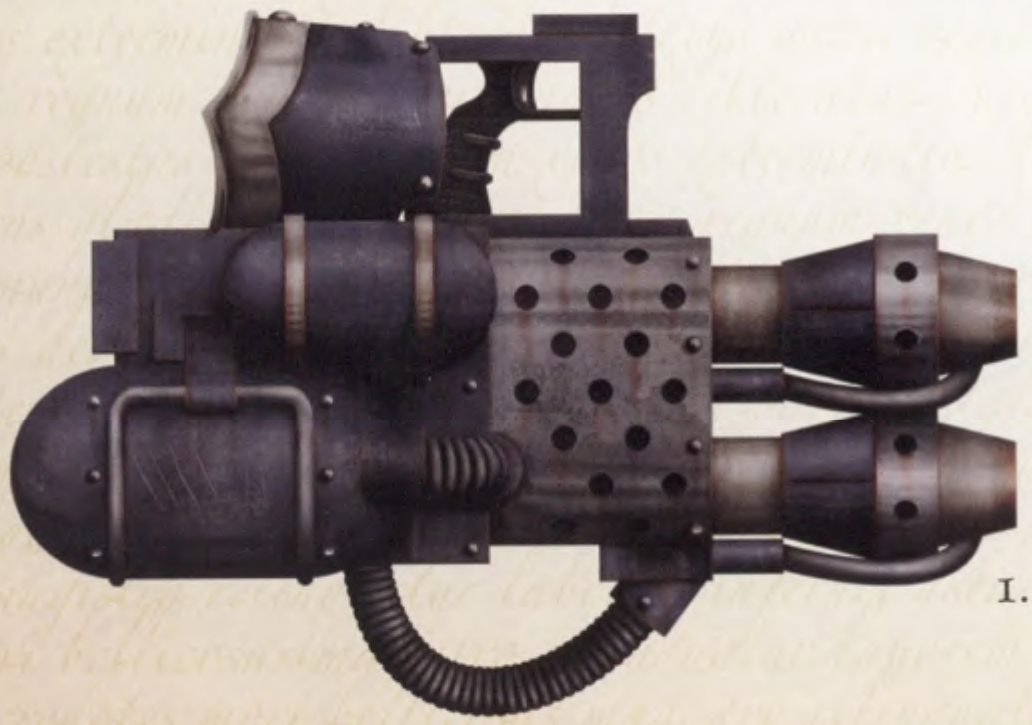
At the time of the Night Lords' deployment to Isstvan V, Veteran Legionary Kastax was the longest serving member of the 8th Company's Terminator Claw. Kastax is known to have participated in the Scouring of Morenna, the Yoggoth Genocides, the Fall of the Lords of Ephrath and countless other campaigns of terror conducted by the Night Lords. He was the sole survivor of the Succoth Perfidy, a battle which cost the 8th Company a fearful toll, including the last of its Terran Legionaries. The exact circumstances of that battle remain unknown, though numerous dark rumours circulated in its aftermath.

Kastax is thought to have fallen in battle soon after the Night Lords revealed their allegiance to the Warmaster. The exact circumstances of his death remain a mystery, for so few of the 8th Company's Terminator Claws survived the Isstvan battles. But some report his corpse lying amidst those of his erstwhile brothers, and that few of his wounds were to the fore.

Panoply of War

1. **Phaestos pattern heavy flamer:** Used by Veteran Legionary Kastax throughout much of his service. He was known to have developed a cruel taste for the fear his foes evinced the moment they realised the nature of their impending death.

2. **Phobos pattern combi-bolter/plasma gun:** Kastax is known to have carried this weapon at Isstvan V, presumably considering it more tactically flexible than his usual heavy flamer given the anticipated nature of the battle.



1.



2.

Night Lords Tactical Support Space Marine

Unidentified Legionary
Unidentified Company
Isstvan V, Post Dropsite Massacre Pursuit –
Recorded in captured pict-footage

Although his name and formation are unknown, the Legionary depicted here is marked as a member of a Night Lords Legion tactical support squad by the white of his helmet and cuirass plate. His corpse was discovered fifty kilometres north of the Urgall Depression. Much of the extensive weathering of the Legionary's MkIV power armour is ingrained, suggesting he was operating in the field under intense combat conditions for an extended period, making it likely he was involved in the ninety-eight day hunt for those few Loyalists who escaped the slaughter at the Isstvan V dropsite.

The lightning arc motif visible on several sections of this Legionary's armour is generated by sophisticated sub-surface arco projectors used by many amongst the Night Lords to inspire fear and dread in their enemies.



Panoply of War

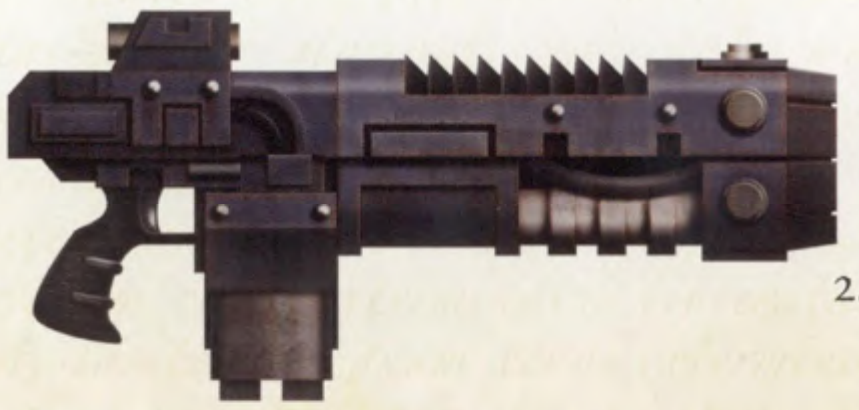
1. **Tigrus pattern bolt pistol:** Standard issue Legionary side arm. Note: Legion iconography.

2. **Mars-Omega pattern volkite caliver:** A weapon much favoured by many tactical support squads amongst the Night Lords Legion for its terrifying and highly destructive effect.

3. **Tigrus-Exitus pattern boltgun:** Heavily modified Tigrus pattern bolter used by designated Legionaries in a sniper role.



1.



2.



3.

Night Lords Terror Squad



Squad Sergeant Tynok

Squad Tynok ('Tenth Blooded'),
Night Lords 77th Company ('Harbingers of Nocnitsa')
Isstvan V Dropsite Massacre

The Tenth Blooded, under Squad Sergeant Uritzon Tynok, is known to have been amongst the first of the Night Lords squads to have fired upon their erstwhile brother Legions at Isstvan V. Indeed, some have even suggested that the squad took great pains to insinuate itself into a deployment position from which they might be first to reveal their treachery, a perfidy compounded by accusations that the squad actually fired before they were ordered to do so by the 77th Company's Captain.

As a Terror squad, the members of the Tenth Blooded display a range of grisly adornments that would later become common throughout the entire Legion. The hanging of bones and the application of death mask symbols to helmets lend the Legionaries a fearsome aspect indeed, and one intended to deepen still further the utter terror they delight in sowing in the hearts of the enemy.

1. **MkIVc power armour auto-reactive pauldron**, adorned with VIIIth Legion winged skull iconography.

2. **Nostraman glaive-axe** (kill markings patterned on ceremonial weapon carried by court executioner).

3. **Tigrus pattern bolter with combat blade attachment.**

4. **Phobos pattern bolter** (note crudely applied kill markings).

5. **Nomus pattern rotor cannon.**



1.



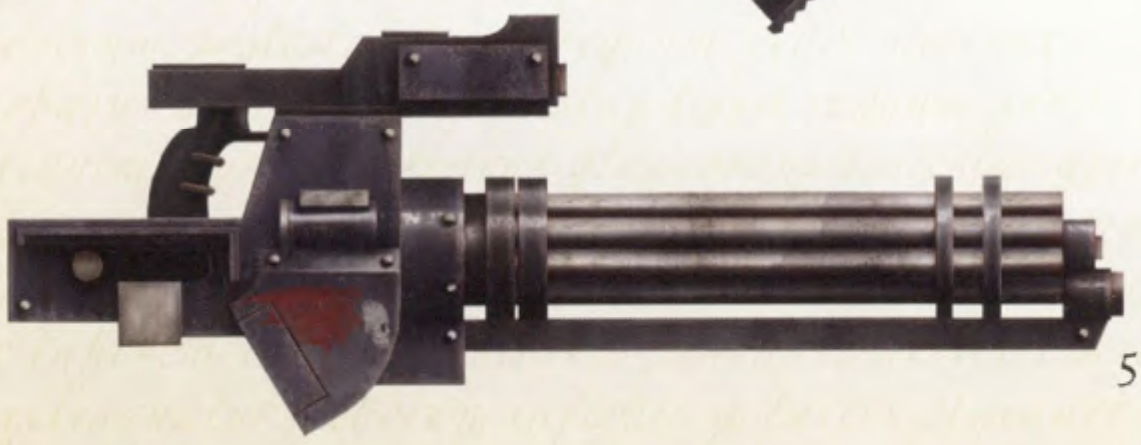
2.



3.



4.



5.



Legionary Vartan



Legionary Kevark



Legionary Sevan



Legionary Vosk

Night Lords Assault Squad Sergeant

Talon-master Vibius
Twelfth Forlorn,
22nd Company (the 'Night-scythes')
Urgall Pursuit Talon

Talon-master Vibius was a Terran, albeit one who had only served with the VIIIth Legion for scant months before it was united with its Primarch. His records indicate that Vibius found his dark nature compatible with that of the Night Haunter, and adapted well when the Primarch took command of his Legion. Vibius was quick to ascend to squad command, but there found his rise stymied as other, Nostramo-born, Legionaries were promoted above him. He is known to have engaged in a number of honour duels against other Talon-masters, hinting at a bloody and bitter feud simmering beneath the surface amongst the ranks of the 22nd Company.

It is believed Talon-master Vibius survived the Isstvan V battles, engaging in the pursuit of surviving Raven Guard in the aftermath of the Dropsite Massacre. He is known to have clashed with several other Talon-masters throughout the pursuit operations and to have slain a number of them in a series of clashes which saw him wrest control of the entire 22nd Company.

Panoply of War

1. **MkIV Power Armour Detail:** Talon-master Vibius depicted on day nine of the Battle of Isstvan V. Note severed heads on chain about waist; these appear too small to represent the heads of other Astartes, but Vibius is known to have defeated at least two dozen Loyalist Legionaries on the first day of the battle alone. Also note damage to arco projectors, leading to limited replication of lightning motif.

2. **Ryza 'Sunspite' pattern plasma pistol.**

3. **MkXIX 'melta bomb'** (note idiosyncratic lightning charge adornment); **MkVc 'krak' grenade; MkII 'frag' grenade.**

4. **Umbra pattern bolter with chainblade combat attachment.**


1.


2.


3.


4.

VIII[TH] LEGION CRIMSON SONS VETERAN

UNIDENTIFIED LEGIONARY
CRIMSON SONS, OATHBONDED TO ROGUE TRADER
MILITANT LORD GOTHA, KING OF OXITANIA
ISSTVAN V DROPSITE MASSACRE, UNKNOWN PHASE

The Crimson Sons were formed from the remnants of the VIII[th] Legion's 9[th] Company midway through the Terran Unification Wars – that formation having suffered near total destruction during the pacification of the wasteland domain of Oxitania. The Emperor, in his beneficence, offered the king of Oxitania the rank of Rogue Trader in remission of execution

The Crimson Sons retained a degree of the Legion's early heraldry and fought as a coherent unit, serving alongside the Rogue Trader Gotha before returning to the Legion's fold. The current status and whereabouts of the Crimson Sons is unknown, and it is possible they were slain during the battles which followed the Dropsite Massacre.



Panoply of War

1. Ceramite combat shield.

2. Breacher charge.

3. Phobos pattern bolt pistol.

4. Primus MkII pattern meltagun.



1.



2.



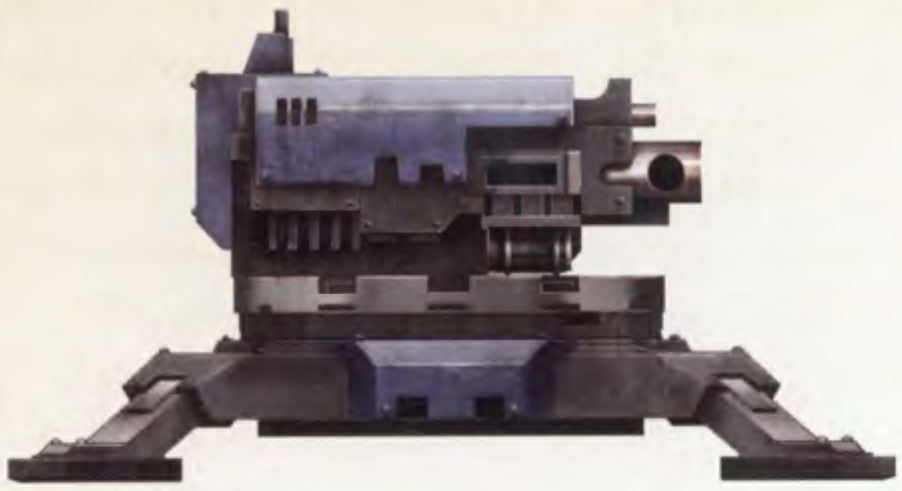
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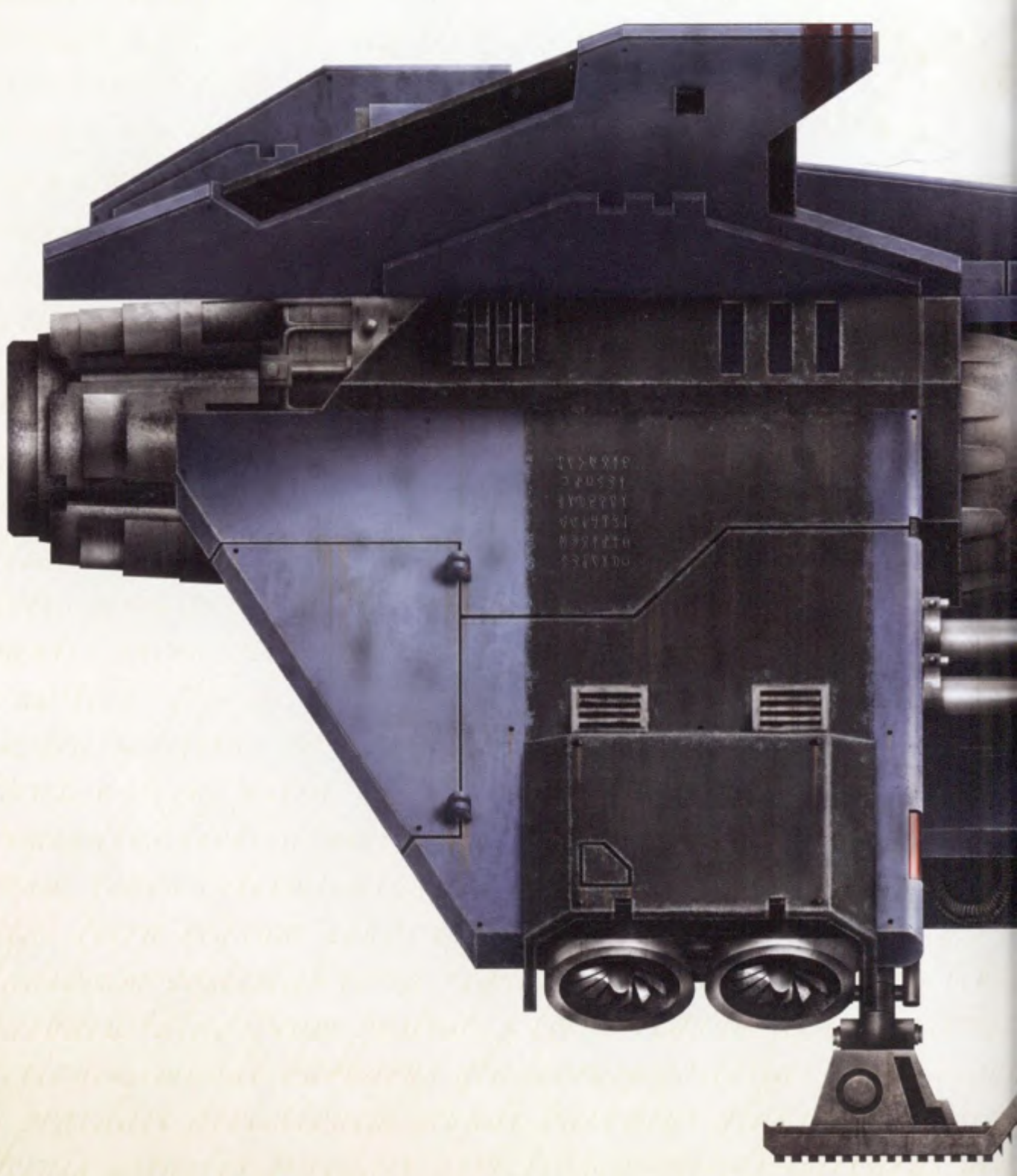
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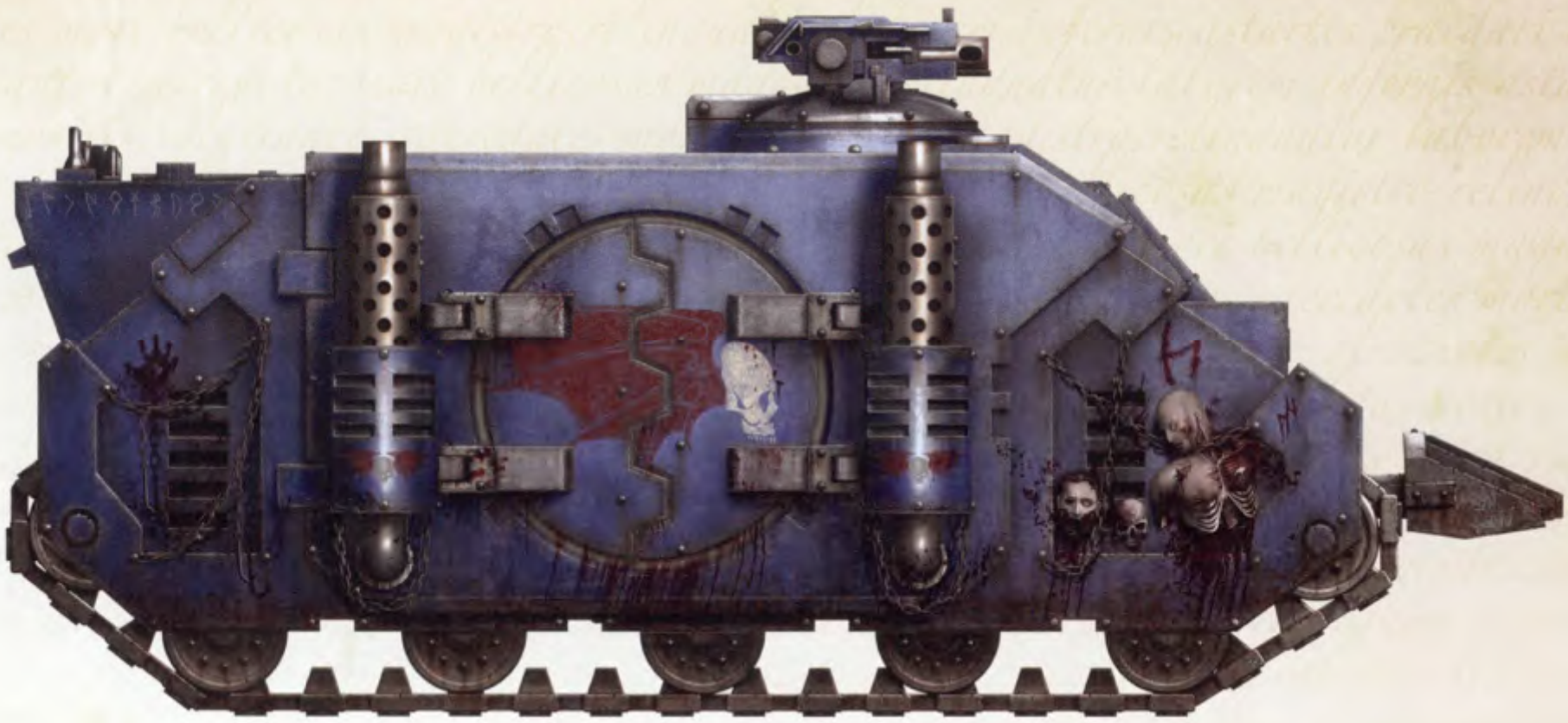
Night Lords Legion Armoury

The Legiones Astartes of the Night Lords utilised a wide range of assets throughout the Great Crusade, finding that even the most standardised of weapons and armour could be adapted and utilised in their favoured manner of warfare. Armoured troop transports of all classes were used by the Legion to smash deep into the heart of the enemy's positions, with flanks clad in grotesque trophies to sow horror and dread in all who looked upon them. Aircraft were used to deliver death from the night sky, descending without warning to strike the enemy where least he expected it and ensuring that no foe could afford even a moment's rest or respite. They also made more use of automated systems such as the Tarantula than many other Legions, preferring to assign mundane duties as static defence to such weapons, as well as employing them as part of their offensive strategies cunningly concealed and programmed to funnel enemy refugees into killing grounds pre-registered by the Legion's artillery masters.

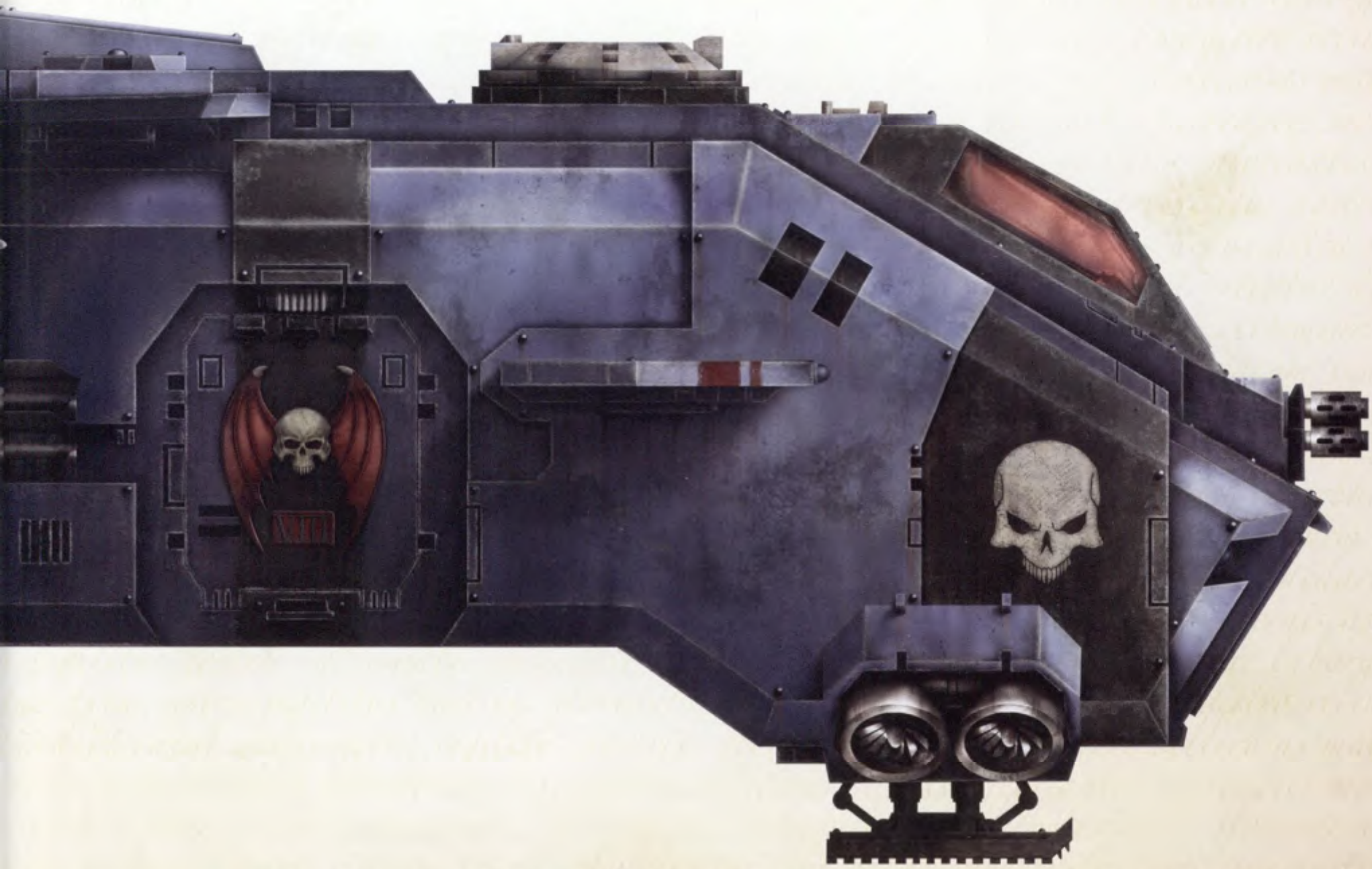


Legion 'Tarantula' Sentry Gun: This particular Tarantula was deployed along with several dozen other weapons at Isstvan V, where they were used to deny the Loyalists escape via the extensive network of ravines south of the Urgall Hills.





Deimos Pattern Rhino Armoured Carrier: Nostraman sigil identifies this vehicle as assigned to the 17th Company, the so-called '*Lords of Tempest*'. Note extensive adornment in the form of slain foe, as well as blood staining indicating unspecified atrocity.



Legion Storm Eagle: This Storm Eagle belongs to the Night Lords Forge and, as such, would have seen service with any company that had need of it. The hatch bears the Legion numeral of the VIIIth. Of particular note is the cockpit canopy, tinted red with blood so as to present a truly horrific last vision to its targets.



Exemplary Battles

The Night Lords were not without remembered victories, even victories that echoed down through the records of the Great Crusade, but the scent of atrocity hangs over their history. Even when at their finest, there was always something unsettling about their actions, a mark of horror that made many shiver and turn away. Even now, with their treachery casting their past into deeper shadow, the roll of their greatest victories reads like one of condemnation.

The Vhnori Resurgence

The Imperium of the early Great Crusade was a new born realm, still mewling and thrashing in the blood and fluid of its birth. Alliances and oaths were still fresh, untested or half formed. Even as the Imperium extended beyond the Sol system, the domains left in its wake were often of questionable stability and loyalty. Attempted rebellions and conspiracies were common. The Imperium put most of these insurrections down swiftly and without fanfare. A few rebellions, however, called for a different response; not simply subjugation but retribution.

Vhnori was a Terran city enclave that had once been a part of the Panpacific Empire. Built into the sides of a crevasse that descended deep into the earth, it had been one of the last of Narthan Dume's domains to fall. A sprawl of structures covered the plains around the crevasse for over a hundred kilometres. Armoured buildings clung to the lips and side of the crevasse and extended kilometres down. The light of both sun and moon reached the deepest levels only as a weak glimmer, and the reek of humanity hung over it in a foetid cloud. The people of Vhnori had never taken easily to the Imperial yoke, but for years after Dume's defeat, they had submitted in sullen silence. The coming of the Crimson Walkers changed that.

The Crimson Walkers were a cabal of psykers, gene-splicers and warlords who had once served the last great tyrants of the Age of Strife. In unifying Terra the Emperor had cast down many kings, queens, demagogues and despots. The names and deeds of these men and women still live in the memory of many. They were the monarchs of Old Night, monsters who enslaved billions through lies, fear and the use of cursed knowledge. Atrocities forged in gene-lore, in blood, and the power of witches marks their time, and help us to remember what the Emperor gave humanity when he ended their reigns. But some traces of Old Night lingered on in the shadows: the fanatical servants, the clone children and the fugitive warlords. Over the years many of these renegades had been hunted down, but some survived. These few found others, and made devils' bargains of hate, tormented by the thirst to have again what the Emperor had taken from them. Bit by bit they gathered followers and resources, spreading a secret web across Terra. The centre of their resurgence was Vhnori.

In the canyon city, the Crimson Walkers found followers and willing allies, and

began to build a new fortress of despair. Old nightmares returned to Terra for the first time in many years: the flesh forges, blood harvest and the half-dead. Worse though was that as the Crimson Walkers rose to power, the people of Vhnori rose to follow them as if they were loyal beasts returning to a master's bidding hand rather than shunning the terrors from which they once had been freed. Those few who resisted became the fuel for the Crimson Walkers' foul arts. For a moment it seemed as if they might pull a part of Terra back into the nightmare of the past. When the Emperor heard of the rise of this reborn threat, he is said to have spoken three words: "*Send the Eighth!*".

The VIII[th] Legion did not respond at once. The force within the Sol system at that time numbered a little over five hundred warriors: a large force but not one that could overwhelm a city enclave of many tens of millions. This fact though did not matter to the warriors of the VIII[th]; they knew why they had been called to this fight, and what they had to do.

It began with fire falling from the night sky. Turbo lasers and inferno shells turned the darkness into day as they fired on the outskirts of Vhnori. The bombardment lasted for six hours. When it was done, a kilometre wide ring of fused metal and earth had formed around the city enclave, and the millions looked to the sky and wondered what the dawn would bring. No dawn came however. From horizon to horizon black clouds blocked out the light. Then it began to rain, a heavy downpour thick with chemicals from the seeded clouds above. People began to feel dizzy, to shake where they stood, all the while aware of every sound around them, of every movement at the corner of their eyes. It rained for a day though there was no sunset to divide it from the night that followed. In the darkness people wept openly as the shadows crawled with sounds and half glimpsed shapes.

The VIII[th] Legion came from the ground then. As the ships above had lit the night with fire they had dropped from the edge of the void, falling in midnight dark armour towards the crevasse at the enclave's heart. Only once they had passed far from the light above, had they triggered their jump packs to halt their descent. In the darkness beneath the city they had waited for true night to fall, clinging to the rock walls like cave creatures while the sunless day passed. Then, they rose from the abyss on jets of flame. They cut into the lower reaches of the hanging city, butchering any who crossed their paths, rigging charges to send sections of buildings spinning into the dark. Screams began to echo from the canyon. To the population on the surface, the screams of terror and battle echoed through their drug-weakened minds. Many simply collapsed, shaking in terror; others ran to seal themselves away from the growing clamour.

The Crimson Walkers responded by unleashing an army of monstrosities: stitch-golems who scampered on dozens of human hands, ranks of mind-broken with glass eyes and stimulus probes sunk into their exposed brains, psyker thralls who filled the air with the static stench of the Warp. The chasm lit with the pulse of gunfire and the strobing light of warp fire, but still the VIII[th] Legion came on, spinning between the wreckage on jump packs, slicing abominations apart with lightning-sheathed claws. They screamed with the voices of the dead as they fought, their speaker grilles shouting out the recorded sounds of suffering, pain and loss. When the chasms were blazing like the mouth of a mythical hell, the drop pods fell. The reinforcements converged on the chasms, cutting their way through the city sprawl, killing any they found. Those few who witnessed that night talk of armoured figures gunning down those who ran before them, of the fires that rose from burning hab-stacks, and always, from every direction, the growing chorus of screams.

The forces of the Crimson Walkers were terrible, but they were few. The Crimson Walkers faced their doom fragmented, each attempting to survive or break free from the damned city. None of them did. Their bodyguards of abominations hacked down or blown apart by gunfire, each of the renegades found themselves at the feet of the towering figures clad in midnight blue armour, their faces hidden by blank-fronted helms, and knew that Imperial justice had come for them. Those who reached the blasted border surrounding the city found themselves hunted by VIII[th] Legion seeker squads. It is said that the VIII[th] Legion allowed many to run, before hunting them for the long hours of the artificial night, maiming but never killing, until they dragged their quarry back to the chasm as bloody bags of crushed meat and broken bone. With Vhnori screaming and burning, the VIII[th] performed their last duty. Alive, and healed so that they were conscious, they threw the Crimson Walkers into the chasm. Then they detonated charges along the cliff edge, severing the hanging city from the cliff faces. It is said that the screams of the ten million who had sheltered from the fighting in the cliff-bound buildings reached up to the sky as they followed the Crimson Walkers into the black depths of the earth. The VIII[th] left the decimated city before dawn came again.

Velekshar

The events at Velekshar are seldom mentioned in the annals of the Legiones Astartes, in that it was barely considered a victory by many. Velekshar itself was unremarkable in almost every way. A lifeless system of gas giants and airless planets circling a bloated red star, its only importance to the Imperium was that it hung close to the Ork-infested Kaldrak Cluster, and was at a confluence of relatively stable Warp routes. The campaign to cleanse the Kaldrak Cluster had already drawn in several Crusade and Expeditionary fleets, many of them passing through the Velekshar system. One of these was the 7521[st] Castigation Fleet under the command of Balthasar Sul, Regent of the Night Lords 19[th] Chapter. A decree by Lord Commander Eidolon of the Emperor's Children Legion had attached a smaller fleet of Iron Warriors, under Warsmith Vosh, to Sul's fleet for transit into the war zone. The two Legions were not easy comrades. Records of auxiliary forces attached to the Iron Warriors indicate that Sul treated the Iron Warriors with disdain bordering on insult. Vosh, in return, barely acknowledged the Night Lords' authority.

The combined fleet had dropped from the Warp and was preparing to make the next leap into the war zone when their Astropaths sensed the displacement of a truly vast object pressing into reality from the Warp. Sul ordered the fleet to prepare to jump back to the Warp, but before the ships were ready, a vast space hulk tore into reality almost on top of them. The Night Lords fleet scattered as the twisted agglomeration trailed fire and wounded reality behind it, scattering smaller craft of crude metal from its flanks. Within moments the Imperial ships began to take fire from sections of the hulk and its growing cloud of progeny. Through luck, or some unfathomable process, the Orks had launched an attack onto one of the primary Imperial supply routes.

The Iron Warriors ships were slower to respond and several were already burning and tumbling in the space hulk's wake. As they recovered they began to retaliate, raking the space hulk's skin with fire. But they stood alone, even as Vosh was watching swarms of junk ships close on him, he saw the Night



Lords run. Later, when called to account for his actions, Sul is recorded as saying that he was not going to continue a fight he could not win. Sul and many of the veteran elements in his force had faced the Orks at Godrindan and Musatera. He was well aware of the terrifying power of the largest of their breed, and their utter disregard for the Night Lords' chief weapons: fear and mortal terror. Outnumbered many times over by the horde that no doubt massed in the space hulk, Sul could see no opportunity for anything other than the pointless annihilation of his command.

While the Night Lords slipped deeper into the system, the Iron Warriors prepared to repel boarders. They did not have to wait long. Orks swarmed from the space hulk and its ramshackle flotilla of ships. Breaching pods fastened onto the Iron Warriors ships. Spear-tipped assault boats rammed through armour to pour waves of scrap-clad greenskins into the weapon decks and machine spaces. The Iron Warriors fought back, channelling the boarders into kill zones that were soon choked with corpses.

In the void they moved to maintain a sphere of fire around them. Tens of thousands of Orks must have died in the first hours; not for nothing were the Iron Warriors accounted amongst the most punishing and unrelenting of the Legions to face in battle, but it was not enough. No matter how many Orks they heaped onto the piles of dead, it would never be enough. One by one the Iron Warriors ships were overwhelmed. When the last of them fell, it was perhaps with a curse for their VIIIth Legion brothers on their lips.

Sul's fleet had not fled far, but moved into the shadow of the system's outer planets and their moons. From here they began a series of brief attack runs, appearing and firing as much ordinance as possible before the Orks could effectively respond. They would then turn and run again. The Orks' escort flotilla would chase, and once they were out of the supporting range of the space hulk, the Night Lords would turn and kill a handful with overwhelming fire power before withdrawing back into the shadows of the planets and fields of stellar debris.

The Night Lords also mounted a single raid against the space hulk itself, sending a scattering of boarding torpedoes into the airless portions of the agglomeration. It cost Sul three crippled ships, but delivered a full Terror cadre into the space hulk. These scattered squads would normally have murdered and butchered their enemies from the shadows to create an overwhelming atmosphere of terror. In the case of the Orks such tactics would have little effect, as the greenskins were immune to the dread that afflicted other mortal creatures.

Rather than ambushing and slaughtering for effect, the terror squads did the same but with a different goal: anarchy. Orks are a race that falls quickly into disorder and discord. When they do act with a single purpose, it is often either because of an overwhelming shared instinct, or because they are driven to it by a leader. It was this weakness that the Night Lords within the hulk played upon. For weeks they stalked the airless margins on the edge of the spaces in which the Orks swarmed. They killed all those they could, emerging to gun down a score before



running and leading the Orks into the kill zone of an ambush. They used grenades to collapse chambers on Ork workshops, and laughed from the dark as the Orks came for them only to be ambushed again. Between the attacks within the space hulk and constantly chasing Sul's fleet, the Orks were never still, never able to consolidate their presence in the system. The discord between their factions and leaders grew for over five months, preventing a decisive campaign to fortify the system or hunt down the Night Lords. All the while the Astropaths on the Night Lord's ships called for urgent assistance.

When a much larger force comprised of Ultramarines and Imperial Fists Legion elements, backed by several Imperial Army corps arrived, the Night Lords waited for long enough to recover their surviving brothers from the space hulk before leaving the system. Sul would later claim that his strategy had worked without a flaw. Had the Orks been allowed to encyst in Velekshar it would have taken a vast expenditure to lever them out, and the Crusade would have been denied its staging point for the cleansing of the Kaldrak Star Cluster. Though many would say that Sul was simply trying to justify dishonour, it is likely that his motivations were as he describes, and that they did result in Velekshar being reclaimed at a much lower cost in time and resource.

The Winnowing

The Winnowing is not a campaign that any would want to remember. If it is remarkable for anything, it is for the depths of brutality reached in its prosecution. It is also not alone, however, but is merely one amongst many that the Night Lords prosecuted in the later decades of the Great Crusade. By that point the calls for the Emperor and the War Council to shackle Curze and his Legion were growing. The Night Lords' response seems to have been to become more absolute and uncompromising in their methods, as if daring the censure they must have known was coming. The Aeschylrai Systems were one stage on which this bloody point was made.

The Aeschylrai Systems were a string of populous worlds close to the galactic core. Ruled by a union of warrior mystics and technomancers, their realm was likely a shrunken remnant of a much larger empire long submerged by the Age of Strife. Technologically sophisticated but psychologically resistant to unification with Terra, the Aeschylrai were a valuable prize. The task of bringing them to compliance fell first to Nezurconia Kale, War Mistress of the Verezian, and commander of the combined 856th Subjugation Fleet. A commander of great skill, Kale began her campaign by annexing the system of Tenora on the edge of the Aeschylrai Systems. Sporting a pair of relatively sparsely inhabited planets, Tenora would act as the lynchpin for the assault into the more populous Aeschylrai Systems. The plan was a sound one and with Tenora secured, Kale began a sequential assault on the systems of Cordonus, Murinin and Jalth.

At first progress was good, the Aeschylrai were sophisticated and tenacious opponents, but Kale estimated that it would take her no longer than a decade to bring the whole cluster to compliance. Then the insurgency began. On Aeschylrai worlds that had already been brought to compliance, iterators began to be murdered. Administrators and officials were kidnapped and returned in mutilated pieces. Storage depots were bombed, supplies poisoned and factories sabotaged. The advance slowed, but such problems were not new to the Great Crusade or a seasoned commander like Kale. The reports she sent to the War Council appraised them of the situation, but asked for no aid: the compliance of the Aeschylrai Systems would simply take longer than anticipated.

The Night Lords arrived without summons or warning – two full war fleets under the command of Captain Var Jahan. First on Tenora and then on every world already fallen to compliance, they came from the night sky. Brushing aside the entreaties and questions of Imperial officers, the Night Lords worked their way across the planets' surfaces. They took a captive from every house, hab and shack, killing those who resisted. Still living, these chosen few were given to the death pits, pyres and flensing frames. Severed heads lined roads to gather flies and stare blindly back at those who passed. Bloody skins flapped from gate posts in a wind filled with the smell of burning flesh. Never once through all the screams of the dying and the soon to be dying, did the Night Lords speak a word. When they were done they left as swiftly as they had come, leaving the survivors to look at the price of their resistance with wide eyes.

Ignoring all pleas for restraint, conference or submission to command from Kale and her generals, the Night Lords finally reached the true battle front. Their first assault came in a stream of noise and images that overloaded the Aeschylrai communication systems. Datawraiths and subversion djinn created by the Legion's bonded tech-priests swarmed through communication systems. The sounds and visions of the already punished worlds screamed from every screen and speaker. On each world they came to the fear grew, spreading in whispers, glances and the sound of sobbing in the deep hours of the night. When a world was ripe with fear, the Night Lords would hit a narrow portion of the planet's defences with overwhelming force. Hundreds of midnight clad warriors would descend to the surface. They came not to command centres or fortresses, but the most densely populated and ill defended cities. In a single night they would murder that city, and send its screams over the rest of the planet with a simple message: we have come for you. It took the winnowing of four planets before the Aeschylrai surrendered. Even then the Night Lords lingered, going from world to world, killing a city on each so that all of them would know what fate awaited them if they rebelled against their new masters. Their work done, the warriors of the VIIIth Legion vanished back into the darkness between the stars.



The Salamanders

Numeration: The XVIII[th] Legion

Primogenitor: Vulkan

Cognomen: (Prior) None officially recognised (see ref: The Manticore Cataclysm – informal designation "*The Fearless*" used by Imperial Army units)

Observed Strategic Tendencies: High Intensity or Asymmetric Warfare, Zone Mortalis Engagements, Planetary Interdiction, Liberation and Defensive Operations

Noteworthy Domains: The Nocturne System (Nocturne Primary, Moon of Prometheus Legion-Fortress), Caldera (Protectorate), Battle Station Geryon Deep (Ateraxis System)

Allegiance: Fedelitas Totalis

"Crisis is truth, this much is self-evident and not to be scorned. It is as clear to the smith as it is to the architect; no blade can be judged sound until it has met another in battle's clash, no tower can be called strong until it has faced the storm. So it is with men; in terror, in dire adversity, in the darkness of destruction and despair, only then shall you know the worth of them, only then will you see them for what they truly are."

From the Book of the Nine Cryptographs,
Unknown Author, M.7

In the great war of the Horus Heresy, many deeds of infamy and valour were writ upon the bloody stars, and at the centre of this maelstrom lay the Salamanders Legion; betrayed, struck down, laid waste and yet resolute against the foe. There are few Legions who have paid such a high price for their loyalty and honour as the Salamanders. There are fewer still who have so willingly and so often shed their blood in Mankind's defence beyond their measure and due. The Salamanders are such a Legion, and though driven to near destruction not once, but time and again, they have each time arisen from the ashes of war, stronger and tempered like the peerless steel blades fashioned in the legendary forges of their home world: unbroken, undefeated and true to their cause.

Origins: The Shadow of a Veiled Creation

As with several of the proto-Legion groupings in the closing stages of the Unification Wars, much remains unknown as to the exact founding and intake of the XVIII[th] Legion. Beyond the usual secrecy and security that the Emperor chose to surround the Space Marine project with, in order to protect the nascent Legiones Astartes both from hostile action and from potential espionage, the origins and early deployment of several early Legion gene-strains are further occluded beyond this record's sight. These Legion-groups were formed and established largely in separation from the rest, and it is generally thought created to very specific ends. There are none save perhaps the handful of the Emperor's closest and earliest confidants surviving from those lost and bloody days who now know the facts regarding this mystery, and the truth will likely die with them.

The XVIII[th] Legion, that would later become known as the Salamanders, along with the VI[th] and XX[th] comprised this group of proto-Legions. That this 'trefoil' of three proto-Legions was somehow veiled from the rest during their creation and establishment was something known to their fellows, but by edict of the Emperor and his agents, it remained unspoken of openly. This element of mystery surrounding them can be seen to establish a distance between the three and the others, at least subconsciously in the minds of their fellow Legiones Astartes, particular in regards to their earliest intake of initiates (around which dark rumours circled), which would later blossom into a level of distrust. This distrust would magnify for very different reasons in regards to what would later become the Space Wolves Legion and Alpha Legion over time, but would be ameliorated in the case of the Salamanders by their later conduct and the influence and person of their Primarch Vulkan. However, this was not so in their early days, and it is forgotten now by most that at the outset of the Great Crusade, the reputation being forged by the XVIII[th] Legion was a far more bloody and bellicose one than they would later carry.

In many ways, the pattern of their early fate was set and prefigured by the first major battle for which they became publicly identified; the Assault of the Tempest Galleries in the dying days of the Unification Wars on Ancient Terra [see Exemplary Battles]. In this, the Legion alone achieved a victory against impossible odds and survived, although barely, taking savage losses which reduced the newly invested Legion's active strength from around 20,000 to little more than 1,000 warriors, although in doing so they secured themselves a place of glory and honour in the roll of the Imperium's forces. The Legion's strength was rapidly rebuilt with new waves of recruits, their victorious reputation seeing them favoured for the procurement of new wargear and supply, often over many of their peers but, regardless, the pause kept them from participating in the initial explosion of expeditionary fleets departing Terra.

Instead, the XVIII[th] were often deployed piecemeal as fresh chapters of the Legion were readied and pressing demands called for Space Marine involvement. This meant that for the first few decades of the Great Crusade, Legionaries of the XVIII[th] were assigned across a considerable number of different reinforcement battle groups and specialist units such as Rogue Trader expeditions, and rarely fought together as a Legion. In particular, they were used to add Legiones Astartes might to emergency interdiction taskforces sent in to deal with sudden threats arising 'behind the lines' of the advancing Crusade, such as deadly space hulks appearing without warning from the Empyrean, or in response to xenos corsair raids and rising dangers unexpectedly disturbed by a fresh human colonising presence in a star system. In many of these cases, the warriors of the Legion would be the only Space Marine contingent taking part in the conflict, forcing them into close co-operation with other human forces (often in a command and spearhead role), and inevitably plunged them directly into the heaviest fighting and most hazardous theatres of battle.

Seldom then did the XVIII[th] fight on a battlefield of its own choosing, and while compliance actions for the Legion during this time were few and far between, its roll of battle honours was extensive, as was the diversity of its foes and the victories it secured. For the XVIII[th] this created a paradoxical reputation both as saviour but also as a herald of bloody deeds, forlorn hopes and last ditch holding actions. For an Imperial Army unit to be assigned alongside the XVIII[th] Legion was a sign that the forthcoming battle would be a murderous affair; be it to break a siege, interdict a counter-attack, or hold the line against an alien onslaught in order to protect a civilian population from massacre. Against the foes of humanity there was no odds the XVIII[th] would not face, no drop of blood it would not shed, no sacrifice it would not make in terms of Legionaries or matériels in order to serve the Great Crusade and protect Mankind. This kind of asymmetrical battle, it was soon whispered by some of their contemporaries, had become an addiction of sorts to the Legion and their valour less glorious as almost suicidal in temper.

Regardless of the truth of this assertion, it was plain that to the XVIII[th] to triumph against the odds was the only victory worth the name. In the worst instances, such as the legendary Manticore Cataclysm, retreat for the XVIII[th] became often unthinkable even when tactical expediency would dictate otherwise, and the Legion paid in blood for its own untenable standard of valour and service. Their resultant reputation is known to have won them great favour in certain circles of the Imperial Court and High Command while others, such as Lord Commander Actia of the XIII[th] Legion, bitter after the events at Manticore, is on open record as stating that the XVIII[th] carried the seeds of their own destruction within them, and were no more reliable ultimately than the quixotic V[th] Legion, whose control would increasingly cause difficulties for the Great Crusade, or the III[rd], who had yet to have their gene-seed deficiencies repaired by the finding of their Primarch.



In addition to the influence of the Legion's interrupted development and evolution, attrition would ensure that in these early decades, the XVIII[th] Legion's numbers never fully developed in the manner of others, battlefield losses preventing them from ever reaching the nominal full strength accorded by the Imperial High Command, while its warriors and officers remained distanced from those in other Legions through a combination of circumstances and choice. Increasingly overmatched in number and superseded by others, by the fourth decade of the Great Crusade, whether the Legion would ultimately survive was a matter of open debate in some quarters.

Born of Fire

When the Primarch Vulkan was restored to the Imperium, it was to be on the world of Nocturne. This world of his growth and maturity would, as with his brethren Primarchs, shape much about him and, by extension, his Legion in later years. Nocturne is a death world, a turbulent volcanic orb riven with fire, radiation and subject to destructive tidal forces caused by its moon, Prometheus. Nocturne is vastly rich in mineral wealth, particularly in gemstones and precious metals, but sparse in the stability of climate or the abundance of organic flora which makes human life readily possible. Further to the perils of Nocturne are numerous forms of highly evolved and adapted predator species and mega-fauna hardened themselves by the environment of this foreboding world and the struggle to survive there. That human life was able to survive on Nocturne at all through the Age of Strife unassisted is a testament both to the persistence and sheer will to live that is the true strength of Mankind.

The people of Nocturne had become, through design or natural evolution, a phenomenally hardy breed, markedly resistant both to extremes of climate, gravity and of ambient radiation far above the human norm, yet were also possessed of considerable genetic stability. Although their technological level had regressed to pre-industrial during Old Night, the Nocturnians had maintained a high degree of cultural sophistication and social cohesion, and the values of stoic resistance, perseverance in the face of adversity and, above all, courage had become the hallmarks of its tribal people. Deadly Nocturne was to its people 'the anvil' – the adversity by which men and women were forged, and never more so than during the deadly 'time of trials' when the planet's moon of Prometheus was at its closest orbit. During this time the land was riven with tempest, earthquake and volcanic eruption, and the great beasts were stirred from their slumbers in the earth of Nocturne to slake their hunger.

Among the hardy and stoic people of Nocturne, the infant Vulkan had fallen like a blazing comet, and into the home of a 'Black-Smiter' —a metal worker, in the city-settlement of Hesiod— he had been taken as a foster child. Quickly, he had risen in strength and wisdom, embracing the culture which had taken him up, working in his adopted father's forge and hunting the great saurians and other beasts bestirred by the planet's fiery temper, becoming a legendary champion in his world's defence against far more dangerous foes; 'Dusk Wraiths' as they were known on Nocturne. In reality, these creatures were of the most degenerate and vile class of Eldar Slavers, nightmarish beings to whom pain and slaughter were as meat and drink, who sought to prey periodically on the hardy people of Nocturne for their own wicked sport. Against this threat Vulkan became transformed, and his legend spread across his world. He was the 'fire-born'—an undefeated warrior whose superhuman strength had torn the slave-barges down from the sky and crushed the xenos in droves, and whose granite-like flesh had scorned their poisoned blades unmoved, driving the Dusk Wraiths from Nocturne.

When the Emperor came to Nocturne, he found his lost son not as a rampaging warlord, conquering king or feared monster, but as a mighty protector who had refused



Name: Nocturne
Classification: Death World [Volcanic Subtype] Legiones Astartes Home World, Salamanders Legion.

System Data: LH2/6562//K45/Δ3
Stellar-Grid: 07-YYU/M<2
Segmentum: Ultima/Occident Declining

Notation: Extensive tectonic activity, endemic volcanic instability and Alpha-class mega-fauna indicate Death World classification. Grade Extremis/Karabus mineral resource. Primary satellite 'Prometheus': Fortress -station of Salamanders legion, Maxima-class defensive structures.

a coronation he could have taken by force, and for who power for its own sake was a hollow trinket, nothing more. Having tested his lost son using the system of Nocturne's own ritual trials, he judged him worthy and revealed his true nature to the Primarch. In answer, Vulkan's only reservation on departing Nocturne was that he would not leave its people undefended, but in this the Emperor countered that Vulkan's duty was not simply to one world but to many, worlds that knew the terror of the darkness and the feasting of alien horrors uncounted as Nocturne had, and that Nocturne itself as the home world of a Primarch would forever be secured by his sons, the XVIIIth Legion which bore his blood.

Remade on the Anvil of War

It is believed that Vulkan did not become unified with his own Legion for some years after his rediscovery, but instead stayed alongside the Emperor under his direct tutelage, during which time his presence was kept from the wider Imperium (although not from the other Primarchs who had been discovered at that time). During this period, Vulkan pursued with frightening speed and comprehension learning in the arts of war, history and science, displaying a ferocious intelligence, and also wisdom and compassion that were perhaps at odds with the role he had been destined to play as a general and breaker of worlds as all Primarchs were made to be. He fought at the side of the Emperor in battle —a colossal, nameless warrior in emerald armour scaled like a dragon of ancient Terran myth— and studied closely in the weapon-forges of Mars and with his brother-Primarch Ferrus Manus, whose discovery had gone before his own. When the time came, as much dictated by circumstance as by choice, for Vulkan to take charge of the XVIIIth Legion he did so well-prepared for the task ahead, and set about re-forging them on the anvil of war.

When Vulkan came to his Legion, it was in the hour of their need. The XVIIIth, led by their Lord Commander Cassian Vaughn had become embroiled in the rear-guard defence of a cluster of colony worlds near the Taras Division against a wave of Ork marauders. With the bulk of the Legiones Astartes either engaged with the expedition fleets breaching space towards the Eastern Fringe or committed as reserves against the horrors of the Rangda Incursion from the Halo Stars to the Galactic North, the XVIIIth was the only Space Marine Legion able to respond to the crisis. Fighting against vast and overwhelming odds, the Legion's primary force, numbering some 19,000 Space Marines had marshalled the local defenders and held out for nearly a standard year in a series of running battles against well over a million Ork raiders scattered across hundreds of ramshackle ships, 'rok' asteroid vessels and dozens of hulks. The actions of the Legion had allowed the evacuations of three entire planetary populations to the nominal safety of the Taras system, but at a terrible cost. As the conflict progressed, they suffered the grievous wounding of their commander, while the remainder of the XVIIIth became all but trapped on the dead world of Antaem – a lighting-rod drawing the Orks to them for battle. Taras was far from the embattled frontier of the expanding Great Crusade, and assistance from other Legions would have been difficult to obtain, but regardless such aid was not asked for by the XVIIIth, who had determined to succeed alone or die in the attempt, knowing that by bleeding the Ork marauder fleet of its strength, countless human lives would be saved. Their Primarch, however, learning of their plight refused to stand by and brought his plans to join them to rapid fruition.

When Vulkan arrived he did not do so alone, he brought with him 3,000 new initiates —the first of the Legion to be raised from Nocturne— along with a host of new warships, war machines and arms, all fabricated to the Primarch's own exacting specifications. They fell upon the Ork marauders like a thunderbolt, and shattered the largest of the hulks orbiting Antaem, Vulkan leading his warriors within, purging the vast conglomeration of wreckage and rock with fire and planting seismic charges at its heart to destroy it. Spurred on by this unexpected aid, the rest of the XVIIIth hurled themselves in renewed fury at the Orks besieging them, slaughtering and scattering the xenos before them, heedless of their depleted munitions and manpower, leaving nothing for a reserve should they fail. Caught between this hammer and anvil of savagery that over-matched their own, the Ork horde was broken and put to flight, and the survivors were relentlessly pursued and consumed by fire.

In the aftermath, the two halves of the XVIIIth Legion met and were unified

"The Devils in the Dark"

Idiosyncrasies in gene-seed are not merely common within the Legiones Astartes, they are part of the Emperor's grand design. It is divergence between in-programming and influence of the Primarch genotype in the transformation of human to trans-human Legiones Astartes that, beyond any other factor, sets the Space Marine Legions apart from each other. In the case of the Salamanders, this factor showed clearly both in temperament and overtly in physiology. Of particular note is the strength of constitution displayed by fully developed Salamanders Legiones Astartes, which has measurable superiority to the already superhuman Space Marine norms in relation to extreme temperature tolerance, radiological resistance and cellular repair. As a result of this latter factor particularly, only the Death Guard Legion are on record as having a capacity to process and resist toxins that exceed the Salamanders' gene-type.

This variant gene-seed, however, also has some unusual outward effects, the first of which, noticeable even in the first Terran members of the XVIIIth's intake, was a much-remarked 'ember-like' bioluminescence to their eyes and a tendency for skin pigmentation to permanently darken in response to prolonged exposure to high levels of potentially harmful radiation as part of the biological defence mechanism, often adopting an unnatural granite-like or obsidian quality with sufficient exposure.

This combination of effects, coupled with their Legiones Astartes might, makes for a particularly frightening appearance for the Legion's rank and file. This alone has earned them fear and an almost superstitious apprehension on first contact by other humans, as "*devils from the dark*" for example, as they were named by the Proximal Scaver-tribes whose rebellion they were called on to quell early in the Great Crusade. It is worthy of note, in fact, that Nocturne, being a world where extremes of temperate and highly unusual radiological phenomena were present, served to further bring out this physiological reaction in Terran Legionaries stationed there and freshly in-taken native initiates alike, transforming them. This, if nothing else, helped create a sense of shared nature and identity, both within the Legion and directly in kinship with Vulkan himself, who also shared in these traits.

upon Antaem's dead coral plains. As their saviours removed their helms and the Terran Legionaries looked upon the faces of their brothers and he that was their gene-father, they could not help but know that they were one and their Primarch had come to claim them. The survivors of the Terran XVIII[th] knelt immediately, it is said, before their Primarch, but Vulkan bid them rise, saying that all his sons were equals and he was no petty king needing shows of obedience. Instead, it was he who knelt in honour of the lives they had saved and the price they had paid. Then, seeking out the mortally wounded Lord Commander Vaughn, he conferred the formal transfer of the Legion's mastery by presenting the fallen warrior with the broken power klaw of the Ork Warlord who had struck him down to seal the pact between him and his Legion – they would fight for him, but he would also fight for them in turn.

After the battle at Antaem, Vulkan set about remaking and re-forging his Legion, keen to keep and honour the spirit of self-sacrifice for the Imperium and bravery he found, but also determined that it should stand together and become more disciplined both in its temper and wiser in its pursuit of battle. Firstly, Vulkan was swift to gather together its disperate deployments and unify it once again as a whole, although he was careful to honour the past commitments it had made, such as the maintenance of a permanent garrison at Geryon Deep who stood guard should the Manticore ever return.

With his forces brought together, Vulkan returned the Legion to Nocturne to where, under his auspices, a powerful stronghold, equal to any Legion fortress in the Imperium, was being constructed on Nocturne's moon of Prometheus to serve as its headquarters and armoury, just as Nocturne itself would now be the source of the majority of the Legion's fresh recruits. Here the Legion was reordered and re-armed and, most importantly, Vulkan set about giving it common purpose and common belief. In order to do this, he drew not only on that which he had learned at the side of his Emperor and from the Imperial war machine, but also on the culture and deeply-ingrained warrior and mystical traditions of Nocturne in which Vulkan had been raised. In this Vulkan was wise enough to retain and value the experience of the Terran veterans, and show them to respect and hold in high esteem what they had accomplished in many ways, great and small. This was given outward sign by incorporating the XVIII[th]'s past heraldry into that of the reformed Legion and making their foremost warriors, his Pyre Guard, praetorians; the elite body of chapter masters that would serve both as his honour guard and as paragons of the standards he would set his Legion. For the fallen first master of the XVIII[th], Cassian Vaughn, Vulkan fashioned with his own hands a unique Dreadnought sarcophagus, the Iron Dragon, so that Vaughn could serve as Castellan and Protector of Prometheus, and the future of the Legion.

This remade Legion would now take its name from the greatest of Nocturne's saurian predators; ancient and deadly creatures whose blood was fire and whose hides were as hard as emerald steel; the Salamanders of Nocturne. In this Vulkan's choice carried a layered meaning, for not only were Nocturnean Salamanders monsters of savage power with a great totemic significance to the native people, but as creatures they showed unflinching loyalty to their own blood and offspring, and were never more ferocious than in their defence. It was from the bleached-white skull of one such great beast —Kasare— that adorned the shoulder-guard of their Primarch's armour, the Legion would now take its new emblem.

When the Salamanders Legion re-emerged and departed Nocturne in full force some years later, it quickly took up a place at the forefront of the Great Crusade, smashing alien empires and bringing lost worlds into compliance as part of the Imperium. Although it would never reach the high numbers of Legionary strength the likes of the Dark Angels or Iron Warriors had, its power and battle-prowess was undeniable, and its conduct in war was regarded as exemplary. It had been tempered and proven, retaining the fearlessness and savage spirit for which Vulkan had been renowned, but those traits were now governed and kept in check by stoicism, lack of hubris, and considered surety of action. Vulkan had brought his Legion focus, purpose and wisdom. It was now said of the Salamanders that they were neither quick to anger, nor prone to rush in blindly to battle as once they had been, but once they had decided to unleash their wrath, it was as unstoppable and terrifying as the volcanic fury of the dark world they now called home.



Unit Formation and Structure within the Legion

When Vulkan took over his inherited Legion the XVIII[th] had already, in the relatively short time since its departure from Terra and the start of the Great Crusade, developed a distinct character of its own. Although still largely following the guidelines and dispositions laid down by the *Principia Belicosa* of the Imperial High Command, its scattered deployment and tendency towards asymmetrical engagements (relative to the common operational patterns of the other Legions) had created a considerable bias in its structures and tactics.

Company level detachments, numbering a nominal hundred to around two hundred Legiones Astartes under a single captain were the principal unit of strategic action and logistic support, with larger battalion and chapter distinctions in practice seldom needed. The Legion's senior command conversely acted as a kind of heavy strategic reserve, weighing in with a concentration of force where it was most needed, and dispatching reinforcements as it could across numerous fronts at any given time. At the battlefield level, circumstance as well as natural temperament focused the Legion's tactics on relatively short range engagements, where it sought to counteract enemy numbers by the use of confined area engagement or shock assault.

Here the individual physical power of the Space Marine, their ability to endure and relentless fury in battle, could be relied upon to inflict disproportionate damage on almost any foe, although the inherent risks were high. Such tactics naturally lent themselves to short-range but devastating arms such as flame, volkite ray and melta weapons being preferred by the Legion. Supporting this tendency was the telling factor that even before the Nocturnian influence came to the fore, the technical aptitude demonstrated by the Legion's rank and file further served to allow them to maintain and indeed field-manufacture such advanced weapons, even while subjected to scattered deployments and uncertain supply.

One of Vulkan's first actions was to largely unify his scattered Legion and do away with its ad-hoc strategic organisation, but he did so in a way that preserved, where possible, the spirit of autonomy and self-sufficiency the component units of the XVIII[th] had developed, which he saw as inherent virtues where tempered with purpose. At the strategic level, Vulkan ordered his Legion into the formation of seven 'Realms', each linked both in name and spirit with one of Nocturne's seven great city-settlements. To each of these he assigned a Lord Commander, known also as a Protector, as it was their sworn duty, in addition to that of a warrior of the Emperor, to protect the city-settlement in time of attack (the Lord Commander of the 1[st] Battle Company being the Protector of Hesoid, and so on). Each city-settlement served as a focus of the Legion's recruitment and their governance on the planet, anchoring the Legionaries to the humans for whom they fought, and each city-settlement went on to exhibit its own unique influences on the Legions' evolving traditions.



The strong links between the Salamanders brethren and the people of Nocturne came quickly to create bonds of kinship and loyalty within each company's ranks. An inevitable degree of competition between the Salamanders companies was also fostered by the nature of this relationship as well which, tempered by Vulkan's teachings, spurred the Salamanders Legionaries to greater heights of achievement and attainment. This too had its echo in the culture of Nocturne, which encouraged conflict to be resolved through a series of often perilous ritual trials and competitions to prove the worthy from the unworthy, and the righteous from the base; a system that developed so that the wider community was strengthened rather than reduced by bickering, treachery and petty feud. It is worthy of note that this grounded bias towards recruitment on Nocturne did have the adverse effect that it slowed the pace at which the Legion's numbers were increased.

Although a proportion of new recruits continued to be fed in to the Legion from Terra and Proximal, this was not sufficient in size to significantly ameliorate this problem, nor did Vulkan pursue the rapid-induction techniques favoured in later years by certain Legions. The counterpoint to this difficulty was, however, that Nocturne's native population, although relatively small, were hardened survivors all, strong of constitution and psychologically resilient, therefore they made for excellent subjects for initiation into the Legion with a very low rate of implant rejection.

Vulkan and his Legion also developed the asymmetrical warfare practiced early on by the XVIIIth to an even greater virtue, tempering a willingness to sacrifice with judgement as to the value of the long-term outcome, developing a mastery of close range fire-fights and Zone Mortalis operations, both through discipline and relentless training and through excellence of wargear. This superiority manifested most visibly in the Legion's weapons, as under Vulkan's mastery, the Salamanders became justly famed for its superior artifice in the creation of arms, from the bolters carried by its rank and file to the savage implements of destruction carried by the Legion's Dreadnoughts. Each weapon was both a thing of lethal beauty and a masterwork of form and function. Accordingly, they maintained a high proportion of special weapon units, in particular flamer squads, including the uniquely armed Pyroclast elite who carried prototype and highly adaptable flame-projector weapons. Likewise, their Terminator armour-equipped forces were also noteworthy and regarded as amongst the most powerful in any Legion, with each armour suit being embellished and modified by its owner, with such innovation leading to the introduction of the earliest storm shields in Legion service.

The Salamanders Legion also maintained and manufactured a substantial armoury of heavy vehicles and other war engines equal in number and diversity to that of a far larger Legion. This armoury showed a bias towards tanks, armoured rams, gunships and mobile support weapons over static artillery, light skimmers and rapid attack vehicles, although it ensured it did not lack for anything it might need. The reason for this was that the Salamanders Legion, as it had developed, did not favour attritional warfare in its tactics, nor did it favour speed over survivability. Likewise, the Legion's void-going war fleet was not particularly large in number, but it was just as telling to the Legion's character that each ship, be it frigate or battle-barge, was itself a work of bellicose art, layered with sophisticated and masterwork weapons and systems that often overmatched similar vessels of their size.

During the latter years of the Great Crusade when the Legion was operating at the peak of its power, it was worthy of note that the comparison most readily drawn to it by commentators within the Imperial High Command, both through certain similarity in purview and utter contrast in character was with the Death Guard Legion. While both specialised in fighting in some of the most difficult and dangerous environments, and both were fully capable of remorseless and absolute destruction when unleashed, where one cleansed with purifying fire, leaving a world scoured but one day fit to become a domain of humanity, the other tainted and eradicated, leaving nothing but poisoned devastation in their wake. This led to the two Legions and their Primarchs seldom operating together unless expediency demanded otherwise, and indeed created not a little acrimony between the two. The events of the Horus Heresy would see this blossom into the bitterest hatred.

Command Hierarchy

The Salamanders Legion under Vulkan adopted a series of extensive reforms to its structure, the widest and most reaching of which was the organisation of the Legion into seven Realms each under the command of its Lord Protector, below which numerous line companies, each of around 120 Space Marines were formed. Aside from specialists, the Legion followed a simplified form of the Terran pattern for battlefield ranks, transiting in descending order of rank from captain to lieutenant to master sergeant, sergeant and Legionary. Seniority within these ranks was determined, when needed, by length of service. Noted equality of speech and demeanour was practiced within the Legion outside of the press of battle, with little value given to the formality or rigid hierarchy practiced by Legions such as the Ultramarines or the Emperor's Children.

Beyond this simple, but highly cohesive system, reinforced by the culture of self-reliance, self-discipline and loyalty promoted by the Promethean Cult (as the chthonic traditions, beliefs and practices of the Legion became known) a wider variety of titles of renown and spheres of influence also evolved. These developed as a record of deeds and achievements, accorded to an individual by their peers, and were likely as often for the accomplishment of a particular craft, as for a singular act of courage in battle. The value of these titles such as 'Forge Master', 'Storm Proven' or 'Wise Shield', often recorded upon the bearer's armour in stylised Nocturnian glyph-forms and branded into their flesh, transcended rank and great store was set by them within the Legion and, while many such titles were in effect unique to their bearer, some like 'Firedrake' came to mark the Legion's core of elite warriors and carried direct military authority as well as ritual or honorary significance.

The Nine Regions of Nocturne

The planet of Nocturne has nine settled 'realms'; seven known sanctuary-cities and two other locales of great spiritual and practical significance to the native population:

Hesiod – The Seat of Kings
Themis – City of Warlords
Epithemus – The Jewel City
Heliosa – The Beacon City
Aethonion – The Fire Spike
Clymene – The Merchant's Sprawl
Skarokk – The Dragonspine
Mount Deathfire –The Fount of Life and Death
Ignea – The Cold Labyrinth of the Underworld

The Firedrakes, named for the greatest of the salamander saurids said to originate beneath the stones of Mount Deathfire, were the finest and most experienced warriors of the Legion. To be afforded this exalted status, mere skill-at-arms was not enough alone, and the warrior would have to have been proven of faultless bravery and just as importantly, faultless self-control. Amongst these, the greatest formed the Pyre Guard; the Primarch's own loyal retainers.

Each of the seven Realms had its own core of Firedrakes to serve as leaders and exemplars for the Legion, and in this they received a special duty to instruct by both word and deed. To this end they received special tutelage in the Promethean Cult by their Primarch and the Igniax, Firedrakes particularly selected for their wisdom, learning and devotion to the spiritual aspects of the Promethean Cult; individuals who swiftly became the core of the Salamander's Chaplains once this concept was disseminated across the Space Marine Legions.

War Disposition

At the outset of the Horus Heresy, the bulk of the Salamanders Legion had been re-arming and re-equipping itself at Nocturne after a lengthy campaign of xenos eradication near the galactic core. As such it was able to answer the call to Isstvan V with the majority of its active strength. Although full records are impossible to verify in the aftermath of the Dropsite Massacre, it is believed a force of around 83,000 Space Marines went with their Primarch to Isstvan V, the losses of which during that deadly action were almost total, rated by some sources as high as 98%.

However, the Legion did maintain other detachments that did not travel to the Isstvan system and so were spared the bloody cataclysm. Principal among these were the fully equipped and autonomous garrison maintained at Geryon Deep and the Castellan of Prometheus' forces at around 2,000 to 3,000 remaining, alongside the full intake of neophytes in training on Prometheus, combined with several line companies on detached deployment elsewhere. These figures would tally with commonly held estimates of a total active strength for the Salamanders Legion at the end of the Great Crusade of approximately 89,000 Legiones Astartes, placing them as among the smallest overall of the Legions in manpower.

It remains a testimony to the undying resilience of the Legion and its spiritual and psychological strength that despite the losses at Isstvan V —losses thought fatal to the Legion at the time— it was able to maintain coherence and recover its strength, dragging itself back from the precipice of oblivion and remaining a bloody thorn in the side of the Traitors for the rest of the War of the Heresy and, of course, rising again from the ashes to become vital to the Imperium's defence in the face of traitors and renegades in these dark times.

Historia Loca Rejecta

The Promethean Cult

Set down first as the teachings of the Primarch Vulkan in written form and as ritual practice, the Promethean Cult formed a body of doctrine that codified and promoted the spirit and culture the Primarch desired for his Legion. A work of both clear vision and deep allegory, it drew both upon ancient Terran philosophical and martial thought, and the rich culture and mythic history of Nocturne on which Vulkan had been raised. Core to its tenets was the conviction that the Legiones Astartes had been created to fulfil a single and irrevocable purpose: the protection and liberation of all of humanity, and that they were each and every one a savage weapon given physical and spiritual form to this single end. As living weapons they were shaped and honed on the anvil of destruction and by the hammer of war, just as a blade is shaped in the fires of the forge to its perfect edge. The teachings of the cult emphasised self-reliance, loyalty, duty, patience, awareness, self-sacrifice and, above all, self-discipline and endurance, and drawing from Nocturne's culture of craft and trial, fire as a dual symbol of creation and destruction was the cult's symbol and sign, as were the emblems of the anvil and the hammer.

Implacable determination and the ability to endure any hardship is of equal importance within the teachings of the Promethean Cult, and trials of endurance and strength, often marked by ritual scarring or branding became commonplace in their training and on-going spiritual discipline. These practices, alongside overtly mystical elements of the Salamanders' belief systems, became commented on as barbaric by their few detractors, some of whom saw the growing strength of the Promethean Cult within the Legion as superstition and falsehood contrary to the Imperial Truth. That the cult promoted the worship of no gods and set as its fundamental tenet the primacy of humanity in the cosmos was enough to deflect such criticisms in most cases however, and it is worthy of note that some have since theorised that the strength of this mythos within the Legion served in part to 'inoculate' it, so to speak, from the perfidious machinations of the Word Bearers whose emissaries never received more than polite indifference in their reception by the Legion or its master, and no Warrior Lodge to spread the Warmaster's poison was founded in its ranks, nor would such a thing likely have been possible.

Salamanders Breacher Legionary

Legionary Shendrak Nal'kor
Breacher Squad Ar'vak, 17th Line Company,
Realm of Epithemus

Breacher squads were a valuable component of Salamanders Legion companies; often deployed at the spearhead of any attack, or as the core of any defensive line. Given this onerous duty, it was a position of honour to be chosen to fight among their ranks in the Legion. Induction was only granted after a gruelling series of trials which culminated with the hunting of one of Nocturne's legendary salamanders and the forging of a shield incorporating the beast's iron hard bones and resilient scales.

Breacher squad Ar'vak was near the forefront of the Loyalist advance, holding fast in the ruins of a Traitor anti-aircraft bunker destroyed as part of the initial drop assault. Barricading themselves within after they were cut off, vox-intercepts indicated that Legionary Nal'kor and his squad were one of the last Loyalist holdout forces to be eradicated, the Alpha Legion forced at last to use massed Vindicator tanks to end the resistance.



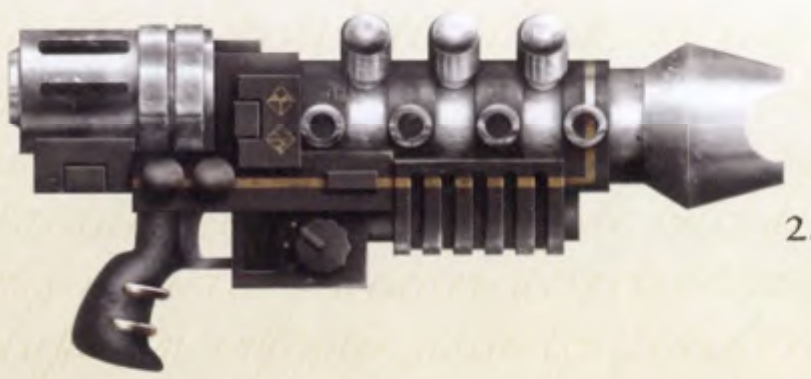
Panoply of War

1. **Acitus pattern boarding shield:** Though forged to the designs of the original pattern, the Salamanders customarily produced items of superior workmanship and quality, often incorporating a variety of exotic components.

2. **Autotellurian pattern graviton gun:** Grav weapons were slowly becoming rare in Legion armouries at the outbreak of the Horus Heresy, due to the high level of technological expertise required to maintain them.



1.



2.

Salamanders Legion Terminator

Chosen Kobal Ru'than, 'True Blade'
Member of the Bodyguard Phalanx of
Lord Protector Da'Ru, 3rd Line Company,
Realm of Themis

Selected from amongst the finest warriors and craftsmen their companies have to offer, the personal bodyguards of the Lords Protector stand as an embodiment of the principles of the Promethean Cult. These indomitable fighters invariably won many honours, and these victories are celebrated on Ru'than's armour, a notable example being the glyphs on his left greave.

In the final hours of the massacre on Isstvan V, Lord Protector Da'Ru ordered his phalanx, including Ru'than, to form up around him and led a charge into the heaviest concentration of the approaching enemy. Fragments of Chosen Ru'than's distinctive armour were later seen as trophies adorning Night Lords armoured units.



Panoply of War

1. **Modified power sword:** This sword bears a custom-forged pattern welded blade, most likely the personal craft of Ru'than.

2. **Tigrus pattern combi-flamer.**



1.



2.

Salamanders Legion Veteran Tactical Squad



Master Barris Kal'sho. Missing in action, last sighted engaged in combat with Word Bearers abomination units.

Firedrake Squad Kal'sho, Realm of Skarrokk. Attached to Assault Cadre Chimerae, assigned to destroy the Death Guard fortification designated Omicron-633, central Urgall Basin.

Fortification Omicron-633 represented one of a chain of small ferrocrete bunkers, erected by the Death Guard, which had weathered the Loyalist bombardment with little damage. Its capture was considered a primary goal of the first wave assault. Squad Kal'sho had reached its objective just as the second wave emerged from its drop pods, and were engulfed by a writhing cloud of toxic fog unleashed by the Death Guard's Grave Warden Terminators, whose counter-attack had been signalled by the arrival of their traitorous allies. Low on ammunition and caught between the Death Guard's tenebrous wall of poison and the advancing ranks of Word Bearers, Assault Cadre Chimerae was quickly overwhelmed and scattered despite Squad Kal'sho's heroic efforts to fight their way to Vulkan and the main body of the Salamanders.

1. Salamanders Legion icon, common armorial use.

2. Ryza 'Sunspite' pattern plasma pistol.

3. Ultima pattern combi-flamer.

4. Phaestos pattern flamer.



2.



3.



1.



4.



Veteran So'bak. Confirmed lost,
slain in combat with Death Shroud Terminators.



Veteran Ish'val. Missing in action,
Urgall Depression – presumed slain.



Veteran Ven'tal. Isstvan V survivor,
evacuated with Raven Guard forces.



Veteran Nar'van. Missing in action,
Urgall Depression – presumed slain.

Salamanders Tactical Legionary

Legionary Maraeus Orasus
Tactical Squad Fal'shon, Realm of Themis,
assigned to Support Cadre Igax.
Deployed at nearly its full strength to Isstvan V, the Realm of Themis and its constituent line companies were subdivided into dozens of Cadres. Each Cadre was formulated so as to be capable of achieving its objectives with minimal support, allowing the Cadres to achieve their battlefield objectives without relying on overwhelming numbers: a common tactical concern of the Salamanders, and one which stood in direct contrast to the tactics preferred by others.

Squad Fal'shon and four other Tactical squads were tasked with the close protection of the ordnance squadrons which formed Support Cadre Igax. Expending the majority of their munitions in the early stages of the battle, the Cadre was left woefully unprepared to deal with the second wave's treacherous assault. Surrounded by Alpha Legion units that had approached to point blank range under the guise of friendship before opening fire, Squad Fal'shon fought to the last, expending their remaining munitions, then grappling with the enemy in hand-to-hand combat.


1.

Panoply of War

1. **MkII 'Crusade' pattern armour:** This suit of power armour has been artfully embellished by its wearer. Such artistic additions to wargear are just as common amongst the Salamanders as those intended to improve its lethality.

2. **Phobos pattern bolt pistol:** Powerful and utilitarian side arms, bolt pistols have seen service within the Legions since their creation.

3. **Phobos pattern boltgun:** The Phobos pattern, one of the first of its kind, is considered temperamental and maintenance intensive by some Legions, but the Salamanders prefer them for their greater accuracy and power when properly tended.


2.


3.

XVIII^TH LEGION TACTICAL LEGIONARY

UNKNOWN LEGIONARY
SOL OUTER SYSTEM PACIFICATION EXPEDITION

Seen here rendered from a pict-frame from the early Great Crusade-era is a member of the XVIII^th Legion, before the discovery of Vulkan. The exact identity of this Legionary is almost impossible to determine as, unlike their later incarnation as the Salamanders, the XVIII^th Legion made no attempt to record individual deeds upon their armour and bore no informal ranks. This particular Legionary bears the insignia of the Saturnyne Ram, a symbol adopted by XVIII^th Legion during the earliest stages of the Great Crusade, as well as the crossed lightning bolts and raptor's head icon of the Unification Wars. The pict itself dates to the days of the Sedna Campaign, where contingents of eight Legions fought in utter darkness on the surface of a world constructed by alien hands at the outermost edge of the Sol system, finally leaving the Sol system in human hands once again.



Panoply of War

1. **Thunder Edge pattern chainsword**

2. **Umbra pattern bolt pistol**

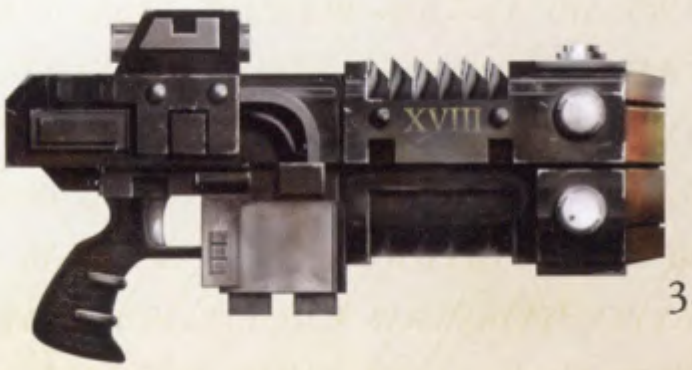
3. **Mars-Omega pattern volkite charger:** At the beginning of the Great Crusade, before the Legion achieved the vast sizes it grew to during the late Great Crusade period, volkite chargers were the standard weapon of many Legionaries.



1.



2.



3.

Salamanders Legion Transport Vehicles

Prizing short range engagements and the deployment of crushing force against their enemies' strongholds, the Salamanders Legion maintained an extensive arsenal of transport vehicles. These were assigned to units on an ad-hoc basis within the battle companies and often re-organised to suit the nature of a given campaign. As with all of the Salamanders' wargear, these vehicles were constructed and maintained to an exacting standard, often far surpassing the performance levels listed in their STC specifications and embellished as works of craftsmanship in their own right.

Though deployed in great numbers to the battlefields of Isstvan V, almost none of the Legion's auxiliary vehicles are known to have escaped. A notable exception is the Thunderhawk *Ohidoran*, which blasted a path through squadrons of Traitor Storm Eagles and Primaris-Lightnings in order to land amidst the Loyalist Legion's medicae encampment. There it was loaded past maximum capacity with the most serious of the injured. Once loaded, *Ohidoran* took flight once again, under the control of the wounded Raven Guard Legionary Kirhane, who had lost his right leg below the knee to a Traitor autocannon salvo and been evacuated to the medicae encampment before switching places with the slain pilot, and managed to dock with the cruiser *Warlock*. Despite taking serious damage, the *Warlock* was one of the few Legion vessels that managed to evade the Traitor fleet and escape the Isstvan system, reaching an Imperial held outpost nine months later carrying thirty-eight wounded Salamanders, seventeen Raven Guard and three Iron Hands from the massacre.



Salamanders Thunderhawk Gunship 'Ohidoran': Named for an ancient terror of Nocturne's primitive mythology. Legends speak of the creatures as both destroyer and protector in equal measure, symbolising the duality of violence, and these tales were oft quoted by Vulkan in his writings on the Promethean Cult.

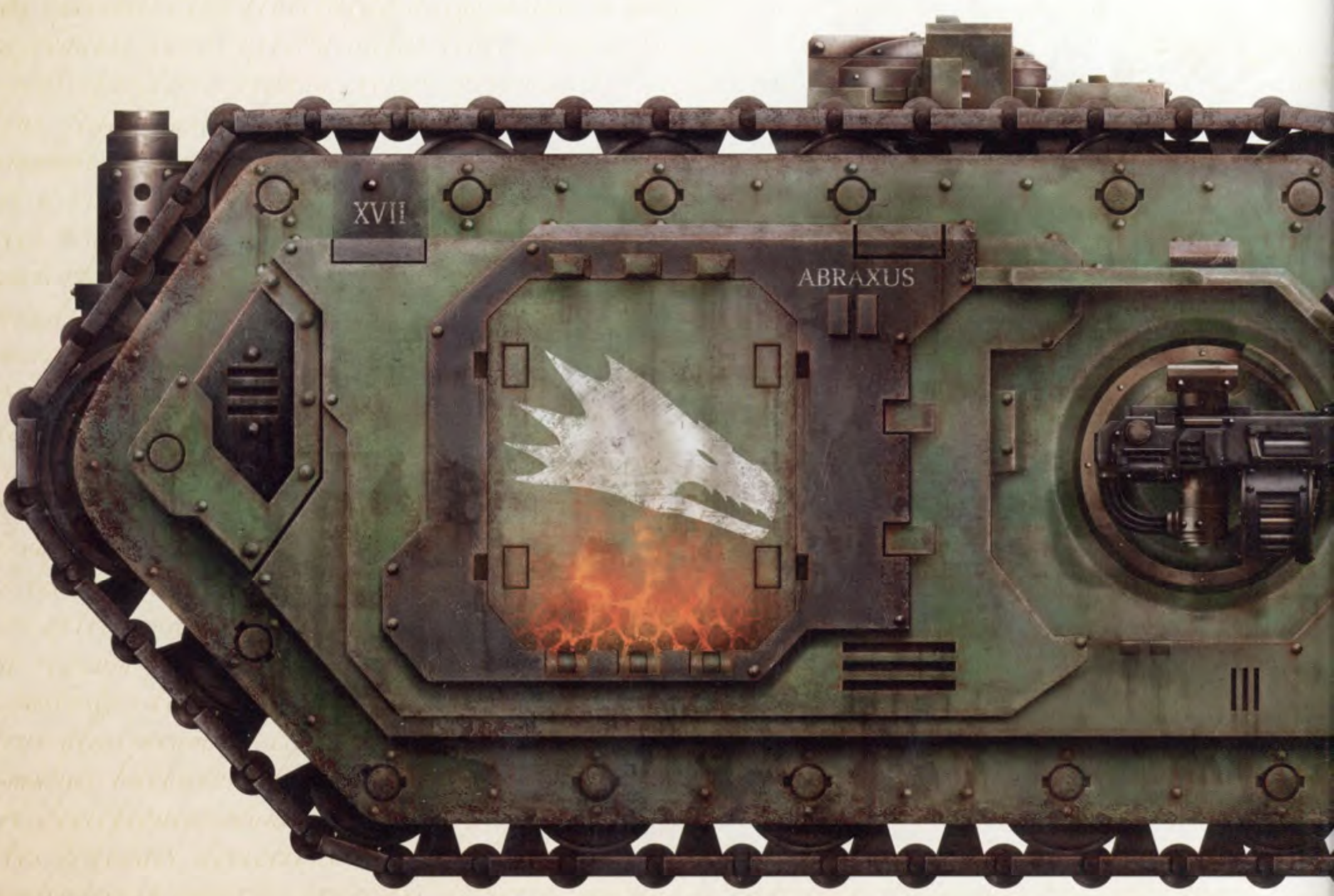


Salamanders Legion Igniax Rhino Armoured Carrier: Rhino armoured carrier assigned to one of the Igniax, as Chaplains were known amongst the Salamanders. Note the distinctive black colour scheme and ochre Salamanders head insignia.

Salamanders Siege Cadre Magnor

Like many other Legions, the Salamanders often group their armoured vehicles into large special purpose formations. Siege Cadre Magnor was one such formation and was based around a core squadron of Typhon Siege Tanks, and supported by full squadrons of Predator Infernus and the new Sicaran battle tanks as outrider forces. Unlike many Cadres within the Salamanders, which were ad-hoc formations formed for a single mission or campaign and then reassigned as the course of the Great Crusade's endless battles dictated, Cadre Magnor, under the command of Centurion Magnor Ha'ken, had achieved longevity, proving its worth time and again in situations that required the brute application of firepower to spare the Salamanders a costly infantry assault.

Landing during one of the later drops on Isstvan V, Cadre Magnor was not initially deployed to the front lines of the Loyalist advance, forming part of the Salamander's reserve force not far from the Loyalist drop zones. With the betrayal of those Legions making up the second wave of the assault on Isstvan V, Cadre Magnor found itself surrounded by enemies and cut off from their Primarch and the force of Salamanders trapped with him. Rather than dig in, or attempt to fight free of the Urgall Depression, Centurion Ha'ken brought his tank, the Typhon *Abraxus*, to full power and signalled his Cadre to counter-attack. Using the sheer bulk of his two surviving Typhon super-heavies, Ha'ken began to smash a path through the encircling Alpha Legion troops in an attempt to reach Vulkan. The trail of destruction forged by the Salamanders tanks was only ended when the Traitor Imperator Titan *Dies Irae* directed a salvo of fire onto their position, obliterating a number of Alpha Legion units as well as the Loyalist tank squadrons.



Typhon Heavy Siege Tank 'Abraxus': Though scorned by many as simply an upscaled Vindicator, the Typhon is savagely effective at its assigned role: the destruction of heavily armoured bunkers and vehicles at close range. The Typhon *Abraxus* was destroyed on Isstvan V, although later reports indicate it may have been salvaged by Traitor forces.



Predator Infernus Strike Tank: Rightly feared for its combination of mobility and firepower, the Predator Infernus' flamestorm cannon was widely used within the Salamanders Legion for clearing fortifications and to decimate closely-packed bodies of enemy infantry.





Common armorial use of the Salamanders Legion icon. The addition of flames to both the Legion icon and to other segments of both vehicle and personal armour was common within the Salamanders, signifying a warrior or vehicle tested on the anvil of war.



Exemplary Battle

The Assault on the Tempest Galleries, the Unification Wars

Although it is entirely likely that the warriors of the XVIII[th] saw action before it, the records of these engagements being either deliberately lost, deleted or sealed at the highest level, the first open battle honour recorded for the then as yet unnamed XVIII[th] Legion was the assault on the Tempest Galleries during the overthrow of the Ethnarch of the Caucasus Wastes. It would also prove to be one of the most famous and, even though it occurred long before their reuniting with their Primarch, it set its seal upon the nature of the Legion and had a profound influence that remains to this day.

One of the last great battles of the Unification Wars – the conquest of the Caucasus Wastes would see at last the Emperor as the undisputed master of Terra, but victory would not prove easy. The mutated eugenicist-oligarchs who ruled the wastes presented the Emperor's forces with one of the most difficult challenges they faced in open warfare. While few in number compared to the zealots of the Yndonesic Bloc or the savage warbands of Ursh, the Ethnarchy's power was based on scores of relic-technologies and the terrible weapons in their possession which dated back to before the Age of Strife, while its military forces ranged from armoured, gene-augmented 'Ur-Khasis', roughly analogous to the Emperor's Thunder Warriors, to narcotically enslaved Psyker-covens.

The Ethnarchy's strongholds were concealed kilometres deep beneath the hollowed-out mountains of the wastes and shielded from attack from above by near-impregnable power-field webs. An attempt by the Imperial forces to take the Ethnarchy's mountain-strongholds by storm earlier in the Unification Wars had met with bloody defeat, with the loss of almost 10,000 Thunder Warriors and more than a million other casualties, but had seen the Caucasus Wastes contained and isolated thereafter. So it was that when the hour of the Emperor's vengeance came around, nothing was to be left to chance.

The forces of six entire proto-Legions of the Legiones Astartes were mustered for the final assault on the Caucasus Wastes, along with the massed forces of the Custodian Guard, with the Emperor himself to lead them, and countless other tributary armies, mechanised battalions and warrior bands beneath the raptor-and-lightning banner of unification. But, of all of these, the first thrust upon which all else would depend the Emperor entrusted to the nascent XVIII[th] Legion. Although the decision to utilize what they considered to be a largely unknown and untested unit in so vital a role was questioned by many within the Imperial command, the Emperor's will was obeyed. The XVIII[th] would carry the assault, utilising scores of freshly created gigantic 'Termite' subterranean boring machines fitted with recently acquired technology from Mars.

The full force of the proto-Legion, some 20,000 Legiones Astartes at this juncture, was committed to what was widely believed to be a suicide mission to attack and destroy the vast geo-thermal furnaces which provided the power for the Ethnarchy's impregnable defences. These were housed far below even the subterranean strongholds, and known of only through ancient legend, in a hundred-kilometre long string of vast, artificially created caverns known as the Tempest Galleries for the incessant storms of flame and electromagnetic force which bled from the ancient and little-understood relic machineries. Their specially modified power armour, camouflaged in striated patterns of sulphur yellow and sable black, the XVIII[th] saluted their Emperor and calmly mounted the untested Martian engines and pierced the dark earth and rock at the edge of the wastes, disappearing into a deadly and unknown world.

Soon all signals were lost, and not even the power of the Imperial psykers could

penetrate the turbulent depths to maintain contact with the assault force. Hours stretched into days and days became weeks, and nothing was heard from the assault force while the vast army of the Emperor waited in immediate readiness for the grand attack, and no sign or signal came. Pressed by his commanders, it is said the Emperor silenced them and replied; "*They shall not fail me, they will return from the fire, thus it shall ever be.*" Reports claim that moments after the Emperor spoke, great tremors and earthquakes shook the region, their turbulence felt as far away as Gorodak and the Jade Citadel of Hangol.

In their wake, the power-webs that had for so long shielded the Caucasus Wastes failed and the full force of the Emperor's wrath fell upon them to their utter destruction. The last Ethnarch was dragged in chains to the prison of Khangba Marwu and the buried secrets that had been his strength were taken by the now uncontested master of Terra. Of the fate of the XVIII[th] nothing was known until the closing days of the campaign when, far from the wastes, a long-dormant volcano near Klostzatz shattered and one of the termite machines hauled itself from the rubble carrying just over a thousand survivors from the XVIII[th]. The taskforce's after-action reports were immediately analysed by the Imperial command structure, and had they not been accompanied by supporting evidence and hololithic records, it is likely that they would have been greeted with disbelief.

Almost four-fifths of the taskforce had survived the journey to their objective, the rest being destroyed by the plethora of environmental hazards, crushed like eggshells between grinding tectonic plates or incinerated by seas of magma when their shielding failed. Those who breached the carborundum-lined caverns of the Tempest Galleries found a strange, imprisoned world as alien as anything the Great Crusade would see among the stars. Vast kilometre-high spindle-machines turned over caged seas of molten metal drawn from the planet's core, spewing forth coronas of blinding lightning while suspended on silicate webs across which unfathomable and inhuman machines scuttled like spiders.

In this airless furnace beyond mortal endurance, the Legionaries of the XVIII[th] found no warrior of the Ethnarch to contest them, for nothing human had set foot in this hell for millennia, but rather the defenders of these sleepless engines, that had turned since before the Age of Strife, were fire-blackened service-automata reacting to the outsiders' threat as antibodies would against an invading infection in a living body. Incredibly strong and built to withstand the ravages of the firestorm that surrounded them, each would have overmatched battle-automata of the Mechanicum of its size in power, being products as they were of Mankind's ancient past. There were thousands of these tempest-automata, and all turned on the XVIII[th] in an implacable and unceasing attack. Neither plasma nor melta weapons could breach their armour, while bolter shells rippled across them like rain. Only massive kinetic force applied at close range against their articulated joints was able to disable them; a lesson that cost the XVIII[th] hundreds of lives to learn as they were forced into a running battle of attrition with the relentless machines, and cut off when many of their Termite carriers were targeted and crushed by the colossal articulated toothed metal spheres used by the ancient workings to tunnel and expand the galleries. The XVIII[th] held out with a mixture of stoic resilience and suicidal fury, maintaining disciplined order despite the onslaught as a whole, while individual Legionaries hurled themselves willingly to their deaths to grapple with the killing machines so that they might be destroyed and their brothers' lives saved.

Fighting now for survival from gallery to gallery, they collapsed tunnels and severed the silicate webs behind them to impede their pursuers and buy themselves time, but their casualties were huge, with thousands having perished within the first dozen hours of the conflict, but the precious time they had purchased with blood, however, would be spent well by the survivors, for it would be neither the Legion's immense resilience nor its willing sacrifice that would see them victorious, but their intelligence. Showing the aptitude for technology and craft for which they would become justly famed, they began to first use the wreckage of the attacking machines and the heavy machinery that surrounded them as salvage to repair and augment their own expended wargear, and soon escalated to tearing from the automatons their central control systems and repairing them sufficiently to be sent crashing back into their own ranks as mindless berserkers. This proved only the start; power conduits were re-directed and machine death-traps created, cyclopean lightning-rods conducting the power of the



howling electromagnetic corona above were fashioned into improvised harpoon weapons to burn out the hearts of the largest machine-beasts, rivers of molten metal redirected into service tunnels, atomantic chambers compromised to detonate like miniature suns, shattering engines that had endured for tens of thousands of years.

Soon something like a stalemate had been achieved, but at a terrible cost; less than a third of the XVIII[th]'s original number remained, the body of the vast system had been badly wounded, but a mortal blow was not yet struck. In the inaccessible deeps, the ancient implacable machine spirit that bound the Tempest Galleries together was manufacturing fresh soldiers for its cause, and that was something the Legiones Astartes could not match. Realising this strategic reality, the Legion hatched a plan to commit its forces to a single, coherent attack and destroy the Tempest Galleries or die trying.



The plan was to attack and cripple the central power transmission node in the largest of the galley chambers yet discovered, the reasoning being that, even if the vast generator-spindles were not put out of action, it would successfully interrupt the flow of energy to the Ethnarch's defences far above. A two-pronged assault strategy was devised.



The first division would mount a series of diversionary attacks at other locations to confuse the enemy. Once this was under way, the second, largest division would assault the power node. It was assumed that while survival was in any way unlikely, death for the central assault force would be certain. For this reason, the XVIII[th]'s surviving commanders acquiesced to the wishes of the Legion's rank and file and assigned Legionaries to it by lottery – not because they had no volunteers for the main assault force, quite the contrary, but because it was the fervent wish of all to take part.

When the assault came, the Legionaries thundered from their holdouts and defensive redoubts, many armed with improvised power fists and thunder hammers, shock cannon and cutting saws fashioned from the shattered remains of fallen tempest-automata. With them came their full reserves of munitions and manpower, nothing was held back. Attacked suddenly from many fronts, the inhuman intelligence which oversaw the Tempest Galleries responded with cold machine logic, efficiently dividing and dispatching its forces to deal with the threats. The fighting was savage but the plan was working, and the concentrated force of the main assault group managed to smash its way into the Great Gallery, its few remaining Dreadnoughts and rapier batteries leading the way. Like a hive of ants crudely kicked open, the tempest-automata responded in a tide of scorched-black metal and snapping servo-claws, slamming into the Legion head-on across the silicate bridges suspended between the sea of fire below and the hurricane of corposant lightning far above. Bodies by the hundred, machine and Legionary alike, fell broken into the burning abyss, severed power cables sparked furiously, mechanical bodies exploded in sheets of fire and shrapnel, while spilled blood vaporised to steam in the superheated air.

Slowly, tortuously, the Legion fought its way to the towering power node at the centre of the gallery, buying each metre of ground taken with dozens of lives. It was then the kraken rose from the depths. A vast articulated beast-machine appeared, the greatest of the engines that maintained the Tempest Galleries, sheathed in armoured scales of synthetic black diamond, molten metal running off it like water. Its coils could have crushed a battle Titan and were more than sufficient to enwrap and shatter the silicate bridges on which the Legion fought.

Their weapons utterly useless against this new foe, the survivors were forced to attempt a fighting retreat they knew was futile as, one by one, the silicate strands were severed and hundreds more fell to their doom. What occurred next can only be guessed at, but the last garbled transmission from the Great Gallery was of one of the huge grav-propelled tunnelling-spheres used by the tempest-automata crashing through the gallery wall and plunging past the kraken-engine and directly at the node-nexus. It is believed that the only possible explanation of this is that one part of the diversionary attack groups had used the confusion of the battle to gain control of one of the colossal serrated tunnelling-spheres and set upon using it as a last ditch weapon. Regardless of the cause, whether Legion-action or the calamity of one of its own automata gone haywire, the node structure exploded, collapsing the gallery around it and blowing out numerous surrounding caverns and tunnels, and creating the earthquakes and tremors felt across the region. The explosion also appears to have murdered the governing machine spirit of the galleries, for in the aftermath, the automata simply shut off, the machinery stilled, the vast spindle generators sinking slowly and silently into the fires below, never to turn again.

Little more than 1,000 of the 20,000 strong XVIII[th] survived, those who did were scattered across the Tempest Galleries, many conducting diversionary attacks at its fringes and once again displaying formidable fortitude and perseverance in regrouping and intelligence in rebuilding one of the damaged Termite transporters for the arduous journey back to the surface. Upon their return, the Emperor himself gathered the survivors together and awarded them the Laurel of Victory for the campaign against the Ethnarch (to the dissatisfaction of some commanders) to be forever theirs, and their first battle honour, inscribed with the motto "*In Fire and Darkness Tested*". This was to prove prophetic, and the action at the Tempest Galleries a high bar indeed for the Legion's prowess, and a standard of sacrifice and victory against the odds that would prove a punitive taskmaster for the Legion in the early years of the Great Crusade. It is an interesting addendum to the record of this battle that the XVIII[th]'s survivors brought with them from the Tempest Galleries metallurgy and machine craft predating the Age of Strife, the secrets of which, in addition to being given over to the Imperial Command, were retained by the Legion itself.



The Word Bearers

Numeration: The XVII[th] Legion

Primogenitor: Lorgar the Urizen, aka Lorgar Aurelian

Cognomen: (Prior) The Imperial Heralds, Iconoclasts (informal)

Observed Strategic Tendencies: Mass Assault, Policing Actions, Gnoetic Purgation, Suppression of Ideological Revolt

Noteworthy Domains: Colchis, Melkeji, Ipisia, Golkoron, garrison oversight and tithing rights on fifty-three other worlds.

Allegiance: Traitoris Maximus

"Faith is the soul of any army; be it vested in primitive religion or enlightened truth. It makes even the least soldier mighty, the craven is remade worthy and through its balm any hardship may be endured. Faith ennobles all of the works the solider undertakes be they so base or vile, and imports to them the golden spark of transcendent purpose."

Lorgar Aurelian
Primarch of the Word Bearers

If there is a hierarchy of treachery, then the Word Bearers sit in its highest circle. Once the most devoted and rigorous of warriors, it was not enough that they fell, but they pulled their brother Legions into the abyss with them. While the treachery of others came like a storm, or the final flowering of a long buried seed, the Word Bearers' betrayal was poison distilled over long years. From their founding their devotion to the Imperium and the Great Crusade was beyond question, they were the bearers of the ideals of the Imperium, of its vision for the future of humanity. Their loyalty was never questioned, only the form of their devotion. But now their loyalty can never be seen as anything other than a mask and their fanaticism as a flaw which would undermine all they once sought to build.

Origins: The Heralds of Truth

Even before the Emperor's conquests spilled into the heavens, it was clear that he was not fighting a simple war of conquest, but a war of ideals. The Unification Wars, and later the Great Crusade, were intended to bring humanity's disparate and divided children together under a single enlightened rule. While the Emperor would break the forces and strongholds of those who opposed him, he was always prepared to accept fealty and service from those he defeated. If it was to be a true empire of Mankind then it would have to embrace even those who at first resisted its claim. As one battle leader in the Unification Wars remarked: '*If we kill everyone who resists us then we will reign over a kingdom of ashes*'. But with some there could never be reconciliation; unity had its limits.

Rationality and the illumination of knowledge could only lead Mankind so far; the darkness of barbarity had to be beaten back, broken and burned to light the path to the future. The adoration of gods and the proliferation of ideas and beliefs that could lead to superstition and ignorance were weeds that had to be cut away with the sword. In this way the armies of the nascent Imperium were fighting a war in the minds of the conquered as much as they were fighting a war of flesh and blood. It was this first war, the war to preserve the ideals of the Imperium that the XVIIth Legion was created to fight.

From its earliest days, the XVIIth stood apart from their brother Legions in their duty and outlook. While all the Legiones Astartes fought with utter devotion, the warriors of the XVIIth carried with them an air of zealotry. Recruited from the sons of exterminated foes, they were trained and raised to know the crimes of their forebears and the price of forgiveness. While others went to war with righteousness, the XVIIth fought with the cold fury that only the condemned and redeemed can know. Dour and mirthless, few of them formed the bonds with other Legions that were common during those early days. For them there was no joy in battle, nor glory in conquest. All that mattered was that their duty be done. While others might acknowledge and even respect their foes, the XVIIth saw no virtue in defiance. Only once a foe was broken and bowed in repentance, could they be accepted as deserving anything but ruin.

While other Legions acquired names later in their history, the XVIIth were named as the Imperial Heralds at their founding. That one amongst twenty should be singled out might imply some special favour, but in truth it was a title that spoke not to special honour, but to the Legion's place in the Emperor's purpose. Where enemies stood against the Emperor because of their belief in gods or the superstitions of Old Night, it would fall to the XVIIth to deliver the Emperor's ultimatum: recant or be destroyed. To the fortresses of demagogues, and the enclaves of cults, a lone warrior of the XVIIth would come. Clad in black armour, his face hidden by a skull helm and bearing the eagle-winged mace, the herald would speak of the truth offered by the Emperor and the futility of resistance. These bearers of the word and death were chosen from those who had shown supreme devotion to the Imperial Truth. Such a mantle once bestowed was never removed. Some, on seeing such a warrior would surrender, and renounce their false beliefs. Others would refuse. Many heralds would die at the hands of defiant enemies, pulled down by human hands after slaying hundreds. But always after the black clad herald, the grey warriors would come with fire and the thunder of change.

The wars waged by the Imperial Heralds were direct and functional. While other Legions fought in a manner that mirrored their nature, for the XVIIth warfare was simply a tool to be applied. For them the true war existed long before a bullet was fired, and would last long after the last drop of blood had fallen. They were warriors in a war fought in the realm of belief, a war in which the truth was the only real weapon.

Once they had conquered, the Imperial Heralds would seek out works which spoke of the power of sorcery, false gods and the irrational. They emptied libraries, dividing the contents into truth and falsity. Idols and the trappings of worship would be cast down and pulled from temples and shrines. Those who had preserved the poison of false belief would be dragged to pyres made of heaped books and carved statues. All would burn together. Those who had been freed from the shackles of ignorance would be given a choice, embrace the Imperial Truth or join the pyre. Finally, the great buildings which had sheltered the lies of the past would be pulled down and reduced to dust. Only then would most of the warriors depart, leaving the saved population to their newly illuminated lives. It was a pattern they repeated across Ancient Terra, earning themselves a second name. Few spoke of the XVIIth as the Imperial Heralds. To their brother Legions and the people of the new-born Imperium, they were the Iconoclasts.



The Fire of Colchis

Colchis was a world of old gods. It is said that religion was in the air, in the touch of the sun and the taste of dust. To its people, worship of higher powers was as much a part of them as the beating of their hearts and the crying of their children. Bound in feudal traditions it had once been a world of technology, but those days lay forgotten in Old Night. Life was easy for some and hard for others, and all the people knew the same truths that their fathers had known and their mothers had taught. That disease came and culled generations, but that these times would pass for nothing could remain unchanged. That war would come like rain and stain the land with blood, but there was always the promise of joy even when all seemed lost. All men died, and kings fell and new kings rose, but the gods remained.

When the infant Lorgar fell from the sky of Colchis, his Legion had yet to be born on Terra, and the faith of Colchis was held in the hand of a priesthood called the Covenant. Raised amongst the priesthood, Lorgar would grow to become one of the Covenant. In time he turned on those who had raised him, leading a crusade to destroy them in the name not of the old gods, but of onegod, a god of gold and light who spoke to him from his dreams. When the Emperor reached Colchis, and descended with Magnus the Red at his side, there could be no doubt in Lorgar's mind that he knelt before his god. Beside him a planet knelt and believed the same.

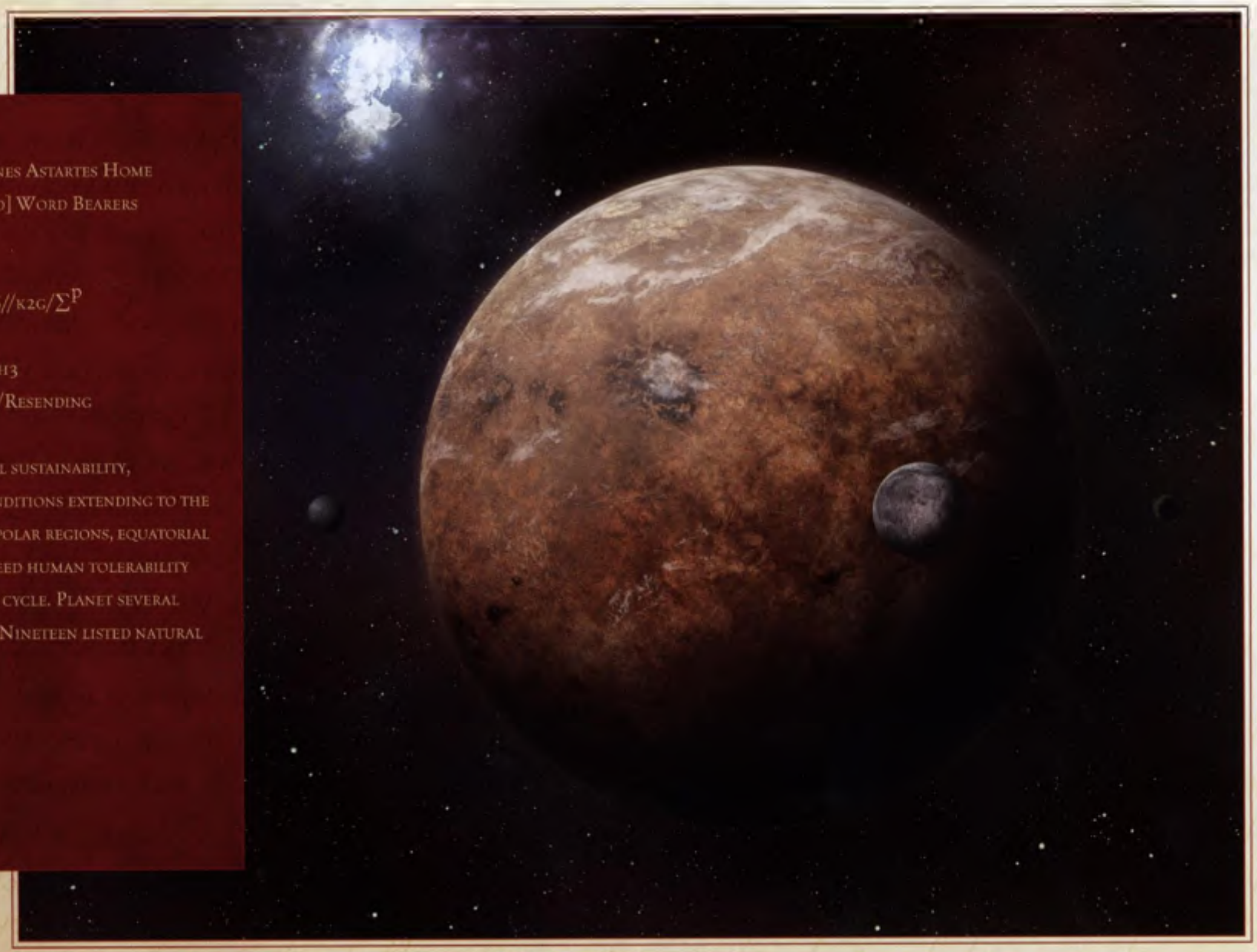
The Emperor as God

The belief that the Emperor was a god was not a new one. From the days of his first conquest, there were some who whispered that he was not of the mortal realm. Many of his conquered enemies were amongst the first to call him divine. Faced with his power and the destruction of everything they had known, they called him by ancient names, that being their only way to rationalise what had happened. Some called him an angel, others a spirit, some a demon, others placed his nature higher still. God they named him, and spoke prayers to him in the watches of the night and under the light of lost suns.

That Lorgar believed the Emperor a god is beyond doubt, and it is likely that he held this belief before he met the object of his devotion, and maintained it even after becoming a lord of a Legion charged with purging idolatry and superstition. In those first years he hid his conviction, never stating it openly but also never disavowing it. In all the records of his words in that time, of which there are many, there is endless praise for the Emperor's vision and for the course he charted for Mankind, but not one word denouncing the specific belief that the Emperor was divine. The worship of idols, the practices of mystics, and the falseness of countless gods; all were condemned without measure, but on the nature of his lord and father, Lorgar remained silent.

It seems likely that Lorgar shared his belief with others, discussing and nursing their faith alongside his own. It might be easy given later events to say that figures such as Erebus and Kor Phaeron were his chief confidants, and perhaps they were. Others though seem equally likely to have played their part. Halik-gar, High Herald of the Legion and its commander before Lorgar's return, seems to have been converted by his gene-sire, and with him such devoted iconoclasts as Maedro Vessar and Ustun Cho. Through these and others, Lorgar began to change his Legion's soul.

Lorgar's return to the XVIIth did not change the Legion's nature on the surface, the manner in which they waged war was the same but, underneath the surface, the return of their gene-father changed the Imperial Heralds in far more profound ways. The old ways of devoted service were no longer enough, devotion to an ideal was not enough, victory was not enough. The reason one fought, the fire that drove one on step by step on the path of truth, that was everything.



Name: Colchis
Classification: Legiones Astartes Home World [Feudal World] Word Bearers Legion

System Data: JJD/4576//K2G/Σ^{P}

Stellar-Grid: 02-TRS/JH3
Segmentum: Pacificus/Resending

Notation: Arid-partial sustainability, prevalently desert conditions extending to the edge of the habitable polar regions, equatorial belt temperatures exceed human tolerability at zenith of planetary cycle. Planet several Terran masses in size. Nineteen listed natural satellites.

If victory was certain, and who could doubt it as stars and systems fell to the Emperor's Crusade in their hundreds, then the measure of true victory was not in death and blood, but in what a warrior carried within him. What one believed and the mark one left on Mankind were of the utmost importance. This sense of heightened fervour spread through the XVII[th] like fire, as if Lorgar's mere presence had raised his sons up into a brighter light.

One of the tangible changes that came with the return of the Primarch Lorgar was an increase in the importance of ceremony. The black clad and skull helmed heralds of the old Legion were given new authority to ensure the moral strength of their brother Legionaries. The new Chaplains would be the core of the Legion's strength, showing the way of truth through word and deed, not just to the conquered but those who held the sword. When a city burned or a people were put to death, the deed was done with the solemnity of a rite. The death notice of enemies were spoken in ritual phrases by a Chaplain, as he scattered the ashes of dead and defiant worlds over the bowed heads of warriors. New words and phrases began to enter the vocabulary of the XVII[th] Legion, words which tasted of the dust and incense of Colchis: apostle, athame, creed. Some even began to refer to dangerous and deviant modes of thought by a name which itself came from the shadows of lost creeds: heresy they called it.

The change took decades to complete. The XVII[th] Legion was large even before it was reunited with its Primarch and Lorgar was not fool enough to attempt such a project in one stage. The golden Primarch had a genius for speaking to men's hearts, and his campaigns to win those hearts were as subtle and thorough as those fought by the likes of Fulgrim and Guilliman on the battlefield. Bit by bit, the faith was spread from brother to brother. The Chaplains, his new vanguard of faith, subtly altered the counsel they gave their brothers. New structures of organisation sprang up beside the old military hierarchy; fraternities that seemed to have much in common with those of other Legions but, in truth, were devices for the propagation of the faith through the ranks of the XVII[th]. The echo of this grand, yet slow, conversion can be seen in the steps by which Lorgar would later corrupt half the Legions, and pull the Imperium into the darkness from which he had once sought to raise them.

The Imperial Truth

The Imperial Truth was the rational, atheist philosophy that guided the Emperor's conquest of Terra, and the formation of the Imperium through the Great Crusade. At its heart the Imperial Truth held that the universe was rational, that knowledge defeated fear and brought freedom from the terrors of the Age of Strife. With this assertion went the denial of the irrational, the superstitious, and faith in powers and principles beyond the knowable. In the unified Terra and Imperium of Mankind, there could be no mysteries of the soul, no sorcery, no gods. Those who clung to their ignorance were cast down, their lies silenced in the pyre's roar. The terrors of the past had grown in the shadow of superstition and false belief. If the future was to survive its rebirth, it could not tolerate the delusions of the past. That there were other dimensions, alien races and mutants who wielded psychic powers was not denied, only that they were supernatural. That some might call these phenomena sorcery, or attribute them to gods, were simply the symptoms of incomplete understanding.

Of course, there was a degree to which the Imperium and the Emperor touched upon the irrational and ethereal. The new Imperium had grown from the past, and secular though it might be, much of its power and nature expressed itself in ways that had echoes of the spiritual. In practices such as the taking of Oaths of Moment, the names of the divisions of Imperial power, and the symbols of that power, the Imperium wrapped itself in the clothes of authority woven from dreams that were as old as the gods they denied.

It might seem strange that warriors who had fought to cast down gods would embrace those same beliefs, but this ignores the basic nature of the fanatic. At their core they need a cause around which to build their world. What that cause is can be changed, so long as the heat of its fire fills them. In their hearts the XVII[th] fell into the grasp of religion because part of them had always wanted to, part of them wanted there to be more to belief than rationality.

The second factor which allowed Lorgar to convert his Legion to the belief in the Emperor's divinity was the nature of the Great Crusade itself. Across countless fronts the Legions fought, suffered casualties and recruited anew. As this attrition mixed the old with the new, so the blood of the iconoclastic Imperial Heralds was diluted with that of Colchis and then with dozens of worlds on the bloody edge of conquest. These were sons who had never seen the light of Sol, nor known the Legion as it had been. They accepted what was taught to them because it was the only truth offered. In the case of those of Colchis, the belief in the divine was ingrained into every thought from birth.

When all was done, when the final Imperial Herald had embraced the faith, when the last of the old iconoclasts had died, then Lorgar added the final flourish of ritual to seal his victory. The Imperial Heralds would become the Word Bearers. To the rest of the Imperium, still ignorant of the change wrought in the XVII[th], the name reflected their part in bringing the Imperial Truth to all of humanity. To Lorgar it was an affirmation of his purpose: to give humanity faith in the god at its pinnacle.

The Arithmetic of Faith

Faith in secrecy might be sincere but, ultimately, it cannot satisfy a driven soul. With the Great Crusade reaching its zenith, Lorgar was faced with worlds brought to compliance by his Legion: broken worlds, worlds that had lived under the yoke of aliens, witches and belief in false gods, worlds that now had nothing but the cold comfort of being united with a universe that seemed to hold nothing greater than the truth they saw blowing on ash-laden winds. How could he know the truth and deny it to these worlds? At least that seems the likely path that led him to make his crusade not one of rationality but of faith.

As worlds and systems fell to the Word Bearers, they were brought to believe in the Emperor as a god. While other Legions left conquests like bloody footprints on the stars, the Word Bearers lingered. Amidst the devastation they raised temples. Chaplains and vassal preachers would go amongst the conquered to speak of the god who now reigned over them. The foundations of new cities were sunk in the embers of the old. The worlds they re-founded grew and prospered. Their people were utterly loyal to the Imperium and the Emperor; they were compliant, but they were alone in an unholy

land. Though they did not see it, their piety was doomed from the moment the Word Bearers brought them to it.

The rumours came first: whispers passed between forces who had fought alongside the Word Bearers. Talk began to circulate of the ritualistic practices of the XVIIth, of the fervour of their zeal and devotion to the Great Crusade. Some even went as far as to wonder if the Iconoclasts of old had not succumbed to the practices they persecuted. The rumours multiplied, but if they reached the highest circles of the Imperium, they triggered no action. The Great Crusade was a war of expansion spread across the galaxy. Numberless fleets and hundreds of thousands of armies came into operation, separated by vast distances and joined only by the tenuous links of Warp travel and astrotelepathy. The sheer scale and dynamism of such an endeavour made absolute knowledge a rare commodity. The Emperor and the War Council did not have the time or means to do anything but trust that those who led the Crusade acted as the Emperor would wish. Rumour, hearsay and unkind suspicion were not enough to call the motivations of one of the Legions into question.

In the last it was not talk of belief that brought the Word Bearers' wrongs to light, but the arithmetic of conquest. Conquering worlds took time and resources, but rebuilding them and bringing them to believe in the Emperor as a god took longer again. Over the years, the Word Bearers' rate of conquest had slowed to a crawl. Where others brought dozens of worlds to compliance, the Word Bearers would claim a handful by comparison. The disparity eventually became too much to be ignored. The military bureaucracy that had grown up around the War Council sent expeditions to a cluster of worlds conquered by the Word Bearers. Was there some factor that had caused the Word Bearers greater difficulties than other Legions? The emissaries and expeditions found their answer.

The Legion had not been slowed by resistance, but because they lingered after their conquests. The rebuilding of a planet's faith took time, as did the rebuilding of cities and the raising of temples from which the faith could be maintained. And the faith gifted to the worlds they conquered was the belief that the Emperor was a god.

Censure

Once the truth was revealed, it was only a matter of time before the Emperor would be moved to censure the Word Bearers. The links of cause and effect are poorly recorded, but it seems that the Emperor waited for some time after the initial reports reached his court. That he sent missions to assay many more worlds conquered by the Word Bearers is known. We can only speculate as to why: perhaps he did not want to believe it of his son, perhaps he wanted to be sure, perhaps he was simply gathering information before acting. Some sources indicate that the Emperor confronted Lorgar during this time, that he even told him that if he persisted he would have to suffer the consequences. We cannot know now if this is true, too much has been forgotten, and too much more must never be remembered. What we do know is that, at last, the Emperor acted.

The Emperor rose from his endeavours and called another of his sons to his side. Roboute Guilliman, Primarch of the XIIIth Legion had a reputation for careful leadership and unbending honesty. No one else witnessed what passed between the two, and Lord Guilliman refuses to this day to speak of it, but we can perhaps guess at why the Emperor chose the Ultramarines to be his tool of censure. It seems clear that the Emperor did not wish Lorgar or his sons broken, merely set back on the correct path. The XIIIth Legion were a Legion with an exemplary record of victories and compliant worlds. Ultramar was even then a growing realm of hundreds of obedient and prosperous systems. Across the galaxy they had pushed back the boundaries of the Imperium with energy and a mind for what should follow in the wake of war. They were the Word Bearers' mirror and shadow, alike in so many ways and different in so many others: a living example of what the Word Bearers could be. Perhaps that was the message carried by the choice of the Ultramarines; that there was hope beyond the shame that must come. Whatever the subtleties of the message of censure, it would, however, be delivered in a manner that could leave no doubt as to its meaning.

On the planet of Khur, the Ultramarines reduced the city of Monarchia to ash. The Word Bearers had made Khur compliant, and Monarchia, its Perfect City, was the jewel in that compliance. The people of Khur cried out at the death of their city and the Word Bearers came. There, in the ashes of a city which stood for all they had believed and done, the Word Bearers knelt before their Emperor. He was no god, and would suffer no such belief in his realm. The Emperor departed, leaving a Primarch chastised and a Legion humbled. Some may say that we can see all that would come to pass born in that moment.

Rebirth

After Monarchia, the history of the XVIIth Legion divides. One is the history of the Legion that we believed for decades after, the history of a Legion pulling itself from the pit of the past and embracing its true calling, a false history. The second is a shadow history, the true history that hid behind the mask of seeming loyalty. We can never know this true history, and what we do know of it are distorted glimpses.

On the surface, Lorgar's response to the Emperor's censure was to withdraw. For a time his Legion seems to have played little part in the Great Crusade. When they returned, it was clear that they were a changed force. Whereas before they lingered after conquests, now they drove forward with relentless momentum. Worlds burned, civilisations were made to kneel, and a trail of swift conquest stretched behind them like a bloody cloak. It is said that the Emperor was pleased that his son had understood his error and would, in time, become what he was destined to be. To every other eye, the Word Bearers seemed possessed by a penitent fury and grim resolve to burn the past. All were deceived.

That Lorgar was shaken by the shattering of his universe seems likely, but what action did it prompt? At the time some thought that the XVIIth had withdrawn in shame, and that its return to the Crusade was fuelled by a wish to atone. Such a kind reading of events no longer rings true. Instead it seems likely that Lorgar's fall began after Monarchia, that the powers of the Warp reached out to him in his moment of doubt and offered him that which the Emperor had denied him: a higher power to believe in.



Who were the voices that counselled him, and the hands that guided him to damnation? Again much remains hidden, but a number of candidates seem likely. Kor Phaeron, Lorgar's surrogate father on Colchis and close advisor, seems a likely source of poison, as does First Chaplain Erebus. Both were steeped in the old faith of Colchis, a faith that was likely tainted by the powers of the Warp long before Lorgar fell from the sky. The word 'Pilgrimage' is also one of the few fragments that has emerged as linked with that time, though its precise significance can now only be guessed at. What we cannot now doubt is that the Word Bearers who re-joined the Great Crusade no longer served the Emperor.

For over four decades the XVII[th] Legion wore a false face of loyalty and planted the seeds that would eventually bloom into civil war. The precise nature of their preparations is only open to supposition, but much can be deduced from Lorgar's character and the atrocities that would come later. First, it seems likely that the Word Bearers' renewed energy in the Great Crusade was a cover for its rapid growth in size, as well as the seeding of its new corrupting creed onto worlds. It must also have been during this time that the Legion was cleansed of dissent. The last of the old Iconoclasts, the few Terrans, and those who would not embrace the new faith must have been put quietly to the sword. The corruption of much of the apparatus of the Imperium also must have occurred in this time. So it was that when Horus finally fell, Lorgar had already prepared the ground for war.

The Last Secret: Of Dark Gods and Daemons

The Warp is the mirror of reality, a churning sea of raw psychic energy fed by the emotions of every creature who hopes, hates and dreams. It is a place of metaphor and madness, that can never be perceived or understood except through symbols and subjective interpretation. The strange powers of psykers of all kinds flow from the power of the Warp, the psyker's mind acting as a channel for the unreality of the Warp to affect reality. It is also the Warp that allows Mankind, and many other races, to travel the vast distances of space. Ships pass through the Warp, their courses guided by Navigators bred to perceive and read the tides of psychic energy. All this was known in the time of the Great Crusade, but it was only half the truth.

The gods denied by the Imperial Truth are real. Vast formations of psychic energy, storms of dark emotion, persistent notes in the symphony of existence, all descriptions fall short of the true nature of the Powers of the Warp. Powerful beyond mortal comprehension, parasitic and malign they are the ruinous powers, the pantheon of lies, the primordial annihilator. They have countless names in countless tongues, but to those who have glimpsed even a fraction of their existence, they are known as the Chaos gods.

These utterly alien entities hunger for the mortal realm, even though it is as fundamentally poisonous to their nature as air is to a creature of the deep ocean. They can extend their power into reality, can expend power to influence mortals, corrupt physical existence, even send portions of themselves to walk amongst men as Daemons, but only for a time. To truly affect reality, they must use mortal creatures of flesh and blood. To such servants they can gift powers beyond imagining, offering the coin of the impossible in exchange for eternal slavery. To many humans such an exchange may seem the only way to escape from the pain of life, or to achieve their heart's desire, and in the superstitions and beliefs of the past, the Chaos gods wait for the vain, the suffering, the wrathful and the desperate. The Imperial Truth strangled the beliefs and practises in which the Chaos gods lurked. It hid the truth because ignorance was the only way to protect Mankind.



Unit and Formation Structure within the Legion

The Word Bearers followed much of the structure of the Legiones Astartes during their earliest incarnation. Warriors belonged to squads, squads to companies and companies to chapters. This functional structure remained largely unchanged from when the Legion was the Imperial Heralds until their overt treachery on Isstvan V. The rediscovery of their Primarch and the influx of recruits from Colchis did little to change the Legion's basic structure, rather it added layers of organisation. This second layer of organisation was concerned, not with the makeup of units on the battlefield, but with the ideology of those units.

The Word Bearers employed all the squad configurations seen across other Legions, with a tendency towards keeping the size of all units high. While other Legions might be content with or even favour, units of only a handful of warriors, the Word Bearers would typically keep its line units at a much higher strength. Squads of twenty were common across all companies and chapters, and typically took a tactical configuration. These squads formed the core of the Legion and the keystone of its philosophy of war: the aggressive advance of warriors in force.

Squads in turn belonged to companies, usually a hundred strong though sometimes larger or smaller depending on their role's nature. The Word Bearers had a tendency to dedicate companies to a particular battlefield role, designating companies as assault companies, line breaker companies, reconnaissance companies, and so on. These companies would often deploy in combination, again showing the Word Bearers' favour for massed forces and sledgehammer actions.

Companies were grouped together into chapters of between 500 and 3,000 warriors. Each chapter bore a name and sigil based on the constellations of Colchis: The Serrated Sun, The Osseous Throne, The Crescent Moon, The Weeping Hand, The Coiled Lash, The Exalted Gate, The Twisting Rune, The Scold's Bridle, The Night's Chalice—each were found within the Legion's ranks. These large formations were often the building blocks of Word Bearers campaigns. Most Crusade fleets consisted of at least one full chapter, and the largest might have several.

Although their methods of war were often workmanlike in application, they always displayed a taste for the symbolic act. War was not just a process, it was a message, and so the Word Bearers would often include notes of the spectacular into their campaigns to make their point. A number of unique formations in their ranks echo this tendency. As an example, the Chapter of the Broken Scythe consisted of armoured artillery, siege tanks and mounted flamer squads. Their role was to level cities and strongholds in a single attack and leave nothing but scorched rubble. Also of note are the Ashen Circle. Descending from the sky on jump packs, they were the destroyers of false gods, ashen angels sent to reduce libraries and shrines to cinders with flamer and, where a truly lasting destruction was required, phosphex. Attached to chapters but standing as a circle apart, only the most dedicated could enter their ranks. Many passed through their ranks before ascending to the role of Chaplain.

It is worth noting that throughout its history, the XVII[th] Legion made extensive use of bonded auxiliaries. In the days when the Unification Wars were blurring into the Great Crusade, the XVII[th] Legion would often recruit bands of militant followers from those they had conquered. This practice continued throughout the Great Crusade, and these formations were often as much mobs as they were military formations, but again their presence in many campaigns added to the XVII[th]'s ability to apply overwhelming force to an enemy.

Legion Command Hierarchy

Lorgar was both commander and spiritual father to his Legion. The hierarchy of authority within the Legion reflected this dual nature, divided between military and spirituality, between mind and heart. On the one hand, the Legion followed simple and robust lines of authority. A chapter master led each chapter, a captain each company and a sergeant each squad. It was common for a chapter master to designate one of the captains as 'sub commander' to act as his lieutenant. The second line of authority in the chapter was spiritual. The Chaplains, although nominally attached to companies and chapters, in reality were a brotherhood unto themselves. While each was a warrior, their concerns were not for the business of direct command, but for the strength of their brothers' spirits, for the clarity of their purpose and the purity of their actions. Each Chaplain fitted into their own hierarchy, with ascending tiers of knowledge and respect. High Chaplains were the ruling circle of their kind, and at their centre was the First Chaplain.

The two strands of authority within the Word Bearers often crossed and blurred. While theoretically separate, no lowly line captain

The Gal Vorbak

The Gal Vorbak is a title that, over time, came to refer to any of the Word Bearers who were possessed by the powers of the Warp, but those who later bore the title were a lesser breed of abomination compared to the first of the Legion's brethren who sealed their pact with darkness. The Gal Vorbak were the first of their kind; Space Marines and Daemons fused into a single being. The lords of the Left Hand believe that the Gal Vorbak formed from the survivors of the Word Bearers' first pilgrimage into the Eye of Terror. What happened to those first few cannot be known, but those who returned had taken the power of Chaos into their bodies and souls. Capable of seeming unaltered, they were able to commune with the daemonic parasites that shared their existence. In battle they could shed their veil of seeming and become true monsters, fusions of armour, bone and muscle charged with supernatural power. Marked by their crimson armour they were a revered elite amongst the Word Bearers, walking embodiments of Lorgar's true vision for his Legion.

After the Word Bearers revealed their true nature at Isstvan V, the crimson of the Gal Vorbak spread to the rest of the Legion in fits and starts, and new Gal Vorbak walked with them. These new creatures were weaker than those who first went into the Eye of Terror. Perhaps the flesh and souls they enslaved were of a lesser stock, or perhaps the powers of the Warp, having no need for kindness or to prove their worth as allies any longer, had not invested them with the power of their predecessors. Irrespective of their power or pedigree, there has been no greater defilement of the Emperor's work in creating the Space Marines than these loathsome creatures.

Word Bearers Legion: Chapter Iconography

From the Skies of Colchis
The Word Bearers Legion was subdivided into many different Chapters, each bearing a name and icon representing one of the constellations of Colchis, the adopted home world of their Primarch Lorgar.

Shown here is a selection of icons showing some of the chapters known to have been present at the Dropsite Massacre.



The Serrated Sun
Tactica: Tactical Drop Strikes



The Tri-fold Crown
Tactica: Attritional Warfare



The Star of Judgement
Tactica: Scorched Earth Assaults



The Osseous Throne
Tactica: Infantry Wave Attacks



The Broken Scythe
Tactica: Infrastructure Reduction

would question the authority of a senior Chaplain. Given that the reasons for fighting were as important to the Word Bearers as victory, decisions about the course of a war or battle were often made by the Chaplains and enacted by the commanders. This blurring and fusion of the spiritual and military command was also present in Lorgar's inner circle. This group comprised the Legion's ruling council, and included both commanders and Chaplains. Even within this small group there were two who held more power and authority than any others. The names of Kor Phaeron and Erebus are now heavy with infamy, and one cannot help but wonder if the Imperium's fate would not have been different if these two had not been Lorgar's most trusted counsellors.

War Disposition
The strength of the Word Bearers at the time of the Isstvan V Dropsite Massacre was thought to be approximately 140,000. It is now clear that this figure was a lie. Four decades earlier, when the Legion was rebuked at Khur, it was approximately 100,000 strong. That they had made a notable increase in recruitment was clear, but far from swelling their numbers by 40,000, the Word Bearers had grown to a far greater strength. Mass recruitment from every world they conquered, and the use of rapid gene-seed implantation and hypno-indoctrination meant that by some reports their numbers might even have rivalled those of the Ultramarines. Certainly the scale of their actions during the opening phases of the war, and the casualties they suffered, indicate that few others could have approached them in size.

In addition to the surge in numbers of the Word Bearers, the number of vassal warbands and half-feral fanatics who accompanied them reached extraordinary numbers. In the extermination phase of the Isstvan V Dropsite Massacre, one survivor estimated that a horde of 50,000 faced the Loyalist enclave of Nurin. That such forces were lost and yet more were unleashed on world after world in the years that followed shows that behind the Word Bearers themselves stood millions more willing to die at their command.

Given the actions of so called Abyss class vessels in later campaigns, it is also clear that Lorgar had increased his Legion's naval strength, possibly to levels which exceeded that of the Imperial Fists, who were thought at the time to control the largest fleet of any Legion. Such an increase in strength, and the delicacy with which it was concealed, indicates that Lorgar went into the war ready to embrace the carnage that would follow.

Word Bearers Legion Company Captain



Captain Nimur Ennat
Commander, 5th Heavy Assault Company, the Serrated Sun Chapter

Sub-Captain Ennat, seen here in the heraldry of the Serrated Suns Chapter, was originally attached to the command of First Captain Kor Phaeron, a powerful if often unpopular figure within the Legion. Kor Phaeron transferred Ennat's company to the Serrated Sun Chapter to act as his eyes and ears within the chapter now that it bore Lorgar's favour.

Though part of the Serrated Sun, the 5th Company were not Gal Vorbak, and during the fighting in the Urgall Depression, they were left isolated by the Gal Vorbaks' sudden and surrounded by the Raven Guard attempting to force a breach in the Word Bearers' lines. Ennat himself was slain when a squadron of Iron Warriors' Typhon siege tanks began the Raven Guard at his position, heedless of the casualties caused among their allies.

Panoply of War

1. **Proteus pattern power sword:** As a sign of his favour within the Word Bearers, Ennat's power sword is engraved with one of the invocations from Kor Phaeron' and Erebus' new scriptures.

2. **Phobos pattern combi-bolter:** Standard issue to most Terminator squads within the Word Bearers Legion.



1.



2.

Word Bearers Legion Tactical Legionary

Legionary Apis Merenkar
Nimarros Tactical Squad, 7th Assault Company,
the Serrated Suns Chapter

Pictured here in MkIV 'Maximus' pattern power armour, which was standard issue for the Legion at the time, Legionary Merenkar was amongst the Gal Vorbak deployed into the foothills on the Urgall Depression's right flank to oppose the Raven Guards' attempt to reach their waiting gunships. This area saw some of the battle's bloodiest fighting as Corax scythed a path through the massed ranks of the Word Bearers to clear a path for his sons.

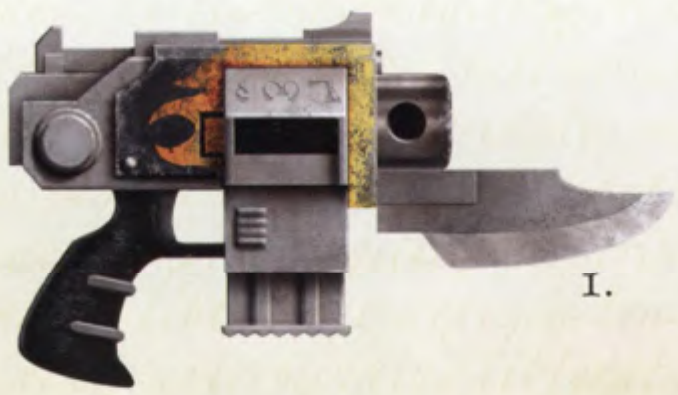
Merenkar's unit was last sighted engaging several Raven Guard companies in a headlong charge, well ahead of nearby Word Bearers chapters. Evidence was later seized that his abandoned wargear was recovered from the battlefield by an Iron Warriors provender detachment, but no identifiable corpse was found for Merenkar or any member of his squad amongst the mounds of slain Raven Guard rent apart and strewn across the field.



Panoply of War

1. **Tigrus pattern bolt pistol**: Many of the Gal Vorbak are evidenced to have augmented their wargear with a variety of blades and barbs for use in close combat.

2. **Tigrus pattern boltgun**: One of the most advanced patterns of boltgun currently issued to Space Marine Legions.



1.



2.

Word Bearers Tactical Legionary

Legionary Grindis Vahn
Ameshdun Tactical Squad, 8th Tactical Company of the Sundered Tower Chapter

As one of the largest and most prestigious of the Word Bearers chapters, the Sundered Tower was composed of eighteen separate companies designated as frontline tactical companies for the Legion. After the Legion's shaming on Khur and subsequent re-organisation, these companies appear to have been filled with the majority of those Terran recruits who still remained in the chapter, placed under Colchisian officers of proven fervour and set to the hazardous spearhead of the Legion's future attacks.

Legionary Vahn is a Terran veteran and one of the longest-serving and most decorated line infantry Legionaries in the Word Bearers, having served since the Unification Wars. He was member of the 8th Tactical Company of the Sundered Tower and was deployed along with his squad as part of the Orichalan Subjugation in early 05.M31. Squad Ameshdun suffered near total casualties during the final confrontation between the massed ranks of the Sundered Tower and the Orichalan's war-simulacra, and while battle reports state that Legionary Vahn, though badly injured, survived the battle, there is no record of his assignment to one of the chapter's many apothecaries for treatment or his whereabouts afterwards.



1.

Panoply of War

1. **MkII 'Crusade' pattern armour:** Long employed by the Legions during the Great Crusade, its reinforced armour makes it ideal for hazardous environments and intense short-range actions.

2. **Phobos pattern boltgun:** The carnage caused by the heavy .70 cal shells of Phobos pattern boltguns caused many units to retain these weapons even once more advanced patterns became available.

3. **Phaestos pattern flamer:** These old, but reliable, flamer units have served the Legions well since their departure from the Sol system.



2.



3.

Word Bearers Legion Apothecary

Apothecary Ban Xisugal
Kigal Medicae Pact, attached to the 4th Drop Assault Company, the Osseus Throne Chapter

The Word Bearers deployed, by the evidence of their own records later captured, almost two thousand Apothecaries to the battlefields of the Urgall Depression, a number far in excess of that indicated by standard levels.

Apothecary Xisugal, pictured here from battlefield pict-capture, and his brethren plied their bloody craft amongst the Legionaries of the 4th Word Bearers Drop Assault Company, striking into trapped and unsuspecting Loyalist Imperial Army forces in the rear echelons. Despite the units they accompanied suffering few fatalities, further pict-captures from the battlefield indicate Xisugal and his Pact all ended the engagement with their Vas 'Mortuis' and other gene-seed and casualty containment pods fully laden.



Panoply of War

1. **Thunder Edge pattern chainsword:** These weapons see double service as both weapons and surgical tools.

2. **Umbra pattern boltgun:** The reliable Umbra pattern boltgun saw wide use amongst many Legions.

3. **Umbra pattern bolt pistol:** The winged skull in red, marking this weapon as one used to deliver the final peace to mortally wounded Legionaries.



1.



2.



3.

The Serrated Sun

Little is known of the Serrated Sun Chapter prior to the latter stages of the Word Bearers 1301st Expeditionary Fleet's 'pilgrimage'. Some fate that has remained hidden from the Imperium's records befell the chapter, but it is known to have been reduced at one time to only three active companies in number. The direct favour of Lorgar was bestowed upon the survivors, who would later become known as the Gal Vorbak, and resulted in the elevation of their leader, Argel Tal, to the post of Chapter Master of the Serrated Sun.

Where once the chapter had been routinely passed over for assignment of replacement troops and newly issued wargear, now the shattered companies of the Serrated Sun were the prime recipient of these resources and fresh recruits, and were set to expand far beyond their previous size.

This remade chapter was the first to be adorned with the dark crimson livery that would come to signify the Legion. By the time of the Isstvan V Dropsite Massacre, the chapter had grown to outnumber any other chapter of the Legion, and many of the newer patterns of war machines, power armour suits and weaponry produced for the Legion were also issued first to Lorgar's newly favoured sons. MkIV 'Maximus' suits became common amongst its companies and rarer patterns of vehicles, such as the Sicaran battle tanks and Javelin attack speeders, were fielded in greater numbers than elsewhere in the Legion.



Rising Sun: This Thunderhawk Gunship, pictured here prior to the fighting on Isstvan V, was assigned as the personal transport of Argel Tal and the inner circle of the Gal Vorbak. The patterns applied to its adamantium hull are complex astrological charts used in traditional Colchisian mysticism, but the purpose of these symbols on such a war machine is unknown, save perhaps as decoration. The *Rising Sun* was destroyed during the closing stages of the Battle for Isstvan V.



Scimitar Pattern Jetbike: Once assigned to Gal Vorbak Sergeant Dagotal, this jetbike was recovered undamaged after the battle, apparently abandoned by its owner during the fighting.



Exemplary Battles

The changing nature of the XVII[th] Legion left scars on its battle records. Just as the tide will leave marks as it changes the shape of the shore, so the serial reinvention of the XVII[th] Legion can be seen in its battle honours. This is not to say that their history was without renown; other Legions' honours may have been more numerous, but the XVII[th] fought a number of battles which resonated through the growing Imperium. Their victories were never simply displays of might or skill-at-arms, but demonstrations of the superiority of their ideals. During their early history, these ideals and those of the Imperium were one and the same; later they become soured by their false beliefs, and then darkened by the treachery that was growing behind a mask of loyalty.

The Fall of Orioc

Orioc was a city state of Old Earth. Buried in a hollowed-out mountain in Ancient Terra's ice bound south, it stood throughout the darkness of Old Night, weathering the storms of strife for thousands of years. Hundreds of thousands lived and died in its geothermally heated caverns, sweating in workshops and skimming algae lakes for food. All of them knew that they alone were the chosen of Ancient Terra's blighted children, and that they alone would outlast the anarchy that had broken so much else. This certainty came from their faith in a protection more sure than any fortress wall; the favour of the spirits of death and life.

For centuries that stretched back beyond memory, the people of Orioc had believed that all existence was the result of the interaction between the spirits of the dead and the forces of life. They believed the dead were glimpsed in dreams, shadows and the echoes of the night. The power of life could be seen in light, air and the heat of fire. Within each of these two forces existed countless powers, beings formed from the souls of the dead and those yet to be born. Humans could never touch or understand these beings, but they could see their footprints in the changing of the world, in disaster and fortune, in sadness and joy, wrath and peace. These beings had names that stretched back to before any could remember: Ishantel, the Speaker of Night; Zoruz, the Beast-headed Spirit of Starlight; Calibbadra, the Faceless Messenger of Fate, and many hundreds more. Their statues and fanes looked down from the cavern roofs of Orioc with eyes cut from moonstone, jet and topaz.

As the rest of Ancient Terra fell to the Emperor's armies, Orioc waited, sure that their time would come and certain that they would survive as they always had. Did not the millennia speak to their inviolability and the unbreakable shield of their faith? When the Emperor's eye finally turned to the mountain city, he seems to have known that soft words and diplomatic overtures would be of little use. The Imperial Heralds came to the city and gave it a choice – kneel and accept the Imperial Truth, or be destroyed. The Priest Kings did not even hear the message before they gave their answer. Fire met the Imperial Heralds transport and as it fell to the ice plains, the XVII[th] Legion began their attack.

Macro bombers came out of the snow-filled sky and the mountain cracked under a rain of seismic charges. Within the mountain

the statues and fanes shattered, raining fragments onto the cavern floors as the populous cried for the spirits of the dead to aid them. No help came. On the mountain's flanks, siege tanks coughed shell after shell into fractures in the rock, breaking them wide open. Ice and snow swirled into the cavern city on winds filled with the smell of shattered stone and chemical fire. Behind the wind came the grey armoured warriors advancing in a relentless drum roll of gun fire and the hiss of flame. Any who stood before them died, any who begged for mercy were released to oblivion's peace. After three hours the remaining populous were a huddled flock, crammed into the central cavern beneath the stone eyes of their gods. With every other tunnel and cavern district wiped clean of life the XVII[th] halted, sealing the ways in and out of the central cavern, but not advancing to take it.

As the hours stretched on in fretful silence, the survivors wondered what fate awaited them, whether the will of the gods had spared them, or whether they had been deserted. Their answer came in a rain of shattered stone and red fire. Seismic charges broke open the crown of the mountain, and the Circle of Ashes descended on the last idolaters like comets flung from a destroyed heaven. All burned, none were spared, and when it was done, the XVII[th] Legion overloaded the geothermal power plants beneath the mountain. Lava filled the caverns, swallowing the stone idols, and exploded from the wounds in the mountain's flanks to pour across the ice sheets. The cloud of ash and steam covered the southern hemisphere. Even in the far north, black rain fell from the smoke-stained sky. So fell Orioc, and the message of its death carried across Ancient Terra and beyond: faith in false gods will bring only ruin and ashes.

The Melkeji Salvation

Before the Great Crusade, humanity was a broken race scattered across the galaxy at the mercy of its own weaknesses and the predations of other creatures which lurked amongst the unkind stars. Melkeji was one such fragment of humanity: a world on the trailing edge of the galactic rim which had retained many of the technological marvels of the lost Golden Age. Star docks ringed its orbit and moons, and electric light bathed its cities which rose in metal and stone from plains, mountains and blue sea shores. Winged craft skimmed its atmosphere, while gene grafts and bio-cleansing technologies allowed much of its population to live for many centuries. On the surface Melkeji was a jewel of light still burning in the night, but darkness coiled at the heart of this perfect realm.

A parasitic alien race held control over Melkeji. Accounts describe these creatures as clouds of shattered black crystal when glimpsed without their hosts. Unable to exist outside of a biological sentient host, these nameless creatures ruled Melkeji through a class referred to as the Ascended. Wearing the faces of human men and women, the Ascended ran their domain with a single



purpose guiding their every action: the maintenance of a pool of future hosts. The Ascended hosts lasted little more than a year before they withered and died. When this happened, a new host would be drawn from the population at random. The chosen host would be fated, their every whim provided for until the moment when the creature took them. This had been the way for so long that to the humans of Melkeji it had become a sacred rite: their flesh offered up to renew their eternal rulers. Such was the Melkeji world's ingrained devotion to their parasitic masters, that when the Great Crusade found them, they rose up to resist the invaders who sought to free them.

First contact with Melkeji was made by a small Expeditionary fleet under the command of Grand Marshal Kulth. After encountering heavy resistance, the fleet withdrew with a small number of human captives. From these captives the nature of the Melkeji's enslavement became clear. Knowing that he could not capture the planet, Kulth sent a message into the Æther asking for aid. When that aid came, it was more than Kulth could have dared to hope for. Lorgar himself came to Melkeji with eight full chapters of his Legion. Having talked to the captives in person, Lord Aurelian is said to have given a single order: '*Light the first fire*'.

Perhaps out of fear that their cattle might one day turn on them, the Ascended dwelt in a chain of nine orbital cities far above the planet's surface. Layered with huge polished plates, the cities rose in the planet's night skies as the brightest of stars. The light of the Ascended had looked down on Melkeji for longer than any could remember, eternal and unchanging. The Word Bearers, ever aware of the power of symbolism, changed that night sky. As the fifth Ascended city rose into the black dome of the night, it exploded with a light so bright that for several seconds the night was banished.

Approaching without power, the war barge *Castigator* had slid towards Melkeji from its system's edge. Unseen and silent, it had waited until it was deep behind the planet's sphere of defences. Then it had fired its payload, a nova shell and a cluster of melta and plasma-tipped torpedoes timed to strike at the same moment. When the Melkeji realised what was going on, a second sun was already heralding a new dawn and the death of its past. Its task complete, the *Castigator* turned and dove from the open void. As the Melkeji ships turned to chase it, Lorgar's fleet met them. The void battle lasted a single hour, and at its end the Melkeji ships were scattered fragments of debris.

The Word Bearers moved past the orbital cities to land on the planet's surface. Five thousand Word Bearers and 100,000 auxiliaries fell on the planet in a single drop. Even in the face of such might, the Melkeji resisted. Several million died in the first hour of the engagement. Then, just as the defenders reached into their reserves of will, Lorgar attacked the remaining cities of the Ascended. Boarding companies in gunships punched through the turret fire and armour, and began to advance through the cities. Throughout the assault the Ascended called on their forces to resist, their voices reaching across the planet on signal waves. Lorgar made no move to stop the signals until his assault companies had reached the orbital cities' reactors. Then, one after another, the Ascended's voices were silenced and a chain of explosions ringed the besieged world. Shielding their eyes, the people of Melkeji knew in a single moment that their masters were gone and that they were facing a power greater and more terrible than they could have dreamed of. Most of the Melkeji surrendered at that moment, the rest a few days later. A decade after, Melkeji was a world faithful to the God Emperor. Half a century later, half a million of its sons and daughters came to Ultramar with the names of alien gods on their lips.

The Pyre of Corrinos

The Corrinos Campaign is one of many that were seen at the time as shining examples of the Word Bearers' renewal after their censure. Now, with the fires of treachery still casting a lingering shadow, this victory can be read in a different light.

Corrinos was a system of inhabited worlds that lay close to the major Warp routes linking the Sol system to the Eastern Fringe. Discovered after a previously unstable Warp route had opened, it at first seemed Corrinos might be brought into the Imperial fold without bloodshed. The light scout fleet who first made contact with the trio of worlds reported that the populations of all seemed open to reunification with Terra. Given the levels of technology and industry, they became a waypoint for greater exploitation of the eastern galactic zones, and a small force of Ultramarines was dispatched to link up with the scout fleet and bring Corrinos into the expanding realm of Ultramar. En route the Ultramarines ships hit a sudden storm in the Immaterium which delayed them by several months. When they finally reached Corrinos, they found its three worlds covered in the ruin of war, their atmospheres choked with smoke, and their cities still littered with dead. All that remained to tell of what had happened was a lone Imperial ship lingering in orbit around one world, while small teams searched the surface for any salvageable resources.

The account given to the Ultramarines, and the one that entered the War Council's archives, was that the scout fleet had been ambushed and destroyed after being lured into a false parlay. The scout fleet's Astropaths had broadcast a garbled message that called for help and spoke of treachery. A Word Bearers Crusade fleet, under the command of Chapter Master Hasdrubal, had responded, racing to the system to find that the worlds of Corrinos were waiting for them. Far from open to compliance, the population was riddled with the taint of psykers. These witches had clouded the minds of the Imperial scout force, seeding them with lies that would draw more victims to Corrinos. It had only been by chance that the Astropaths' message had broken through.

When the Word Bearers had arrived and made full speed towards the outer-most world, as soon as they were in range they had begun their bombardment, hammering the surface of the first planet from orbit with relentless fury. A mass drop had followed to clear the remaining life from the surface. In response the surviving psykers had used their powers to light the cinder-filled sky with storms of living lightning. Waves of mind-slaved people had flung themselves into the gunfire as the Word Bearers advanced. At last, the enclaves of resistance were small circles amidst a world turned into an inferno. With the ships above shaking the ground with fire, the Word Bearers made a last advance before withdrawing to orbit again and leaving the first planet of Corrinos to the flames.

It was said to have been done in less than a single transit of the sun, and then repeated twice more until the Corrinos system was cleansed of life. These were the facts we believed at the time, that all the Imperium believed signified nothing but the strength of a loyal Legion. That Corrinos could have provided a key mustering ground for forces seeking to strike out of Ultramar towards the systems around Terra never occurred to anyone: why would it have? Only now does the account of the Pyre of Corrinos taste of lies when one speaks of it.



Word Bearers Contemptor Dreadnought

Eduhkar Of The Annunake

Attached to the Serrated Sun Chapter

Before his induction into the Annunake, a Colchisian term meaning alternatively 'Princely Sons' or 'Judges of Hell', and used within the Word Bearers Legion to denote those Legionaries granted the honour of continuing their service within the armoured shell of a Dreadnought, Eduhkar was widely lauded in Imperial battlegroup records for his heroism during the Sarapis Compliance against the monstrous Fra'al. As a result of irreparable wounds taken in the battles there, he was interred into a Dreadnought frame.

In the aftermath of the massacre on Isstvan V, Eduhkar's flame-scorched sarcophagus was found amongst the foothills of the Urgall Mountains, on the edge of the fighting where a small force of Salamanders had attempted to break through the encircling Traitors. His broken Dreadnought body was still locked in his final struggle with the ruins of a Salamanders Dreadnought, identified only by the legend '*Dragon of Sarapis*'.



Word Bearers Legion Dreadnought

Eriban of the Annunake

Attached to the Star of Judgement Chapter

The Star of Judgement bear a mantle of dark renown within the Word Bearers, and were deployed only to those war zones where it was deemed that the populace did not deserve the honour of Compliance. At Isstvan V, the full arsenal of proscribed weaponry and toxic munitions available to the Star of Judgement was utilised against the unsuspecting Loyalists of the first wave.



Word Bearers Legion Mortis Dreadnought

Ishelun of the Annunake

Attached to the Osseus Throne Chapter

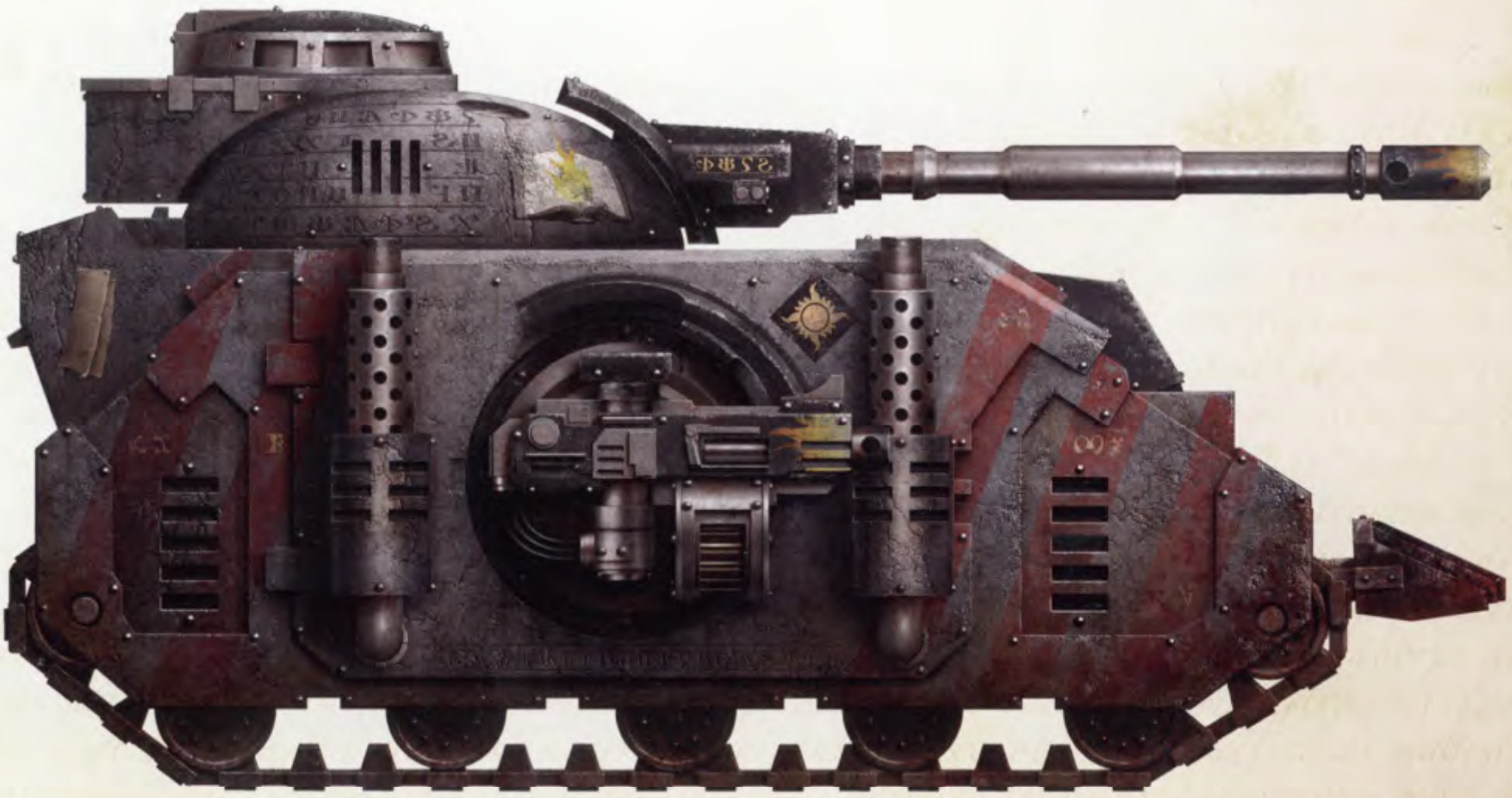
Ishelun spearheaded the Osseus Throne's advance against those units of Salamanders who fought a bitter defence of the makeshift fortifications and aegis lines erected during their advance.



Word Bearers Legion Rhino Armoured Carrier

Crimson Blade

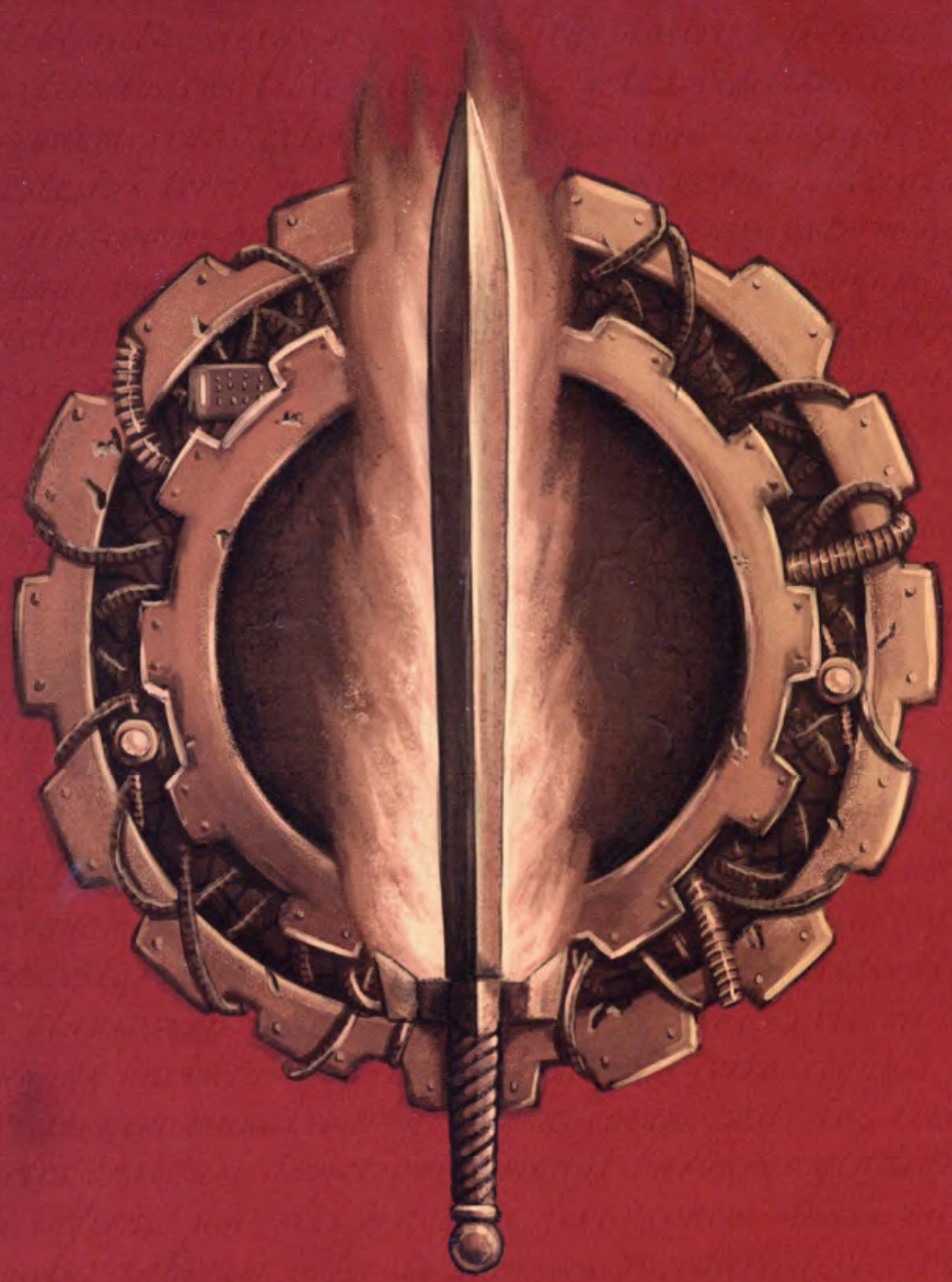
The complex geometric designs inscribed on this Rhino mark it as one attached to the Gal Vorbak of the 7th Assault Company of the Serrated Sun. Applied by the Legion's Chaplains using designs originating with Erebus, these symbols appear to bear some special significance for the Gal Vorbak and seem to be based on the astrological charts of old Colchis.



Word Bearers Legion Predator Tank

The Vengeful Heart

Newly built and consecrated, this vehicle is recorded as being part of the expansion of the Serrated Sun Chapter prior to the outbreak of the Horus Heresy, the chapter being reinforced with several dozen squadrons of Predator tanks, as well as other larger armoured units, considerably adding to its strength.



Legio Atarus

Title: The Legio Atarus Ordo Titanicus

Militaris Grade: Secundus

Patent: Post-Unification, Phaetonite Mechanicum

Warden Domain: Atar-Median (Forge World)

Cognomen: The Firebrands

Allied War Houses: Col'khak (knight world of Atar-Plainitia)

Allegiance: Fedelitas Constantus

The Firebrands were considered by some to be a particularly fractious and ill-disposed Titan Legion before the dark treacheries of the Warmaster plunged all into bloodshed. Distrusted and looked down upon by many of their brethren in the Ordo Titanicus, the Legio Atarus would go on to prove their mettle where other, more lauded names, would ignominiously fall.

The seeds of the Firebrands' ill-repute during the Great Crusade can be traced to the highly unusual circumstances of their inception. In the early years of the Great Crusade, one of the first tasks of Imperial expansion from Terra was to link up with a number of key domains within the Segmentum Solar identified as vital to the Great Crusade's success. Crucial among these were several Forge Worlds with whom the Mechanicum of Mars had maintained some relationship throughout the tribulations of the latter Age of Strife. In many cases, these inclusions went without difficulty, such as with Voss whose masters had bent the knee to Mars without qualm, but in others such as Phaeton, inclusion was the matter of some negotiation and difficulty, and the final acquiescence bought with considerably more autonomy than the Fabricator-General of Mars would perhaps have preferred from a vassal-domain.

What began as a coldly cordial relationship quickly grew into one of veiled and open rivalry, with Phaeton's position being further strengthened by it quickly becoming perhaps the second most productive Forge World of the Great Crusade until the later rediscovery

of mighty Anvilus. Although never faltering in its commitment to the Great Crusade, machinations by the authorities of Mars brought matters close to outright conflict over doctrine and subtle accusations that Phaeton was building its military assets to threatening levels, and this began to have a corrosive effect on the Forge World's reputation – to the point where the storm clouds of hostile censure and perhaps even armed retribution gathered. At last, the Revered-Comptroller of Phaeton Prime, realising that his domain could not stand before such power, brokered a compromise, offering publicly to give up a full third of his world's engines, armed forces and chattels in the interests of equanimity with Mars. This was quickly agreed, but as the Fabricator-General, no doubt with some lust for the task, despatched an assayance taskforce to Phaeton, he discovered that he had been outmanoeuvred. Rather than give up its lore and dominion to Mars, Phaeton had created a fleet of vast Explorator arks, and into these were divided an equal third part of its priesthood, chattels and machineries, and even as the Martian emissaries looked on, despatched them into the void.

Conflict was averted, Phaeton diminished and its subservience was assured, but it and its allies gained a long-burning antipathy of Mars and its masters. After a long and perilous journey through the Warp, the Phaetonite Covenant alighted in the vicinity of the white super-giant star Atarath, on what was then the edge of known space. Here they founded the fledging Forge World of Atar-Median in its shadow, on one of the many rogue planets caught in the colossal star's gravitational pull. With frightening swiftness the transplanted Magos rose up their domain of steel and fire, and using as its core ancient God-Engines taken from the forces that had once defended Phaeton in the anarchy of Old Night, it founded the Legio Atarus as its shield and sword.

Counted then as one of the younger Titan Legions, the Legio Atarus were looked down upon by many among the more ancient Legios, and distrusted for their origins by some with close ties to the Fabricator-General's faction on Mars, where a bitter humour over Atar-Median's founding still lingered. The Legio Atarus therefore was always a force who had much to prove. They responded to this disregarded status both by the eagerness and devotion which they displayed for the Great Crusade and its cause (over and above the fealty they owed to the Martian Mechanicum), and by displaying defiance and swift anger when they felt themselves slighted by any other Legio. Their zealous impetuousness in battle and the open belligerence and pride in arms they displayed, combined with the symbol of the burning blade they had adopted as their heraldic device, quickly set the cognomen by which the common soldiery of the Imperium would know them – the Firebrands.

For much of the latter third of the Great Crusade, it was common for the Firebrands to operate several separate Demi-Legio as was the common case with many Secundus class Titan Legions, and seldom came together en masse for battle. It was commonly the case for one Demi-Legio to be rotated through deployment on Atar-Median for repair and refit between major engagements, with the bulk of the legio deployed to different warzones as needed as part of the overall Imperium military reserve, and seldom stayed attached to a particular Expedition fleet for long.

Particular campaigns which saw the notable actions of the Firebrands during this period included the Liberation of Vayber and the 2nd Ghenna Campaign, the great Ullanor Crusade and the Lament of Shedim. In this last campaign, a notable incident occurred which was to have a later bearing on events of the Horus Heresy and accounted, in part, for the presence of Demi-Legio Karkanos of the Firebrands at Isstvan V.

During the war in the Shedim Drifts against the Eldar, a mighty clash occurred on the arid world of Anark Zeta between the forces of the craftworld of Mór-rioh'i and the Great Crusade. The vast Imperial force raised to destroy the marauding craftworld included detachments from no fewer than four Titan Legions: the Legio Mortis (the Death's Heads), the Legio Fureans (the Tiger Eyes), the Legio Osedax (the Cockatrices) and the Legio Atarus, and was under the overall direct strategic command of Horus Lupercal and his (then) Luna Wolves. During the apocalyptic battle which raged on the planet's surface, the Legio Atarus was used as part of a probing attack against the Eldar warp gates. This was successful in drawing forth the ash-grey and crimson titans of the enemy in open battle. Heavy engaged and outnumbered by the ghostly war machines of the xenos, the promised support of the Death's Heads did not materialise, while the Titans of the Tiger Eyes, holding the Firebrands' flank, crumbled under the Eldar assault and retreated, leaving a full demi-Legio of the Firebrands to be encircled and all but destroyed, with only a single Warhound surviving the engagement still able to fight.

In the aftermath it was revealed that the attack had been a ruse, a distraction planned by the Lupercal to divert the strength of the enemy away from the direct defence of their craftworld while his Legion undertook a surprise-assault against it. The war of the Shedim Drifts was a great victory for Horus and all those of the Imperium who fought in the campaign gained glory because of it, but to attain that victory the Legio Atarus had been cruelly used without its foreknowledge or consent, and its losses worsened by the callous scorn held for it by the Legio Mortis and the Legio Fureans in their refusal to stand beside them in battle. It was not an injury the Firebrands would forget.

Matériel Strength

Counted by the assessors of the Divisio Militaris as a fully operational Titan Legion of the second rank, the Legio Atarus is estimated to have between 100-130 God-machines in active service at the time of the outbreak of the Horus Heresy. It was also known to possess a highly respected armoured support battalion and Skitarii Auxillia Legion as part of its retainer forces (known collectively as the "*Brotherhood of Axxos*"). Like many Secundus rated Titan Legions, Legio Atarus' principal strength in number ranged across the mid-classes, with Reaver, Nightgaunt and Carnivore types making up the majority of its ranks, with sizable contingents of Warlord and Warhound classes constituting the balance of their Titan forces. It is believed the Legio Atarus possessed a single Nemesis class Titan, the *Immaculata Athartus*, which stood both as the God-Engine of the legio's Grand Master, Everard Mazarin, and defender of the Forge World of Atar-Median.

The Mars Pattern Reaver class Battle Titan
"*Red Naga*"

War Maniple Red Naga

The Divisio Militaris of the Legio Atarus
Collegia Titanicus
Deployed to the Loyalist Assault, Issivan V



Red Naga



Bellum Sacrum



Enervatus



Mandragorax



Iron Hunger

Demi-Legio Red Naga was destroyed in the Dropsite Massacre, after which it was considered to have martyred itself in the holy cause of the Omnissiah by the Magos of Atar-Median. The unique designation and titles of the Demi-Legio's God-Engines were afterwards recommissioned and kept in continuous service by the Legio Atarus.



Battles in the Age of Darkness

A Horus Heresy & Imperial Armour Expansion for Warhammer 40,000

Battles in the Age of Darkness

A Warhammer 40,000 Expansion

Battles in the Age of Darkness is a rules and mission based expansion for Warhammer 40,000, centred around fighting epic conflicts and decisive battles on the tabletop. Intended for larger games of around 1,750-3,500 points a side, these rules offer a way to integrate larger forces and more powerful single units, such as super-heavy vehicles and Primarchs, in your games in a more focused manner than in the colossal vortex of war that might be represented by a large Apocalypse game, and are designed primarily for use with narrative games and with campaign play in mind. One of the distinctive features of Battles in the Age of Darkness games is the presence of Lords of War, mighty and devastating units such as Titans, Super-heavy tanks and the Primarchs themselves. Such is the power of these units, they sit outside the standard Force Organisation chart, are only available in larger games, and are used in a restricted fashion.

The *Battles in the Age of Darkness* rules expansion originally found in Forge World's *The Horus Heresy Book I – Betrayal* incorporates elements of Warhammer 40,000: Apocalypse, some of which have been modified or expanded, and which have been repeated here for the sake of convenient play and clarity. *Battles in the Age of Darkness* is first and foremost intended to reflect the unremitting savagery, monumental scale and dark technologies at work in the titanic conflicts of the Horus Heresy in exciting tabletop games, but the rules and missions presented here can also be used to fight the major battles of the 41st Millennium as well, and players should feel free to adjust them and utilise them in this manner as they see fit.

Certain missions, campaign conditions and elements of army list design (such as the Rites of War available to Space Marine Legions) have their own game effects and Force Organisation chart modifiers which have priority over the more general rules and guidelines listed here, and common sense should be used in their interpretation. 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 under these rules, their only caveat is to ensure your opponent is okay with this beforehand (as a generality at least), and that any potential problems are discussed and amicably sorted out before the game, thus ensuring a better experience for you both.

Other Horus Heresy-era Games

For Horus Heresy games of 1,749 points or less, we advise that rather than use the rules presented here, you use the standard Force Organisation chart found on page 109 of the *Warhammer 40,000* rulebook instead, while for considerably larger games, the *Warhammer 40,000: Apocalypse* expansion is recommended.

Team Games

Larger games, such as those presented here, are also perfect for team play, where two or more players a side take on each other in battle (experience has shown that an equal number of players per side is by far the best!). This can easily be achieved by splitting a force evenly in points and either allocating a force's allied and optional detachments to one player and the primary detachment to another to spend their points on, or in any other method found to be equitable. In considerably larger games, you can, of course, give each player access to one of the charts in the Battles in the Age of Darkness Force Organisation charts each, although in such games a larger playing area than the standard 6' x 4' is recommended, as is the use of the Compulsory Reserves mission special rule (see page 183).

The Lords of War

One of the most important features of Battles in the Age of Darkness games is often the presence of one or more Lords of War options for the forces involved, based on the size and type of game played. Lords of War are among the most powerful units in the game and might include super-heavy vehicles, detachments of war machines, gargantuan creatures or the godlike Primarchs of the Space Marine Legions.

In a Battles in the Age of Darkness game of 2,000 points or greater, Lords of War selections will be available to an army based upon the specific Force Organisation chart being used (see the subsequent section for more details). These selections 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 for each Lord of War selection chosen, unless specified as being otherwise by the mission being played. Lords of War are only available to an army's primary detachment.

**The 25% rule: This means that the maximum points value of a single Lord of War selection in a Battles in the Age of Darkness game for some common army sizes is as follows:*

- 2,000 points – 500 points
- 2,250 points – 563 points
- 2,500 points – 625 points
- 2,750 points – 688 points
- 3,000 points – 750 points
- 3,250 points – 813 points
- 3,500 points – 875 points



Each of the following constitutes a single Lord of War choice within the limits of the game being played and must be available to the army it is being chosen for:

- **The Primarch (Horus Heresy games only):** The Primarch of the Space Marine Legion who forms the army's primary detachment.
- **The Engine of Destruction:** A single Super-heavy vehicle of any type with a Hull Points value of 9 or greater, chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet.
- **War Machine Detachment:** 1-2 Super-heavy vehicles of the same unit type (ie, Tanks, etc), each with a Hull Points value of 8 or less, and each chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet. This detachment must be deployed within a 6" coherency if on the table at the start of the game or, if placed in reserve, will be rolled for as a single unit and must enter the table within 6" of a single eligible location. However, after their deployment, these war engines are considered to be separate units in the game.
- **The Great Beast:** A single Gargantuan Creature of any type with a Wounds value of 9 or greater, chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet.
- **Monstrous Horde:** 1-2 Gargantuan Creatures of the same unit type, each with a Wounds value of 8 or less chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet. This horde must be deployed within a 6" coherency if on the table at the start of the game or, if placed in reserve, will be rolled for as a single unit and must enter the table within 6" of a single point. However, after their deployment, these creatures are considered to be separate units in the game.
- **Sub-orbital Strike Wing (Horus Heresy games only):** 1-3 Flyers with up to 3 Hull Points each and of the same type may be chosen to represent a sub-orbitally launched strike force of fighters or bombers during Horus Heresy games. This wing of Flyers arrives from reserve as a single unit. They must enter play from within 6" of the same chosen point on the table edge, but are afterwards treated as entirely separate units during the game.

The Price of Failure (Lord of War Secondary Objective)
As well as being colossally powerful and destructive units able to turn the tide of battle on their own, a Lord of War also represents a substantial strategic asset to their own side, the loss or destruction of which can have dire implications for their army's cause.

As a result, unless specifically exempted or modified by the special rules of a Battles in the Age of Darkness mission, destroying an enemy Lord of War choice always represents a secondary objective in the game. This secondary objective is worth 2 additional Victory points to the destroying side in the case of an Engine of Destruction, Great Beast or Primarch or 1 additional Victory point each per vehicle/creature in the case of War Machine Detachments, Monstrous Hordes and Sub-orbital Strike Wings.

Using Imperial units from other Forge World Books in Horus Heresy Games
The vast milieu of battle during the Horus Heresy and the armies of the Great Crusade were staggeringly diverse, only the briefest portion of which has so far been dealt with by Forge World's Horus Heresy supplements. In order to represent this diversity when it comes to Super-heavy vehicles and Flyers, it is perfectly acceptable to use specific Imperial Super-heavy vehicles and Flyer units from Forge World's wider Imperial Armour range such as *Imperial Armour: Apocalypse* or *Imperial Armour: Aeronautica*, which do not already have an era-specific counterpart listed in a Horus Heresy supplement. In many cases, the Imperium of the Great Crusade sees the origin of some of these designs, while in others they can simply be used to stand-in for one of the many, less widespread war machine types and unique patterns employed by a vast Imperial armed force, far less regimented and standardised than its 41st Millennium counterpart.

- **Space Marine Crew:** Imperial Super-heavy tanks included with a Space Marine Legion primary detachment may be given the option to upgrade to a Space Marine Crew for +15 points, increasing their Ballistic Skill to BS 4 where this is not already the case.

- **Battle Servitor Control:** Imperial Flyers may replace their human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Flyer the Tank Hunters special rule and costs +15 points. If taken as an option for a Sub-orbital Strike Wing, then all the Flyers in the wing must be so upgraded.



Battles in the Age of Darkness Force Organisation Charts

The following section presents the different Battles in the Age of Darkness Force Organisation charts you can use in your games, as well as allies available during the Horus Heresy.

The Battles in the Age of Darkness Force Organisation Chart

Games using the *Battles in the Age of Darkness* rules expansion use one of a number of potential Force Organisation charts presented on pages 166-167, depending on the kind of battle being waged, each reflecting a powerful concentration of military force on the tabletop. The standard is the Battles in the Age of Darkness Force Organisation chart, which offers the widest degree of flexibility and should be considered the standard form of play while using this rules expansion. This chart should be familiar from *The Horus Heresy Book I – Betrayal*, where it was used to represent the war of treachery at Isstvan III and is also used as the basic underpinning of the Dropsite Massacre campaign system found on page 169. This Force Organisation chart has also been created to work in tandem with the Rites of War rules found in the Space Marine Crusade Legion list (see *The Horus Heresy Book I – Betrayal*, page 189, for examples).

Battles in the Age of Darkness Alternative Force Organisation Charts

This expansion also details three other alternative and optional Force Organisation charts you can use to fight Battles in the Age of Darkness games, as well as several special missions specifically designed to incorporate them. The use of these alternative Force Organisation charts is strictly optional when not included as part of a particular mission and should always be agreed upon by both sides before their use. When playing Horus Heresy games using these alternative charts, the Rites of War rules for the Space Marine Legions may not be used in conjunction with them unless specifically mentioned in a particular mission, as the provisions and formations illustrated by the chart take precedence over them.

Designer's Note: *These alternative charts are created with fun and narrative play, rather than pure competitive balance in mind, and should be treated accordingly. This is particularly the case with the Leviathan option which, for example, provides a rules framework for that age old question: 'Could a Space Marine company take out a Reaver Titan?', and similar entertaining match-ups.*

These alternative Battles in the Age of Darkness charts are:

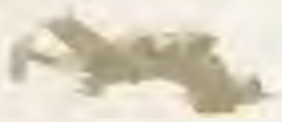
- **Battles in the Age of Darkness Onslaught Force Organisation Chart:** This chart represents an army focused on direct mobile attack by heavy assault units, but at the cost of tactical flexibility and the element of surprise.
- **Battles in the Age of Darkness Castellan Force Organisation Chart:** This chart represents an army focused on defence, be it of a prepared fortification or battle line against an enemy attack or a vital objective on the battlefield.
- **Battles in the Age of Darkness Leviathan Force Organisation Chart:** This chart allows the most colossal engines of war, such as Battle Titans, to take to the field alongside their escorting forces, but imposes structured limits on what forces may support them.

Using Force Organisation Charts

When selecting your army for a Battles in the Age of Darkness game, you use your chosen army list in conjunction with one of the Force Organisation charts shown on pages 166-167 of this book, and the scenario you are playing. Each chart is split into a number of categories which correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means that a choice there is compulsory and you must make a choice from that section.

Further advice on selecting your army and its composition can be found on pages 108 and 109 of the *Warhammer 40,000* rulebook. However, note that the Force Organisation charts presented here take precedence over that listed in the rulebook and, unlike the standard chart and battle missions found in the rulebook, you may not take an additional primary detachment in games over 2,000 points unless specified by the particular mission (the expansion of the army being taken has already been taken into account in the Battles in the Age of Darkness charts).







Battles in the Age of Darkness Additional Special Rules

Automated Artillery
Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to a lack of crew and each gun must be destroyed normally before it is removed. Automated Artillery cannot move and cannot charge. If assaulted they do not Pile In and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile Ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

Bomb Cluster (Flyers)
A weapons system with the Bomb Cluster type may drop as many bombs as its controlling player wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run – this must be a model the Flyer has passed over that turn. The initial bomb dropped scatters D6" and bombs dropped after that scatter the same way as additional barrage blasts from a Multiple Barrage (see page 34, *Warhammer 40,000* rulebook).

Immobile (Artillery Type)
An Immobile Artillery piece cannot be moved after it has been deployed except by the use of a specialised vehicle, and ignores any effect which forces it to move. This only affects the platform – not any crew who are subject to all normal Artillery rules. When called upon to fall back, the crew must leave their guns behind and fall back; the platforms are then removed as casualties.

Note that an Immobile unit may still have the Scout or Deep Strike special rules as these reflect redeployment or deployment during battle, rather than game movement. Only if it has the Deep Strike special rule may an Immobile unit be held in reserve.

Missile Barrage (Flyers)
A Flyer with this rule may fire up to four of its missiles in a single turn rather than the normal maximum of two. These still count to the total maximum of four weapons it may fire at once, however, according to the standard rules for Zooming Flyers.

Battles in the Age Of Darkness
New Vehicle Equipment & Wargear

Co-axial Weapon
A weapon with the Co-axial special rule will specify another weapon mounted on the same vehicle. When a target is declared for this weapon, the co-axial weapon must fire at it first if it is within range. If the co-axial weapon hits the target, then the other weapon may re-roll its To Hit roll if it misses.

Mine Plough
A vehicle equipped with a mine plough rolls 2D6 when making a Dangerous Terrain test instead of just one dice. The test is only failed if the result of both rolls is 1s. In addition, whenever the vehicle moves through an enemy Infantry unit as part of a Tank Shock move and is not destroyed, the enemy unit takes D3+1 S2 AP- hits.

In special missions where land mines and similar booby traps are used, the mine plough grants a 4+ invulnerable save against such special attacks and clears minefields it passes through on a 5+.

Armoured Track Guards
A vehicle equipped with Armoured Track Guards has a 4+ save against any Immobilised results on the Vehicle Damage table (note that Hull Point damage from such an attack is still inflicted, but the Immobilised result is ignored).

Flare or Chaff Launchers (Flyers)
These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

Armoured Cockpit (Flyers)
A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

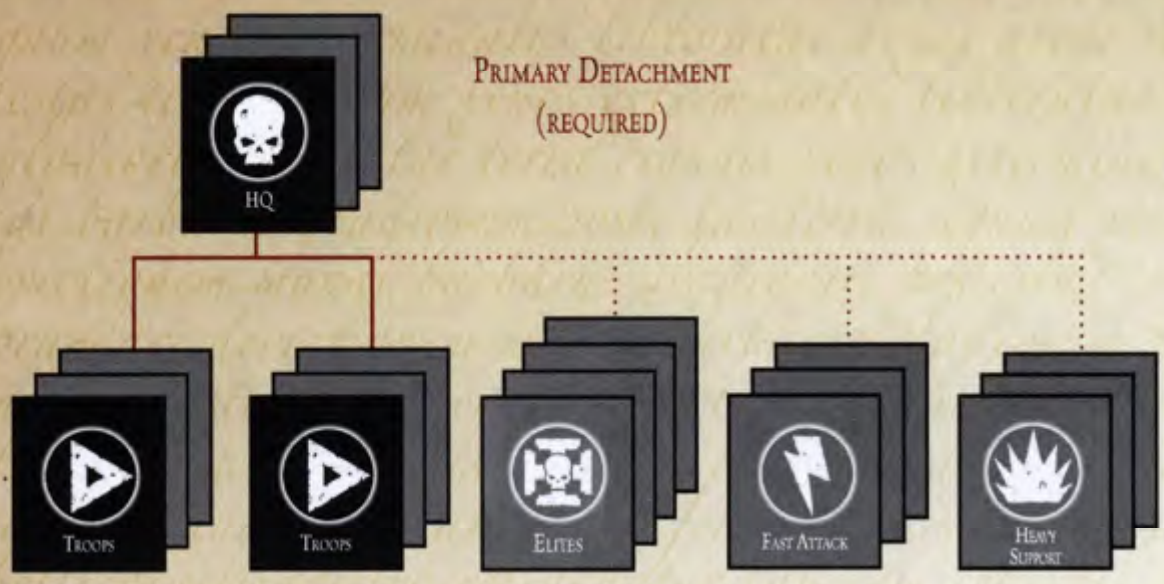
Infra-red Targeting
A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

Illum Flares (Flyers)
A vehicle equipped with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see page 81 of the *Warhammer 40,000* rulebook), a marker being placed where the flare lands after it has scattered. Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

Historic Tome Reborn

Battles in the Age of Darkness Deep Striking Flyers
As well as arriving via the usual Reserves method, some Flyers also have the ability to deploy via Deep Strike, representing a vertical 'dive' onto the battlefield. If the Flyer in question has the Hover mode, the controlling player must declare before the Deep Strike is attempted whether the Flyer is Zooming or being treated as a Fast Skimmer. If using Hover mode, the rules for Deep Strike apply as standard. If using a Zooming Deep Strike, Flyers deploying via Deep Strike count as making a Zoom move and having moved at Cruising speed (18") on the turn they arrive, but are not moved any further in the turn in which they are deployed. They cannot evade, go Flat Out, drop bombs or deploy transported units in the turn in which they arrive. On subsequent turns, the Flyer is free to operate as normal. This is a risky proposition for an aircraft and a test of a pilot's skill, and so the usual rules for Deep Strike mishaps apply even though the Flyer is notionally at a higher altitude than is normally the case.

Battles in the Age of Darkness Force Organisation Chart



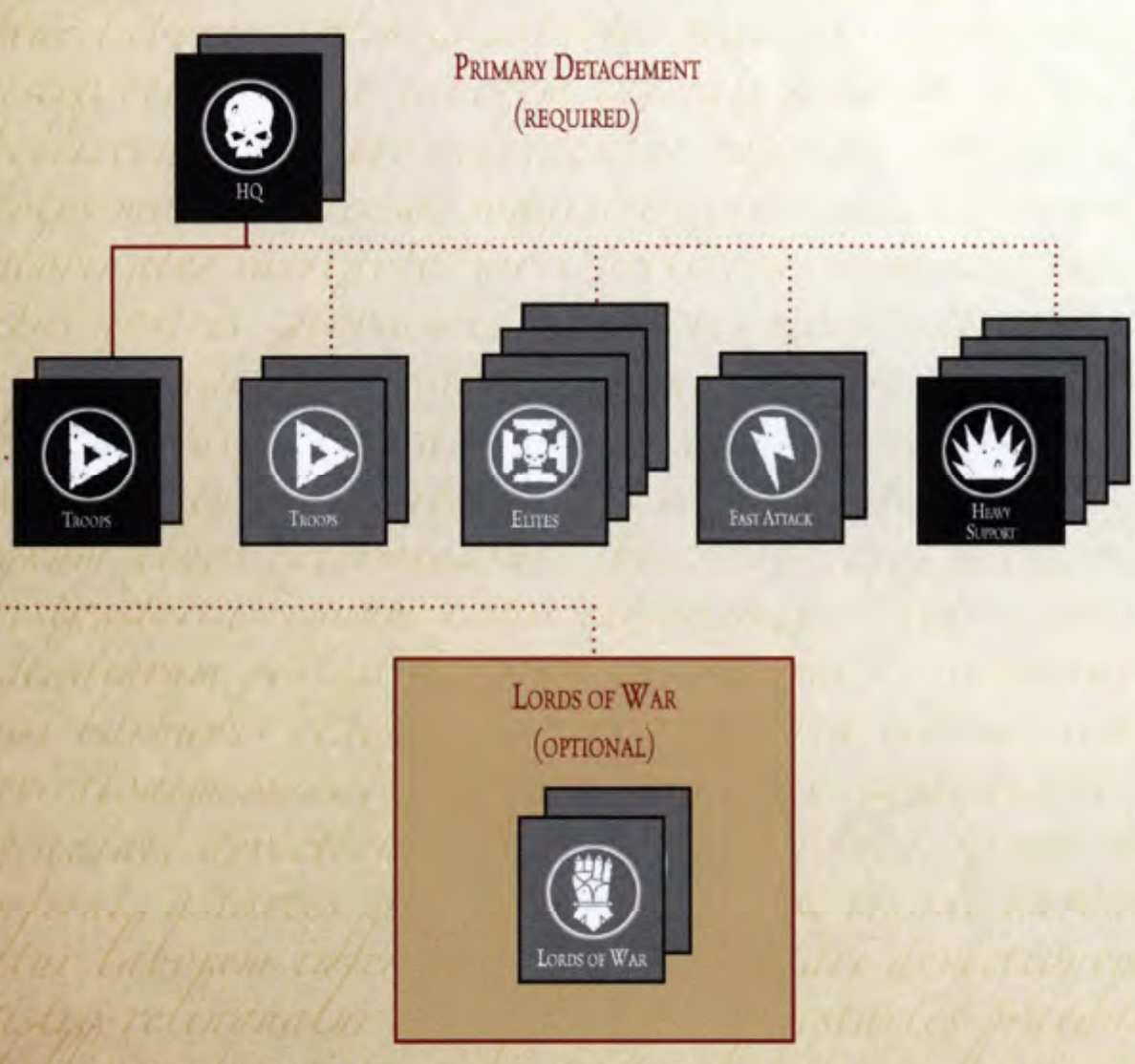
Primary Detachment (Required)
- **Compulsory:** 1 HQ, 2 Troops
- **Optional:** +2 HQ, +4 Troops, +4 Elites, +3 Fast Attack, +3 Heavy Support

Fortification Detachment (Optional)
- 1 choice

Lords of War Detachment (Optional)
- 1 choice

Allied Detachment (Optional)
- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

Optional Onslaught Force Organisation Chart



Primary Detachment (Required)
- **Compulsory:** 1 HQ, 1 Troops, 1 Heavy Support
- **Optional:** +1 HQ, +3 Troops, +4 Elites, +2 Fast Attack, +3 Heavy Support

Lords of War Detachment (Optional)
- +2 choices

Fortification Detachment (Optional)
- Not available

Allied Detachment (Optional)
- Not available

Onslaught Army Special Rule: Rolling Thunder

Thanks to the thunder of their approach, the attack of an Onslaught army is usually more than easy to detect or predict. As a result, in any mission where the first turn and/or deployment is the result of a dice roll and unless the enemy force is also using the Onslaught Force Organisation chart, this army never has the first turn, unless it can Seize the Initiative.

Optional Castellan Force Organisation Chart



Primary Detachment (Required)
- **Compulsory:** 1 HQ, 3 Troops
- **Optional:** +1 HQ, +3 Troops, +2 Elites, +1 Fast Attack, +3 Heavy Support

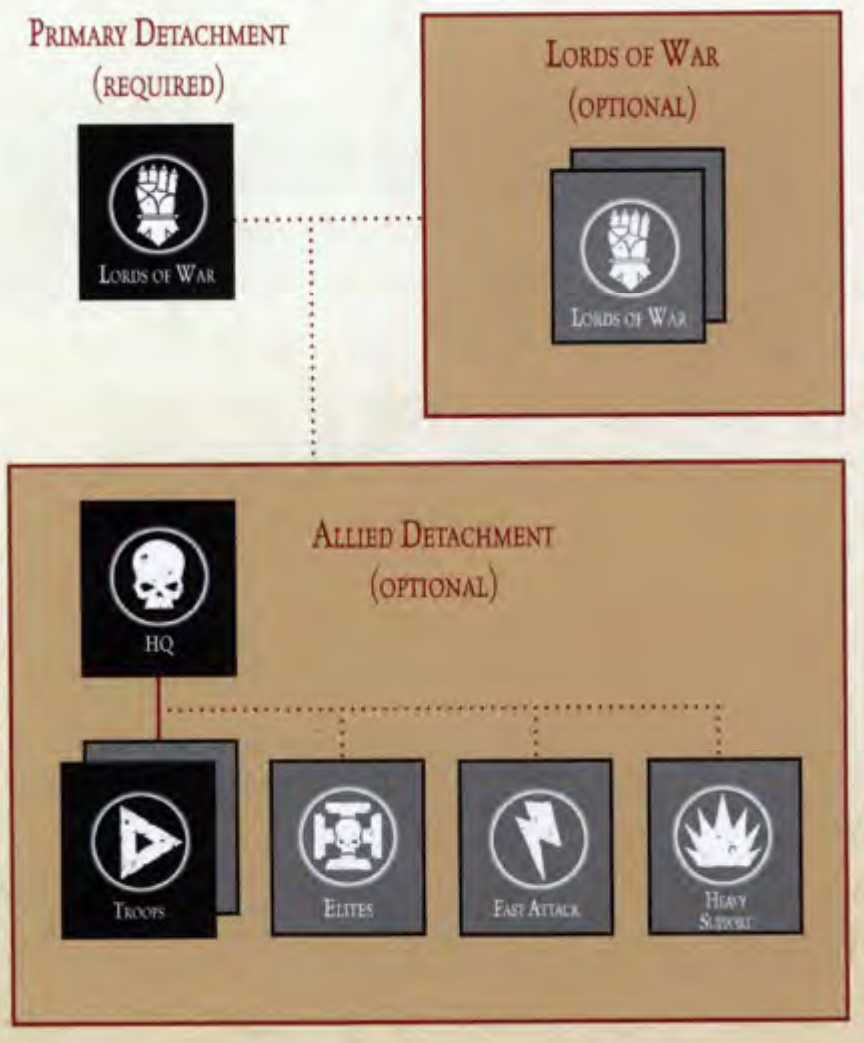
Fortification Detachment (Required)
- 1 Compulsory*, +3 Optional

**If desired, this may be a Massive Fortification Apocalypse datasheet type, see Warhammer 40,000: Apocalypse for details.*

Lords of War Detachment (Optional)
- +1 choice

Allied Detachment (Optional)
- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

Optional Leviathan Force Organisation Chart



Primary Detachment (Required)
- **Compulsory:** 1x Leviathan Lord of War

Lords of War Detachment (Optional)
- +2 choices

Fortification Detachment
- Not available

Allied Detachment (Optional)
- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

Leviathan Army Special Rule: The Leviathan Lord of War
The centre and destructive heart of this army is its Leviathan. This must be a Lord of War of either the Engine of Destruction or Great Beast type. Unlike usual Lords of War, this may represent any percentage of your army value (and indeed constitute your entire force in a single model if you are so inclined, brave enough and your opponent agrees!). In contrary to the usual rules of Warhammer 40,000, this Leviathan is both your force's Warlord effectively (and uses its own special Warlord trait listed here) and is also a scoring unit.

Leviathan Warlord Trait – Legendary Destroyer: The Leviathan may fire Overwatch with any of its weapons that do not possess either the Primary Weapon or Blast types and may fire Overwatch at different targets (but no single weapon may fire Overwatch more than once per turn). The Leviathan has the Monster Hunter and Tank Hunters special rules (if it does not already do so) and, in addition, when making Fear tests in order to charge it, units must roll an additional D6 and discard the lowest of their results.



The Dropsite Massacre Campaign

"To live or die; as for the individual, so for their bloodline, so for their nation, so for their empire, so for their species. Thus is war both the most fundamental of all human experiences and the most sublime.

By this philosophy can we see that war is truth, peace is falsehood, strife is prosperity and stasis no more than decay."

From the Codex Hydra

Introduction

The following section is designed as a campaign 'tool kit' to let you and your friends fight out the cataclysmic battle of the Dropsite Massacre, and the deadly handful of hours on Isstvan V in your own exciting tabletop battles of Warhammer 40,000. It is based on the narrative weight of the story and the forces featured in this book and its predecessor *The Horus Heresy Book I – Betrayal* and the forthcoming *The Horus Heresy Book III – Extermination*, and can be played out in conjunction with those books as a massive linked campaign with a shifting set of battlefields and goals detailing all of the opening act of the great war of the Horus Heresy.

Although the 'history' of the Dropsite Massacre is 'set in stone' in the grand scheme of things, and indeed is arguably one of the most pivotal events in the entirety of the Warhammer 40,000 milieu, this doesn't mean that the forgone conclusion of who wins, who loses and who dies should stop you from having fun, quite the opposite in fact. When choosing to re-fight the Dropsite Massacre, you have the option of either following the narrative path as is, and seeing just how well you can do against the odds (if you are a Loyalist) or whether you are able to spring the trap and crush your erstwhile brothers (if you are siding with the Traitors) without paying too high a price in doing so. Or, you can use the framework presented here as a basis to go down your own narrative route and explore the alternatives to 'history' and there are many possible variations to choose from. For example, what if some or indeed all of the Loyalist second wave were not in the Traitors' camp after all, or were simply far later than intended in their arrival – would the Warmaster's cause have died on Isstvan V? What if the forces arrayed against the Traitors were different, what if Ferrus Manus manages to slay Fulgrim and turn the tide before the trap was sprung? All these and more can form the basis of your own campaign if you wish and you can choose to determine the outcome and create your own narrative of the war to come between you and your friends. It is for you (and the dice) to decide.



The Nature of the Campaign

The Dropsite Massacre campaign shown here is a narrative campaign system designed for use with the 6th edition of Warhammer 40,000. It is a variant of the popular 'phase' based narrative campaign system that you will be familiar with if you have our first Horus Heresy book and the phases of this campaign can be used to follow directly on from the campaign in that book. However, a shift occurs here, with our narrative of battle occurring roughly over only three hours in the confined space of a single geographical area.

Campaign Phases

The campaign is broken into phases and each has their own unique characteristics and particular value. Here then the sides are caught up in a desperate and deadly conflict, the true outcome of which will not be fully known until the results of all of the battles you have played have been recorded. The Dropsite Massacre features three phases therefore, each representing roughly one hour of the battle, with the results of the battles played in each Campaign phase determining its outcome.

Fighting Battles

Battles fought during the Dropsite Massacre can be played in a number of ways. Each phase has a list of suggested battle missions you may wish to play (and can, in fact, be played any number of times – after all, hundreds of thousands of Space Marines are at war!) as well as a single 'unique' legendary mission for each one of the three phases, which should only be played once each per phase. These legendary battles reflect particular narrative 'snap-shots' of the momentous events at Isstvan V as they happen.

As well as the listed games of Warhammer 40,000, this campaign system encompasses just about any kind of game of Warhammer 40,000 you might want to play, such as games utilising the Planetstrike, Zone Mortalis and Apocalypse expansions, which are all very appropriate to the action at hand.

What do you need to run this campaign?

The Dropsite Massacre campaign can be used with a variable number of players and time constraints. At its simplest all you need to run the campaign are two players with two appropriate Warhammer 40,000 forces (or their stand-ins!), but the campaign is expandable enough to be used by large groups of dozens of players at a gaming club or more. It is possible to complete the campaign by playing a single game for each phase at a bare minimum, although more are recommended to make a real fight of things. Of course, if you have more players involved and more time, you may expand the number of games to resolve each phase exponentially. At its maximum, 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 requires a larger collection of terrain, gaming facilities, player commitment, and a greater amount of effort to bring to a satisfactory conclusion. Such a large campaign will also benefit from having one participant as a referee and organiser rather than a player to help things run smoothly and record the results impartially (who everybody else involved should be at pains to help out and support, not to mention thank!). Of course, the result of such a grand campaign can be truly memorable and is one of the most satisfying of gaming experiences.

How the Dropsite Massacre Campaign Works

The Dropsite Massacre campaign is played in a faction format between two sides (or teams) of players. One side represents the Imperial Loyalists and the other side represents the Warmaster's Traitors. The campaign is fought across three phases, representing the deadly three hour conflict. The two sides play one or more games against each other, representing the pivotal battles happening around the Urgall Depression, around which thousands of other battles are also being waged 'off-camera' so to speak, with each phase having its own particular characteristics and adding value to the wider campaign. At the end of the predetermined number of battles fought for each phase, the results of the games played determine which side has won that phase. Each phase is fought separately and this structure allows advantage to swing between the two sides without one side being certain of victory before the campaign's conclusion.

After each battle played you should log the results including who and what Legion won (see Winning the Dropsite Massacre Campaign on page 173 for more information about the kind of data you will need to record).

Note: Because of the campaign's faction structure, in practice the number of players 'per side' in the campaign doesn't actually have to be equal (although it is somewhat easier to arrange games if this is the case). An odd number of players just means that the side with the fewer players is going to end up having to play more games per player. Also, you can have 'guest' players who can just drop in to play 'pick-up' games during the campaign, so long as their results are logged correctly.

The Armies

If you have decided to run the Dropsite Massacre campaign as close to its 'historical' basis as possible, your Traitor forces should be drawn from the Sons of Horus, World Eaters, Emperor's Children and Death Guard for the first two phases of the campaign who are then joined by the forces of the Night Lords, Word Bearers, Iron Warriors and Alpha Legion for the final phase. The Imperial Loyalists should be drawn from the Iron Hands, Salamanders and Raven Guard Legions. Note that expanded rules for the Iron Warriors and Alpha Legion, as well as the Raven Guard, will be featured in *The Horus Heresy Book III – Extermination*. In addition, Mechanicum forces from the Ordo Reductor and Legio Cybernetica are available to both sides.

Historia Terra Bigrim

Designer's Notes

In practice, when starting your campaign you may want to consider how strict you wish to be in regards to players taking armies from other forces than those listed previously, but you should strive to have a roughly equal number of players on each side. If you have decided not to follow the narrative background so closely, or you simply don't have the appropriate background armies available in your group, it is always perfectly acceptable to 're-cast' the campaign with the forces you and your friends do have available, it is, after all, all about having a great time and playing an exciting and involving series of games. This holds true whether this means one player masquerading their forces as one of the Legions who fought at Isstvan V for the campaign, or simply deciding that in your group's version of the Dropsite Massacre, the Iron Hands and Salamanders were joined in battle by Loyalist World Eaters out for the blood of their treacherous kin, or that it was the White Scars, not the Night Lords, Horus lured to his cause!

Campaign Length and Battles Played

The conflict to determine who is victorious in a particular Campaign phase lasts until either an agreed number of games have been played or until a specified length of time has passed. Once either of these conditions has been met, the contest for that phase has ended, Campaign Points for both sides are totalled and the side who has gained the upper hand in this phase is determined. The battle for the next phase of the campaign then begins.

The number of games, or maximum time duration of a phase, must be agreed before the start of the campaign and should remain constant throughout the campaign. You may set the number of games and maximum duration as you like. As a guide the number of games to play for each phase in this three-phase duration works well if it is equal to the total number of players in the campaign plus one. Regardless of the actual number of games, an 'odd' number chosen will mean that you will usually get a definite winner for each phase, while an 'even' number of games is easier to deadlock!

A good maximum duration in time is equal to how long you think it will take to play the number of games you've settled on if all goes well based on your own experience and your player group. So if you have set your phases to be decided over five battles each, and you reckon your group can easily play five games in two weeks, set the time limit for the Campaign phases as two weeks. The reason for having both a time limit and number of games to be played in a particular phase is that it keeps the campaign moving forwards if there is a brief lull in play (or if real life intervenes!).

For example: Andy is running the Dropsite Massacre campaign for four of his friends. Between them they reckon they can play roughly seven games every three weeks. Andy sets the number of battles needed to decide the fate of a Campaign phase as seven games or until three weeks have passed. In the first week of the campaign the group, seized by excitement and the miracle of coordinating schedules, plays eight games in a single weekend! The first Campaign phase's fate has then been decided because more than seven games have been played for control of it. In the second Campaign phase, however, the group reaches the end of three weeks with only four games played, and so the victor of the second phase is decided based on these four game's outcomes, because the three weeks have passed, even though only four games have been played.

Campaign Points

Games played in each Campaign phase earn each side Campaign Points (CPs), and when all of the designated battles for that Campaign phase have been fought, the side with the greatest number of Campaign Points is the overall winner for that phase. If both sides have an equal number of Campaign Points at the end of the Campaign phase, then a stalemate has been achieved (which is to say it has no overall victor and neither side gains any Strategic Points for controlling it).

The number of Campaign Points gained from a game varies depending on the mission played. Some missions are worth more in particular phases than others 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 Campaign Phase also has a legendary battle attached to it. This battle represents a pivotal moment in the on-going narrative story of the Dropsite Massacre. These should

Thematic Terrain for the Dropsite Massacre

The Dropsite Massacre takes place almost entirely within the environs of an area known as the Urgall Depression on the desolate world of Isstvan V. If you're planning to fight the Dropsite Massacre campaign you can, of course, do so with any terrain you have on hand, or you can use the campaign as a great excuse for you and your friends to make or buy some cool purpose-built terrain and perhaps even entire custom boards to play on! By way of guidance for this, the Urgall Depression is a wide wasteland valley with dunes and deadfalls of black sand, patches of coarse scrub and is strewn with volcanic rock. In areas it has been riddled with fresh trenches, bunkers and defence works, while in others it is bounded by sharply rising ragged hills and sheer cliff faces, and tangled maze-like conglomerations of ravines and mesas. At one extreme (see the map on page 178) the ancient ruins of a cyclopean alien fortress have been rebuilt and added to as the Traitor fortress, while at the other, the flatland rapidly becomes occupied with Loyalist landing craft, spent drop pods, and hastily built and prefabricated fortifications landed from orbit. As the battle continues, the whole of the Urgall Depression is strewn with burning wreckage, shell-craters and the bodies of the dead.

Suggested Optional Terrain Rules

- **Black Sand Dune:** The dunes of volcanic sand are treacherous and conceal deadfalls and other hazards prepared by the Traitors. They are difficult terrain for infantry and bikes and, in addition, the first time any unit moves through or over the dune, roll a D6. On a 6, it is counted as dangerous terrain for the rest of the game.
- **Unexploded Ordnance:** This is a shell crater with a nasty surprise lurking inside. As well as providing cover like a normal crater, every time a vehicle moves over it or an attack from an Ordnance weapon lands anywhere on the terrain feature, roll a D6. On a roll of a 6, everything within 1" of the terrain and everything inside it suffers a Strength 8 AP 3 hit (vehicles are struck on their weakest Armour facing). Once this has detonated once, it will not do so again during the game.
- **Treacherous Crevasse:** Such are the tortuous forces unleashed in the battle, that the ground itself may become dangerously unstable. This terrain feature is best represented by a jagged rift in the earth, for which you should construct several sections you can add to (or use cardboard templates, etc). The Crevasse is impassable to infantry, and dangerous terrain to bikes and vehicles. At the start of each turn after the second turn, roll a D6 for each Crevasse on the table. On the roll of a 5+, extend it by D6" (or one section) in a random direction. Models caught by the extending Crevasse must take a Dangerous Terrain test and if they survive, be placed 1" away from it afterwards.
- **Tunnel Entrance:** This represents one of the entrances to the network of concealed defence tunnels and trenchworks constructed by the defenders in preparation for the Loyalist attack. Infantry units from the side classed as the Defender held in reserve may enter play from the tunnel entrance, but on a D6 result of 1 they must roll on the Deep Strike Mishap table (treating Misplaced results as Delayed instead).
- **Supply Cache:** This can represent either supply pods dropped as part of the Loyalist attack or arms caches concealed by the defenders, and can also be incorporated into vehicle wrecks, crashed Thunderhawks, and the like. The Supply Cache becomes a secondary objective in the game, and infantry models within 3" of a side who can claim the Supply Cache uncontested gain the Twin-linked special rule for their weapons while in range.



always be played last in your sequence of battles for each Campaign phase if possible, and victory in a legendary mission is worth a larger number of Campaign Points, and can be a superb climactic battle for the end of a phase's games.

At the end of each Campaign phase, when the winner has been determined, the amount of Campaign Points each side has is zeroed, and started again for the next Campaign phase.

Other Battles and other Victories

Your campaign isn't exclusively 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, extra missions chosen from *The Horus Heresy Book I – Betrayal*, Zone Mortalis, etc, you can do so. The Dropsite Massacre campaign can accommodate any type of game. In such a war as the Horus Heresy, epic as it is in scope and cataclysmic as it is in impact, there is room for you to play any type of game you wish. Victory in any 'unlisted' game of this type will grant 1 CP to the victor's side in any given Campaign phase.



Special Rules

The campaign uses its own special rules to reflect the course of the narrative story of the Dropsite Massacre and these are applied to all games played as part of that Campaign phase. It may be that these rules interact in an unworkable way with missions published outside of this book or the *Warhammer 40,000* rulebook which you would like to use. If this happens, feel free to not include the special rules for that game or, instead, modify them to fit by mutual consent.

Changing Sides

Sometimes during a campaign it is quite possible for an imbalance to occur between the players or for someone to drop out completely for unavoidable reasons (or for new people to be added). In this case it is fine if all parties agree for a player with an appropriate force at their disposal to swap sides to balance things out. It is recommended that a particular player only does this once during the campaign and preferably between Campaign phases to avoid confusion. This can also be a good way of rebalancing the number of people or active players on each side during the games of a particular Campaign phase.

Historia Terra Regnum

Winning the Dropsite Massacre Campaign

Once all three phases of the campaign are complete, it is time to determine which side won overall (and how well they did!). One side or the other achieves victory in the campaign by having the greater number of Strategic Points (SPs) at the end of the campaign. Strategic points are gained from triumph in each particular Campaign phase (and are different from Campaign Points – which are used to work out who wins a particular phase) and are also generated by other factors such as character fatalities and secret campaign objectives should those optional rules be in use (see page 174). This is not, however, an entirely equal equation, so the value of winning each phase is not set, but instead determined based on a weighted dice roll. This not only adds a little dramatic tension, but because even in these early days of the Horus Heresy many secret agendas are at play, any events that take place here on Isstvan V will have ramifications and consequences that will echo on through history in the Warhammer 40,000 universe. It should also be remembered that the vicissitudes of war are uncertain and a prize may suddenly prove not to be worth the price in blood and effort expended to obtain it.

Results	**SP Gained**	
	Loyalist	**Traitor**
Dropsite Massacre – Phase I	10+D6	5+D6
Dropsite Massacre – Phase II	2D6	2D6
Dropsite Massacre – Phase III	10+D6	15+D6
For Each Campaign Fatality*	+1	+1
For Each Secret Objective Achieved*	+D3	+D3

**These are optional campaign rules.*

Optional Campaign Rules

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

Optional Rule: Warlord and Famed Character Campaign Fatalities

The fate of mighty warlords and famed (and infamous) characters is a key part of the clash of arms and epic scale of the Horus Heresy—such powerful and influential figures are not a coin the Loyalist or Traitor cause can afford to spend lightly.

If a player's Warlord and/or any unique named characters* they are using are removed as a casualty during a campaign game (this includes falling back off the table, etc), after the game has concluded roll a D6 for each removed character. The results of which, shown on the following table, apply to the campaign and subsequent games by the player. If the controlling player won the game, add +1 to the roll.

**This refers to any named unique Independent Character with their own rules profile in any Forge World Horus Heresy book.*

D6	Result
1-2	**Fatality:** The character may not be used again by the player in this phase's battles – other players may use them freely and they may be used in later phases freely unless your group decides otherwise. The opposing side gains +1 Strategic Point towards their score for determining the outcome of the campaign.
3-4	**Shaken:** Your side is shaken by its ill-fortune on the battlefield and, in their next game, the player's Warlord (irrespective of who they are) suffers a -1 Leadership penalty for the duration of the game. This penalty is not cumulative for multiple casualties.
5+	**Unscathed:** The character has escaped permanent injury, and may be used again freely in subsequent games by the controlling player if they wish in this phase without ill effect.

Optional Rule: Secret Campaign Objectives

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

If you opt to use secret campaign objectives, each player selects in secret an objective at the start of the campaign before any games are played – if there are an uneven number of players, the side with the fewer players gets an extra secret objective to keep things even for one of their players. In the interest of fair play (and drama!), what secret objectives are chosen by each player should be recorded and either sealed in an envelope and given to the GM or a third party, or kept inviolate by some other mutually agreed means until the end of the campaign when the Strategic Points are tallied up. At this point, the secret objectives are unveiled and applied!

Five secret objectives have been provided as follows – any one of which may be selected by any player. To succeed in this the player must achieve the objective in a game(s) they play personally, and there's no bonus for doing it more than once! In a large group or extended run of games, it's best to make some record of having succeeded when you are victorious (so you have proof!) or inform your GM when it happens, if you have one, but don't reveal it to the other side until the end of the campaign.

David & Goliath
In one of the games during the campaign, the player must kill an enemy Primarch on the field of battle while not using a Primarch or any other Lord of War selection in their army.

Master of War
The player must have won the most games out of all the players in at least one Campaign phase. This secret objective may only be chosen as long as there are four or more players in the campaign.

Cometh the Fated Hour
The player must win a legendary mission without using allies or playing as part of a team game.

Sworn Enemy
The player must win at least three games of at least 2,000 points each against a named enemy Legion over the course of the campaign. They must secretly specify which Legion is their sworn enemy before the campaign begins. For each additional player using that Legion in the campaign after the first, their target for winning increases by three. (So, if they are a Loyalist player, and two players on the Traitor side are using Sons of Horus and they select them as their sworn enemy, they must win six games against the Sons of Horus to achieve this objective).

Through Battle Unscathed
In any single Campaign phase you must play at least three games of 2,000 points or more without ever having your Warlord removed as a casualty.



Dropsite Massacre Campaign: Phase I – The Loyalists Strike

The first wave of the attack was a furious assault vanguard led by the Primarch Ferrus Manus into the very teeth of the enemy's defences. It was a bloody and desperate attack designed to shock and occupy the defenders and, in particular, silence or at least occupy their anti-aircraft firepower so that the bulk of the Loyalist forces could make a landing.

Campaign Phase I: Special Rules

The following rules and conditions apply to all games played in this Campaign phase where appropriate.

In any games where this is a factor, the Loyalists are always the 'Attacker' and the Traitors the 'Defender' during this Campaign phase.

Sky Fall

The Loyalist forces used in this Campaign phase's battles are deploying via drop strike and close lander assault into the very teeth of the enemy's defences.

- No Loyalist army may take Fortifications of any kind.
- The Loyalist army gains +1 to any rolls to determine who goes first in missions played during this Campaign phase where this is a factor.
- Loyalist forces may not use the optional Castellan Battles in the Age of Darkness Force Organisation chart during this phase.

They were Waiting...

The Traitor forces on Isstvan V were waiting in prepared defences that purposefully hid their true numbers and strength, but even they were taken aback by the sheer fury and calculated force of the Loyalists' attack.

- Traitor armies may always take an additional Fortification selection as part of their primary detachment in games during this Campaign phase (note that this must be paid for from their points allowance as normal).
- Traitor armies may add +1 to all of their Reserve rolls during games in this Campaign phase.
- Traitor forces may not use the optional Onslaught Battles in the Age of Darkness Force Organisation chart during this phase.

Battles in the Campaign

Select by mutual agreement or roll on the following chart to determine which battles you will play. You may also use the various missions presented in the *Warhammer 40,000* rulebook or *The Horus Heresy Book I – Betrayal* and their deployment types for added variety in larger campaigns.

It is recommended that games played using the Battles in the Age of Darkness rules presented on page 162 use 2,000-3,000 points per side. Particular legendary missions presented in this book will have their own suggested points values and in some cases force compositions which supersede this.

D6	Result
1-2	Hammerblow Assault (see page 181)
3-4	Deadly Ground (see page 182)
5	Brother against Brother (see page 180)
6	Tide of War (see page 184)

Legendary Mission: The legendary mission for this Campaign phase is Vanguard Fury (see page 186).

Campaign Points

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

- Legendary Mission: Vanguard Fury
  - 7 CP for a Victory
- Hammerblow Assault:
  - 5 CP for a Defender Victory (any listed type)
  - 3 CP for an Attacker Victory (any listed type)
- Other Battle Missions:
  - 3 CP for a Victory
  - 1 CP for a Draw
- Planetstrike Games:
  - 2 CP for a Victory
  - 1 CP for a Draw
- All other games:
  - 1 CP for a Victory
  - 0 CP for a Draw



Dropsite Massacre Campaign: Phase II – The Imperium Bleeds

When battle was fully drawn between the Warmaster's forces and the Loyalists' first wave assault, a titanic struggle the likes of which had never been seen before erupted on Isstvan V. Tens of thousands of the Emperor's finest superhuman warriors tore each other to pieces with shot, blade, blast and shell across a battlefront little more than twenty kilometres wide. The result was an anarchic slaughterhouse in which unimaginable carnage was sown.

Campaign Phase II: Special Rules

The following rules and conditions apply to all games played in this Campaign phase where appropriate.

In any games where this is a factor, the Loyalists are always the 'Attacker' and the Traitors the 'Defender' during this Campaign phase.

The following special rules apply to both sides of the conflict during this Campaign phase.

Fog of War

Owing to the hellish tide of warfare encompassing the battlefield and ripping through the skies above, energy blasts and shells fog auspex signals in a blizzard of static. The following effects are in play:

- All Deep Striking units suffer a -1 penalty on rolls on the Deep Strike Mishap table.
- Flyers entering from reserve (including Ongoing Reserves) suffer a Glancing hit on a D6 roll of a 6 as they enter play (no saves of any kind may be taken).
- All barrage weapons scatter 3D6" rather than 2D6" (a Hit result remains a hit however!).

Historic Terra Report

Allied Bombardment

Such is the press of battle that on each side catastrophic forces are being unleashed, and each side has the chance of calling in the firepower of allied Titans, rear echelon batteries or fortress guns to their aid, but such endeavours are not guaranteed or without risk.

- From the second turn onward each side can attempt to call in an allied bombardment, this may only be successfully done once per game, and the attempt is optional.
- If the player wishes to call in a bombardment, roll a D6 and consult the following table:

D6	Result
1	**Garbled comms:** The opposing player places the bombardment instead!
2-4	**No luck!**: No bombardment this turn, but further attempts may be made in subsequent turns.
5+	**Success!** The controlling player may call in a bombardment.

The bombardment has the following profile. Note that as per the Campaign phase special rules, the bombardment scatters 3D6".

Weapon	Range	Str	AP	Type
Bombardment	Unlimited	2D6*	3	Barrage 1, Large Blast (5"), Armourbane

**On a result of 11 or 12, treat this as a Destroyer attack.*

Battles

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

Games of 2,000-3,000 points per side using the Battles in the Age of Darkness rules presented on page 162 are recommended for play.

D6	Result
1-2	Tide of War (see page 184)
3-4	Brother against Brother (see page 180)
5	Hammerblow Assault (see page 181)
6	Deadly Ground (see page 182)

Legendary Mission: The legendary mission for this Campaign phase is Cataclysm (see page 188).

Campaign Points

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

- Legendary Mission: Cataclysm:
  - 7 CP for a Victory
- Brother against Brother:
  - 5 CP for a Victory (any listed type)
  - 2 CP for a Draw
- Other Battle Missions:
  - 3 CP for a Victory
  - 1 CP for a Draw
- Apocalypse Games:
  - 4 CP for a Victory
  - 2 CP for a Draw
- All other games:
  - 1 CP for a Victory
  - 0 CP for a Draw



Dropsite Massacre Campaign: Phase III – Blood and Treachery

With the arrival of their supposed reinforcements, the Loyalists' fates were sealed as their allies viciously attacked their landing zones and battle became sheer murder; the systematic destruction of a vastly outnumbered and overwhelmed foe, and so this dark day was to live forever in infamy as the Dropsite Massacre.

Campaign Phase III: Special Rules

The following rules and conditions apply to all games played in this Campaign phase where appropriate.

In any games where this is a factor, the Loyalists are always the 'Defender' and the Traitors the 'Attacker' during this Campaign phase.

Loyal unto Death

The Loyalist forces used in this Campaign phase's battles are encircled, betrayed and face overwhelming odds, but they will not fall without exacting a bloody toll on their betrayers.

- The Loyalist army suffers a -1 penalty to all Reserve rolls.
- Unless a unit's only means of arriving on the table is Deep Strike (ie, a Drop Pod) no Loyalist unit may deploy via Deep Strike.
- Loyalist forces may not use the optional Onslaught Battles in the Age of Darkness Force Organisation chart during this phase.
- All Loyalist units have the Stubborn special rule while in their own deployment zones (unless they were already Fearless).
- All Loyalist characters gain the Hatred (Traitor) rule while fighting in Challenges.

The Trap is Sprung

The bitterest blow falls, and where the Loyalists looked for allies, they found only death on every side.

- The Traitor side adds +1 to rolls to determine who has the first turn of the game.
- Any Traitor forces held in reserve gain the Outflank special rule during this Campaign phase. Units which already have Outflank may choose any table edge, except the area of the Loyalist deployment zone, to arrive from instead.
- Traitor armies gain Preferred Enemy (Loyalist) for the first turn of any game played in this Campaign phase.
- Traitor forces may not use the optional Castellan Battles in the Age of Darkness Force Organisation chart during this phase.

Battles

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

Games of 2,000-3,000 points per side using the Battles in the Age of Darkness rules presented on page 162 are recommended for play.

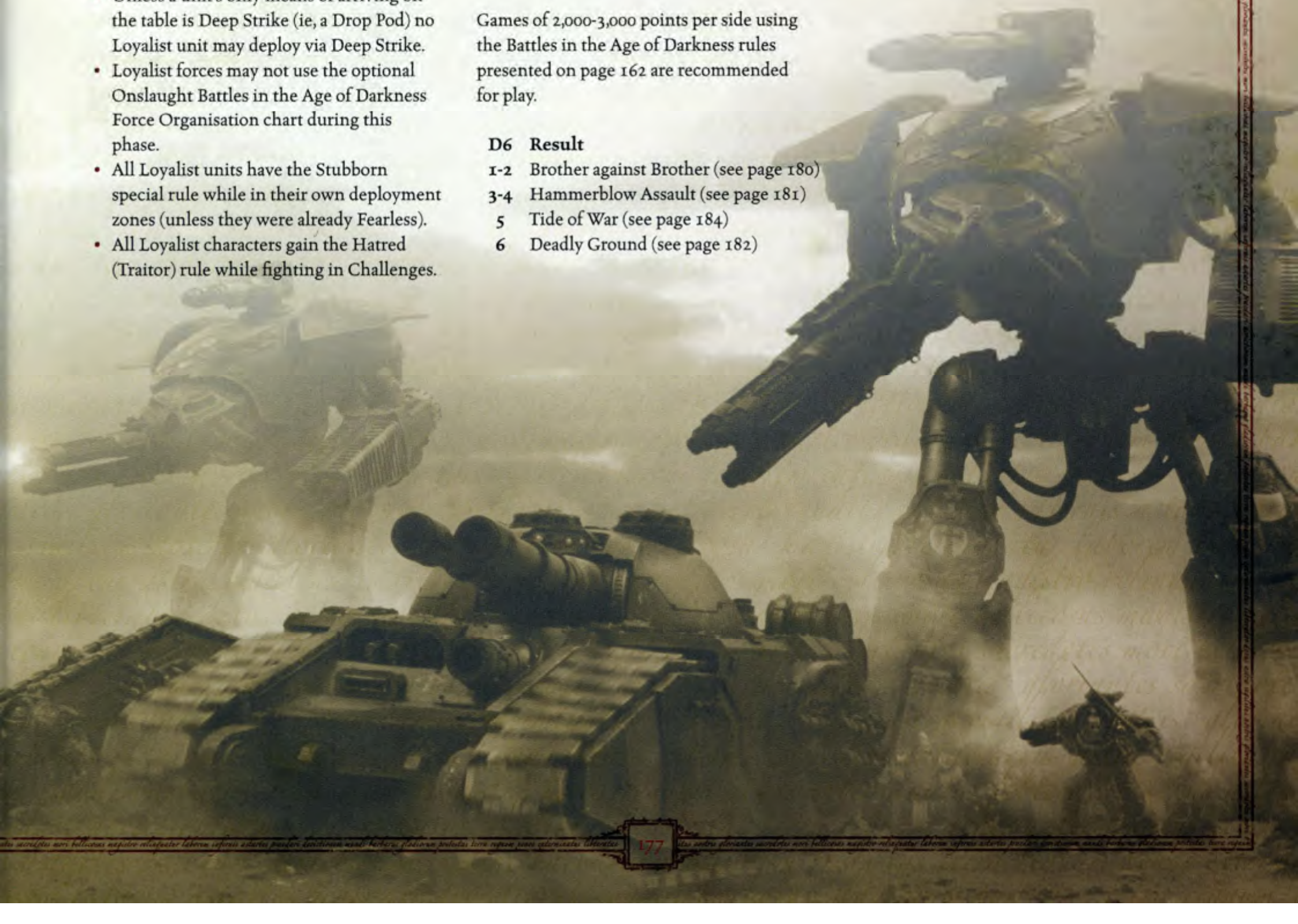
D6	Result
1-2	Brother against Brother (see page 180)
3-4	Hammerblow Assault (see page 181)
5	Tide of War (see page 184)
6	Deadly Ground (see page 182)

Legendary Mission: The legendary mission for this Campaign phase is The Blood of the Primarch (see page 189).

Campaign Points

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

- Legendary Mission: The Blood of the Primarch:
  - 7 CP for a victory
- Hammerblow Assault:
  - 2 CP for a Defender victory (any listed type)
  - 4 CP for an Attacker victory (any listed type)
- Other Battle Missions:
  - 3 CP for a Victory
  - 0 CP for a Draw
- Apocalypse Games:
  - 4 CP for a Victory
  - 0 CP for a Draw
- All other games:
  - 1 CP for a Victory
  - 0 CP for a Draw




PHASE 2
PHASE 2
PHASE 1
PHASE 3
PHASE 2
PHASE 1
KEY
SONS OF HORUS
DEATH GUARD
LEGIO MORTIS
NIGHT LORDS
IRON WARRIORS
RAVEN GUARD
SALAMANDERS
LOYAL IMPERIAL ARMY
EMPEROR'S CHILDREN
WORLD EATERS
TRAITOR IMPERIAL ARMY
WORD BEARERS
ALPHA LEGION
IRON HANDS
LEGIO ATARUS



+Campaign Map+

This map indicates the general areas of the Urgall Depression in which the principal battles of each phase occur. This map may also be used as part of a node or location based campaign if you wish.

Mission I – Brother against Brother

"Hatred is never so sweet, and vengeance never so pleasurable, than when it is applied to one once loved."

Nostraman Proverb

The Armies
Choose the armies as detailed on page 171.

The Battlefield
Deploy as per the map presented below. Set up any player-owned fortifications, and then set up terrain for the battlefield. Depending on the Campaign phase being played, this may change the way terrain is set up.

Mission Special Rules
Reserves, also as per Campaign phase.

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 selecting one from the deployment zones shown.
- The opposing player takes the opposite 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 Seize the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission lasts for six turns.

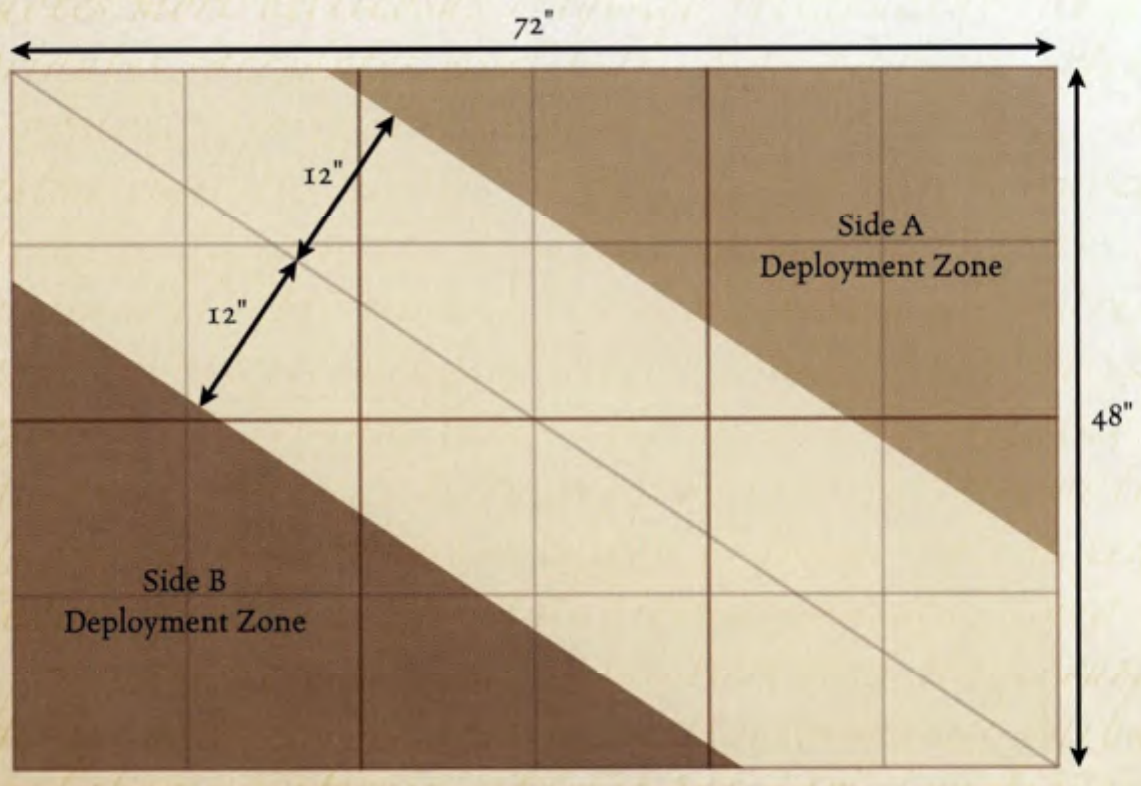
Victory Conditions
Brother against Brother's victory conditions are based on the wholesale destruction of the enemy's fighting strength. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in 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 or Independent Character types 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 and Last Man Standing (the side with the greatest number of surviving units at the end of the game gains an extra Victory point).

Additionally, if Lords of War are being utilised in the game then The Price of Failure secondary objective is also used (see page 163 for details).

Brother against Brother



Mission II – Hammerblow Assault

"And where my hand shall strike, the foes of Mankind shall be laid waste; so shall I be the hammer of the Emperor, and I shall never tire."

Atrbt. Ferrus Manus before the Battle of Ke'ar Madoc

The Armies
Choose the armies as detailed on page 171.

The Battlefield
Deploy as per the map presented below and then set up terrain for the battlefield. Depending on the Campaign phase being played, this may change the way terrain is set up.

Mission Special Rules
Reserves, also as per Campaign phase.

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

This mission uses a specific Attacker and Defender, depending on the Campaign phase of the Dropsite Massacre campaign the players are currently in, which is which, Loyalist or Traitor may also determine who is automatically considered to be Attacker or Defender. If this is not a factor, or those involved are playing this mission outside of a campaign setting, roll off. The winner of this roll may choose whether to be the Attacker or the Defender.

- Once this has been determined, set up any player-owned fortifications.
- Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where needed.
- The Defender must deploy first and does so in the Defender's deployment zone. The player's entire force, except for any units held in reserve, is deployed into their deployment zone.
- The Attacker must deploy second and does so in the Attacker deployment zone. The player's entire force, except for any units held in reserve, is deployed 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 Attacker has the first turn, unless their opponent can Seize 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
Hammerblow Assault's victory conditions are based on the Attacking force trying to smash into their enemy's defences and the Defender trying to stop them.

At the end of the game, the Attacking player gains 2 Victory points for each scoring unit within the Defender's deployment zone.

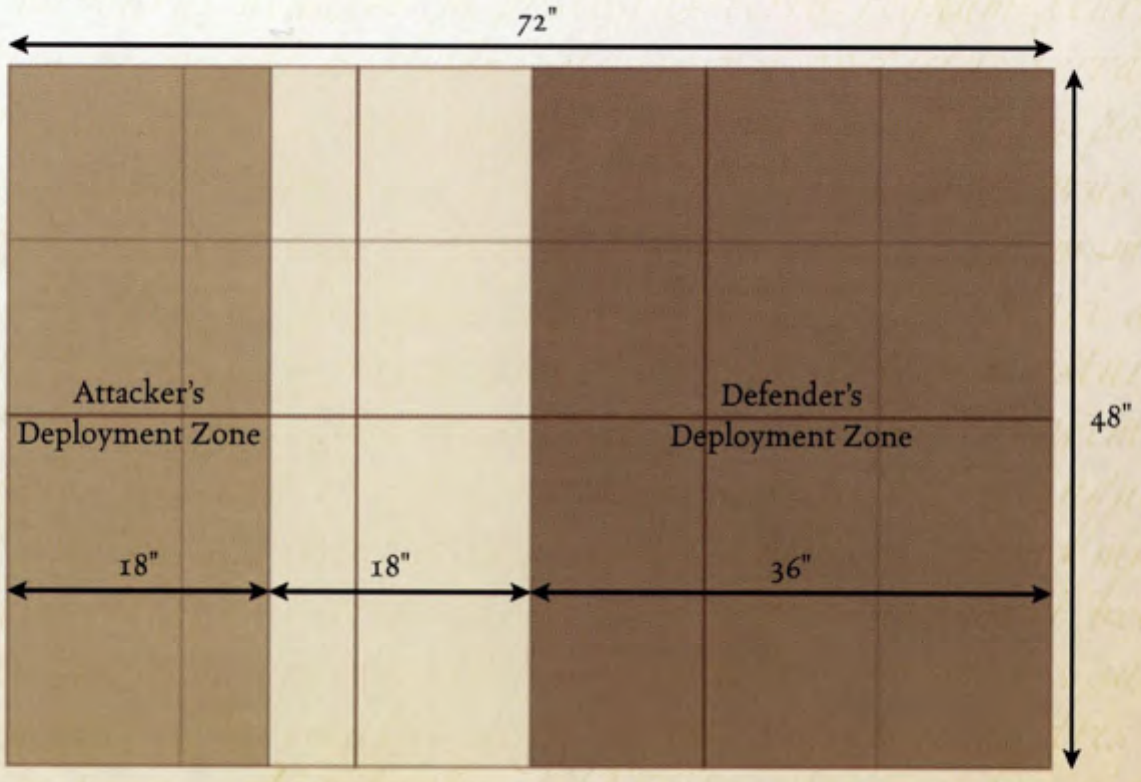
At the end of the game, the Defending player gains 1 Victory point for each scoring unit within their own deployment zone.

For the purposes of this mission, Troops and Heavy Support units (including mobile vehicles other than Flyers) are counted as scoring units.

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

Additionally, if Lords of War are being utilised in the game then The Price of Failure secondary objective is also used (see page 163 for details).

Hammerblow Assault



Mission III – Deadly Ground

"In any battle, great or small, the most insignificant of terrain and the most worthless of ground can for minutes or perhaps hours become so valuable that the blood of heroes and the wealth of an army's supply does not outweigh it. The true general knows when such a price is worth spending, and when the butcher's bill is sheer folly to pay."

Roboute Guilliman, ext. 'On War'

The Armies
Choose the armies as detailed on page 171.

The Battlefield
Deploy as per the map presented opposite and then set up terrain for the battlefield. Depending on the Campaign phase being played, this may change the way the terrain is set up.

Mission Special Rules
This mission uses the Compulsory Reserves, Objective Terrain and Escalating Victory Points special rules presented in this section.

Deployment
In order to deploy the armies and set up for the game, complete the following instructions in the order listed:

- Roll for Warlord Traits.
- Place a suitable objective terrain piece in the centre of the table. Each side then places a single additional objective terrain piece each 18" away from the centre terrain piece. Then use the Scatter dice and a D6 to move each of the objective terrain pieces (on the roll of a 'hit' they remain stationary).
- Arrange the rest of the terrain for the mission in a mutually agreed fashion.
- Roll off to see who deploys first. The winner of the roll may choose whether or not to deploy first or second. The player who deploys first may choose which of the triangular corner deployment zones they take as theirs. Their opponent then takes the opposite deployment zone as theirs.
- The side who deploys first must first deploy any fortifications it possesses; this must be placed within their deployment zone.
- The side who deploys second must then deploy any fortification it possesses; this must be placed within their deployment zone.
- The side who deploys first must then place their deployment force in their deployment zone.
- The side who deploys second must then place their deployment force in their deployment zone.
- The player who deployed first has the first turn unless their opponent can Seize the Initiative.



Compulsory Reserves
Before beginning the game, each side must divide their forces in two as equal as possible halves by their number of units. They must then choose which half to keep in reserve and which to deploy at the start of the game. If the player's forces contain units which must be held in reserve (such as Drop Pods or Flyers), these must be assigned to the Reserves force first before any others. Compulsory Reserves enter play from the first player turn onwards, rolling to arrive as normal.

Objective Terrain
In a mission using this rule, rather than objective markers, individual pieces of terrain are used as objectives. A piece of objective terrain should be distinct and easily identifiable, and have a total size of no less than 6" on each side and no more than 12" on each side, and should be substantial enough to provide cover to infantry models inside it. Suitable types can include ruins, large shell craters, redoubts, derelict buildings and derelict fortifications, industrial units, wrecked vehicles, and so on.

In order to claim or deny a piece of objective terrain, a valid unit must have at least one model within 6" of the centre of the objective terrain. A unit may never claim or deny more than a single piece of objective terrain at once.

Escalating Victory Points
At the start of each game turn, commencing with the second, a single Victory point is scored per objective a particular side controls. These Victory points are kept even should that objective be lost later in the game and contribute to the final totals at the end of the game.

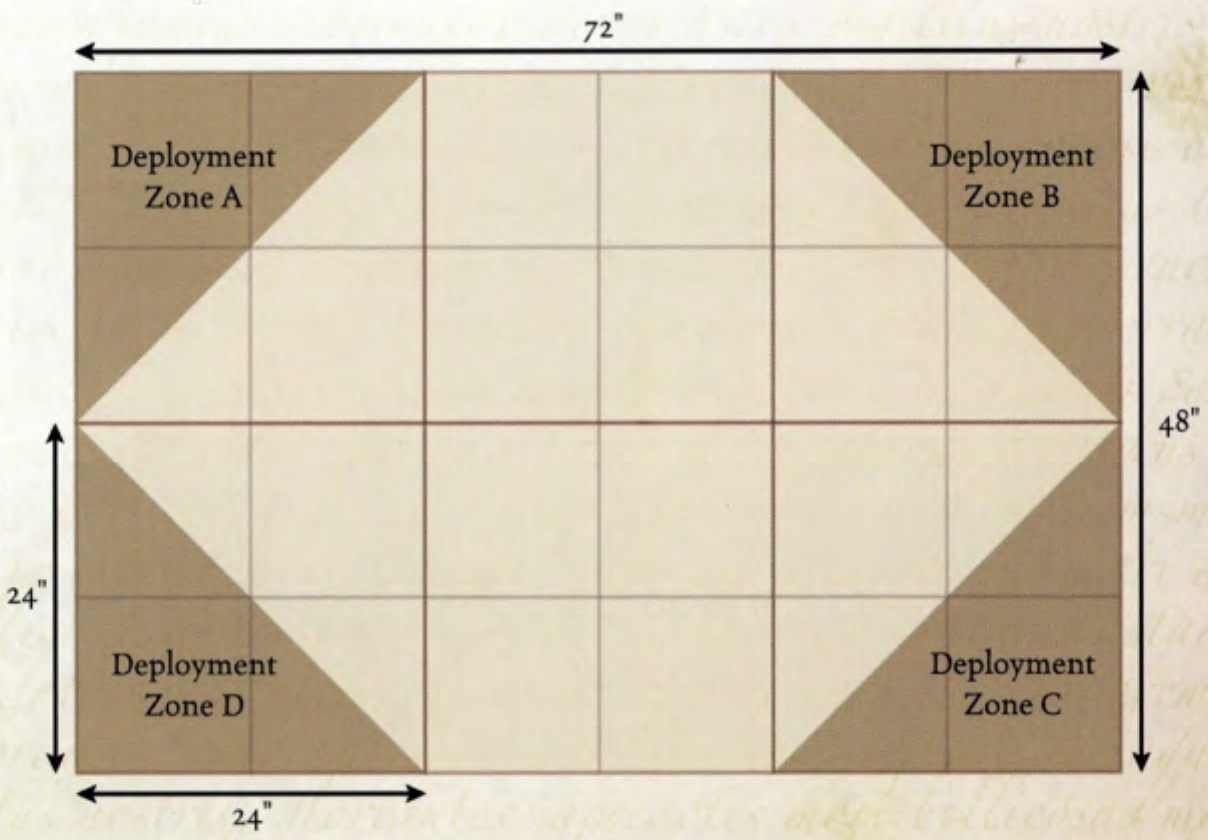
Game Length
The game lasts for five game turns.

Victory Conditions
Primary Objectives
Gaining Escalating Victory points for the three pieces of objective terrain is the primary objective of this game.

Secondary Objectives
Slay the Warlord and Attrition.

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

Deadly Ground



Mission IV – Tide of War

"All gods are dead except the God of War."

Phrase repeatedly found carved into the flesh of the Loyalist dead,
Dropsite Massacre war zone

The Armies
Choose the armies as detailed on page 171.

The Battlefield
Deploy as per the map presented below and then set up terrain for the battlefield. Depending on the Campaign phase being played, this may change the way the terrain is set up.

Mission Special Rules
This mission uses the standard Reserves rule. No other mission special rules are used for this mission.

Deployment
In order to deploy the armies and set up for the game, complete the following instructions in the order listed:

- Roll for Warlord Traits.
- Roll off to see who deploys first. The winner of the roll may choose whether or not to deploy first or second. The player who deploys first may choose which of the two deployment zones to deploy in.
- The side who deploys first must first deploy any fortifications it possesses.
- The side who deploys second must then deploy any fortification it possesses.
- The side who deploys first must then deploy its Heavy Support and Lord of War units if it has any.
- The side who deploys second must then deploy its Heavy Support and Lord of War units if it has any.
- The side who deploys first must then deploy the rest of their army.
- The side who deploys second must then deploy the rest of its army.
- The players then roll off to determine the first turn, the side who deployed first adds +1 to this roll. The winner of the roll-off may choose whether or not to go first or second.

Victory Conditions
Primary Objective
Battlefield Dominion: Each sector of the board is worth an amount of Victory points for the side who controls it. In order to claim a sector, a side must have one or more scoring units in the sector and the enemy must have no scoring units left in that sector.
No other units count as denial units during this mission.

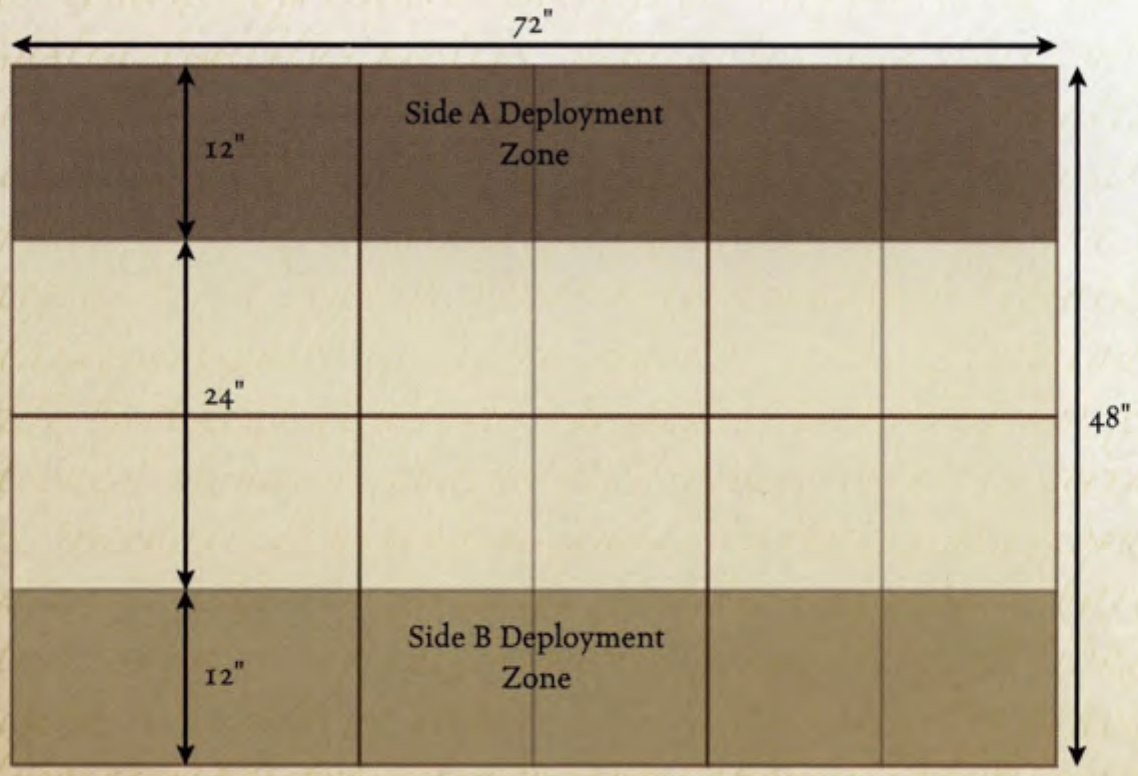
- Own Deployment Zone: 2 Victory points
- No Man's Land (the area between the two deployment zones): 5 Victory points
- Enemy Deployment Zone: 7 Victory points

Scoring units for this mission are Troops, Heavy Support and Lord of War units of any type.

Secondary Objectives
The secondary objectives used in this mission are: Slay the Warlord, First Blood and Last Man Standing.

Game Length
The game lasts for five turns.

Tide of War



Iron Hands
Devastator Legionary



Ironwrought Veur
1st Squad, Devastator Company,
Order Tredecimii, Clan Morragul

The *Red Talon*, flagship of the Iron Hands Morragul Clan, was one of the first Iron Hands vessels to arrive in the Isstvan system after the treachery of the reserves had been revealed, breaching into realspace amid the titanic space battle that had erupted between the Loyalist and Traitor fleets. Autek Mor, master of the Morragul Clan, ordered his ship to attempt to breach through the firestorm to reach Isstvan V, and the infamously powerful grand cruiser succeeded in punching through the battle, but took such heavy damage it was forced to bypass Isstvan V and flee, managing to escape, unlike many of the Iron Hands ships that would later arrive.

During this desperate void battle, the *Red Talon* repelled dozens of separate boarding attacks from all sides, during which the Morragul 'Devastator' heavy support squads were instrumental in slaughtering any who attempted to wrest control of the ship, taking heavy losses while doing so. Ironwrought Veur, as shown here, bears the distinctive crimson heraldry of Autek Mor's personal guard, the Blood Wrought.

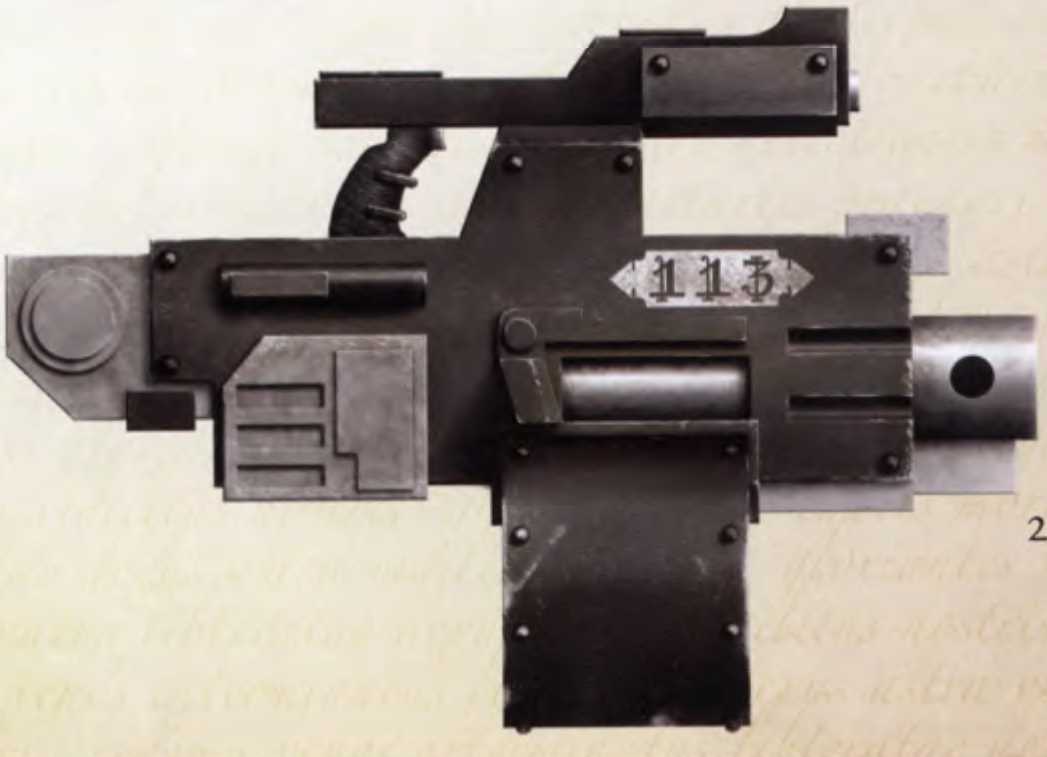
Panoply of War

1. Tigrus pattern bolter

2. Voss – Incarnadine pattern heavy bolter: As a Devastator heavy support squad, 1st Squad deployed equipped with an array of heavy weapons, in this case a heavy bolter. Designed primarily for use against xenos such as Orks the heavy bolter is a highly effective weapon, however against the power armour of their brother Legionaries, they were forced to rely on sheer weight of fire to inflict multiple casualties with this weapon.



1.



2.

Campaign Phase I – Legendary Mission: Vanguard Fury

"By woven storm, affright the gyre, under shadowed wings of hell, shall your death come to thee."

The Curse of the Unspeakable King

The Armies

Choose the armies as detailed on page 171, excepting that the Attacker (Loyalist force) should have 25% more points available to it than the Defender (Traitor force). Suggested force sizes are 2,000 points for the Defender and 2,500 points for the Attacker. The Defending force uses the Castellan optional Force Organisation chart (see page 167). For the Attacker's forces, the Orbital Assault Rite of War (see page 189 of *The Horus Heresy Book I – Betrayal* is thematically correct, but not mandatory for this mission).

The Battlefield

Deploy as per the map presented below 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.

Mission Special Rules

Compulsory Reserves, Target Reciprocator Objectives, also as per Campaign phase.

Compulsory Reserves

For both the Attacker and Defender, both armies must keep at least half of their total number of units (rounded down) in reserve at the start of the game. In the case of the Attacker, any units carried in Drop Pods are not included for calculating this amount.

Target Reciprocator Objectives

The Attacker's objectives for this mission are the destruction of three Target Reciprocator Auspex towers, which are a key element in the outer defences of the Urgall fortress-line from the air. These may be represented by suitable objective models mounted on 40mm bases which are also at least 40mm high; comms relays, satellite dishes and other arcane machinery are all appropriate if you have them. These objectives may be shot at and attacked in close combat, but are otherwise completely inert, cannot be affected and count as impassable terrain.

Deployment

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

- Set up any player-owned fortifications.
- The Defender then sets up the game's objectives in their deployment zone. Each objective may not be within 6" of the edge of their circular deployment zone or 8" of another objective. They may be placed on the upper surface of fortifications, but if the fortification they are in is destroyed, they are themselves automatically destroyed with no saves. They may not be deployed inside intact buildings.

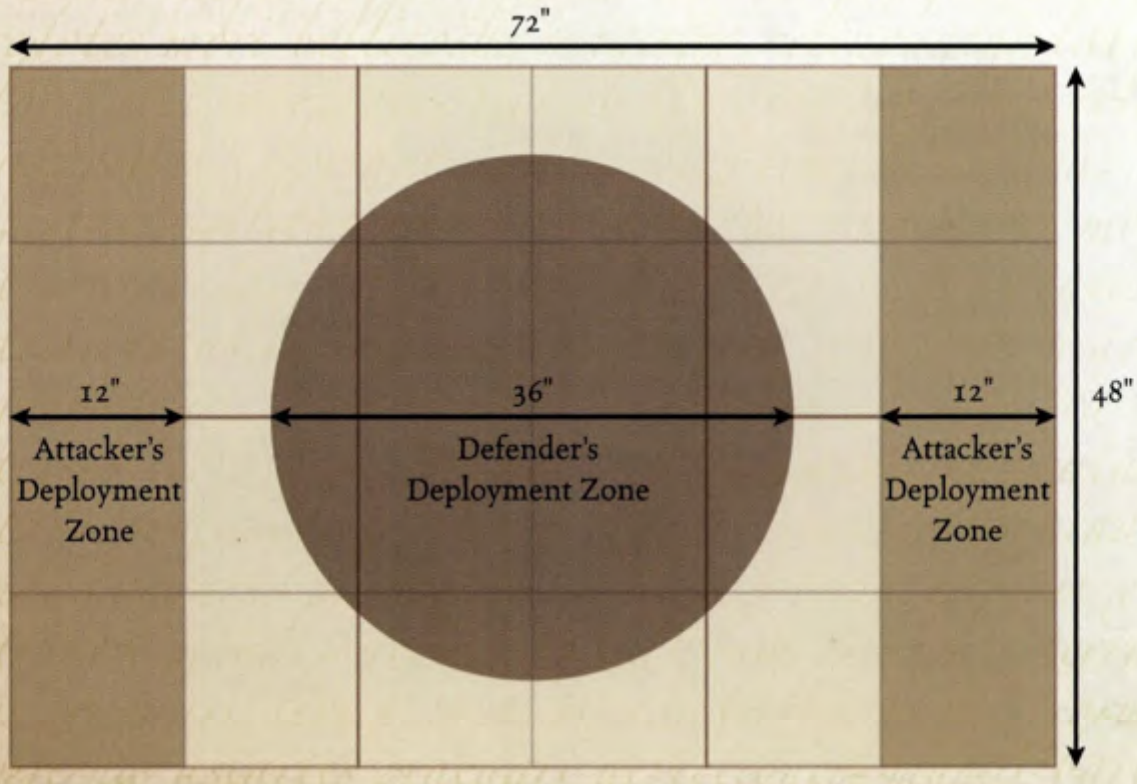
Target Reciprocator Objectives

The Target Reciprocator objective has the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
0	0	0	8	2	0	0	10	3+

Shielded: The Target Reciprocator has a 3+ invulnerable save against ranged attacks.

Vanguard Fury





- The Defender must deploy first and does so in the Defender's deployment zone. The player's entire force, except for any units held in reserve, is deployed into their deployment zone.
- The Attacker must deploy second and does so in the Attacker's deployment zone. The player's entire force, except for any units held in reserve, is deployed 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 Attacker has the first turn in this mission.

Game Length

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

Victory Conditions

This mission's victory conditions are based on the Attacking force trying to destroy the Traitors' objectives. 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, the Attacking player gains 3 Victory Points for each objective destroyed.

At the end of the game, the Defending player gains 3 Victory points for each objective still on the table.

Secondary Objectives

Slay the Warlord and Line Breaker.

Additionally, if Lords of War are being utilised in the game then The Price of Failure secondary objective is also used (see page 163 for details).

Designer's Note:
Expansion & Planetstrike

It is possible to play a much larger version of this game by increasing the table size and the size of the forces involved. If playing on an 8' x 6' table with 50% more points, increase the radius of the Defender's deployment zone by 6" and increase the number of objectives used to five. You may also wish to add Planetstrike rules and stratagems to the game if you have that Warhammer 40,000 expansion.

Campaign Phase II – Legendary Mission: Cataclysm

"You will hold the line, or by the Gorgon we will kill you ourselves!"

Open vox reply, Chieftain Varnet, Legiones Astartes Iron Hands,
to the pleas of the Yndonic 99th Yeoman Artillery Corps to retreat after taking 70% losses.
Battle of Isan'uv'varna

The Armies
Choose the armies as detailed on page 171. This mission is intended to represent one of the key clashes of arms on the battlefield of the Urgall Depression, and so larger games using the Battles in the Age of Darkness rules are recommended. If the battle is being fought on a 6' x 4' table, it is recommended that 2,500 points per side be used. If on a larger 8' x 6' table, 3,000 to 4,000 points per side are intended. If playing at the higher end of this, this battle makes for an excellent team game played over a full day!

The Battlefield
Deploy as per the map presented below. 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.

Mission Special Rules
Reserves, Meatgrinder, also as per Campaign phase.

Meatgrinder
Any unit from the Troops choices of the army (including any Dedicated Transport) that is either entirely wiped out or falls back off the table may immediately be replaced with a duplicate unit as part of the controlling player's Rolling Reserves. In the case of immobilised Dedicated Transports for 'recycled' units left on the table, the owning player may voluntarily wreck them so that a wiped out unit becomes eligible to be replaced.

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 selecting one from the deployment zones shown.
- The opposing player takes the opposite 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 Seize the Initiative (see page 122 of the *Warhammer 40,000* rulebook).

Game Length
This mission lasts for six turns.

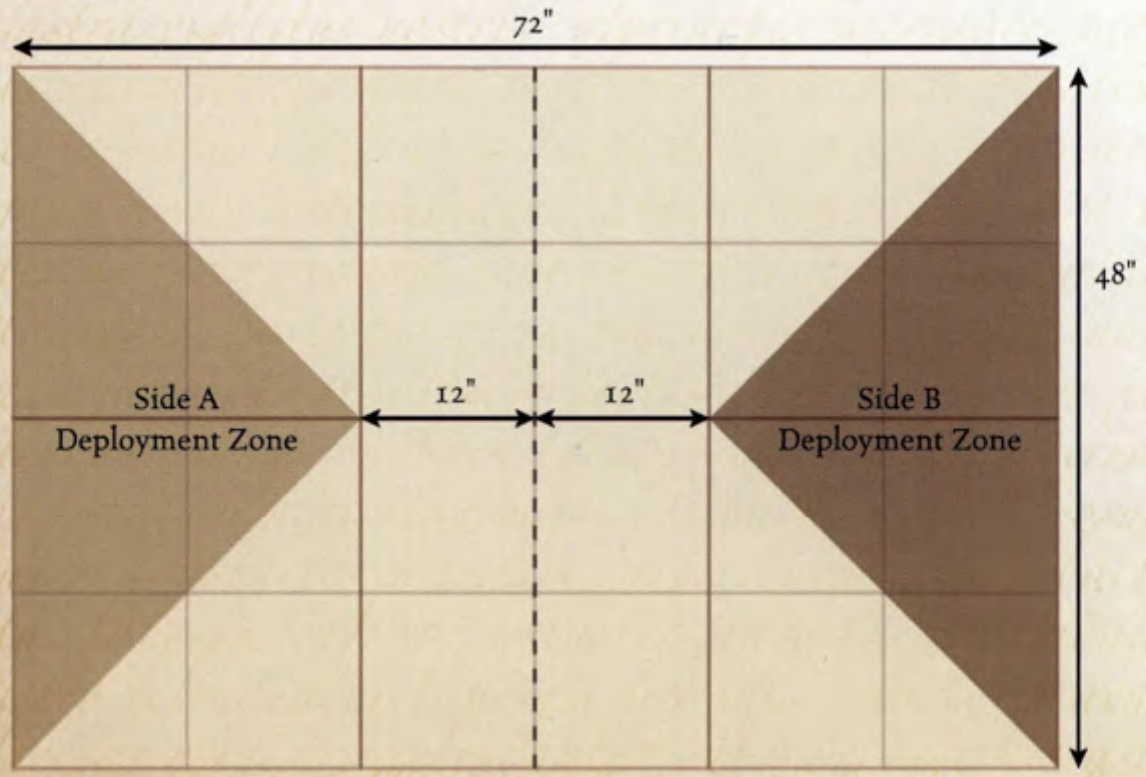
Victory Conditions
Cataclysm sees the outright attempt of one side to destroy and drive off the other at any and all costs, principally by forcing the foe back in disarray. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Starting with the beginning of the second game turn, each side gains a Victory point for each scoring unit in the opposite half of the tabletop. Scoring units for this mission are Troops and Elites units with the Infantry or Jump infantry type composed of five or more models.

Secondary Objectives
Slay the Warlord.

Additionally, if Lords of War are being utilised in the game then The Price of Failure secondary objective is also used (see page 163 for details).

Cataclysm



Campaign Phase III – Legendary Mission: The Blood of the Primarch

"That day we saw that even gods could die. Nothing was ever the same again, not for the Primarchs, not for us; they were mortal after all…"

The testimony of Cayveas Argo,
Legiones Astartes Iron Warriors

The Armies
Choose the armies as detailed on page 171, excepting that the Attacker (Traitor force) should have 50% more points available to it than the Defender (Loyalist force). Suggested force sizes are 2,000-3,000 points if the game is being played on a 6' x 4' table and 3,000-4,500 points if playing on an 8' x 6' table.

The Defender must be utilising a Legiones Astartes force as their primary detachment. In addition to their army and outside their normal Force Organisation chart, the Defender also has the Primarch of the Legion as part of their force, and may not take any additional Primarchs (but may take a different Lord of War as normal).

The Battlefield
Deploy as per the map presented below and then set up terrain for the battlefield. Depending on the Campaign phase being played, this may change the way the terrain is set up.

Mission Special Rules
- Compulsory Reserves (Attacker)
- Last Stand (Defender)

Compulsory Reserves
The Attacker must keep at least half of their total number of units (rounded down) in reserve at the start of the game. Any units carried in Drop Pods are not included for calculating this amount.

Unlike in standard missions, the Attacker begins rolling for their Reserves from the first turn onwards.

Last Stand
The Defender may hold no units in reserve unless they may only be deployed using the Reserves rules. Their Primarch must be deployed on the table at the start of the game and can never voluntarily leave the table.

All friendly units with the Legiones Astartes special rule from the same Legion as the Defending Primarch are Fearless while within 12" of their Primarch.

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

- Set up any player-owned fortifications.
- The Defender must deploy first and does so in the Defender's deployment zone. The player's entire force, except for any units held in reserve, deploy into their deployment zone.
- The Attacker must deploy second and does so in the Attacker's deployment zone, but may not deploy within 6" of one of their opponent's models. The player's entire force, except for any units held in reserve, is placed 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 Attacker has the first turn in this mission.

Game Length
The game lasts for six turns or until the Defender's Primarch is slain.

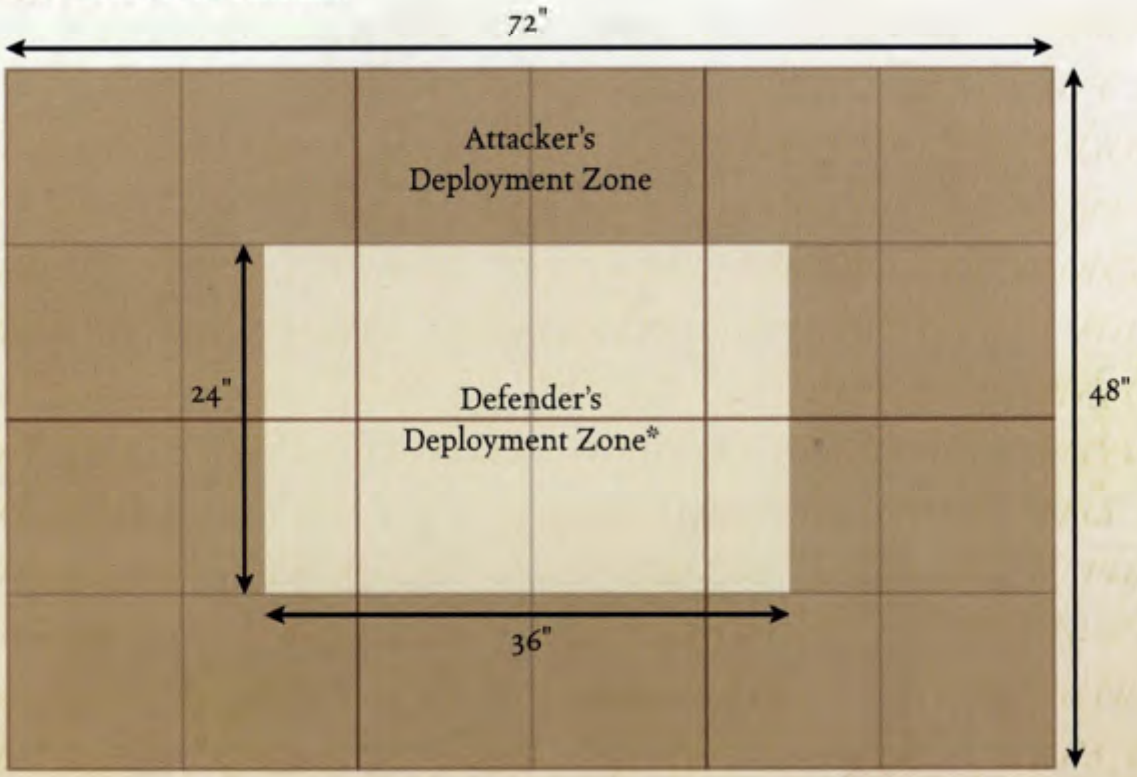
Victory Conditions
This mission is about the life and death final struggle of a Primarch on the battlefield. The only objective for the Attacker is to slay the Defender's Primarch, and for the Defenders to keep them alive.

Primary Objectives
At the end of the game, if the Defender's Primarch is alive, they have won the game. If they are dead, then the Attacker has won.

Secondary Objectives
None.

Designer's Note:
The Death of the Gorgon?
This mission is, of course, intended to represent the bitter last stand of Ferrus Manus and his Avernii Clan bodyguard at the Dropsite Massacre as part of this book's campaign, but could just as easily be replayed with Vulkan or Corax as the embattled son of the Emperor, or even one of the Traitors—caught off guard and isolated by vengeful Loyalists if you desire as an alternative beyond the campaign's setting.

The Blood of the Primarch



*On an 8' x 6' table, increase inner deployment zone by 6" on each side.



Space Marine Legion Crusade Army List Additions and Updates

The following section details additional rules and units for playing games of Warhammer 40,000 set against the background of the dark and terrible wars of the Horus Heresy, and is intended to be used in conjunction with the army list provided in *The Horus Heresy Book I – Betrayal.*

"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 normally 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 in *The Horus Heresy Book 1 – Betrayal*, 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.

Models with the Battlesmith rule that also possess a Cortex Controller may instead of the above restore a single lost wound to a Battle Automata as a use of this ability.

Cortex Controller
Any Forge Lord in a Space Marine Legion Crusade army may take a Cortex Controller in addition to their usual options for +15 points (see page 266). If at least one model so equipped is present in the armour then either a single Castellax Class Battle-automata unit (see page 274) or a single Thallax Cohort without Augment upgrades (see page 273) may be taken as Heavy Support option for that force.

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 Horus Heresy like demi-gods 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 Warhammer 40,000: 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 *The Horus Heresy Book 1 – Betrayal*, page 189)



Ancient Tuseok

The Dragon of Serapis

Attached to Cadre Obsidiax

A veteran of the Legion's battles before the XVIII[th] was united with its Primarch, Tuseok bears a long list of honours and advanced to the rank of Captain before his mortal wounding at the disastrous Battle of Khur. Of particular note is the Saturnyne Ram insignia on his left knee, indicating his participation with the Saturnyne Armada in the Segmentum Solar pacification campaign, and the white Firedrake skull and lightning bolts icon on his plastron—an insignia awarded by Vulkan for his heroic deeds during the conquest of Serapis.

Ancient Tuseok did not survive the Dropsite Massacre, though a small contingent of Cadre Obsidiax was able to evacuate Isstvan V alongside Raven Guard forces, thanks in no small part to the Dreadnought's self-sacrificial actions in repelling attacking waves of Night Lords gunships harrying the escape attempt.

Legion Mortis Dreadnought

125 points

	WS	BS	S	Armour Front	Side	Rear	I	A	HP
Legion Mortis Dreadnought	4	5	6	12	12	10	4	2	3

Unit Composition
- 1 Legion Mortis Dreadnought

Unit Type
- Vehicle (Walker)

Wargear
- Smoke launchers
- Searchlight
- Two twin-linked heavy bolters

Special Rules
- Helical Targeting Array

Options
- The Legion Mortis Dreadnought may exchange its two twin-linked heavy bolters with one of the following:
  - Two multi-meltas ..... Free
  - Two twin-linked autocannon ..... +10 points
  - Two twin-linked missile launchers (with frag and krak missiles) ..... +20 points
  - Two twin-linked lascannon ..... +30 points
- The Legion Mortis Dreadnought may take any of the following:
  - Extra Armour ..... +10 points
  - Armoured Ceramite ..... +20 points
- The Legion Mortis Dreadnought may take one of the following:
  - Up to two hunter-killer missiles ..... +10 points each
  - Havoc launcher ..... +15 points

Helical Targeting Array
The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Mortis Dreadnought to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Dreadnought is immobilised while the system is in operation.

If the Legion Mortis Dreadnought chooses to neither move nor Run in its turn, it gains the Skyfire and Interceptor special rules for that entire Game turn (ie, both the controlling player's turn, and his opponent's following player turn).

A Legion Mortis Dreadnought is an Elites choice in a Space Marine Crusade Legion army.

ELITES

The Dreadnought weapon configuration referred to as the Mortis sub-pattern mounts identical weapons on both arms, granting it the ability to bring a fearsome weight of firepower to bear on its target. The Mortis is often fitted with a helical targeting array slaved to enhanced target-cursing logis engines that allow it to track its foe with unprecedented accuracy and which make it particularly deadly against enemy flyers.

Initially, the majority of Mortis sub-pattern Dreadnoughts were of the Contemptor type, but as the Castraferrum Patterns (MkIV and MkV) Dreadnought has entered service in increasing numbers, this sub-pattern has been pressed into the anti-air role across all of the war zones of the Imperium.

Contemptor-Mortis Dreadnought

155 points

	WS	BS	S	Armour Front	Side	Rear	I	A	HP
Legion Contemptor-Mortis	4	5	7	13	12	10	4	2	3

Unit Composition
- 1 Contemptor-Mortis Dreadnought

Unit Type
- Vehicle (Walker)

Wargear
- Smoke launchers
- Searchlight
- Two twin-linked heavy bolters

Special Rules
- Atomantic Shielding
- Helical Targeting Array

Options
- The Contemptor-Mortis may exchange its two twin-linked heavy bolters with one of the following:
  - Two multi-meltas ..... Free
  - Two twin-linked autocannon ..... +10 points
  - Two Kheres pattern assault cannon ..... +25 points
  - Two twin-linked lascannon ..... +30 points
- The Contemptor-Mortis may take any of the following:
  - Extra Armour ..... +10 points
  - Havoc Launcher ..... +15 points

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-Mortis Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and a 6+ invulnerable save against attacks in close combat. In addition, if the Contemptor-Mortis suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Helical Targeting Array
The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Contemptor-Mortis to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Dreadnought is immobilised while the system is in operation.

If the Contemptor-Mortis Dreadnought chooses to neither move nor Run in its turn, it gains the Skyfire and Interceptor special rules for that entire game turn (ie, both the controlling player's turn, and his opponent's following player turn).

A Contemptor-Mortis Dreadnought is an Elites choice in a Space Marine Crusade Legion army.

ELITES

Dreadnoughts are utilised throughout the Legiones Astartes, fielded as spearhead assault units able to operate in war zones and environments impassable to more conventional classes of vehicle. Most in demand of all the types of Dreadnought in the arsenals of the Imperium are the Contemptors, towering war machines that utilise a combination of machine systems recovered during the Great Crusade, principal amongst them the potent and ill-understood atomantic arc-reactor. When the Legiones Astartes Contemptor Dreadnought Talons go to war they are sometimes accompanied by specialist machines to protect them from air attack. Where possible, the Contemptor-Mortis is fielded, for this anti-air sub-pattern of the standard Contemptor Dreadnought is equipped with an array of powerful weapons specifically designed to bring down enemy flyers, potent targeting augeries that allow it to lock onto and track multiple foes, as well as heavy field projectors able to withstand the inevitable storm of return fire its target is sure to unleash.

FAST ATTACK

Possessed of formidable firepower, automated weapons platforms and sentry gun batteries are used by many of the Imperium's diverse armed forces to take on the mundane duties of point defence and security, both planet-side and aboard ship. The most common of these designs is the Tarantula, whose ease of construction, multiple weapons configurations and general reliability have made it a staple of the arsenals of the Great Crusade and a well-regarded, if perhaps inglorious, tool of war.

The Space Marine Legions, in particular, make use of Tarantulas in a forward deployment role and see them as entirely disposable assets, often utilising them in the thick of battle to defend a forward position, draw out enemy forces for attack or even to guard a withdrawal or pin an enemy force during a feint. To this end, Tarantulas may be dropped into forward positions on the battle-lines immediately prior to suspected engagement via hovering servo-carriers or placed by reconnaissance forces under concealment to provide an unpleasant surprise for an attacker.

Tarantula Sentry Gun Battery

30 points per gun

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	3	-	6	2	-	-	-	3+

Unit Composition
- 1-3 Sentry Guns, forming a battery

Unit Type
- Artillery (Immobile)

Wargear
- Twin-linked heavy bolters

Special Rules
- Automated Artillery
- Firing Modes

Options
- Any Sentry Gun in the battery may exchange its twin-linked heavy bolters for:
  - Twin-linked heavy flamers..... Free
  - Two twin-linked rotor cannon..... Free
  - Twin-linked lascannon.....+10 points per model
  - Multi-melta and searchlight..... +5 points per model
- The entire Sentry Gun Battery may exchange their twin-linked heavy bolters for a:
  - Hyperios air-defence missile launcher* .....+20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for a:
  - Hyperios command platform*.....+10 points per model
- The entire battery may be upgraded to have one of the following:
  - Concealment.....+10 points per model
  - Forward Deployment ..... +5 points per model

A unit of Sentry Guns with Hyperios missile launchers or Hyperios command platforms does not have the Firing Modes special rule.

A Tarantula Sentry Gun Battery is a Fast Attack choice in a Space Marine Crusade Legion army.



Hyperios Air-defence Missile Launcher

Weapon	Range	Str	AP	Type
Hyperios	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker

Heat Seeker
A weapon with this special rule can re-roll all failed rolls To Hit against Flyers and Fast Skimmers.

Hyperios Command Platform
As long as the Hyperios Command Platform is on the table, all Hyperios air-defence missile launcher-equipped sentry guns in the same unit receive the Split Fire special rule (the unit automatically passes any Leadership tests it is required to take to use the Split Fire special rule without rolling any dice).

Forward Deployment
The Sentry Gun Battery has the Scout special rule (note that it still may not be deployed from reserve).

Concealment
The Sentry Gun Battery has the Shrouded special rule until the first time it fires its weapons, afterwards the effects of this rule no longer apply.

Firing Modes
A Sentry Gun can fire in one of two ways and the controlling player must decide which mode it will be set up in before the start of the game. They cannot change its mode once it has been decided, it remains in that mode for the rest of the game.

Point Defence Mode: The Sentry Gun is set up with a fixed firing arc. In this mode the gun will engage enemy targets up to 36" away which are in a fixed 90° arc to its front.

Sentry Mode: The Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter, heavy flamer or rotor cannon-equipped Sentry Gun will fire at the nearest enemy non-Vehicle target according to its firing mode.
- A lascannon or multi-melta equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles still count as viable targets, only wrecked vehicles will be ignored).

Note that this means while a preferred target type is within range, it is possible for a unit of differently armed Sentry Guns to fire at two separate targets.



Primaris-Lightning Strike Fighter

135 points

FAST ATTACK

A relatively recent addition to the armouries of the Great Crusade, the Primaris-Lightning Strike Fighter is a high-speed sub-orbital fighter craft, designed for high-speed interception, interdiction and surgical-strike roles. Created by the Archmagos-Arbiter Sykosk Thule, master of the sovereign Forge World of Voss, the Primaris-Lightning represented a new paradigm in aero-warcraft, being built around a powerful forced-plasma ramjet drive and optimised for the most sophisticated munitions and avionics systems available.

While exceeding all similar patterns in service of its size for speed and payload capacity, it was extremely costly to produce, proved difficult to maintain and difficult to handle by all but the most experienced pilots —flaws Sykosk attributed purely to the failure of weak flesh. These factors, however, saw the pattern's issue limited to the elite close-support units of the most well-resourced Legions and the Mechanicum itself, and while a 'degraded' – if more easy to operate and maintain – version of the Lightning was rumoured to be under consideration just prior to the outbreak of the Horus Heresy, this reduced pattern paid no part in the conflict.

		Armour			
	BS	Front	Side	Rear	HP
Primaris-Lightning	4	11	11	10	2

Unit Composition
- 1 Primaris-Lightning

Unit Type
- Vehicle (Flyer)

Wargear
- Chaff launcher
- Twin-linked lascannon
- Armoured cockpit

Special Rules
- Agile
- Deep Strike
- Supersonic
- Missile Barrage

Options
- The Primaris-Lightning is equipped with three dual hardpoint mounts, each of which can be equipped with one of the following payload options at the cost listed:
  - Twin-linked autocannon ..... +20 points
  - Twin-linked multilaser ..... +20 points
  - Twin-linked missile launcher (equipped with frag and krak) ..... +25 points
  - Two Sunfury heavy missiles ..... +15 points
  - Two Kraken penetrator heavy missiles ..... +25 points
  - Phosphex bomb cluster ..... +25 points
  - Two electromagnetic storm charges ..... +20 points
- The Primaris-Lightning may be equipped with any of the following:
  - Battle Servitor Control ..... +15 points
  - Ground-tracking Auguries ..... +10 points
  - Ramjet Diffraction Grid ..... +20 points

Special Ordnance: Rad Missiles
If the Primaris-Lightning is equipped with one or more twin-linked missile launchers, these may be upgraded to further carry rad missiles for +15 points per twin-linked launcher.

A Primaris-Lightning Strike Fighter is a Fast Attack choice in a Space Marine Crusade Legion army or a Mechanicum Ordo Reductor army.



Ramjet Diffraction Grid
Using similar technology to the flare shield, this system channels the plasma heat and radiated waste of the Primaris-Lightning's powerful engines into a scattering superheated plasma field in the aircraft's wake, leaving a fiery, comet-like trail. This reduces the Strength value of incoming shooting attacks from its side and rear arcs by -1, but means the model cannot benefit from cover saves thanks to Night Fighting.

Ground-tracking Auguries
A Flyer equipped with this system gains the Strafing Run special rule.

Deadly Cargo: If the Flyer carrying unused weapons with this rule takes hull damage but is not destroyed, roll a D6. On the result of a 6, the flyer suffers an Explodes! result on the Vehicle Damage chart.

Battle Servitor Control: A Primaris-Lightning may replace their human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Primaris-Lightning the Tank Hunters special rule.

Primaris-Lightning Weapons
The Primaris-Lightning was specifically intended to operate some of the most advanced and savage munitions in the arsenal of the later Great Crusade era – sometimes unstable weapons of baleful design and born of the darkest arts of the Mechanicum's priests of the machine.

Weapon	Range	Str	AP	Type
Sunfury heavy missile	36"	6	3	Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use
Kraken penetrator heavy missile	36"	8	1	Heavy 1, Missile, Armourbane, One Use
Phosphex bomb cluster	Bomb	5	2	Heavy 2, Barrage, Bomb Cluster, Blast (3"), Poisoned (3+), Crawling Fire*, Lingering Death*, Deadly Cargo, One Use
Electromagnetic storm charge	Bomb	3	4	Heavy 1, Bomb, Large Blast (5"), Haywire, Concussive, One Use

*See The Horus Heresy Book I – Betrayal, page 231.



Legion Javelin Attack Speeder Squadron

75 points per model

FAST ATTACK

Javelin attack speeders share many of the advanced systems found in the jetbikes of the Legiones Astartes Sky Hunter strike squadrons, and as such are both rare and highly valued. Utilising a range of anti-grav impellor technologies so esoteric that some amongst the Mechanicum regard them with overt distrust, Javelin attack speeders are time-consuming to construct and difficult to repair should they sustain battle damage. Nevertheless, they are fast, highly manoeuvrable, have an extended operational range and, perhaps most importantly, are able to carry a heavy payload of weapon systems. All of these characteristics ensure that these rare attack vehicles remain in high demand amongst the Legiones Astartes, as well other elite formations such as the Legio Custodes and the Sisters of Silence.

		Armour			
	BS	**Front**	**Side**	**Rear**	**HP**
Javelin Attack Speeder	4	11	11	10	2

Unit Composition
- 1 Javelin Attack Speeder

Unit Type
- Vehicle (Skimmer, Fast)

Wargear
- Heavy bolter
- Twin-linked cyclone missile launcher

Special Rules
- Deep Strike
- Outflank

A Legion Javelin Attack Speeder Squadron is a Fast Attack choice for a Space Marine Crusade Legion army.

Options
- The Legion Javelin Attack Speeder Squadron may include:
  - Up to two additional Javelin Attack Speeders .....+75 points each
- Any Javelin Attack Speeder may replace its twin-linked cyclone missile launcher for a:
  - Twin-linked lascannon.....+10 points
- Any Javelin Attack Speeder may replace its heavy bolter with a:
  - Heavy flamer..... Free
  - Multi-melta.....+10 points each
- Any Javelin Attack Speeder may be equipped with any of the following upgrades:
  - Searchlight.....+1 point each
  - Up to two hunter-killer missiles .....+5 points each

Cyclone Missile Launcher

Weapon	**Range**	**Str**	**AP**	**Type**
Cyclone missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2



Deathstorm Drop Pod

90 points

	Armour			
	BS	Front	Side	Rear	HP
Deathstorm Drop Pod	4	12	12	12	3

Unit Composition
- 1 Deathstorm Drop Pod

Unit Type
- Vehicle (Open-topped)

Wargear
- Five Deathstorm frag launchers

Special Rules
- Deep Strike
- Immobile
- Inertial Guidance System
- Area Denial
- Independent Machine-spirits

Options
- A Deathstorm Drop Pod may replace all five Deathstorm launchers with:
  - Five Deathstorm krak launchers.....+30 points

Special Rules

Area Denial
Any successful Morale checks or Pinning tests caused by a Deathstorm Drop Pod on the turn it deploys must be re-rolled.

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. Note that the Deathstorm pattern Dreadnought Drop Pod is considerably larger than the more common Drop Pod and so will need a larger space in which to land successfully.

Independent Machine-spirits
Deathstorm Drop Pods may target different enemy units with each of their weapons:

Deathstorm Launcher System

Weapon	Range	Str	AP	Type
Deathstorm frag launcher	48"	5	4	Heavy 1, Blast (3"), Pinning
Deathstorm krak launcher	48"	8	3	Heavy 2

A Deathstorm Drop Pod is a Heavy Support choice for a Space Marine Legion Crusade army, and may be taken instead as a Fast Attack choice for this army if the Orbital Assault Rite of War is used.*

**See The Horus Heresy Book I – Betrayal, page 189.*

HEAVY SUPPORT

Deathstorm drop pods were first conceived and prototyped by the Raven Guard Legion, who sought to augment the firepower of their precision-orbital assaults. The Raven Guard's preference for such surgical-strike tactics would, upon occasion, leave them at a disadvantage in the case of both protracted engagements and in assaulting very heavily fortified targets where heavy units such as Legion tanks and artillery could not used.

This opened the Legion up to levels of casualties during some successful drop pod assaults that their Primarch Corax would not countenance. The Raven Guard's solution spoke much to their own nature and preferred tactics – a weapon that would strike with merciless swiftness and expend its force in a lethal fury that left little need for prolonged endurance.

Built around a standard drop pod chassis, the Deathstorm pattern uses rapid-firing missile launchers to blast an area in a massive volley of fire upon landing, clearing the way for the Space Marines to assault in their wake. The machine-spirit targeted weapons of the Deathstorm will then continue to sweep the landing zone and provide fire support, although at much reduced firepower, the bulk of their ammunition already expended on their arrival.

Legion Whirlwind Scorpius

115 points

HEAVY SUPPORT

The term 'Whirlwind' is used amongst the Legiones Astartes to describe a range of vehicle-mounted multiple missile launcher systems, many of which have been recovered during the Great Crusade and are undergoing front line trials with various units. The Scorpius is a pattern that has only recently entered service, having been created at the behest of the Space Wolves Legion to aid in the campaign against the fortified bastion-cities of the xenos Ghassulian Sub-realms. Fighting alongside Legion Predators, with which it shares many common armour and drive systems, the Scorpios has proven itself well suited to such high-intensity operations and has been approved for service across the entire Legiones Astartes.

		Armour			
	BS	Front	Side	Rear	HP
Whirlwind Scorpius	4	13	12	10	3

Unit Composition
- 1 Whirlwind

Unit Type
- Vehicle (Tank)

Wargear
- Searchlight
- Smoke launcher
- Scorpius multi-launcher
- Twin-linked bolter

Options
- The Whirlwind Scorpius may take any of the following upgrades:
  - Hunter-killer missile ..... +10 points each
  - Dozer Blade ..... +5 points each
  - Extra Armour ..... +10 points each

Scorpius Multi-launcher
This is a prototype weapons system intended to replace the standard Whirlwind armament which was undergoing battlefield testing at the outbreak of the Horus Heresy. As well as the launcher itself being capable of more rapid fire than its predecessor, the Scorpius' rocket munitions were designed to concentrate their force in a more confined area, greatly increasing their destructive potential.

Weapon	Range	Str	AP	Special
Multi-launcher	48"	8	3	Heavy 1, Barrage, Blast (3"), Rocket Barrage

Rocket Barrage: In a turn in which the vehicle has not moved, the mutli-launcher's rate of fire is increased to Heavy 1+D3.

A Legion Whirlwind Scorpius is a Heavy Support choice in a Space Marine Legion Crusade army.

Legion Sicaran Battle Tank

135 points

	Armour			
	BS	Front	Side	Rear	HP
Sicaran Tank	4	13	12	12	3

Unit Composition
- 1 Sicaran Tank

Unit Type
- Vehicle (Tank, Fast)

Wargear
- Searchlight
- Smoke launcher
- Twin-linked accelerator autocannon
- Heavy bolter
- Extra Armour

Options
- The Sicaran may take any of the following upgrades:
  - Hunter-killer missile ..... +10 points
  - Dozer Blade ..... +5 points
  - Auxiliary Drive ..... +10 points
  - Armoured Ceramite ..... +20 points
- The Sicaran may take one of the following sets of two sponson weapons:
  - Heavy bolters ..... +20 points
  - Lascannon ..... +40 points

Accelerator Autocannon
The accelerator autocannon is a sophisticated weapon which fires a hail of medium-calibre high velocity shells with great accuracy. Its bursts of cannon fire can rip through heavy armour with repeated shell-impacts or strafe rapidly moving targets with devastating effect.

Weapon	Range	Str	AP	Special
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking

Rapid Tracking: Targets may not take Jink saves against damage from this weapon.

A Legion Sicaran Battle Tank is a Heavy Support choice in a Space Marine Legion Crusade army.

HEAVY SUPPORT

One of the most advanced armoured units in the arsenal of the Great Crusade, the Sicaran battle tank was the exclusive province of the Space Marine Legions. Its introduction was on-going at the outbreak of the Horus Heresy, and the Warmaster ensured that many examples of this new tank found their way into the armouries of those Legions that would side with him before the outbreak of the civil war.

Designed in concert between the Primarchs Ferrus Manus and Roboute Guilliman, alongside the Magos of the Mechanicum Tempestora Sect, the Sicaran utilises component technologies from various STC patterns such as the Rhino, Land Raider and Hephaestus, to create a high-speed 'destroyer' tank to complement the more commonplace Predator and Land Raider designs.

The primary armament of the main Sicaran variant is the sophisticated Herakles pattern accelerator autocannon. Technologically akin to the heavier calibre ordnance mounted on the Fellblade super-heavy tank, it is a superior rapid-firing and highly accurate weapon. It fires shells at far higher velocities than a standard autocannon, enabling it to successfully track and engage swift moving targets and pinpoint vulnerabilities in enemy armour with lethal precision.

Developed alongside the more common Legion drop pod in general service, specifically designed Dreadnought drop pods, such as the Lucius pattern heavy drop pod, are somewhat larger than the standard drop pods of the Legiones Astartes and have a more powerful engine, allowing for a dangerously meteoric descent to the battlefield. This serves to protect their cargo during approach and allow it to strike with unprecedented speed. The stresses involved, however, are such that only the heavily armoured and protected shell of a Dreadnought could hope to survive the descent and impact with the ground without being wrecked or pulverised.

Dreadnought drop pods are still highly valued by many Legions, especially considering the attrition rate they commonly suffer in battle, while others inherently dislike the design, lacking as it does armament or the adaptability of more mobile, multi-role designs such as the Deathclaw pattern recently made available.

Legion Dreadnought Drop Pod

65 points

	Armour			
	BS	Front	Side	Rear	HP
Legion Dreadnought Drop Pod	4	12	12	12	3

Unit Composition
- 1 Drop Pod

Unit Type
- Vehicle (Open-topped, Transport (Special))

Wargear
- None

Transport Capacity
- The Legion Dreadnought Drop Pod may transport a single Dreadnought or Dreadnought variant (including Contemptor Dreadnoughts)

Special Rules
- Drop Pod Assault
- Immobile
- Inertial Guidance System
- Burning Retros
- Assault Vehicle

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 with. 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 who 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 (although no Hull Point loss is suffered).

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. Note that the Lucius pattern Dreadnought Drop Pod is considerably larger than the more common Drop Pod and so will need a larger space in which to land successfully.

Burning Retros
Owing to the meteoric descent speed and impact of the Legion Dreadnought Drop Pod, and the fiery blast of the Drop Pod's retros on arrival, the Legion Dreadnought Drop Pod has the Shroud special rule on the game turn it arrives (note this also applies to any interceptor fire or similar effects it might be subject to). Once the Drop Pod lands, its doors are opened automatically, but the Dreadnought inside does not have to deploy out unless the controling player wishes. Should the Dreadnought carried by the Drop Pod remain on any part of its structure (including its doors) on the game turn the Drop Pod arrives, it benefits from the Shrouded special rule also, as does any unit targeted by any shooting attack whose line of sight passes through or over the Drop Pod on the game turn of its arrival.

Assault Vehicle
The Legion Dreadnought Drop Pod has the Assault Vehicle special rule thanks to its larger size and special design, allowing the transported Dreadnought to assault on the same turn it disembarks from the Drop Pod's structure. However, the Dreadnought may still not assault on the same turn the Drop Pod arrives from Deep Strike.

The Legion Dreadnought Drop Pod is a Dedicated Transport option for a Dreadnought Talon of any type, numbering a single Dreadnought chosen from the Space Marine Legion Crusade army list.

Legion Glaive Super-heavy Special Weapons Tank — 625 points

	Armour				
	BS	Front	Side	Rear	HP
Glaive	4	14	13	12	12

Unit Composition
- 1 Glaive

Unit Type
- Super-heavy vehicle (Tank)

Wargear
- Turret-mounted Volkite Carronade
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers

Options
- A Glaive may exchange its quad lascannon sponsons for:
  - Laser destroyer sponsons ..... Free
- A Glaive may exchange its hull-mounted twin-linked heavy bolters for:
  - Twin-linked heavy flamers ..... Free
- A Glaive may take any of the following:
  - Hunter-killer missile ..... +10 points
  - Armoured Ceramite ..... +25 points

Volkite Carronade

Weapon	Range	Str	AP	Special
Volkite Carronade	48"	8	2	Ordnance 1, Ignores Cover, Heavy Beam, Deflagrate, Haywire

Heavy Beam: When the weapon is fired, draw a line from the end of the gun barrel up to the listed range of the weapon and 1" wide. The initial target for the weapon (the first model in the beam's path) must be an enemy model.

- All models (friend and enemy) caught in the beam area (excepting the firing tank) suffer a hit with the listed profile of the weapon, except Zooming Flyers and Swooping Monstrous/Gargantuan Creatures that cannot be affected or targeted.
- Units struck receive a number of hits equal to the number of their models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.
- If the beam strikes a Super-heavy vehicle, Gargantuan Creature or large intact building/fortification (bastion sized or larger), the attack is blocked and its line of effect will go no further. The blocking target will, however, suffer 1+D3 separate hits, rather than just 1.
- If a vehicle transporting models suffers a penetrating hit from the Volkite Carronade, the occupants inside suffer D6 Str 4 AP- hits with the Deflagrate rule, in addition to any other effects. Casualties are assigned by the controlling player.

A Legion Glaive Super-heavy Special Weapons Tank is a Lords of War choice for a Space Marine Crusade Legion army.

LORDS OF WAR

The Glaive, or Fellglaive as it is sometimes known, is a super-heavy tank pattern related to the Fellblade, but beyond the obvious surface similarities the two tanks are very different. The reason for this divergence lies with the Glaive's primary weapon system, the fearsome and arcane Volkite Carronade. A device of the Mechanicum whose design is said to originate on Mars in the wars of the Age of Strife, it was not without some acrimony that the Forge Lords agreed to the Emperor's demand for a Legion tank to be created that utilised this weapon. The need however was great, and the Glaive was first deployed against the apex exo-chthon codified as the *Catachi Diabolum* which had proved such a thorn in the Great Crusade's side. Later the Glaive proved its worth both against the Ork hordes and the stranger xenos monstrosities encountered as the Emperor's crusading armies penetrated the murderous zones surrounding the galactic core.

The effort of constructing practicable numbers of super-heavy tanks around the Volkite Carronade is considered well worth the staggering expenditure in resources required, for multiple targets and even the largest of xenos abominations are struck down by its ravening beam before even a portion of its energy is dissipated.



Space Marine Legion Army List Appendix

The following section provides additional rules, characters, Primarchs and other special units designed to customise the main army list presented in *The Horus Heresy Book I – Betrayal* to more specifically represent the Legions in this book.

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.

"For a warrior, the only crime is cowardice."

Attributed to Horus Lupercal

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.

All models and units with this special rule are subject to the following provisions:

- Units with this special rule may always attempt to regroup regardless of casualties.
- **The Edge of the Spear:** Units with this rule who are held in reserve (and any transport vehicles they are being carried in) may, if their controlling player wishes, re-roll results of a '1' when making Reserve rolls.
- **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.
- **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.*

Legion Specific Units & Wargear

In addition to those found in the Crusade army list, the Sons of Horus Legion has particular access to the following additional unit types: Justaerin Terminator Squads, Reaver Attack Squads and Dreadclaw Drop Pods. Justaerin Terminator squads may be chosen as Elites choices or replace Command Squads for the army. Reaver Attack Squads may be chosen as Fast Attack choices, while the Dreadclaw Drop Pod is a Dedicated Transport.



The Sons of Horus Unique Rite of War: The Black Reaving

With the treachery of the Warmaster, their gene-father, the Sons of Horus Legion grew ever more savage and proud. Freed of the last remaining shackles imposed on them by the distant rule of the Emperor and the dim remembrance of Terra's martial traditions, they fought with callous, calculated fury, born both of the darkness in their hearts and shadowed powers which Horus had found communion with. Their battle tactics became ever more predatory, while the Warmaster himself saw to it that as the rebellion burned on, his own Legion lacked neither for recruits nor the finest weapons and wargear his enthralled Mechanicum allies could supply. This Rite of War represents just such a Sons of Horus formation, a highly co-ordinated strike force which encircles and tears apart its victims like a pack of nightmarish predators.

Effects

- **Encirclement:** Any non-Vehicle unit which is part of a detachment using this Rite of War which enters play from reserve (other than by Deep Strike) has the Fleet special rule on the turn it arrives.
- **Cut them Down:** Units with the Legiones Astartes (Sons of Horus) special rule taken as part of a detachment using this Rite of War gain the Rage special rule when they successfully charge an enemy unit which is already engaged in an on-going assault.
- **Reaver Onslaught:** Sons of Horus Legion Reaver squads may be chosen as Troops choices for detachments using this Rite of War.
- **The Eye of the Warmaster:** Justaerin Terminators chosen as part of a detachment using this Rite of War gain the Deep Strike special rule.

Limitations

- Detachments using this Rite of War must take a Master of Signal as a Compulsory HQ choice, in addition to the Praetor or other characters whose presence allows for the use of a Rite of War.
- Detachments using this Rite of War must take more Fast Attack choices than Heavy Support choices from the Force Organisation chart for the mission type they are using. So, for example, if the force contains three Fast Attack choices, it may also contain up to two Heavy Support choices.
- Detachments using this Rite of War must take an additional Compulsory Troops choice as part of their Force Organisation chart.
- Primary detachments using this Rite of War may not take Fortification detachments.

"Truth is decided upon by those with Power. Those who can accumulate enough Power can enforce their own Truth upon a recalcitrant galaxy."

Slaban Strontos
Rogue Trader Militant

Banestrike Bolter Rounds (Special Ammunition type)

These mysterious variant bolt shells, believed to have been designed in secret within the armouries of the Alpha Legion long before the outbreak of the Heresy, had it seems a sole purpose; to breach the ceramite power armour of Space Marines. Used openly for the first time at the Dropsite Massacre on Isstvan V, their dense explosive cores and firing stresses reduced their range and swiftly degraded the firing weapon, but their effect against the betrayed Legions was devastating. Fortunately for the Loyalists, supplies of these difficult to manufacture munitions rounds were limited, and only the Alpha Legion and the Sons of Horus were able to field them in substantial numbers beyond that incident of brutal treachery.

Banestrike bolter rounds used in bolters have the following profile:

Banestrike	Range	Str	AP	Type
(Boltgun)	18"	4	5	Rapid Fire, Banestrike
(Combi-bolter)	18"	4	5	Rapid Fire, Banestrike, Twin-linked

Banestrike: When rolling To Wound, results of a 6 with this weapon are at AP 3.

Legion Seeker Squads with the Legiones Astartes (Alpha Legion) or Legiones Astartes (Sons of Horus) special rule may exchange their Scorpios special issue ammunition with Banestrike ammunition at no cost.

Independent characters with the Legiones Astartes (Alpha Legion) or Legiones Astartes (Sons of Horus) special rule may upgrade either a boltgun or combi-bolter they are carrying to use exclusively Banestrike ammunition for +5 points.

FAST ATTACK

An evolution of the despoiler and assault squads found in the order of battle of the Luna Wolves, the Reaver squads in many ways epitomised the Sons of Horus' way of warfare. Heavily influenced by the tactics of the seething and incessant tribal warfare of Cthonia, Reaver units specialised in lightning-swift assaults which maimed and disabled a foe, striking down leaders, mercilessly cutting down any who were weak or isolated, and sowing panic and disorder in any who remained. Vicious and adaptable, the Reaver squads could fight equally well in multiple theatres of warfare, from void boarding actions, to battlefield shock-assaults, to hit and run raids and scouring operations. Each Reaver unit, whether squad or entire company in strength, was effectively a warband in its own right, and its warriors fought more as individuals than regimented soldiers. Idiosyncratic both in appearance and wargear, it strove to make its own name and reputation. Of these the Catulan Reavers were the most infamous during the early battles of the Horus Heresy and were active at both Isstvan III and V, but there were many more. As the war progressed, the Reaver pattern became more commonplace in the Sons of Horus, displacing more regimented formations as new units were formed. Accordingly they were favoured with the finest arms and wargear the Warmaster could provide.

Reaver Attack Squad

(Sons of Horus Legion Only)

135 points

	WS	BS	S	T	W	I	A	Ld	Sv
Reaver	4	4	4	4	1	4	2	8	3+
Reaver Chieftain	4	4	4	4	1	4	3	9	3+

Unit Composition
- 4 Reavers
- 1 Reaver Chieftain

Unit Type
- Reaver: Infantry
- Reaver Chieftain: Infantry (Character)

Wargear
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag & krak grenades

Special Rules
- Legiones Astartes (Sons of Horus)
- Assassin's Eye
- Outflank

Dedicated Transport
- A Reaver squad, so long as it is not equipped with jump packs, may choose a Legion Rhino or a Dreadclaw Drop Pod as a Dedicated Transport if it numbers 10 models or less.

Options
- The Reaver squad may take:
  - Up to 10 additional Reavers.....+15 points each
- Each model in the squad may take one of the following options:
  - Boltgun with Banestrike shells.....+5 points each
  - Volkite charger.....+ 7 points each
  - Combi-weapon with Banestrike shells for its boltgun component.....+10 points each
- Rather than taking an option from the previous list, one in every five models in the squad may take one of the following options instead (this may include the Reaver Chieftain):
  - Flamer.....+10 points each
  - Meltagun.....+15 points each
  - Plasma gun.....+15 points each
  - Plasma pistol.....+15 points each
- Any model in the squad may exchange their chainsword or combat blade with one of the following weapons:
  - Chainaxe.....+1 point each
  - Power weapon.....+10 points each
  - Power fist.....+15 points each
- The Reaver Chieftain may also take any of the following options:
  - Melta bombs.....+5 points
  - Artificer armour.....+10 points
  - Hand flamer.....+5 points
- The entire squad may also take:
  - Jump Packs.....+50 points for the squad

Assassin's Eye
A model with this special rule uses the Precision Shots and Precision Strikes rules (see page 63 of the *Warhammer 40,000* rulebook) despite not being a character.



Addenda: Remembrancer depictions of Sons of Horus Reaver units. Reaver units made extensive use of prototype and sub-pattern wargear and power armour, manufacture and origin unknown.

Maloghurst The Twisted

140 points

Cadre-captain of the Sons of Horus, Bearer of the Eye, The Shadowed Hand, Equerry of the Warmaster

HQ

A veteran Legiones Astartes who had served in the Luna Wolves and the Sons of Horus throughout numerous campaigns of the Great Crusade, Maloghurst earned himself the title 'Twisted' by way of his formidable mind, devoting his every effort to the role of equerry to his Primarch Horus Lupercal. The title found cruel double meaning when Maloghurst was wounded almost unto death when his transport was shot down during the pacification of Sixty-Three Nineteen. Though Maloghurst survived, his body was left crippled, forcing him to abandon the role of the warrior but allowing him to devote himself fully to his master's service. In serving the Warmaster with such diligence, Maloghurst would share his fall from grace. By the time of the Isstvan III betrayal, Maloghurst was one of the Warmaster's closest counsellors as well as the bearer of his iron-bound icon of the eye.

	WS	BS	S	T	W	I	A	Ld	Sv
Maloghurst	5	5	4	4	3	4	2	10	3+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Power armour
- Power sword
- Bolter with Banestrike shells
- Bolt pistol
- Frag and krak grenades
- Refractor field
- Legion standard

Special Rules
- Legiones Astartes (Sons of Horus)
- Independent Character
- Master of the Legion
- Bearer of the Eye
- Broken in Body
- Adamantium Will

Warlord Trait

The Battle Standard of Rebellion: If Maloghurst is the army's Warlord, then he is counted as a scoring unit in any mission where Troops are classed as scoring units.

Bearer of the Eye

Maloghurst serves both as the Warmaster's equerry and enforcer within his own ranks, and where he goes, the will and power of Horus goes with him. If Maloghurst is present in a detachment, the Sons of Horus Veteran Tactical Squads and Sons of Horus Reaver Squads may be taken as Troops choices in that detachment.

Broken in Body

Once one of the finest warriors in his Legion, his body was shattered by terrible injuries which have left him a shadow of his former glory. Maloghurst and any unit he joins may not make Run moves or Sweeping Advances.

Maloghurst is a HQ choice for a Sons of Horus army representing the Traitors during the Horus Heresy, and so may not be selected by the Loyalists in any narrative campaign that follows the history path of the Horus Heresy.



Addenda: Remembrancer depictions of
Sons of Horus Centurion and Command units,
Later Great Crusade era.

Divergent armorial and Cthonian glyph patterns
increase in use, alongside repeated use of the
Warmaster's personal iconography.

"Monuments are dust, tales merely words, soon forgotten, but blood—blood is forever."

The Primarch Angron

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.

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.

All models and units with this special rule are subject to the following provisions:

- 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 check 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 check 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.

The Savage Tide Rising: The Doom of the World Eaters Legion

Long before the dawning of the Horus Heresy, the World Eaters had stood on the edge of an abyss created by their own unquenchable bloodlust, the bitter rage of their Primarch and the self-mutilation of their own brains and nervous systems. Baptised in the blood of their fellow Legionaries and their own brothers at Isstvan III, whether they knew it or not, the Legion had toppled headlong into that abyss, and in that darkness, the Ruinous Powers were waiting to claim their souls. Blindly and unknowingly, the World Eaters went to their doom with each sweep of their chainaxes and each life torn apart before them, and as the blood flowed, the madness within them grew ever worse.

A World Eaters army representing a Traitor force in games set after Isstvan in the Horus Heresy campaign may, if its controlling player wishes, exchange the Bloodlust component of their Legiones Astartes (World Eaters) special rule with the Blood Madness special rule shown below instead. In non-campaign games, it is also free to use this rule, but must always declare this at the start of the game. All units in the army must use Blood Madness or Bloodlust, you cannot have a mix of the two!

Blood Madness: Any unit with this rule has the Rage special rule and must always make Sweeping Advances if able and cannot voluntarily Go to Ground or choose to fail a Morale check. In addition, after an assault, models with this special rule must always Consolidate towards the nearest enemy unit that they are able to harm.



Legion Specific Units

In addition to those found in the Crusade army list, the World Eaters Legion has particular access to two additional unit types: Rampager squads and The Red Butchers. It also has access to additional wargear: chainaxes and gladiatorial weapons of the Caedere for their Rampager squads. Rampager squads may be chosen as both Fast Attack and Elites choices for a World Eaters Legion army, while The Red Butchers are Elites choices only.

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, Concussive, +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.

World Eaters Unique Rite of War: Berserker Assault

In the aftermath of the betrayal at Isstvan III, the World Eaters Legion, under their savage Primarch Angron, became ever more insular as a Legion and uncontrollable on the battlefield, proving a double-edged sword even to their allies. The psycho-surgery rife within the Legion became even more widespread and extreme in its use, and the neophytes inducted with ever-increasing pace into the World Eaters' ranks to replace the fallen were cerebrally mutilated with the implants as a matter of course. All-out infantry assaults supported by fast moving armour, with the aim of immediately closing into bloody melee with the foe, had always been a hallmark of the Legion, and now became often their goal; carnage for its own sake beyond any strategic objective to the contrary.

Effects

- **Berserk Charge:** All models with the Legiones Astartes (World Eaters) special rule subject to this Rite of War gain the Hatred special rule while outside of their own deployment zone, and must always attempt to make Sweeping Advances if able.
- **Unstoppable Wave:** All models with the Legiones Astartes (World Eaters) special rule subject to this Rite of War must re-roll failed Pinning tests and must re-roll their Run roll results of '1'.

Limitations

- Detachments using this Rite of War must take an additional Compulsory Troops choice in addition to that usually required on their Force Organisation chart.
- Detachments using this Rite of War may not take more vehicles with the Tank or Flyer type than they have Infantry units in the detachment.
- Detachments using this Rite of War may only take a single Consul as part of their HQ choices and may not take a Librarian.
- Primary detachments using this Rite of War may not take a Fortification or other Space Marine Legion allied detachment.



"I have slain many enemies, and won many battles and I tell you there is no great secret to success in war, no subtle trick of strategy that has saved my foes—I seek out the enemy, attack as soon as I am able and with all the force at my command, rend his soldiers and smash his fortresses, leave only corpses behind me and then move on—thus my Primarch has taught me, and I find his wisdom has proved worthy on a hundred battlefields."

Kharn The Bloody,
First Captain
of the World Eaters

ELITES

The Atrocity at Isstvan III unleashed a madness that had long festered in the World Eaters Legion and its Primarch, a blood-hungry rage that afflicted the very core of the Legion's being and was amplified by the horrific hyper-aggression-inducing cranial surgery many of World Eaters had subjected themselves to. On the killing ground of Isstvan III, there were World Eaters on either side of the conflict who succumbed utterly, devolving into mindless frenzied savages that could not be controlled. Rather than 'putting down' such individuals as had happened in the past (as such things had occurred from time-to-time long before the Horus Heresy), the Apothecaries had the mad subdued and chained for a far darker fate.

The Techmarines made customised Terminator suits from recovered wargear for them, fashioning them both as armour and as confinement; mechanised prison cells that could be immobilised with a remote signal. Hung in chains in the holds of the World Eaters warships, foaming and screaming in impotent rage, the Red Butchers were born. Unleashed first against the Loyalists at Isstvan V, these damned souls, insane with wrath were loosed to careen blindly into the foe, hacking and slaughtering with savage abandon. Few survived, but the fragments of their Terminator suits, spattered with gore, were found and remade anew for fresh occupants to inhabit.

The Red Butchers
(World Eaters Legion Only)

275 points

	WS	BS	S	T	W	I	A	Ld	Sv
Butcher Terminator	5	2	4	4	2	4	2	8	2+
The Devoured	5	2	4	4	2	4	3	9	2+

Unit Composition
- 4 Butcher Terminators
- 1 Devoured

Unit Type
- Butcher Terminators: Infantry
- Devoured: Infantry (Character)

Wargear
- Cataphractii pattern Terminator armour
- Power axe
- Combi-bolter

Special Rules
- Legiones Astartes (World Eaters)
- Ravening Madmen
- Fearless
- Hatred (Everything)
- Feel No Pain (6+)
- Unstoppable Charge

Dedicated Transport
- A Red Butchers squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

Options
- The Red Butchers squad may take:
  - Up to 5 additional Butcher Terminators ..... +45 points each
- Any model in the unit may exchange their combi-bolter for a:
  - Second power axe ..... Free
- Any model in the unit may exchange both their power axe and combi-bolter for a:
  - Pair of lightning claws ..... +5 points each
- The Devoured may exchange their power axe for one of the following weapons:
  - Power fist ..... +5 points
  - Chainfist ..... +10 points
  - Thunder hammer ..... +10 points
- The Devoured may exchange their combi-bolter for a:
  - Combi-weapon ..... +5 points

Ravening Madmen
The psych-surgery inflicted upon the Butchers and the awakening taint within the World Eaters Legion has combined to create a superhuman killing machine without reason or restraint, controlled only through the use of brutal shock implants and the prison of the Terminator armour into which they have been fused by the Legion's Techmarines.

While they attack with their listed Weapon Skill (which is also used for any particular test they are called on to make), they care nothing for their own defence in combat, and so enemy models always hit them on a 3+ in assaults. Models with this special rule can never be scoring units regardless of the provisions of the mission being played.

Unstoppable Charge
Units comprised of a majority of models with this special rule may re-roll failed charge distances.



Khârn The Bloody

Captain of the World Eaters 8th Assault Company, The Twice Un-slain, The Ender

170 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Khârn	7	5	4	4	3	5	4	9	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Artificer armour
- The Cutter
- Plasma pistol
- Frag and krak grenades
- Iron halo

Special Rules
- Legiones Astartes (World Eaters)
- Independent Character
- Master of the Legion
- Warlord's Pride
- Rampage
- Marked by Dark Fates
- Legacy of Blood (Special Option)

Warlord Trait
- **Savage Assault:** If Khârn is the army's Warlord then his side gains +1 to any random roll to determine which side gets the first turn, and also to Seize the Initiative if this is a feature of the mission being played.

Warlord's Pride
If Khârn is part of your army then he will always be the army's Warlord, regardless of the Leadership score of other HQ choices unless Angron is also present. He does not roll on the Warlord Traits table, but instead uses his own unique trait.

The Cutter
Khârn was the master of many weapons, from the baleful and crude instruments of the arena to crackling power-sabres, but favoured most modified chainaxes and ripper blades. One such he simply called 'The Cutter' he carried into battle against many foes during the Great Crusade and later turned on his former brothers.

	Range	Str	AP	Type
The Cutter	-	User	3	Melee, Rending

Marked by Dark Fates
The Fates hold an eternity of war for Khârn. In campaign games where character casualties and injuries between battles are a factor, any such chart results for Khârn may be re-rolled.

Legacy of Blood
As his Primarch descended into madness, Khârn came to command much of his Legion, though slowly fending off the insanity that infected them all. The mark of this custodianship was Gorechild, the weapon of the Primarch. So long as Angron is not also present in the army, Khârn may exchange the Cutter for Gorechild, the axe of Angron, for +20 points.

In Khârn's hands, Gorechild has the following profile:

	Range	Str	AP	Type
Gorechild	-	+1	2	Melee, Armourbane, Murderous Strike, Specialist Weapon

Khârn is a HQ choice for a World Eaters army representing the Traitors during the Horus Heresy, and so may not be selected by the Loyalists in any narrative campaign that follows the history path of the Horus Heresy.

HQ

Although a skilled warrior and duellist, Khârn was but a line captain at the time of Angron's rediscovery by the Imperium, yet soon rose to become his Primarch's equerry and one of the few individuals whose counsel he ever heeded. While the crude cybernetic implants, known as the Butcher's Nails, drove Angron ever further into bloodlust and rebellion, it was Khârn who acted as the voice of reason, often managing to bring his master back from the brink of insanity and curbing the worst of his bloody excesses.

But Khârn was by no means immune to the cancerous rage which afflicted his Legion, and it was upon the ravaged surface of Isstvan III as the World Eaters turned on their brothers that he first surrendered himself fully to the bloodshed and slaughter. At the height of the battle, Khârn fell during a confrontation with Garviel Loken of the Sons of the Horus, impaled upon the ram of a Land Raider and left for dead by his own comrades, but somehow he survived. His eventual return to the front line was seen by many of the World Eaters as nothing short of miraculous and further enhanced his legend within his Legion, and seemed to many a sure sign that he still had some dark destiny yet to achieve in the bloody days to come.

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.

"A warrior is measured by the quality of the foes he defeats. For years we have blunted our blades against lesser species and backwards primitives, but now this war, this glorious cataclysm, it presents us a chance to display for all eternity our perfection in the arena of war against the most formidable foe we shall ever face, our brother legionaries, and for this we humbly thank him, our dear father whose name we carry."

Fulgrim, Primarch of the Emperor's Children
Open Vox Address before the Jhyran Luxor Atrocity

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 about 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.

All models and units with this special rule are subject to the following provisions:

- 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, an Emperor's Children controlling 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 check 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 the following additional units: Palatine Blade squads, Phoenix Terminators and the Kakophoni, and the unique wargear: sonic shriekers. Palatine Blade squads and Phoenix Terminator squads are both Elites choices for an Emperor's Children Space Marine Legion force, and the Kakophoni are Heavy Support choices for an Emperor's Children Space Marine Legion force.

Sonic Shriekers

Towards the end of the Great Crusade, the Legion's 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 Horus 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.

Emperor's Children Unique Rite of War: The Maru Skara

To the Emperor's Children, before their fall from grace, war was a matter of perfection incarnated in violence, intent and action. The Legion took great pride both in its excellence on any battlefield, and its ability to systematise and replicate any tactic or strategic deployment it needed, and execute them flawlessly on command. Of the innumerable such formations and tactics the Emperor's Children operated, one that found favour with the Legion's Praetors looking to achieve faultless victory—and thereby glory in the eyes of their peers and Primarch—was the Maru Skara or 'Killing Cut'. Named after one of the most difficult strikes in the lore of the Pan-Europic duelling cults, it called for a precisely timed, rapid-moving feint designed to engage an opponent's guard so that a second, invariably fatal, blow could be dealt against it which there could be no defence from.

"Pride Go'eth Before Abandon,
"Vanity Go'eth Before Weakness,
"Vainglory Go'eth Before
the Fall."

The Cantos of Proverbs
The Apocrypha Terra

Effects

- **The Open Blade:** If chosen as the army's primary detachment, all of the controlling player's units using this Rite of War and deployed on the table at the start of the game may add +1" to their normal movement, and to their Run and Charge distances on their first player turn.
- **The Hidden Blade:** If chosen as the army's primary detachment, the controlling player must choose a minimum of one and a maximum of three units from its Elites and/or Fast Attack choices. These, along with any attached independent characters, are held in reserve and treated entirely separately from any other reserve units in the game (and so do not count towards Drop Pod Assault, army maximum reserves, etc). The controlling player must then, after deployment but before the game begins, secretly write a note listing either turn 2, turn 3 or turn 4 as the turn on which they wish for their Hidden Blade units to arrive on. This note is then left face down in plain sight until the chosen turn arrives. When the chosen player turn arrives, the note is shown to their opponent and the Hidden Blade revealed. Hidden Blade units arrive from reserve as normal, and gain the Outflank special rule.

Limitations

- Detachments using this Rite of War may not field units with the Immobile, Heavy or Slow and Purposeful special rules.
- Detachments using this Rite of War must take a Legion Champion as a second Compulsory HQ choice.
- Primary detachments using this Rite of War may not take Fortification or allied Space Marine Legion detachments.
- If the Slay the Warlord secondary objective is being used in the mission, and the army using this Rite of War fails to slay the enemy Warlord, then the opposing side gains an additional +1 Victory point.



ELITES

The bird of ancient Terran myth known as the phoenix is a potent symbol amongst the Emperor's Children Legion, an exemplar of the Legion's all consuming and transformative quest for perfection. Taking inspiration and title from the legendary bird, the Phoenix Guard formed an elite cadre within the Legion, serving primarily as the Primarch Fulgrim's personal retinue. When the Legion was about its day-to-day duties, they served as ceremonial honour guards and sacred aquilifers, replete in polished, tyrian-chased armour adorned with fluttering oath papers and bearing gold-chased arms of intricate manufacture.

On the field of battle, the Phoenix Guard were no less impressive and were storied as providing an impenetrable ring of courage and steel, barring the approach of any enemy who dared challenge their Primarch. They fought in many spheres of battle, from lightning-swift assault forces to veteran tactical units, but it was their Terminators who were most feared, their martial skill all but unmatched across the Legions.

Phoenix Terminator Squad

(Emperor's Children Legion Only)

265 points

	WS	BS	S	T	W	I	A	Ld	Sv
Phoenix Terminator	4	4	4	4	1	4	2	8	2+
Phoenix Champion	5	4	4	4	1	4	2	9	2+

Unit Composition
- 4 Phoenix Terminators
- 1 Phoenix Champion

Unit Type
- Phoenix Terminators: Infantry
- Phoenix Champion: Infantry (Character)

Wargear
- Tartaros Terminator Armour
- Phoenix power spear

Special Rules
- Legiones Astartes (Emperor's Children)
- Implacable Advance
- Stubborn
- Sudden Strike
- Living Icon

Dedicated Transport
- A Phoenix Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

Options
- The Phoenix Terminator squad may take:
  - Up to 5 additional Phoenix Terminators ..... +40 points each
- The Phoenix Champion may take a:
  - Grenade harness ..... +10 points
- The entire squad can be upgraded with:
  - Sonic screamers ..... +15 points

Sudden Strike
Models with this special rule gain a +1 Initiative bonus on any phase in which they charge. Note that this is cumulative with any other bonus gained from wargear, etc.

Living Icon
This unit, and all friendly units with at least one model within 6" of it, are considered to be victorious in any assault which would otherwise be calculated as being a draw (see the Assault Phase section of the *Warhammer 40,000* rulebook).

Phoenix Power Spear
Patterned in imitation of the deadly and arcane power halberds wielded by the Adeptus Custodes, these elegant power blades, while merely pale imitations of those legendary polearms, are still hugely lethal weapons in their own right.

The Phoenix power spear has two listed profiles. The first is used when the model wielding it has charged that player turn, otherwise the second is used instead.

Weapon	Range	Str	AP	Type
Phoenix spear	-	+1/User	2/3	Melee, Two-handed

Phoenix Power Spears in the Legion: Any character model with the Legiones Astartes (Emperor's Children) special rule with access to a power fist as an option, may instead take a Phoenix power spear for the same cost.

Lord Commander Eidolon

185 points

The Auric Hammer, the Exemplar, Lord Commander Primus of the Emperor's Children

	WS	BS	S	T	W	I	A	Ld	Sv
Eidolon	6	5	4	4	3	5	4	10	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Artificer armour
- Master-crafted thunder hammer
- Archaeotech pistol
- Frag and krak grenades
- Sonic shrieker
- Iron halo

Special Rules
- Legiones Astartes (Emperor's Children)
- Independent Character
- Master of the Legion
- Thunderous Charge
- Death Scream
- Warlord's Pride

Warlord Trait
- **Coordinated Assault:** Eidolon, and all friendly units within 12", add +1 to their results when rolling for charge distance.

Options
- Eidolon may be bought a jump pack for +20 points.

Thunderous Charge
Eidolon is an arrogantly aggressive combatant, skilled in striking down his enemies with a single contemptuous blow like a thunderbolt from the heavens. On any turn in which he charges into assault, he may ignore the effect of the Cumbersome rule with his thunder hammer.

Death Scream
Eidolon has been the recipient of xenos-technological implants, and experimentation by his Legion's Techmarines and the ministrations of Chief Apothecary Fabius. His implanted sonic shrieker is capable of discharging in a destructive howl able to break bones and rupture flesh. This counts as a weapon with the following profile:

	Range	Str	AP	Type
Death Scream	Template	2	-	Assault 1, Rending, Pinning, One Use

Warlord's Pride
If Eidolon is part of your army, then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices, unless Fulgrim is also present. He does not roll on the Warlord Traits table, but instead uses his own unique trait.

Eidolon is a HQ choice for an Emperor's Children army representing the Traitors during the Horus Heresy, and so may not be selected by the Loyalists in any narrative campaign that follows the history path of the Horus Heresy.

HQ

At one time, Lord Commander Eidolon was hailed as the exemplar of all that the Emperor's Children aspired to. He was elevated to Company Captain by Fulgrim himself, achieving such perfection that he went on to become the Legion's pre-eminent Lord Commander. If Eidolon had any imperfection, it was overconfidence, a characteristic that bore rotten fruit as it was twisted into overweening arrogance. In striving towards the perfection embodied by his Primarch, Lord Commander Eidolon submitted himself to the attentions of Chief Apothecary Fabius, receiving biological augmentations that allowed him to project a psycho-sonic dirge as formidable as any weapon. The Lord Commander's native skill and his augmented powers were given full rein upon the bloody sands of Isstvan V, where he unleashed a cacophonous storm upon the Loyalists even as his perfect bladework cut them to crimson ribbons.

HEAVY SUPPORT

Soon after the treachery at Isstvan III, a terrible force took hold of the Emperor's Children Legion under their master Fulgrim, and for many the fall was swift and terrible to behold. Practises and experiments long secret and carried out with dire caution were unleashed and fused with malign forces from beyond. One of the first malignant tools made manifest were the strange and experimental psycho-sonic weapons that would come to be known as the Cacophony or '*Kakophoni*' in the ancient form. Savagely powerful but also dangerously unpredictable in their first incarnations.

On Isstvan V the first of these weapons were unleashed by members of the Emperor's Children who had already begun to degenerate and mutilate themselves in response to the canker of warp-taint to which they had been exposed, a progression of gathering madness and physical corruption that would accelerate at a frightening rate thanks to continual exposure to the reality-rending effects of their perverted weaponry.

The Kakophoni of the Emperor's Children — 145 points

	WS	BS	S	T	W	I	A	Ld	Sv
Chora	4	4	4	4	1	4	1	8	3+
Orchestrator	4	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Chora and 1 Orchestrator

Unit Type
- Infantry

Wargear
- Power armour
- The Cacophony
- Bolt pistol
- Combat blade or chainsword (Orchestrator only)
- Frag and krak grenades
- Sonic shrieker

Special Rules
- Legiones Astartes (Emperor's Children)
- Stubborn

Dedicated Transport
- The 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 *The Horus Heresy Book 1 – Betrayal*, page 189), other Dedicated Transport options may be available for the squad.

Options
- The squad may include
  - Up to an additional five Chora ..... +20 points each
- The squad's Orchestrator may take any of the following:
  - Melta-bombs ..... + 5 points
  - Exchange their bolt pistol for a plasma pistol ..... +10 points
  - Exchange their combat blade or chainsword for a power weapon ..... +10 points
  - Exchange their combat blade or chainsword for a power fist ..... +15 points
  - Upgrade to Artificer Armour ..... +10 points

The Cacophony

The Cacophony manifest a variety of experimental and unique psycho-sonic weapons, made from an irrational fusion of Imperial and alien technology wedded with the whispered secrets of nightmare intelligences from beyond. These unstable devices are able to unleash blasts of screaming, discordant energy that can rupture flesh and incinerate metal. Their most terrifying ability, however, is to open up the minds of those they touch to the manifold and fatal horrors of the Warp.

Weapon	Range	Str	AP	Type
The Cacophony	36"	6	5	Heavy 1, Gets Hot, Pinning, Bio-psychic Shock

Bio-psychic Shock: Keep track of how many wounds are caused on a particular unit by weapons with this special rule separately. At the end of the Shooting phase, all units with Leadership values and who do not have the Fearless rule that have suffered 1 or more unsaved wounds from weapons with the Bio-psychic Shock special rule must take a Leadership test with a negative modifier equal to the wounds they suffered. So, for example, a unit which suffered 3 wounds from weapons with the Bio-psychic Shock special rule would take the test at -3.

If the test is failed, then the unit immediately suffers D6 wounds at AP 2 Instant Death, with no cover save possible. The player controlling the unit selects which models suffer these wounds, and the chosen models need not be the closest in the unit.

The Kakophoni are a Heavy Support choice for an Emperor's Children army representing the Traitors during the Horus Heresy, and so may not be selected by the Loyalists in any narrative campaign that follows the history path of the Horus Heresy.

Pictoral Addenda: Remembrancer's renditions of anomalous Emperor's Children support units (see ref: 'Kakophoni') based upon various pict-captures, Segmentum Obscurus war zone.

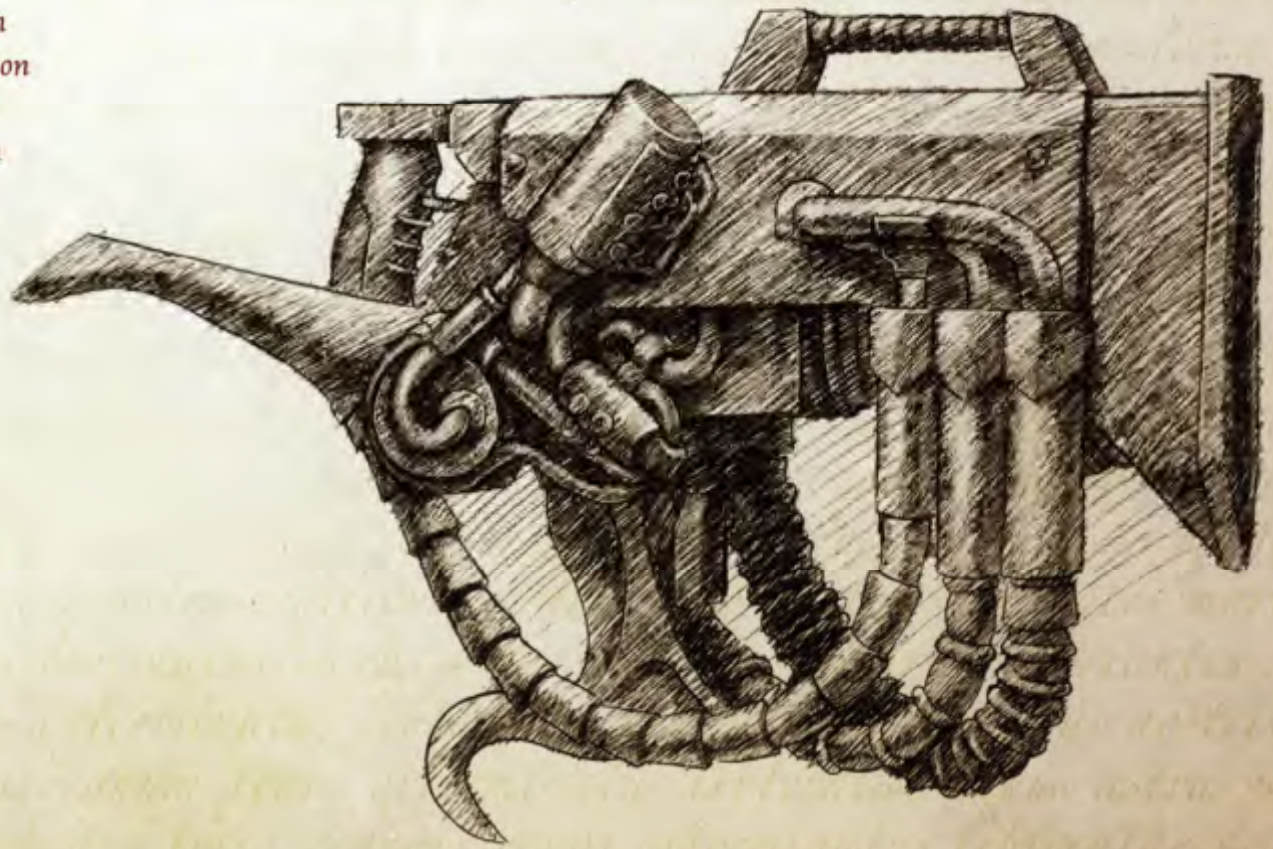
Variant power armour, unknown designation, unknown modifications, principal 'Maximus' pattern progenitor indicated.





Extensive modification to helm apparatus auditory receiver/broadcast/address functions and amplification.

Anomalous sonic-based energy weapon; design unknown, Forge World/fabricate of construction unknown. Reports indicate capacity to inflict subatomic disruption and bio-psychic shock in target area. Technological origin unknown.



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 war zones. 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 darker arts of warfare, such as the use of bio-alchem and rad weaponry.

All models and units with this special rule are subject to the following provisions:

- 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 tests 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 the following additional units: Deathshroud Terminators and Grave Warden Terminators, and the specialised wargear: Chem-munitions and power scythes. Deathshroud Terminator Squads may be chosen as Elites choices for a Death Guard Space Marine Legion force or replace its Command squads. Grave Warden Squads are Heavy Support choices for a Death Guard Space Marine Legion force.

Chem-munitions

Flame weapons taken as part of a Death Guard force may be upgraded to special issue Chem-munitions (ie, 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.



Death Guard Unique Rite of War: The Reaping

The Death Guard were arguably the most remorseless and among the most feared of the Space Marine Legions. This was not simply because of their power in battle or force of arms, but also because there seemed to be no loss they would not accept to ensure eventual victory and no hell they would not endure to reach their foe. Although specialising in entrenched and attritional warfare, the Legion also had a number of formations and tactics that enabled it to operate in concentrated and crushing force in an attack – one such was dubbed 'The Reaping' by those who had fought alongside the Death Guard during the Great Crusade. A heavily reinforced column of attack particularly suited to urban warfare and shattered landscapes, the Reaping was deliberately slow moving and utterly murderous in its methodical assault pattern and, like the reaper's scythe, little escaped it.

Effects

- **Superior Firepower:** Death Guard Legion Veteran Tactical squads and Legion Heavy Support squads may be taken as non-Compulsory Troops choices using this Rite of War.
- **Implacable:** All units in a detachment using this Rite of War gain the Move Through Cover special rule.
- **Dark Arsenal:** Any character or independent character model chosen as part of a Detachment using this Rite of War with the Legiones Astartes (Death Guard) special rule may be given rad grenades for +10 points each.

Limitations

- Models and units taken as part of a detachment using this Rite of War may not make Run or Flat Out moves.
- Detachments using this Rite of War may not deploy models using the Deep Strike rule (and units which must deploy by this method therefore cannot be chosen as part of the detachment).
- Detachments using this Rite of War may only take a single Fast Attack choice on their Force Organisation chart.

"And the seven crowned and seventh Angel poured fourth his bowl, saying 'It is done.'

And the slaim spread upon the lands and all was laid waste."

The Book of Sorrows
The Apocrypha Terra





Death Guard Contemptor Dreadnought

Ancient Lhorgath

2nd Great Company, 14th Chapter

Isstvan V Dropsite Massacre

Ancient Lhorgath was once the commander of the 14th Chapter of the 2nd Great Company of the Death Guard Legion, a rank he reluctantly set aside upon being mortally wounded battling the Fane-Kings of Narbasi during their Compliance. At Isstvan V, Ancient Lhorgath led his Dreadnought Talon in a fearsome counter-charge into the midst of the Salamanders Legion in the battle's bloody final hour; it is claimed being struck down by Vulkan himself in the desperate fighting.

Lhorgath's Comptemptor chassis was an exemplar of the first prototypes of the type delivered to the Legion's armouries which were subjected to numerous repairs and modifications by the Legion's artificers. These included the incorporation of enhanced multi-spectral visual scanners to better penetrate smoke and fog, and structural reinforcement of the main armour plating.

Grave Warden Terminator Squad

(Death Guard Legion Only)

200 points

	WS	BS	S	T	W	I	A	Ld	Sv
Grave Warden Terminator	4	4	4	4	1	4	2	8	2+
Chem-Master	4	4	4	4	1	4	2	9	2+

Unit Composition
- 4 Grave Warden Terminators
- 1 Chem-Master

Unit Type
- Grave Warden Terminators: Infantry
- Chem-Master: Infantry (Character)

Wargear
- Cataphractii pattern Terminator armour
- Assault grenade launcher with krak and toxin grenades
- Power fist
- Death cloud

Special Rules
- Legiones Astartes (Death Guard)

Dedicated Transport
- A Grave Warden Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

Options
- The Grave Warden Terminator Squad may include:
  - Up to an additional 5 Grave Warden Terminators ....+35 points each
- Any model in the unit may upgrade their power fist to a:
  - Chainfist .....+5 points
- One Grave Warden for every five models in the unit may exchange their grenade launcher for a:
  - Heavy flamer with Chem-munitions .....+10 points
- The Chem-Master may exchange their grenade launcher for a:
  - Combi-weapon ..... Free

Assault Grenade Launcher

A robust, if short ranged, belt-fed weapon, the grenade launcher carried by Grave Wardens is a modified pattern designed primarily for mounting on vehicles of the Imperial Army. It carries two kinds of ammunition: one is a standard shaped-charge krak shell and the other a toxin warhead which unleashes a burst of highly lethal chemical agents and concentrated acid vapour on detonation. The weapon has the following profile:

Weapon	Range	Str	AP	Type
Assault grenade launcher				
(Krak)	18"	6	4	Assault 2
(Toxin)	18"	*	4	Assault 2, Blast (3"), Toxin, No Cover Saves

Toxin: Rather than roll To Wound normally, after determining the amount of hits caused on the unit, that unit must then take a number of Toughness tests equal to the number of hits caused, with each failed test causing a wound on the unit. Casualties are removed as per normal for a shooting attack. The weapon has no effect on models without a Toughness value.

Death Cloud

The Terminator armour of the Grave Wardens carried in-built alchemical containment and projection units, allowing the unit to shroud itself in a murderous fog of toxins and direct-focused jets of lethally poisonous vapours against their enemies.

The Death Cloud means that any unit with a Toughness characteristic charging the unit will be forced into making a Disordered Charge across dangerous terrain while doing so. In addition, the Death Cloud can be used as a weapon with the following profile:

Weapon	Range	Str	AP	Type
Death Cloud	Template	*	4	Assault 1, Toxin

HEAVY SUPPORT

Originally used as an informal name for the variously armed battalions of Death Guard Terminators of Calas Typhon's company carried into battle aboard the battleship *Terminus Est*, the term 'Grave Wardens' also eventually became synonymous both within the Death Guard Legion and beyond it, specifically for the alchemical-weapon equipped Terminators unique to the Death Guard.

Alone among the Legiones Astartes, the Death Guard made free and frequent use of alchemical weapons such as the crawling horror of Phosphex, inimically lethal Cullgene gas and flesh-eating Vasgotox fluid as a matter of course, and outfitted specialised units in modified tactical dreadnought armour to disperse it accordingly. Where the Grave Wardens walked, they brought lingering, ugly death to whatever crossed their paths, and as the Death Guard were unleashed on the Imperium in the wake of the Warmaster's betrayal, weapons which had previously only been used against the foulest and most resilient forms of alien life were turned upon humanity instead and the Death Guards' tally of murder grew world by world.

Calas Typhon

First Captain of the Death Guard, The Left Hand of Mortarion, Master of the Terminus Est

200 points

	WS	BS	S	T	W	I	A	Ld	Sv
Calas Typhon	6	5	4	4	3	5	4	10	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Cataphractii pattern Terminator armour
- Master-crafted Deathshroud power scythe
- Hand flamer with Chem-munitions
- Grenade harness
- Nuncio-vox
- Rad grenades

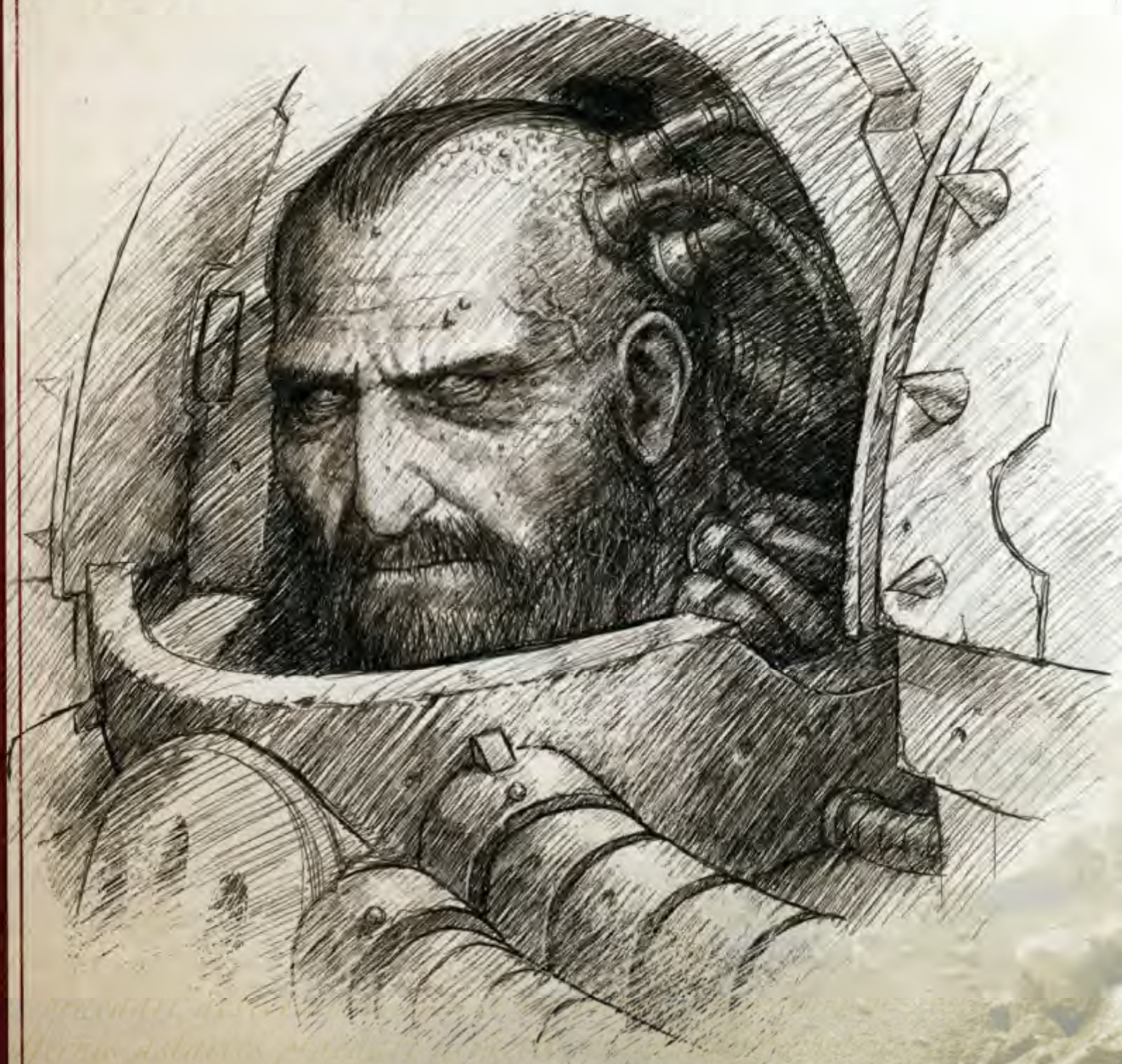
Special Rules
- Legiones Astartes (Death Guard)
- Independent Character
- Master of the Legion (Note that he may have a Deathshroud bodyguard, see the Deathshroud entry on page 263 of *The Horus Heresy Book I – Betrayal*)
- Chem-bombardment
- Witchblood
- Warlord's Pride

Warlord Trait
- **Comes the Reaper:** Calas Typhon counts as a denial unit and no enemy unit within 3" of him can claim an objective.

HQ

The First Captain of the Death Guard Legion once pursued the role of Epistolary in the Legion's Librarius, but with the Primarch Mortarion harbouring a deep-rooted distrust of those who wield the powers of the psyker, Typhon suppressed his gift and strove instead to serve as a war leader. His strength, skill and demeanour led him to high rank indeed, culminating in his command of the potent and unique war ship *Terminus Est* and the deadly alchemical payload held within its arsenal. Though he served no more as battle-psyker, the influence of the Warp lingered within Typhon still, for he was amongst the first of his Legion to heed the influence of the beyond.

In the aftermath of the Legion's treachery, Typhon is revealed as the master of chemical death and the reaper of men, cutting down his foes with his deadly power scythe and with blasphemous chem munitions.



Chem-bombardment
Typhon is a master of chemical warfare, and seldom enters battle without the backing of chemical shell artillery or aerial strike. This ability can be used once per game in the Shooting phase of any turn in which Typhon has not moved in the preceding Movement phase (though he may declare a charge in the Assault phase as normal). Using this ability counts as firing a weapon and uses the following profile:

Weapon	Range	Str	AP	Type
Chem-bombardment	Unlimited	-	4	Ordnance 3, Barrage, Large Blast (5"), Poison (4+), No Cover Saves

Note that if this attack scatters, it will always scatter the full 2D6" – Typhon's Ballistic Skill makes no difference.

Witchblood
Thought by some to have been 'tainted' by the blood of the nightmarish alien warlords who once held sway on ill-fated Barbarus, Calas Typhon was a psyker. However, given the hatred of 'witchery' professed by his Primarch, he has long held his abilities in abeyance before the whispers of Chaos came to him in the guise of Erebus.

Calas Typhon is a Level 1 Psyker who may utilise a power from the Telepathy Discipline, but may not use his powers if on the same battlefield as his Primarch Mortarion before Mortarion's fall to Chaos.

Warlord's Pride
If Calas Typhon is part of your army then he will always be the army's Warlord, regardless of the Leadership score of other HQ choices unless Mortarion is also present. He does not roll on the Warlord Traits table, but instead uses his own unique trait.

Calas Typhon is a HQ choice for a Death Guard army representing the Traitors during the Horus Heresy, and so may not be selected by the Loyalists in any narrative campaign that follows the history path of the Horus Heresy.



Crusade Army List Appendix V: The Iron Hands

Legiones Astartes (Iron Hands)

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.

"As iron sharpens iron, so truth cuts, and war makes right."

Ancient Proverb of the Medusan Clans

The Iron Hands are masters of the engines of war, wielding weapons and armoured tanks with the skill a master swordsman might a blade. Proud and relentless, the Legion has fought for many years at the forefront of the Great Crusade, and seen victories uncounted, though many have labelled them as callous and as inhuman as the machines they employ with such devastating skill.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **Inviolate Armour:** All models with the Legiones Astartes (Iron Hands) special rule reduce the strength of all shooting attacks against them by -1.
- **Stand and Fight:** All models with the Legiones Astartes (Iron Hands) special rule must pass a Leadership test in order to make Sweeping Advances after winning an assault or to make a Run move in the Shooting phase. In addition, models with this rule may not voluntarily Go to Ground.
- **Rigid Tactics:** An Iron Hands detachment may not have more units with the Legiones Astartes (Iron Hands) special rule in total (including Independent Characters) with the Jump Infantry, Bike or Jetbike types than it does with the Infantry type. Note that because of this, certain Rites of War are unavailable to Iron Hands armies.



Legion Specific Units

In addition to those found in the Crusade army list, the Iron Hands Legion has particular access to additional unit types: Gorgon Terminator squads (which are an Elites choice on the Force Organisation chart) and Medusan Immortals squads (which are also an Elites choice on the Force Organisation chart). In addition, it has a specific option for its Praetors unavailable to other Legions – the Iron-Father.

Iron-Father

Any Praetor with the Legiones Astartes (Iron Hands) special rule may be made an Iron-Father, be given a servo-arm in addition to their normal wargear and the Feel No Pain (6+) and Battlesmith special rules for +40 points. If this is done, they may no longer be equipped with a Jump Pack, Space Marine Bike or Space Marine Jetbike.

Legion Specific Wargear

The Iron Hands Legion has access to the following items of special wargear, much of which was only made possible by their unusually close ties to the Mechanicum and the shared beliefs of the Medusan natives:

Blessed Autosimulacra

All vehicles chosen as part of an Iron Hands detachment with an Armour value may be given the Blessed Autosimulacra special rule for +10 points.

If the vehicle has suffered Hull Point damage, at the end of the controlling player's turn roll a D6. On a result of a 6, one Hull Point is restored.

Cyber-familiar

Any Iron Hands character not already able to do so may take a Cyber-familiar as an option for +15 points. See *The Horus Heresy Book I – Betrayal*, page 237, for the rules for Cyber-familiars.

Iron Hands Unique Rite of War: The Head of the Gorgon

The Iron Hands' preference for close range, brutal engagements, where their relentless firepower could be brought to its fullest effect, was exemplified by a tactic that became known as the 'Head of the Gorgon'. This was where the enemy would be brought to battle, held in place and allowed to smash itself to pieces against the body of the Legion's forces, while reserve forces of mechanised armour encircled them, before closing in to create a withering crossfire.

Effects

- **Chosen Ground:** Infantry units within the force gain the Stubborn special rule while within their own deployment zone.
- **War-relics:** Any infantry model in the force equipped with a flamer may upgrade this to a graviton gun for +10 points (this must be represented on the model as usual), and all vehicles in the detachment gain the Blessed Autosimulacra upgrade for free.
- **Iron Scions:** Legio Cybernetica Battle-automata Maniples may be included as Elites choices within the army and, in addition, any infantry unit of ten models or less eligible to take a Rhino as a Dedicated Transport may take a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport instead.
- **Armoured Encirclement:** Vehicles with the Tank type (including Dedicated Transports carrying troops) placed in reserve gain the Outflank special rule.

Limitations

- Detachments using this Rite of War may only take a single Fast Attack choice as part of their Force Organisation chart.
- With the exception of the Forge Lord type, detachments using this Rite of War may only take a single Consul as part of their HQ choices.
- Detachments using this Rite of War may not take allied Space Marine Legion detachments.

"I have seen my Lord Ferrus handle molten iron without flinching, shaping it like wet clay between his fingers, bending it to his will with barely a concern that such a deed is beyond mortal men. Have no doubt that by those same hands will revenge be exacted upon the traitors, have no doubt that the stain on our honour will be drowned in their blood, just as the ruby-hot blade is quenched by the fire."

Ironwrought Orzhar,
Avernii Clan
of the Iron Hands
on the Eve of the
Dropsite Massacre

ELITES

One of a number of Tactical Dreadnought Armour sub-classes found within the ranks of the Iron Hands Legion, the Gorgon pattern was one of a number of on-going attempts by Ferrus Manus and his cadre of Iron-Fathers to refine and augment the various patterns of Terminator armour employed by the Legiones Astartes forces. It is an interesting case in point that while several thousand suits of Terminator armour in the most common Tartaros, Cataphractii and Indomitus patterns were in service with the Legion (many of which were concentrated in the hands of the doomed warriors of the Avernii Clan and lost at Isstvan V), the Primarch himself was known to not be entirely satisfied with the performance of any of these designs and so a full issue to his Legion was never approved. One of the most extreme technological examples of the Iron Hands' innovation to improve on the designs in this regard was the hazardous but powerful 'Gorgon' prototype, which required bonding to its wearer, and which Ferrus Manus would not live long enough to refine to its full potential.

Gorgon Terminator Squad

(Iron Hands Legion Only)

200 points

	WS	BS	S	T	W	I	A	Ld	Sv
Gorgon Terminator	4	4	4	4	1	3	2	8	2+
Gorgon Hammerbearer	4	4	4	4	1	3	2	9	2+

Unit Composition
- 4 Gorgon Terminators
- 1 Gorgon Hammerbearer

Unit Type
- Gorgon Terminators: Infantry
- Gorgon Hammerbearer: Infantry (Character)

Wargear
- Gorgon pattern Terminator armour
- Combi-bolter
- Power axe (Gorgon Terminators)
- Thunder hammer (Gorgon Hammerbearer)

Special Rules
- Legiones Astartes (Iron Hands)
- Implacable Advance
- Feel No Pain (5+)

Dedicated Transport
- A Gorgon Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

Options
- The Gorgon Terminator squad may take:
  - Up to 5 additional Gorgon Terminators ..... +35 points each
- Any Gorgon Terminator may exchange its power axe for a:
  - Power fist or a lightning claw ..... +5 points each
- Any Gorgon Terminator may exchange its power axe for a:
  - Chainfist ..... +10 points each
- Any Gorgon Terminator may exchange its power axe and combi-bolter for a:
  - Pair of lightning claws ..... +15 points each
- For every five models in the squad, one Gorgon Terminator may exchange their combi-bolter for one of the following options:
  - Heavy flamer ..... +10 points each
  - Reaper autocannon ..... +15 points each
  - Graviton gun ..... +15 points each
- The Gorgon Hammerbearer may exchange their combi-bolter for a:
  - Combi-weapon ..... +7 points
- The Gorgon Hammerbearer may take a grenade harness .... +10 points
- The Gorgon Hammerbearer may take a Cyber-familiar ..... +10 points

Gorgon Pattern Terminator Armour

A variant of Indomitus pattern Tactical Dreadnought Armour devised by Ferrus Manus and his Iron-Fathers, this advanced prototype suit was just going into production at the outset of the Horus Heresy to supplement the Iron Hands Legion's combat-depleted stocks of Terminator armour. The design replaced the field generators imbedded in the armour with experimental systems that converted incoming electromagnetic and kinetic energy into bursts of blinding light, able to incapacitate and maim nearby foes. The heat and electrochemical toxin bleed from the armour's systems limited the armour's agility, and its negative side effects required a high level of cybernetic rebuild for its wearer to endure. However, volunteers for this painful modification were plentiful in the Legion's ranks, many deeming it an honour to serve as part of this great endeavour.

Gorgon pattern Terminator armour is treated exactly as normal Terminator armour but possesses the following additional special rule. At the end of any phase in which at least one model in the unit has passed at least one armour saving throw or invulnerable saving throw, roll a single D6. On the result of a 4+, all models within 6" of the unit must test as if they had been hit by a weapon with the Blind special rule. Friendly units may re-roll this test.

Medusan Immortals Squad
(Iron Hands Legion Only)

250 points

	WS	BS	S	T	W	I	A	Ld	Sv
Medusan Immortal	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition
- 9 Medusan Immortals
- 1 Veteran Sergeant

Unit Type
- Medusan Immortals: Infantry
- Veteran Sergeant: Infantry (Character)

Wargear
- Power armour
- Bolt pistol
- Boarding shield
- Boltgun
- Frag & krak grenades

Special Rules
- Legiones Astartes (Iron Hands)
- Gun Them Down
- Feel No Pain (6+)
- Hardened Armour (see page 204 of *The Horus Heresy Book 1 – Betrayal*)

Dedicated Transport
- A Medusan Immortals squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 10 models, or a Spartan Assault tank if it numbers 20 models or less.

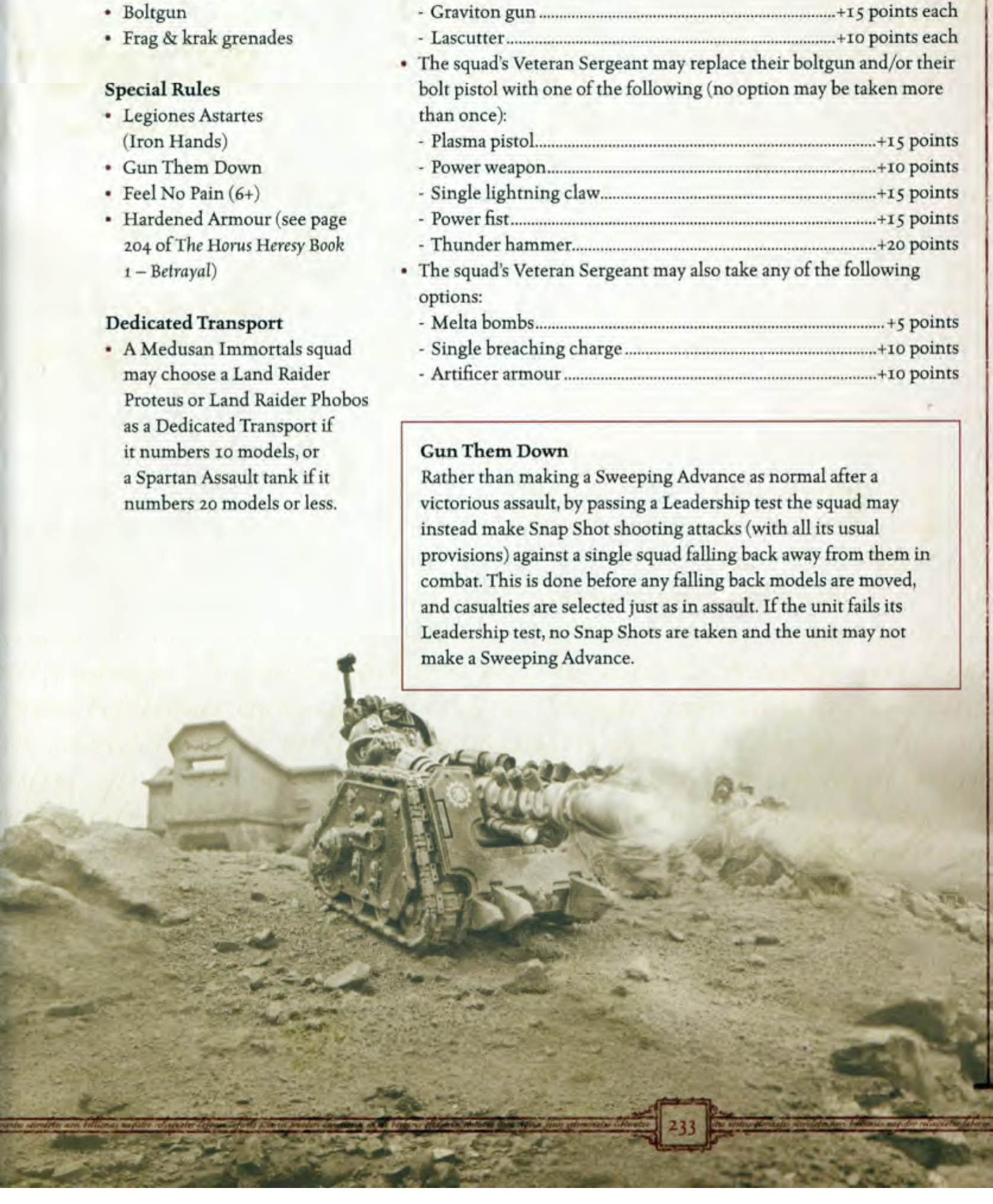
Options
- The Medusan Immortals squad may take:
  - Up to 10 additional Medusan Immortals ..... +12 points each
- Any Medusan Immortal and/or the Veteran Sergeant may exchange their boltgun for a:
  - Volkite charger ..... +5 points each
- Any Medusan Immortal and/or the Veteran Sergeant may exchange their boltgun for a:
  - Chainsword or combat blade ..... Free
- For every five models in the squad, one Medusan Immortal may exchange their boltgun for one of the following weapon options:
  - Flamer ..... +10 points each
  - Meltagun ..... +15 points each
  - Graviton gun ..... +15 points each
  - Lascutter ..... +10 points each
- The squad's Veteran Sergeant may replace their boltgun and/or their bolt pistol with one of the following (no option may be taken more than once):
  - Plasma pistol ..... +15 points
  - Power weapon ..... +10 points
  - Single lightning claw ..... +15 points
  - Power fist ..... +15 points
  - Thunder hammer ..... +20 points
- The squad's Veteran Sergeant may also take any of the following options:
  - Melta bombs ..... +5 points
  - Single breaching charge ..... +10 points
  - Artificer armour ..... +10 points

Gun Them Down
Rather than making a Sweeping Advance as normal after a victorious assault, by passing a Leadership test the squad may instead make Snap Shot shooting attacks (with all its usual provisions) against a single squad falling back away from them in combat. This is done before any falling back models are moved, and casualties are selected just as in assault. If the unit fails its Leadership test, no Snap Shots are taken and the unit may not make a Sweeping Advance.

ELITES

For Iron Hands Legionaries who had failed their father's rigid standards and bleak code in battle, whether tasting defeat by the fickle whims of fate or whether laid low by wounds too terrible to bear, there remained one course of action if their own fame or record did not afford them the licence to carry on without the scorn of their brothers; the ranks of the Medusan Immortals.

The Immortals were the Legion's Forlorn Hope, a final chance at glory and redemption where the battle was at its fiercest and the risk of survival, even for a Legiones Astartes, at its dimmest. Armed and armoured principally as Breacher units and featuring a high level of cybernetic rebuild among them, the Immortals wore no symbols of their Clan or Legion, save its numeration and the black-on-white death's head symbol which proclaimed their mortal intent. It was their lot and their pride to fight and die with steadfast, cold fury, never breaking ranks, marching relentlessly into the jaws of hell.



"Rest? We were not made to rest; we go on, unflinching, unstoppable, unending in our strength. The Emperor did not make us for such mortal concerns as hearth and home, vanity or contemplation; we are his engines of war, his hammers, beating out the fabric of existence into a vessel fit for Mankind to inhabit."

Ferrus Manus,
As quoted in
'Shadow of the Gorgon'
by the remembrancer
Czel Atternus

Ferrus Manus

455 points

The Master of the Iron Hands, the Gorgon, Wyrmslayer, the bane of Asirnoth, the Great Iron-Father

The Primarch of the Iron Hands Legion was a figure of legend amongst the peoples of his home world of Medusa, named by them 'the Gorgon' after the most ancient of mythic creatures. Ferrus was amongst the strongest of the Primarchs, within him burning the heat of the furnace, its fury tempered by an exterior as cold and unyielding as iron. The Gorgon was known for his uncompromising demeanour, refusing to show favour to his closest followers or even his brother Primarchs. He insisted upon strength in all things, such that he refused the people of Medusa many of the easements of civilisation in order to ensure they produced the toughest of offspring from whom the Legion could recruit. The demand for physical excellence extended beyond the body and mind to include the tools of war and so the Gorgon was a master of the forge, his skills matched only by Vulkan, the Primarch of the Salamanders Legion. It was said of Ferrus Manus that he was only truly at peace toiling at the anvil, creating some marvel of the smith's art beyond even the lords of Mars.

Ferrus Manus was blessed of a physiology remarkable even amongst the Primarchs. His arms were sheathed in liquid metal, the result, so the legends of Medusa claim, of a battle fought against the mightiest of beasts before he was re-united with the Emperor. His armour is as heavy and impenetrable as that of a super-heavy tank, yet he keeps both arms uncovered so that he might bring their full might to bear. Ferrus has wrought countless weapons through the decades, some bestowed as gifts upon his brother Primarchs, others reserved for his own use. The Gorgon himself prefers the heaviest of war hammers, maces and similar types too massive for any but a Primarch to lift, yet alone wield in battle.

The legend of Ferrus Manus was to fall silent upon the bloody ground of Isstvan V at the hands of his brother Fulgrim, Primarch of the Emperor's Children Legion. Having attempted unsuccessfully to turn the Gorgon to the Warmaster's cause, Fulgrim engaged Ferrus in a duel to the death, wearing him down in a battle few but the Traitor Primarchs watching could fully perceive. By the duel's end, the head of Ferrus Manus was cleaved from his shoulders by Fulgrim's blade, the grisly trophy presented to Horus Lupercal by the victorious Primarch. Perhaps the Horus Heresy might still have been averted before the death of Ferrus Manus – in its aftermath, nothing would ever be the same again.

WS	BS	S	T	W	I	A	Ld	Sv
7	6	7	7	6	5	4	10	2+

Unit Type
- Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- The Medusan Carapace
- Forgebreaker

Special Rules
- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die)
- Sire of the Iron Hands
- Master of Mechanisms
- Very Bulky



Special Rules

Sire of the Iron Hands

One of the most physically powerful of the Primarchs, whose skills as an artificer of arms and armour were every bit as potent as his martial prowess, Ferrus Manus despised weakness and by his presence on the battlefield, the Primarch drove his men to acts of superhuman endurance and remorseless fervour.

Ferrus Manus has the Relentless and Smash special rules (the latter of which may be used in conjunction with any of his close combat weapons or attacks), and shooting attacks against him suffer a -1 penalty to their Strength.

All models with the Legiones Astartes (Iron Hands) special rule in an army containing Ferrus Manus gain the Feel No Pain (6+) special rule (unless they already possess a superior version of this rule).

Master of Mechanisms

Ferrus Manus is a master artificer and possesses the Battlesmith special rule, and passes his Repair rolls on a 3+. In addition, in a primary detachment that contains Ferrus Manus, all vehicles with at least one Armour value of 13 or more gain the It Will Not Die special rule.

The Medusan Carapace

Ferrus Manus operated a wide variety of arms and armour, almost all of which were the products of his craft and genius. Never fully satisfied with his work, he was always looking to improve upon it and test new prototype designs, the fruits of his labour later forming the basis of many Legiones Astartes designs such as Cataphractii pattern Terminator armour.

The Medusan Carapace is an exemplar of these designs, incorporating servo-mechanisms and a plethora of systems. It provides a 2+ armour save and a 3+ invulnerable save, and incorporates a Nuncio-vox and a servo-arm. It also allows Ferrus Manus to fire two weapons from the following list (at the same target) in the controlling player's Shooting phase:

- Plasma blaster
- Graviton gun
- Grenade harness (unlimited use)
- Heavy flamer

Forgebreaker

Fashioned by his close comrade, and later hated enemy, the Primarch Fulgrim, this exquisitely fashioned thunder hammer would prove to have a dark infamy of its own and serve the hands of many masters before the Horus Heresy would end.

Weapon	Range	Str	AP	Type
Forgebreaker	-	x2	1	Melee, Concussive, Strikedown

The Death of Ferrus Manus

If you are fighting a battle or campaign closely following the narrative of the Horus Heresy (such as the The Blood of the Primarch mission represented on page 189), Ferrus Manus is no longer in possession of Forgebreaker, and so has his points cost reduced to 415 points).



Spearhead-Centurion Castrmen Orth

Commander of the Iron Hands 'Subjugator' Armoured Battalion, the Hell Rider

80 points

HQ

One of the most highly regarded tank commanders in the Iron Hands Legion, and the youngest to hold his rank, Orth's 'Subjugator' armoured battalion was chosen among all of the Gorgon's forces to accompany him and the veterans of the Avernii Clan aboard the *Ferrum* in the Primarch's enraged pursuit of Fulgrim and his Emperor's Children. On Isstvan V, Orth first took charge of the Iron Hands super-heavy tank spearhead in the battle and survived the destruction of his Fellblade 'Rashemion' at the frontline. Afterwards, he took charge of the Sicaran tank *Black Sun* and redeployed to take charge of Loyalist fast-armour elements in a successful counter-attack against an attempted Traitor outflanking assault. What happened to Orth after the trap was closed and the second wave assaulted remains a matter of conjecture, but it has long been rumoured that Orth survived, though was badly disfigured, abandoning his name and rank in shame, but not his burning desire for vengeance against the Traitors.

	WS	BS	S	T	W	I	A	Ld	Sv
Castrmen Orth	5	5	4	4	2	4	3	9	3+

Unit Composition
- 1 (Unique)*

Unit Type
- Infantry (Character)

Wargear
- Power armour
- Refractor field
- Frag and krak grenades
- Bolt pistol
- Power maul
- Cyber-familiar

Special Rules
- Independent Character
- Legiones Astartes (Iron Hands)
- Spearhead Commander*
- Tank Hunters

Warlord Trait
- **Tank Crushers:** If chosen as the army's Warlord, Castrmen Orth automatically has the Tank Crushers trait rather than rolling randomly. If Castrmen Orth is your army's Warlord, then all vehicles with the 'Tank' type in your primary detachment gain +1 to results they inflict on the Vehicle Damage table when making ramming attacks.

Spearhead Commander
At the beginning of the game, Castrmen Orth must be assigned to a single vehicle or super-heavy in his detachment which has both the 'Tank' type and has a Front Armour value of at least 13. He does not take up any Transport capacity and may not leave the vehicle unless it has become immobilised or it has been destroyed. If he is present on a vehicle when it is destroyed, he is treated exactly as if he was a transported model. Afterwards, he may only board vehicles that have a Transport capacity.

While Castrmen Orth is inside a vehicle, it uses his Ballistic Skill of 5 and benefits from the Tank Hunters special rule for all of its attacks.

**Note that to take Castrmen Orth as part of your force, you must also have at least one tank model in your army suitable for him to command.*



Iron-Father Autek Mor

Lord of the Morragul Clan, the Maimed, the Blood-wrought

225 points

	WS	BS	S	T	W	I	A	Ld	Sv
Autek Mor	6	5	5	5	3	4	3	10	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Cataphractii pattern Terminator armour
- Servo-arm
- Cortex Controller
- Paragon blade
- Volkite charger

Special Rules
- Independent Character
- Fearless
- Legiones Astartes (Iron Hands)
- Bulky
- Battlesmith
- Master of the Legion
- Jealous Command

Warlord Trait
- **Murderous Arsenal:** If chosen as the army's Warlord, Autek Mor automatically has the Murderous Arsenal trait rather than rolling randomly. If Autek Mor is your army's Warlord, then both he and a single chosen infantry unit in his detachment may be given the Preferred Enemy (Infantry) special rule.

Jealous Command
If chosen as part of your primary detachment, Autek Mor must be the army's Warlord unless Ferrus Manus is also present.

HQ

Both Iron-Lord and Iron-Father to the Morragul Clan Company, Autek Mor held a sinister reputation within his Legion, and dark rumours accompanied him long before the outbreak of the Horus Heresy, including whispered accusations that the origins of his gene-seed or perhaps his bloodline were not as they should be. A Terran by birth, he was a part of the X[th] Legion's first intake and fought in the re-conquest of the Sol system. He held field command by the time of his Primarch's finding, having already developed a reputation both as a weaponsmith and malevolent soul, already having killed several of his own Legion in duels over 'slights to his honour', and ruling his company with a cruel and unforgiving fist.

On Medusa he took over the outlaw Ra'Guln clan's leviathan crawler in a bloody night of violence and made himself its lord, imprinting on it his name and will. In the years to follow, his Morragul Clan became a sink for the outcasts and most unstable elements of the Iron Hands Legion, who fought and died under Mor's merciless command. No love was lost between Autek Mor and his Primarch, but despite this, when his grand cruiser, the *Red Talon*, arrived at Isstvan V when the void battle was at its height, he attacked in an attempt to reach the surface and was only driven off after sustaining massive damage, fleeing the system dogged by murderous pursuit.

Crusade Army List Appendix VI: The Night Lords

Legiones Astartes (Night Lords)

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.

"Show your enemy mercy and he shall one day seek vengeance upon you for every petty, imagined slight. Mercy is therefore a weakness; a crime waiting to be born.

Mercy I have long since expunged, both from myself and my Legion."

The Night Haunter

Even before the Isstvan V Dropsite Massacre, the Night Lords Legion were renegade in all but name, having entirely devoted themselves to the arts of terror and murder. The Legion's Primarch Konrad Curze is the master of the unheralded strike from the least anticipated quarter, an attack delivered with such brutality and wanton cruelty entire planetary populations were brought to their knees in abject surrender. Never given to mercy, few who oppose the Night Lords ever live to tell the tale, unless they are allowed by design to escape in order to sow the seeds of dread still further. Given the dark demeanour of the Legion, it takes an equally ruthless leader to rein in its propensity to atrocity, at least until such time as it is called for.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **A Talent for Murder:** If a unit or units of models with the Legiones Astartes (Night Lords) special rule outnumber one or more enemy infantry units during any Initiative step in which they fight in an assault, they gain +1 To Wound. Bulky models count as two models and Very Bulky models as three models for the purposes of working out when the Night Lords outnumber their victims.
- **Nostraman Blood:** All models with this special rule fall back +1" further than normal. If they fail a Pinning test, they may, if the controlling player wishes, fall back instead of becoming pinned – just as if they had failed a Morale check for taking casualties in the Shooting phase.
- **Night Vision:** All models in a Night Lords primary detachment (not just those with the Legiones Astartes (Night Lords) special rule) have the Night Vision special rule.
    - **From the Shadows:** All models with this special rule have a cover save of 6+ on the first game turn, even in open ground. This rule can be combined with the effects of Stealth, etc, as normal, but other forms of cover the model might be in which provide a higher save supersede it.
    - **Seeds of Dissent:** If an army's Warlord is slain, each unit in the army with this special rule must make an immediate Morale check as if they had suffered 25% losses from shooting.



Legion Specific Units

In addition to those found in the Crusade army list, the Night Lords Legion has particular access to additional unit types: Terror squads (which are an Elites choice on the Force Organisation chart) and Night Raptors (which are a Fast Attack choice on the Force Organisation chart).

Legion Specific Wargear

The Night Lord Legion has access to the following items of special wargear:

Nostraman Chainglaive

Any character or Independent Character with the Legiones Astartes (Night Lords) special rule eligible to take a power weapon as part of their options, may instead take a Nostraman Chainglaive for the same listed cost.

Weapon	Range	Str	AP	Type
Nostraman Chainglaive	-	+1	3	Melee, Two-handed, Rending

Teleportation Transponder

Any Night Lords Legion Terminator squad or Night Lords Legion Command squad equipped with Terminator armour may be upgraded to have the Deep Strike rule for +15 points for the squad. Any Night Lords independent character in Terminator armour may be upgraded to have Deep Strike for +10 points per model.

Trophies of Judgement

Any Independent Character can adorn themselves with the Trophies of Judgement for +5 points, gaining the Fear special rule.

Night Lords Unique Rite of War: Terror Assault

The infamous speciality of the Night Lords Legion was the Terror Assault, often conducted under conditions of complete darkness, whether natural or artificially induced. Such attacks were not just designed to overwhelm their foe, but to sow as much gut-wrenching terror in both its victims and any who were left to survive to tell the tale, as to shroud whole worlds in a pall of fear.

Effects

- **Cover of Darkness:** The force may impose Night Fighting for the duration of the first turn of any mission on a D6 roll of 4+, if this condition is not already occurring in the mission normally. Night fighting imposed in this manner carries on into the second game turn on a roll of a 5+ and on into the third game turn on the roll of a 6.
- **Terror Tactics:** Night Lords Terror Squads must be taken as the Compulsory Troops choices for a force using this Rite of War, and may be taken as additional Troops choices if desired.
- **Claw Assault:** Legion Tactical Squads, Legion Veteran Tactical Squads and Night Lords Terror Squads may take either Dreadclaw Drop Pods or Legion Drop Pods as Dedicated Transports so long as their number does not exceed the vehicle's Transport capacity and they begin the game held in reserve inside the transport.

Limitations

- Detachments using this Rite of War must take an additional Compulsory Troops choice in addition to that usually required on their Force Organisation chart.
- Detachments using this Rite of War may only take a single Heavy Support choice as part of their Force Organisation chart.
- Detachments using this Rite of War may only take a single Consul as part of their HQ choice.
- The controlling player may not take a Fortification or other Space Marine Legion allied detachment.



"Those loyal to the Emperor shall lose if they do not win; these traitors will win if they do not lose, the irony is as bitter as it is inescapable. Such is it to live in these times and know the shadow of the carrion crow of war fall upon our every moment, helpless as we are in this struggle of gods and monsters."

Contemplations on the Ashes of Unity,
The Remembrancer
Constance Ur

ELITES

No Legion of the Space Marines elevated the use of fear itself as a weapon to the extent that the Night Lords did. Through their fearful and bloody acts entire star systems were cowed into submission, often occasioning far less ultimate loss of life than a conventional war might have brought. The midnight and storm-clad Legion served also as dark judges and executioners; they enacted the Emperor's retribution on planetary governor, recidivist cult and rebel alike, where their crimes were severe enough to have called down the Imperium's wrath so utterly upon them.

Where such punishments were designed to be at their most visceral and personal, the Terror squads of the Legion were unleashed. Head hunters and torturers, flayers and mutilators; within their ranks were found both the most coldly dispassionate and darkly imaginative of the Night Lords brethren, and where once the terrifying arts of murder and mayhem they perpetrated were a coldly calculated means to an end, as the decades progressed the Terror squads became a sink-hole for the most unstable and unsubtle elements within the Legion, many within them standing under their own sentences of death—commuted so long as they proved useful to their macabre master.

Terror Squad
(Night Lords Legion Only)

125 points

	WS	BS	S	T	W	I	A	Ld	Sv
Executioner	4	4	4	4	1	4	2	9	3+
Headsman	4	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Executioners
- 1 Headsman

Unit Type
- Executioner: Infantry
- Headsman: Infantry (Character)

Wargear
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag & krak grenades

Special Rules
- Legiones Astartes (Night Lords)
- Fear
- Infiltrate
- Preferred Enemy (Infantry)

Dedicated Transport
- A Terror Squad may choose a Dreadclaw Drop Pod as a Dedicated Transport.

Options
- The Terror Squad may take:
  - Up to 5 additional Executioners.....+15 points each
- Any model in the squad may also take one of the following options:
  - Boltgun .....+2 points each
  - Heavy chainblade .....+5 points each
  - Volkite charger .....+5 points each
  - Rotor cannon or flamer (one model in the unit only).....+10 points
- The Headsman may exchange their chainsword or combat blade for a:
  - Power weapon.....+10 points
  - Nostraman chainglaive .....+10 points
  - Power fist.....+15 points
  - Single lightning claw.....+15 points
- The Headsman may exchange their bolt pistol for a:
  - Hand flamer .....+10 points
  - Plasma pistol.....+15 points
- The Headsman may also take any of the following options:
  - Melta bomb.....+5 points
  - Artificer armour .....+10 points



Night Raptor Squad
(Night Lords Legion Only)

150 points

	WS	BS	S	T	W	I	A	Ld	Sv
Night Raptor	5	4	4	4	1	4	1	8	3+
Huntmaster	5	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Night Raptors
- 1 Huntmaster

Unit Type
- Night Raptor: Jump Infantry
- Huntmaster: Jump Infantry (Character)

Wargear
- Power armour
- Bolt pistol
- Chainsword or combat blade
- Jump pack
- Frag & krak grenades

Special Rules
- Legiones Astartes (Night Lords)
- Onslaught

Options
- The Night Raptor squad may take:
  - Up to 10 additional Night Raptors ..... +20 points each
- Any model in the squad may exchange their chainsword/combat blade for one of the following options:
  - Power weapon ..... +10 points each
  - Nostraman chainglaive ..... +10 points each
  - Single lightning claw ..... +15 points each
- For every five models in the squad, one Night Raptor may exchange their bolt pistol for one of the following weapons:
  - Flamer ..... +10 points each
  - Meltagun ..... +15 points each
  - Plasma gun ..... +15 points each
  - Plasma pistol ..... +15 points each
  - Hand flamer ..... +10 points each
- Alternatively, any model may exchange both their bolt pistol and chainsword/combat blade for a pair of lightning claws ..... +20 points
- The Huntmaster may exchange their bolt pistol for one of the following weapons:
  - Volkite Serpenta ..... +5 points
  - Hand flamer ..... +10 points
  - Plasma pistol ..... +15 points
- The Huntmaster may also take any of the following options:
  - Melta bombs ..... +5 points
  - Artificer armour ..... +10 points

Onslaught
In a turn in which a model with this rule charges into combat, it gains D3 extra attacks rather than the usual +1. In the case of a unit with multiple models with this rule, roll once and apply the result to each model in the entire unit each turn.

Fast Attack

The Night Raptors are a caste apart from the Night Lords Legion—not so much a martial elite as a bloody coterie of murderers wedded together by similar proclivities and chosen styles of warfare. The Night Raptors are equipped with jump packs and an array of close combat weapons, all of which they utilise to bring unfettered savagery down upon the heads of their foes in a single, overwhelming onslaught.

Where the Night Lords as a Legion wield terror as a weapon, the Night Raptors reject all subtlety in favour of assaults as bloody and direct as a butcher's axe cleaving meat. The Night Raptors find bleak joy in soaring above the battlefield like screaming predators hunting for victims and savour most that stark moment of clarity when a victim witnesses their death reflected back to them in the eyes of their killer. Like many of the Legion's elite, where possible they adorn their armour with grisly trophies and utilise advanced systems to project images of death upon its surface, images that depict the doom of the Night Raptors' countless victims in eternal loop, as much for the amusement of the wearer as to stun his target into insensate horror.



"It is better by far to be an object of fear than of respect, for one is a truth of the soul and the other an illusion of the mind."

The Codex Hydra

Konrad Curze

435 points

The Primarch of the Night Lords, the Night Haunter, the Last Judge, the King of Terrors

Called the 'Night Haunter' by the people of his home world of Nostramo, Konrad Curze was from his earliest days a figure of dark renown. Growing to maturity upon benighted city streets ruled by criminals while corrupt overlords enjoyed lives of luxury, Curze took it upon himself to exert his own bloody brand of justice. Instituting a reign of terror that cowed criminal and tyrant alike, the Night Haunter brought order, of a kind, to Nostramo. When at last the Emperor came, Curze had foreseen his life, his role as Primarch and his ultimate end, his sanity ever stretched taut by grim visions of the horrors soon to overwhelm the galaxy.

Having been granted command of the VIII[th] Legion, which the Primarch named the Night Lords, Curze set about imposing his particular notions of order and justice upon the wider galaxy. World after world fell to the Night Haunter's bloody campaigns of conquest, the Primarch becoming so feared that the mere word of his approach was often sufficient to suppress rebellion and cow disobedience. Recruiting from the strongest of Nostramo's population, the ranks of the Night Lords were swelled by killers every bit as brutal as their Primarch, his conquests increasingly fought not to deliver the benighted from the horrors of the Age of Strife, but to shed the blood of those he judged wanting. By the time the Warmaster's treachery was revealed to an appalled Imperium of Man, Konrad Curze and his Legion were already renegades in all but name, on the verge of censure by the highest authorities in the Emperor's domains.

The Night Haunter and his dark kin committed themselves fully to the treachery unveiled at the Isstvan V dropsite. Ordered by the Imperium to serve in the second wave of Legions committed to bring the rebel Sons of Horus, Death Guard, World Eaters and Emperor's Children to book for their deeds at Isstvan III, the Night Lords' thirst for justice was tragically misjudged. Curze had already thrown in his lot with Warmaster Horus, his cruel ire directed not against the Traitors but against his own brothers and their Legions. Amidst the carnage unleashed at the height of the massacre, Konrad Curze came face-to-face with his hated brother Corax of the Raven Guard, and it was only capricious fate that averted the death of a second of the Emperor's sons upon the cursed ground of Isstvan V.

WS	BS	S	T	W	I	A	Ld	Sv
8	6	6	6	6	7	5	10	2+

Unit Type
- Jump Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- The Nightmare Mantle
- Mercy & Forgiveness
- The Widowmakers

Special Rules
- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die)
- Sire of the Night Lords
- The King of Terrors
- Shrouded
- Stealth
- Bulky



Special Rules

Sire of the Night Lords

A dark and haunted figure, obsessed by death and judgement, and unshakable in his belief in the fundamental fallibility of man and the agency of fear as the only true means of controlling humanity's failings, Konrad Curze and his Legion were shaped by the terror and darkness of Nostramo, just as much as they were by the gene-craft of the Emperor.

Konrad Curze has the Night Vision and Acute Senses special rules, and a force containing him as its Warlord may always elect to have the first turn of any game use the Night Fighting rule. A Night Lords force with Konrad Curze as its Warlord gains the Fear special rule for all of its units with the Legiones Astartes (Night Lords) special rule, and affected units which already have the Fear special rule now impose a -1 penalty on the Leadership value of enemy units when testing for Fear against them.

The King of Terrors

Such is Curze's aura of preternatural malice and sinister intent, Fear tests taken against him are subject to a -3 Leadership penalty. In addition, should he be part of an assault where an enemy unit is destroyed outright, all other enemy units subject to Fear within 12" and with line of sight to the combat must take an immediate Morale check or fall back.

The Nightmare Mantle

Curze's raiment of war was a customised artificer suit, bedecked in grisly trophies of judgement and the flayed skins of those whose sins he saw as particularly egregious or noteworthy. It provides a 2+ armour save and a 4+ invulnerable save, and grants the Hit & Run and Hammer of Wrath special rules whenever he charges, inflicting D3 Hammer of Wrath attacks rather than the usual +1 additional attack.

Mercy & Forgiveness

This pair of murderous artificer-lightning claws, unknown in origin, which Curze favoured as his personal weapons were given the doleful names 'Mercy' and 'Forgiveness' by the Night Lords; though what their wielder named them, if anything, remains as with so much about their master, unknown.

Weapon	Range	Str	AP	Type
Mercy & Forgiveness	Melee	As user	2	Melee, Shred, Specialist Weapon, Murderous Strike*, Paired (+1 attack)

* *See The Horus Heresy Book One – Betrayal*, page 235.

The Widowmakers

Based on the micro-serrated throwing blades utilised for signature-kills by certain Nostraman assassin-cults, Curze favoured the use of these vicious, yet highly precise weapons over more conventional firearms in battle, using them to disable and maim as he willed.

Weapon	Range	Str	AP	Type
Widowmaker volley	12"	4	5	Assault 3, Lethal Precision

Lethal Precision: Wielded by Curze, these weapons inflict precision strikes of a 4+ and on To Wound rolls of a 6 ignore both armour saves and invulnerable saves.



Flaymaster Mawdrym Llansahai

Fallen Primus Medicae of the Night Lords, the Smiling One, Bloody Bones

135 points

HQ

Even among the Night Lords Legion, there were those who overstepped the bounds of what even they considered sane. One such was the Apothecary Mawdrym Llansahai, or 'Bloody Bones' to give him the nickname granted him without irony by his Legion. A Nostraman by birth and a child of that benighted world's ruling class, Llansahai registered as both highly intelligent and psychologically stable, and showed great aptitude and ability for the Apothecarion in which he was placed. The Night Lords Apothecaries were charged with other arts than mere healing; they were needed to oversee interrogations, contrive inventively malignant punishments and keep their 'subjects' alive and lucid far longer than they wished to be. Having risen to be a Primus Medicae, Llansahai was master of these twisted surgical arts and those who wielded them, and slowly and surely they began to corrode his sanity.

Soon it was discovered that he was performing numerous unsanctioned vivisections and surgical experiments. Dragged in chains to his Primarch for judgement, Llansahai was released under suspended sentence of death. Although afterwards a shunned and dreaded pariah among his Legion, he survived, a monster among monsters, and on Isstvan V he worked unspeakable horrors upon the wounded and the dying of friend and foe alike.

	WS	BS	S	T	W	I	A	Ld	Sv
Llansahai	5	4	4	4	2	5	2	9	3+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Power armour
- Refractor field
- Frag and krak grenades
- Archaeotech pistol
- Red Jaqa
- Narthecium

Special Rules
- Independent Character
- Fearless
- Legiones Astartes (Night Lords)
- Fear
- The Devil's Luck
- Unfit for Command

Red Jaqa
Llansahai's custom-wrought scalpel is a long-bladed knife of unknown origin, whose edge can cut cleaner and deeper than any power blade. Although no true combat weapon, in Llansahai's hands it is a terrifying and deadly thing. Red Jaqa has the following profile:

Weapon	Range	Str	AP	Type
Red Jaqa	-	-1	3	Melee, Murderous Strike*, Specialist Weapon

*See The Horus Heresy Book 1 – Betrayal, page 235.

The Devil's Luck
Feared and distrusted, even among his own Legion, Llansahai has survived both enemy action and attempts on his life by his comrades, seemingly often by sheer chance alone. This has only enhanced the Primus Medicae's dark renown. Llansahai may re-roll failed Look Out, Sir and Feel No Pain rolls.

Unfit for Command
Llansahai may not be taken as a compulsory HQ selection for the army and may never be its Warlord – even the Night Lords have their limits of toleration for madness.



'Sevatar'

Jago Sevatarion, the Prince of Crows, First Captain of the Night Lords and Master of the Atramentar

175 points

	WS	BS	S	T	W	I	A	Ld	Sv
Sevatar	7	5	4	4	3	6	4	9	3+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Power armour
- Iron halo
- Frag and krak grenades
- Master-crafted Nostraman chainglaive
- Bolt pistol
- Master of the Atramentar
- Trophies of Judgement (see page 239)

Special Rules
- Independent Character
- Legiones Astartes (Night Lords)
- Master of the Legion
- Dirty Fighter
- Repressed Psyker

Warlord Trait
- **Master of Ambush:** If chosen as the army's Warlord, Lord Sevatar automatically has the Master of Ambush trait rather than rolling randomly. This means that all friendly Outflanking units have the Acute Senses special rule while Sevatar is alive.

Master of the Atramentar
Night Lords Legion Terminator squads and Terminator Command squads from the same detachment as Sevatar who Deep Strike will not scatter as long as they are placed within 6"of Sevatar as they deploy.

Dirty Fighter
Sevatar is one of the most dangerous hand-to-hand combatants in his or any other Legion. He gains the Instant Death special rule for his attacks (in addition to any from his weapons) when fighting in a Challenge.

Repressed Psyker
Sevatar is a Level 1 Psyker with the Precognition Psychic Power from the Divination Discipline. However, he has long repressed such abilities, which are more often in use subconsciously rather than by direct will, and so he uses a Leadership value of 7 when manifesting this power, rather than his normal Leadership value.



HQ

Jago Sevatarion is said to hold the dark honour of being the first Traitor to utter the words '*Death to the false Emperor*', although in truth this was but one in a long line of crimes and blasphemies committed by the First Captain of the Night Lords over many years. Sevatar is known as one of the most lethal warriors of the entire Legiones Astartes, his name and skill as well known as those of Abaddon of the Sons of Horus, Corswain of the Dark Angels, Ralderon of the Blood Angels or Eidolon of the Emperor's Children.

As arrogant as he is gifted, Sevatar is known as a supremely ruthless, even dishonourable, combatant. This demeanour is carried through to his appearance, which is contrived to inspire fear in all who look upon him. His midnight blue power armour is wreathed in flayed flesh and his helm is wrought in the form of a leering skull. Beneath that deathly visage lays not just the soul of a murderer, but one gifted with latent, if repressed, psychic powers which, although unwelcome, serve to increase Sevatar's already fearsome capabilities to preternatural levels.

Crusade Army List Appendix VII: The Salamanders

Legiones Astartes (Salamanders)

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.

"Without wisdom, skill cannot be focussed. Without skill, strength cannot be brought to bear. Without strength, wisdom may not be applied."

The Teachings of the Promethean Cult

The Salamanders are the exemplars of forge-wrought duty, masters of artifice and possessed of a fearsome and uncompromising sense of honour. They stand for toil and sacrifice, bearing arms and armour forged to the highest possible standards and often by the hands of the Legionaries who bear them in battle. The Legion wields the tools of the smith as weapons of war, bringing heat, iron and raw strength of arms to strike down all those who would deny the Imperial Truth or attempt to undermine the Imperium of Man.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **Strength of Will:** All units with this special rule automatically pass any Fear test they are called on to make and must re-roll a single D6 when Morale checks and Pinning tests are failed.
- **Promethean Gift:** All hand flamers, flamers and heavy flamers used by models with this special rule gain +1 Strength to their listed profile. This special rule also extends to all vehicles used by a detachment containing units with this rule. In addition, all enemy flamer-type attacks are at -1 Strength when used against models with this rule.
- **Nocturne Born:** All units with the Legiones Astartes (Salamanders) special rule do not add their Initiative score to their Sweeping Advance rolls and reduce their randomly rolled Run and Charge distances by -1" to a minimum of 1".



Legion Specific Units:

In addition to those found in the Crusade army list, the Salamanders Legion has particular access to additional unit types: Firedrake Terminator squads (which are an Elites choice on the Force Organisation chart) and Pyroclast squads (which are a Heavy Support choice on the Force Organisation chart).

Legion Specific Restriction: Disdain of the Dark Age

Moritat Consuls and Destroyer units may not be used in a Salamanders Legion detachment, nor may phosphex weapons be taken as an option or used by any model in a Salamanders Legion detachment.

Legion Specific Wargear

The Salamanders Legion has access to the following items of special wargear, and were renowned for their prevalence of artificer grade arms and armour, many the craftsmanship of the Legion's Space Marines themselves.

Artificer Weapons

All characters with the Legiones Astartes (Salamanders) special rule, including unit sergeants, etc, may apply the Master-crafted special rule to a single weapon they possess for +5 points. Which weapon this is must be noted on their army list before the battle begins.

Dragonscale Storm Shield

This prototype wargear may be taken by Legiones Astartes (Salamanders) models in Terminator armour or by independent characters, and must be shown on the model. A Dragonscale storm shield provides a 5+ invulnerable save or increases an invulnerable save the model already has by +1 (to a maximum of 3+). The model may not claim an additional attack for a second weapon in close combat if they also have this wargear. This option costs +10 points per model for an independent character not in Terminator armour, and for any model in Terminator armour; it may be exchanged for their combi-bolter for +5 points.

Mantle of the Elder Drake

This is an additional wargear option for a Salamanders Praetor costing +20 points. The model gains the Eternal Warrior special rule.

Purging Flame

Any heavy bolters/twin-linked heavy bolters in a Salamanders Legion detachment may be exchanged for heavy flamers/twin-linked heavy flamers respectively at no cost. This option must be represented on the model. Any Salamanders model eligible to take a plasma pistol may instead take an inferno pistol at the same cost given in their army list entry.

Salamanders Legion Unique Rite of War: The Covenant of Fire

Under the tutelage and spiritual leadership of their Primarch Vulkan, the Salamanders have become a Legion of warrior mystics; slow to anger, deliberate in action and supremely disciplined. But when their fury is unleashed, it is a terrible thing to behold and carried out with all the arts of warfare and artifice at their disposal; an unstoppable tide of fire and destruction purging all before it.

Effects

- **Obsidian Forged:** All Salamanders vehicles (ie, any model with an Armour value) taken as part of a detachment using this Rite of War have a 5+ invulnerable save against melta, volkite, plasma and flamer weapons (of all types), and also against melta bombs.
- **Veneration of Wrath:** All meltaguns, inferno pistols and multi-meltas in the detachment using this Rite of War have the Master-crafted special rule. Pyroclast squads may be chosen as non-Compulsory Troops choices for a detachment using this Rite of War.
- **Implacable:** All units in a detachment using this Rite of War gain the Move Through Cover special rule.

Limitations

- Detachments using this Rite of War may not deploy models using the Deep Strike special rule (and units which must deploy by this method therefore cannot be chosen as part of the detachment).
- Detachments using this Rite of War cannot take more Heavy Support and Fast Attack choices in total than they have Troops choices in the detachment. So, for example, a detachment with three Troops choices could take three choices made up of Fast Attack or Heavy Support or a combination of the two.
- Detachments using this Rite of War may not take Fortification detachments.
- With the exception of the Legion Champion type, detachments using this Rite of War may only take a single Consul as part of their HQ choices.



"Unless you are capable of enduring whatever hurt your foe can inflict, there will come a time when you will fail, and by failing you will have made useless the sacrifice of millions. We are the Salamanders and we will endure, for no sacrifice made in the name of this great empire we seek to build shall be made in vain."

Xiaphas Jurr,
Chaplain of the Salamanders

Pyroclast Squad
(Salamanders Legion Only)

160 points

HEAVY SUPPORT

The dreaded Pyroclasts are the burning fury of the Salamanders Legion given material form. Shunning conventional Destroyer units in his Legion, save for a small cadre retained for xenocide operations, due to the tainting and unclean nature of the weapons they wielded, Vulkan created the Pyroclasts to fulfil the role of bringers of utter destruction, creating for them advanced and extremely powerful thermal/incendiary weapons of his own devising. To the Salamanders fire is more than merely a weapon; it has an almost mystical function and truth, and embodies both purifying destruction and the potential for rebirth and redemption. But for renewal to occur, what has gone before must be wiped away; purified by fire. It is this last concept that the Pyroclasts embody, and in battle they are relentless and remorseless, and where they are unleashed there can be no possibility of mercy or reprieve from the fire.

	WS	BS	S	T	W	I	A	Ld	Sv
Pyroclast	4	4	4	4	1	4	1	9	2+
Pyroclast Warden	4	4	4	4	1	4	2	9	2+

Unit Composition
- 4 Pyroclasts
- 1 Pyroclast Warden

Unit Type
- Pyroclast: Infantry
- Pyroclast Warden: Infantry (Character)

Wargear
- Artificer armour
- Pyroclast flame projector
- Combat blade
- Frag and krak grenades

Special Rules
- Legiones Astartes (Salamanders)
- Mantle of Ash

Dedicated Transport
- A Pyroclast squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport.

Options
- The Pyroclast Squad may take:
  - Up to 5 additional Pyroclasts.....+25 points each
- The entire squad may take melta bombs .....+25 points
- The Pyroclast Warden may exchange their combat blade for a:
  - Power weapon.....+10 points
  - Power fist.....+15 points

Pyroclast Flame Projector
The unique and complex flame weapons wielded by the Pyroclasts are a type of design created by the Primarch Vulkan himself, and are both more elegant and far more potent than the standard flamer wielded by the Space Marine Legions. They can be used to incinerate a swathe of targets in the manner of a standard flamer, but can also focus their jet into searing cutting arcs, difficult to aim, but able to slice through the most durable armour.

In the Shooting phase or when carrying out Overwatch fire, the entire unit must fire its Pyroclast flame projector in the same firing mode. Declare which this is every time the weapons are used:

	Range	Str	AP	Type
Flame projector				
(Dispersed)	Template	5*	5	Assault 1
(Focused)	6"	6	1	Assault 1, Melta

Note: This already includes the effect of the Promethean Gift special rule.

Mantle of Ash
The finely wrought artificer plate worn by the Pyroclasts is fashioned with flecks of obsidax crystal from the volcanoes of Nocturne, and draped with the hides of the Damen-Salamanders who dwell in their fiery depths. As a result, Pyroclasts have an invulnerable save of 5+ against all weapons defined as flamers, plasma weapons, melta weapons and volkites.

Firedrake Terminator Squad
(Salamanders Legion Only)

275 points

	WS	BS	S	T	W	I	A	Ld	Sv
Firedrake	5	4	4	4	2	4	2	9	2+
Firedrake Master	5	4	4	4	2	4	3	9	2+

Unit Composition
- 4 Firedrakes
- 1 Firedrake Master

Unit Type
- Firedrakes: Infantry
- Firedrake Master: Infantry (Character)

Wargear
- Cataphractii pattern Terminator armour
- Combi-bolter
- Power weapon (Firedrakes only)
- Master-crafted power weapon (Firedrake Master only)

Special Rules
- Legiones Astartes (Salamanders)
- Implacable Advance
- Favoured of Vulkan

Dedicated Transport
- A Firedrake Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

Options
- The Firedrake Terminator squad may take:
  - Up to 5 additional Firedrakes.....+40 points each
- Any model may exchange its power weapon for a:
  - Power fist.....+5 points
- Any model may exchange their power weapon for a:
  - Chainfist or thunder hammer.....+10 points each
- The Firedrake Master may exchange their master-crafted power weapon for a:
  - Master-crafted thunder hammer.....+10 points
- Any model may exchange its combi-bolter for a:
  - Combi-flamer or combi-melta or a Dragonscale pattern storm shield.....+5 points each
- A single Firedrake may exchange their combi-bolter for a:
  - Heavy flamer.....+10 points

Implacable Advance
Firedrake Terminator squads are used to assail the most heavily defended objectives and secure them for the advance of allied forces. Firedrake Terminator squads are always counted as scoring units in any mission where Troops choices are also counted as scoring units.

Favoured of Vulkan
A Firedrake Terminator squad may be chosen instead of a Command squad as a bodyguard for any Terminator armour-equipped Praetor of the Salamanders Legion (or the Primarch Vulkan himself). Firedrake Terminators must always be modelled/painted to be visually distinct from standard Legion Terminator squads to avoid confusion.



Elites

The elite of the Salamanders Legion are those Legionaries known as the Firedrakes; veterans chosen not simply for their martial skill, but also because of their mental resilience and capacity for discipline and self-sacrifice; for these are values the Promethean Cult holds in high esteem. Tried and tempered in the flames of war, just as a blade is tempered in the flames of the forge, the Firedrakes are indefatigable and relentless, possessing a singular focus in battle which borders on the preternatural and legendary resilience; a matter as much to do with their phenomenal willpower as their superhuman physiology or superlatively fashioned arms and armour.

Such is the wisdom of Vulkan and the traditions of the Legion that many of the Firedrakes can be found fulfilling numerous roles throughout the ranks, rather than concentrated into elitist cadres as may be found in other Legions; the better to serve as exemplars, champions and protectors. Exceptions to this practice do exist, however, such as the Pyre Guard who serve as their Primarch's praetorians and advisors, and warrior bands of Firedrakes, most commonly clad in exquisitely crafted Terminator armour, who are formed to act as shock troops and line breakers for the Legion in the most deadly battles it undertakes.

"It is in our nature to create things that will outlast us. So we strive; we craft, we build, we make, and we fight and do not yield. For within each frail human body born is the will to grasp the stars and walk a path unto eternity itself."

The Book of Vulkan

VULKAN

425 POINTS

THE PRIMARCH OF THE SALAMANDERS, THE PROMETHEAN FIRE, THE HAMMER OF SALVATION, REGENT OF NOCTURNE

An indomitable warrior whose strength in battle was tempered by the depth of his wisdom, Vulkan was sire to the Salamanders Legion and its paragon. In war, his fury was a match for any of his brothers, and yet was ever mastered by a keen understanding for the destruction he caused and the power and dread responsibility he and his Legion carried as Angels of Death. In all his undertakings Vulkan ever sought to limit needless and wanton destruction, seeing in that a path to ruin and desolation of the soul, shouldering whatever hardship this might bring him or his sons without compliant and absorbing the wisdom such suffering brought, allowing it to forge him into an ever better protector for the growing Imperium. But like the fires of the deep earth, that wellspring of savage power slept but was never extinguished, to be called on when needed, as implacable and devastating as the fires of the turbulent world he called home.

During his brief youth, Vulkan led the people of Nocturne from a fear-ridden existence as the playthings of xenos raiders to freedom, enduring on a world that tested Mankind to its very limits each day and acting as a champion for the embattled people that had adopted him. Where other Primarchs swiftly rose to rule their adopted homes, Vulkan was content to serve simply as a teacher and protector on Nocturne, leaving only when the Emperor arrived to summon him to war as part of the Great Crusade. Bequeathed a Legion on the verge of destruction, Vulkan was quick to rescue and remould the XVIII[th] Legion, forging them into a potent tool of war with the wisdom that had been hard-earned on Nocturne and beyond. Amongst his fellow Primarchs, Vulkan's skill and intelligence won him many allies and friends, including Ferrus Manus, who shared his appreciation of the smith's arts. However, where the Gorgon knew only a cold approval for efficient weapons of war, Vulkan excelled at the creation of artefacts of stunning complexity and beauty, forging many weapons for his brothers, all of which were treasured by their owners. With Horus' betrayal at Isstvan III, and the wholesale slaughter of those Legionaries who refused to join him, Vulkan was quick to pledge his Legion to the Loyalist cause, ever ready to safeguard the worlds of the Imperium and bring just and destroying wrath to the Traitors.

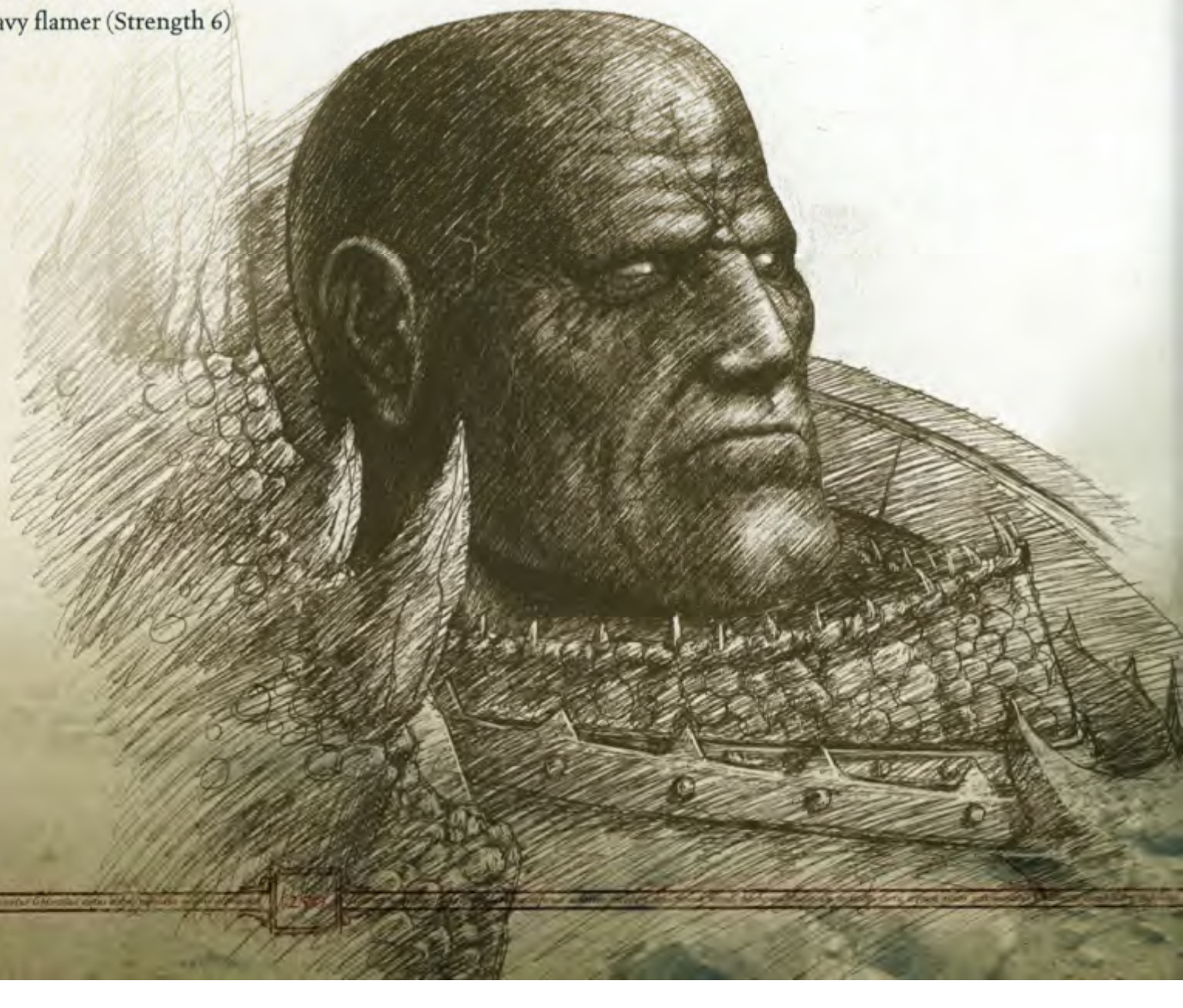
WS	BS	S	T	W	I	A	Ld	Sv
7	5	7	7	6	5	4	10	2+

Unit Type
- Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- The Draken Scale
- Dawnbringer
- The Furnace's Heart
- Heavy flamer (Strength 6)

Special Rules
- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die)
- Sire of the Salamanders
- Blood of Fire
- Very Bulky



Sire of the Salamanders
A paragon of wisdom as well as martial prowess to his Legion, Vulkan embodies the stoicism and honour that has become the hallmark of his Legion, and those who stand with him have an unshakable conviction in their cause.

In an army which contains the Primarch Vulkan, all models with the Legiones Astartes (Salamanders) special rule gain +1 Leadership (to a maximum of 10) and also gain the Adamantium Will special rule.

Blood of Fire
Vulkan's powers of endurance and, above all, will are phenomenal, even for a Primarch. As a result, he may re-roll any failed It Will Not Die or Deny the Witch tests.

The Draken Scale
Vulkan's armour was a marvel of the Imperium and a famed relic in its own right, and its crowning glory was the skull of the great Firedrake Kesare mounted upon the Primarch's shoulder, upon whose image the Legion's symbol was based. The Draken Scale provides Vulkan with a 2+ armour save and a 3+ invulnerable save, and halves the strength (round down) of any flamer, fusion, volkite, melta or plasma weapon used against him.

Dawnbringer
A warhammer of prodigious size and reputedly indestructible material construction, Dawnbringer was too great a weight for any but a Primarch to lift. Wielded by Vulkan, Dawnbringer was capable of sundering any defence set against it, from isolithic stone to the densest armour plate, and brutally crushed countless foes in the Primarch's hands.

	Range	Str	AP	Type
Dawnbringer	Melee	10	1	Melee, Two-handed, Concussive, Armourbane, Instant Death, Earthshatter

Earthshatter: Instead of attacking normally in an assault, Vulkan may instead opt to place a Blast (3") marker anywhere in base-to-base contact that does not cover any friendly models. All models under the marker suffer a single automatic Strength 8 AP 3 hit with the Strikedown special rule.

The Furnace's Heart
A baroquely styled energy weapon gifted to Vulcan by Ferrus Manus, this weapon utilised individual charged shells to produce powerful laser-like blasts capable of cutting swathes through even heavily armoured foes. The weapon, however, was not truly favoured by Vulkan, for reasons that remained the subject of dark rumour, but the Salamanders Primarch carried the weapon into battle at Isstvan V regardless to honour his brother for the gift.

	Range	Str	AP	Type
The Furnace's Heart	18"	6	2	Assault 1, Rending, Line of Effect

Line of Effect: Draw a line from the Primarch 1mm wide and 18" long to determine the weapon's area of effect. All units crossed by the line suffer a number of hits equal to the number of models in the unit the line crosses. This line may not be drawn so that it crosses through friendly models.

Cassian Dracos

The Fallen Master, The Dragon Revenant, First Commander of the XVIII[th] Legion

275 points

HQ

Mortally wounded in battle against Orks, Cassian was the first Lord Commander of the XVIII[th] Legion before the coming of the Primarch Vulkan. Such was the honour and esteem in which Vulkan held this warrior —who had commanded his sons with unflinching honour and self-sacrifice— he undertook to fashion for him the Dracos Revenant, a unique Dreadnought sarcophagus of unsurpassed sophistication and resilience. One of a number of unique wonders wrought by Vulkan, it was forged of a nigh-impregnable and unknown alloy, a relic it was said from deep beneath Old Earth that none but Vulkan was able to master and shape to his will. But as the years went on, though Cassian's will to fight was undimmed, his mind grew increasingly unclear and dislocated outside of the battlefield, and he was allowed to remain in slumber for longer periods, awoken only in the direst of need and to participate in the gravest of conflicts.

At Isstvan V, Cassian Dracos fought with unmatched fury, first spearheading the attack against the enemy then, as the second wave showed their true colours, standing fast though all around him were slaughtered. Eventually, his armour was burned through and pierced in a dozen places by a blizzard of heavy weapons fire, but he fought on, crashing into the encircling foe and leaving a trail of devastation in his wake. His final fate remains unknown.

				Armour					
	WS	BS	S	Front	Side	Rear	HP	I	A
Cassian Dracos	6	5	6 (10)	14	12	10	4	4	4

Unit Composition
- 1 (Unique)

Unit Type
- Vehicle (Walker)

Wargear
- Two dreadnought close combat weapons, each of which has an inbuilt Dreadfire heavy flamer (additional close combat attacks already included in profile)
- Extra Armour
- Smoke launcher
- Searchlight
- Nuncio-vox

Special Rules
- Wrought by Vulkan
- It Will Not Die
- Venerable
- Burning Wrath
- The Last Warlord

Warlord Trait
- **Fires of Martyrdom:** If Cassian Dracos is your army's Warlord then your opponent cannot score Victory points for the Slay the Warlord secondary objective. In addition, all models from your detachment with the Legiones Astartes (Salamanders) special rule within 3" of Cassian Dracos gain the Feel No Pain (5+) special rule.

Dreadfire Heavy Flamers
These weapons may either be fired as two individual heavy flamers, or as a single twin-linked meltagun. This choice must be made at the beginning of the Shooting phase before any dice are rolled for their attacks. If one of the heavy flamers is destroyed then the remaining heavy flamer cannot use this optional attack mode. These weapons benefit from the Legiones Astartes (Salamanders) special rule.

Wrought by Vulkan
Cassian Dracos is immune to all of the effects of the Melta, Armourbane, Sunder and Lance special rules. Any other rules which either reduce or permanently degrade his Armour value or allow attacks which target him to roll more than one dice when making an Armour Penetration roll have no effect against him.

Burning Wrath
Cassian Dracos may forfeit his usual close combat attacks in order to inflict one automatic S6 (bonus included) AP 4 hit on every model (friend and foe) in base contact with him at Initiative step 1.

The Last Warlord
If Cassian Dracos is the only HQ choice present in your army, he becomes your army's Warlord, even though he does not have a Leadership value. He does not roll on the Warlord Traits table, but instead receives the trait listed previously.

Sunder
Attacks with this special rule may re-roll failed Armour Penetration rolls.

Lord Chaplain Nomus Rhy'tan

The Voice of the Fire, Keeper of the Keys of Prometheus

215 points

	WS	BS	S	T	W	I	A	Ld	Sv
Nomus Rhy'tan	6	4	4	4	3	5	3	10	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- Artificer armour
- Iron halo
- Frag and krak grenades
- Darkstar Falling
- Combi-flamer
- Bolt pistol
- Mantle of the Elder Drake

Special Rules
- Independent Character
- Zealot
- Legiones Astartes (Salamanders)
- Master of the Legion
- Keeper of the Keys

Warlord Trait
- **Inspiring Presence:** If chosen as the army's Warlord, Lord Chaplain Rhy'tan automatically has the Inspiring Presence trait rather than rolling randomly. This means that all friendly units within 12" of him may use his Leadership value rather than their own.

Keeper of the Keys
Nomus Rhy'tan carried the sacred charge of Warden of Prometheus at the outbreak of the Horus Heresy, and dual roles as spiritual instructor to the Legion's initiates and as watcher of those who had fallen in battle. It was also at his behest that the Dreadnoughts of the Salamanders Legion rose from their dreaming slumbers. If Nomus Rhy'tan is part of a Space Marine Legion force (of any type) then a single Dreadnought Talon may be taken as a non-compulsory HQ selection in that force. These Dreadnoughts may not be the force's Warlord!

Darkstar Falling
Rather than the crozius carried by other Chaplains to signify their rank, Nomus Rhy'tan carries Darkstar Falling, a double-handed hammer crafted by the Primarch Vulkan from a single block of obsidian-like mineral wrested from the gravitational vortex of a dying world. It symbolises the strength and resilience of the Promethean Cult and the strange energies which slumber inside it represent the fury of the Legion, kept in abeyance until unleashed as the will directs. This weapon has the following profile:

	Range	Str	AP	Type
Darkstar Falling	-	+2	2	Melee, Armourbane, Concussive, Two-handed

HQ

When the Chaplain edict came to the Salamanders Legion, it fell upon fertile ground, as the spiritual discipline of the Legion and the iteration of philosophy of the Great Crusade were already considered matters of great import to the Salamanders. The direct promulgation of the doctrines of the Primarch Vulkan, shaped as they had been by the culture of his adopted world, were already being distributed by the 'Voices of the Fire'—a body of chosen Legionaries of which Nomus Rhy'tan was one.

Many of these men went on to become the Legion's first generation of Chaplains, and Rhy'tan, already a highly regarded confidante of his Primarch and renowned orator and instructor, became senior among them by popular assent of his peers. Before the Salamanders Legion departed for the Isstvan system, Vulkan bade his Lord Chaplain remain behind at Prometheus with the Legion's neophytes and instructors as regent in his stead, and with a heavy heart Rhy'tan obeyed, and in doing so was destined to survive, the future of his Legion in his hands.



Crusade Army List Appendix VIII: The Word Bearers

Legiones Astartes (Word Bearers)

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.

Where once the XVII[th] Legion brought the light of the Emperor to benighted humanity, now the Word Bearers bring the blinding darkness of Old Night. No longer driven by duty and honour, but by the thirst for forbidden lore and undeserved power, they seek to bind the Warp itself and to enslave its denizens to their will. When the Word Bearers march to war, the fabric of reality is distorted and the dread things of the Abyss march at their side. To stand against the Word Bearers is to invite insanity, death and, unknown to most yet the worst fate of all, the damnation of the eternal soul.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **True Believers:** All units with the Legiones Astartes (Word Bearers) special rule roll 3D6 for all Morale checks and must pick the two lowest dice.
- **Cut Them Down:** All units with the Legiones Astartes (Word Bearers) special rule must always make Sweeping Advances when possible, and must re-roll Sweeping Advance roll results of a '1'.
- **Charismatic Leadership:** Any primary detachment force chosen from the World Bearers Legion must take a second Compulsory HQ choice on the Force Organisation chart (where a second choice is allowed). This choice must always be either a Centurion or a Chaplain Consul.

Legion Specific Units

In addition to those found in the Crusade army list, the Word Bearers Legion has particular access to the additional unit types: Gal Vorbak Dark Brethren squads (which are an Elites choice on the Force Organisation chart) and Ashen Circle (which are a Fast Attack choice on the Force Organisation chart). In addition, it has a specific option of a Consul unavailable to other Legions – the Diabolist.

The Diabolist.....+35 points
This Consul type represents one of the Word Bearers who has already become engulfed in the unholy lore of Chaos and has paid the forfeit with their soul.

- The Diabolist gains the Daemon special rule and the Preferred Enemy (Loyalist) special rule is added to all its close combat attacks (in addition to any other weapon effects).
- A Diabolist may not be equipped with a Space Marine Bike or Space Marine Jetbike, Terminator armour, a power fist or thunder hammer.
- If a Diabolist is present in a Word Bearers force, then that force also has access to the Dark Channelling option listed after this entry for certain of its units.

"That which we foolishly call truth, is only a small island in a vast sea of the unknown. For man to truly flourish he must be willing to abandon the ever shrinking island of such petty 'truth' and surrender himself to the reality of that which is beyond."

Outlawed writings, confiscated,

Defunct Atriates Warrior Lodge [censored] Legion

Attrb. Erebus, First Chaplain of the Word Bearers Legion



Dark Channelling.....+25 points per squad
A unit with the Dark Channelling special rule is charged with the terrible power of the Warp bound into dark incantations upon their armour and the tortured taint in their souls and flesh. This option is available to any Word Bearers Legion Tactical Squad, Veteran Tactical Squad, Legion Breacher Siege Squad, Legion Terminator Squad or Legion Assault Squad so long as the detachment also contains at least one Diabolist.

Roll a D6 at the beginning of the game separately for each unit with Dark Channelling to determine its effects for that game. The bonuses and/or penalties of Dark Channelling do not apply to any Independent Characters or other models which join the unit in question.

D6	Result
1-3	The unit gains the Zealot special rule.
4-5	The unit gains +1 Strength for the duration of the battle.
6	The unit gains the Daemon special rule for the duration of the battle.*

**If the Daemon result is rolled, the unit no longer counts as scoring regardless of its type, and counts as destroyed at the end of the game for the purposes of calculating Victory points where this is relevant.*

Legion Specific Wargear
The Word Bearers Legion has access to the following items of occult wargear:

Burning Lore
Any Word Bearers Praetor, Diabolist, Centurion or Chaplain has access to the Burning Lore wargear upgrade, representing the Warp-tainted incarnations inscribed upon their armour or on parchments and books chained and mounted about them. This upgrade turns them into a Level 1 Psyker with access to the Biomancy or Telepathy Discipline and costs +30 points.

Tainted Weapon: Any Word Bearers character with the option to take a power weapon may take a Tainted weapon instead at the same cost:

Weapon	Range	Str	AP	Type
Tainted weapon	-	As User	-	Melee, Specialist Weapon, Instant Death

Word Bearers Unique Rite of War: The Dark Brethren
Before the canker of corruption took root within the Word Bearers Legion, it was renowned for the cohesion and selfless sacrifice with which it fought in the Emperor's name. After it came to the worship of older and more nightmarish gods, parts of the Legion took to enacting horrific rites on the eve of battle to curry favour from the Warp. Such warbands soon became shadowed with the foulest and most unnatural evil, often paying with the blood and souls of their own brethren to appease their new masters.

Effects
- **Arch-Traitors:** All independent characters in a detachment using this Rite of War gain the Preferred Enemy (Loyalist Space Marines) special rule.
- **Signs & Portents:** The controlling player selects a single unit from the detachment's Troops choices at the start of the game (do this after deployment but before the game begins). Roll a D6. On a result of 1-3, all opposing units count as having the Preferred Enemy special rule against this unit. On a result of 4-6, this unit counts as having the Preferred Enemy special rule against all opposing units.
- **From Beyond:** A primary detachment that uses this Rite of War may take allies from *Codex: Chaos Daemons* as Battle Brothers.
- **Hell follows with Them:** All wounds caused by Perils of the Warp tests taken by the opposing force gain the Instant Death special rule.

Limitations
- Detachments using this Rite of War must take at least one Diabolist as a HQ choice.
- Detachments using this Rite of War may not take more than one Heavy Support choice as part of its primary detachment on its Force Organisation chart.
- Detachments using this Rite of War may not take Fortification or allied Space Marine Legion detachments, and treat all other allies except Daemons as Desperate Allies.



"The Emperor has denied all claims to godhood, but there are other gods, older gods, gods who will hear our pleas and reward our service with more than empty promises and false dreams. In their name we will have our revenge, and the Emperor will regret that he spurned our loyalty in the ashes of Monarchia."

[[Unknown transmission intercept//Calth war zone]]

ELITES

The Gal Vorbak is built upon the remnants of the Serrated Sun Chapter of the Word Bearers Legion, the conquerors of the primitive world of Cadia who looked into the depths of the Eye of Terror itself and in doing so were changed for all time. Their psyches infiltrated by creatures from the darkness of the Æther, the survivors are named the Gal Vorbak, or "*Blessed Sons*" in the language of Colchis, and are possessed of strengths and abilities far above those of other Astartes.

It is said that each of the Gal Vorbak was host to some form of Warp entity, itself subservient to the greater scheme plotted between Warmaster Horus and the nightmare powers beyond. In battle, this being comes to dominate the mind and body of the warrior. His already mighty form swells as hands turn into rending talons and jaws into slavering, fang-filled maws twisted beyond reason and reality. At Isstvan V, the Word Bearers' pact with the horrors beyond was sealed in a great ritual of carnage and betrayal.

Gal Vorbak Dark Brethren

(Word Bearers Legion Only)

200 points

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Brethren	5	4	5	5	2	5	2	8	3+
Dark Martyr	5	4	5	5	3	5	3	9	3+

Unit Composition
- 4 Dark Brethren
- 1 Dark Martyr

Unit Type
- Dark Brethren: Infantry
- Dark Martyr: Infantry (Character)

Wargear
- Power armour
- Bolt pistol
- Boltgun
- Chainsword or combat blade
- Frag & krak grenades

Special Rules
- Daemon
- Stubborn
- Bulky
- Rage
- Rending*
- Deep Strike
- Damned

**This rule applies to all the model's close combat attacks only, regardless of the weapon being used and in addition to any weapon special rules.*

Options
- The Gal Vorbak Dark Brethren Squad may take:
  - Up to 5 additional Dark Brethren ..... +30 points each
- For every five models in the squad, one Dark Brethren may exchange their boltgun for one of the following options:
  - Flamer ..... +10 points each
  - Meltagun ..... +15 points each
  - Plasma gun ..... +15 points each
  - Power weapon ..... +10 points each
- The Dark Martyr may exchange their chainsword or combat blade for a:
  - Power weapon ..... +10 points
  - Power fist ..... +15 points
  - Single lightning claw ..... +15 points
- Alternatively, the Dark Martyr may exchange their chainsword or combat blade, bolt pistol and boltgun for a:
  - Pair of lightning claws ..... +20 points
- The Dark Martyr may also take any of the following options:
  - Melta bombs ..... +5 points
  - Artificer armour ..... +10 points

Damned
A unit with this rule never counts as a scoring unit, regardless of the provisions of the mission being played.



The Ashen Circle
(Word Bearers Legion Only)

175 points

	WS	BS	S	T	W	I	A	Ld	Sv
Incendiary	5	4	4	4	1	4	1	8	3+
Iconoclast	5	4	4	4	1	4	2	9	3+

Unit Composition
- 4 Incendiaries
- 1 Iconoclast

Unit Type
- Incendiary: Jump Infantry
- Iconoclast: Jump Infantry (Character)

Wargear
- Hardened armour
- Hand flamer
- Axe-rake
- Jump pack
- Frag & krak grenades

Special Rules
- Legiones Astartes (Word Bearers)
- Burning Descent
- Scorched Earth
- Bitter Duty

Options
- An Ashen Circle squad may take:
  - Up to 5 additional Incendiaries.....+20 points each
- Any model in the squad may exchange their axe-rake for a:
  - Power axe.....+5 points each
- The Iconoclast may also exchange their hand flamer for one of the following weapons:
  - Inferno pistol.....+10 points
  - Plasma pistol.....+15 points
- The Iconoclast may also take any of the following options:
  - Melta bombs.....+5 points
  - Up to three phosphex bombs.....+10 points each
  - Artificer armour.....+10 points

Burning Descent
If the unit enters play via Deep Strike, then as soon as it has been placed on the table, all models within D6" suffer an immediate Strength 3 AP 5 hit.

Scorched Earth
This unit may always use its Hammer of Wrath attack, regardless of whether or not it has used its jump packs in the Movement phase, and these attacks are carried out at Strength 5. The Hammer of Wrath attacks made by this unit are classed as Flamer type attacks.

Bitter Duty
The unit may not be joined by friendly independent characters.

Axe-rake
A heavily reinforced axe-weapon with a grappling barb, this vicious blade is used to drag down victims, and topple graven idols and false icons for the Word Bearers' pyres.

	Range	Str	AP	Type
Axe-rake	-	+1	6	Melee, Grapple

Grapple: Enemies attempting to fall back after losing an assault to a unit equipped with axe-rakes suffer a -1 penalty to their Fall Back distance.

Fast Attack

Serving alongside the Destroyers of the Word Bearers Legion, the Ashen Circle was a unique formation created for a unique purpose; the destruction of culture, learning and faith. These Space Marines were iconoclasts, charged beyond the battlefield with hunting down works of false doctrine and those who purveyed it, consigning both to destruction and eradicating flame.

On the battlefield, their task was deemed no less important by their Legion; seeking out those things which gave the foe the heart and courage to fight: charismatic leaders, priests, battle flags and champions. These they singled out, dragged down with the hook-blades of their axe-rakes and destroyed with brutal fervour, often making plunging attacks far in advance of their own lines in order to do so, with no thought as to their own survival.

On world after world the Ashen Circle tore down libraries and churches, parliaments and sepulchres, first so that the Imperial Truth might be set up in their place, but later so that far darker creeds could take root and fester.

High Chaplain Erebus

The Dark Apostle, Emissary of the Warmaster, Child of the Primordial Truth

195 points

HQ

Erebus was the First Chaplain of the Word Bearers Legion and the primary instrument of his Primarch's descent into treachery. When the Emperor chastised Lorgar for worshipping him as a god, the Primarch was stricken and it was Erebus who counselled that, if the Emperor was not worthy of Lorgar's veneration, then there were other, older powers that were. When the scales fell from Lorgar's eyes and the true power of the Warp was revealed to him, the Primarch would have declared his new-found revelation to the entire galaxy, but it was Erebus again who counselled caution.

The opening phase in his scheme complete, Erebus set in motion a chain of events that led to the damnation of Horus himself, engineering the injury that brought him to the serpent-priests of Davin. In these and a thousand other blasphemies, Erebus is revealed as both the master and the puppet, the instrument of the ruination of all that the Emperor fought for and the ultimate pawn of the powers of the Warp.

	WS	BS	S	T	W	I	A	Ld	Sv
Erebus	5	4	4	4	3	5	3	10	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

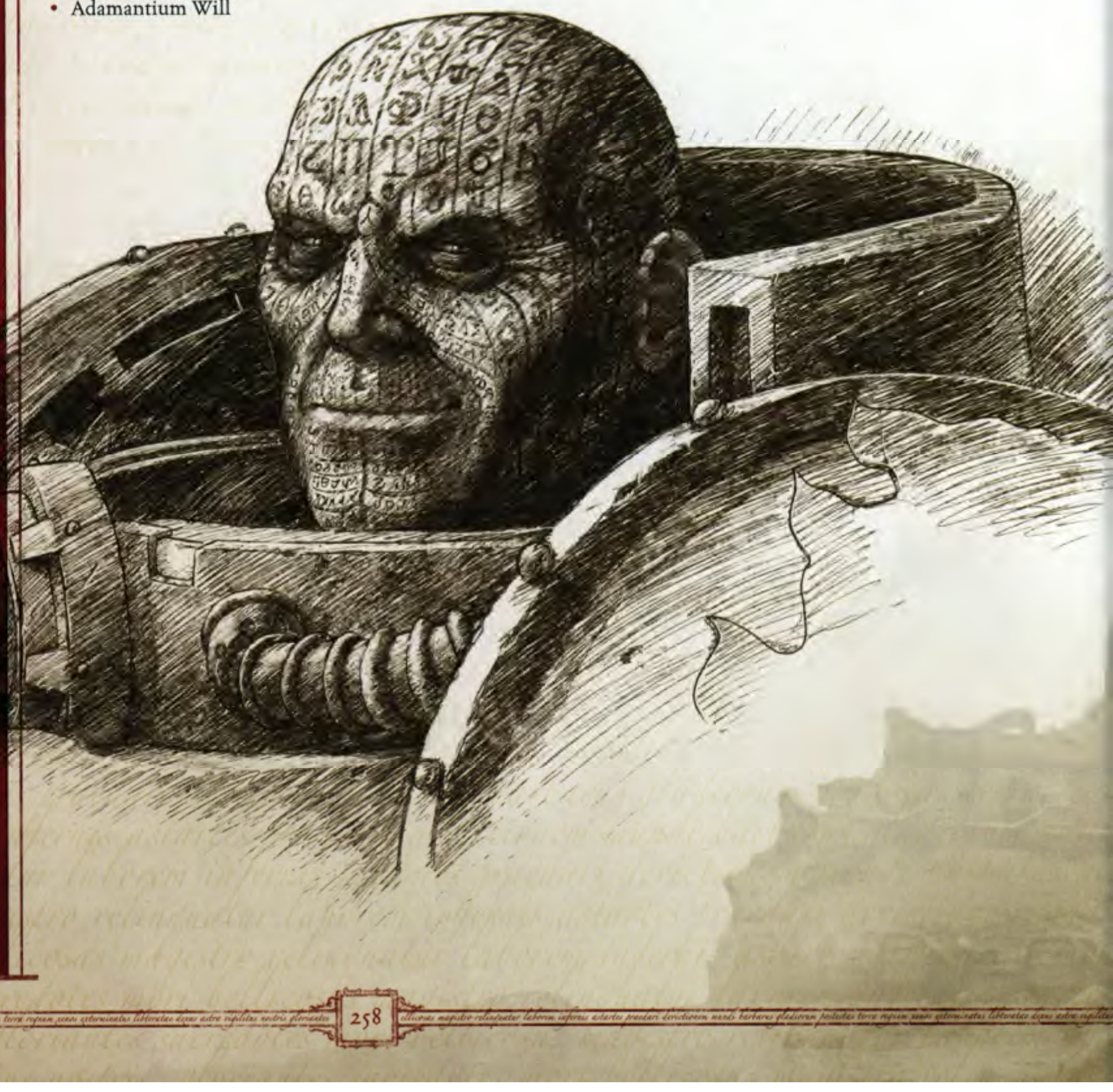
Wargear
- Artificer armour
- Iron halo
- Frag and krak grenades
- Plasma pistol
- Master-crafted power maul

Special Rules
- Independent Character
- Zealot
- Legiones Astartes (Word Bearers)
- Burning Lore (see page 255)
- Master of the Legion
- Marked by Dark Fates
- Harbinger of Chaos
- Adamantium Will

Warlord Trait
- **Intimidating Presence:** If chosen as the army's Warlord, High Chaplain Erebus automatically has the Intimidating Presence Warlord trait rather than rolling randomly. This means that all enemy units within 12" of him must use their lowest Leadership value, not their highest.

Marked by Dark Fates
The Fates hold an eternity of war for Erebus. In campaign games where character casualties and injury between battles is a factor, any such chart results for Erebus may be re-rolled.

Harbinger of Chaos
If Erebus is your army's Warlord, then its units may benefit from Dark Channelling (see page 255) and the army may take an allied contingent from *Codex: Chaos Daemons* if desired.



Kor Phaeron

First Captain of the Word Bearers, Master of Faith, Priest-king of Colchis

155 points

	WS	BS	S	T	W	I	A	Ld	Sv
Kor Phaeron	4	4	4	3	4	3	2	10	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- The Terminus Consolaris
- Pair of lightning claws
- Digi-flamer

Special Rules
- Independent Character
- Legiones Astartes (Word Bearers)
- Burning Lore (see page 255)
- Master of the Legion
- Harbinger of Chaos
- Jealous Command

Warlord Trait
- **Dark Oratory:** If chosen as the army's Warlord, Kor Phaeron automatically has the Dark Oratory trait rather than rolling randomly. If he is the army's Warlord, then while Kor Phaeron is in play, all units with the Legiones Astartes (Word Bearers) special rule in his primary detachment gain a +1 bonus to their Leadership (to a maximum of Ld 10).

Jealous Command
If chosen as part of your primary detachment, Kor Phaeron must be the army's Warlord unless Lorgar is also present.

The Terminus Consolaris
Too old for transformation into a full-blooded Space Marine when the Emperor found Lorgar on Colchis, the Primarch nevertheless assured, through the use of gene-craft and anti-agathics, that his foster-father would join him on the Great Crusade as his First Captain. Before his later transfiguration by Chaos, Kor Phaeron's aged physique was augmented in battle by a custom designed suit of Terminator armour re-enforced with additional medicae, exoskeletal and life support systems known as the Consolaris. As well as augmenting his profile from human norms (the effects of which have already been included above), this counts in all particulars as a suit of Cataphractii pattern Terminator armour which also confers Feel No Pain (6+) on the wearer.

Digi-flamer
Concealed within Kor Phaeron's regalia of office is a miniaturised flamer weapon. This is treated as a hand flamer with the One Use special rule.

Harbinger of Chaos
If Kor Phaeron is your army's Warlord, then its units may benefit from Dark Channelling (see page 255) and the army may take an allied contingent from *Codex: Chaos Daemons* if desired.

HQ

Scorned by many in his Legion as a 'half Astartes', Kor Phaeron was Lorgar's surrogate father and served as his tutor in the ancient ways of Colchis before the coming of the Emperor. By the time the XVII[th] Legion was united with its Primarch, Kor Phaeron was too old to undergo the full implantation process, but so favoured was he in the eyes of his Primarch that he received the most potent of biological augments it was possible to bestow upon a man short of the elevation to the Legiones Astartes, and was declared First Captain of the Word Bearers Legion.

Along with Erebus, Kor Phaeron has the ear of his Primarch and, more than any other individual, is responsible for Lorgar's nature as a seeker after the truth, wherever that truth may lie and whatever terrible secrets it might reveal. Now aging and never having possessed the sheer potency of a full Space Marine, the First Captain nevertheless exerts great influence upon his Primarch and within his Legion, his conviction and zeal unfettered and undiminished.

"Mankind's stoicism in the face of suffering is founded upon its ignorance of the alternatives."

Erebus
First Chaplain
of the Word Bearers

Lorgar

375 points

Master of the Word Bearers, Aurelian, the Golden, the Voice of Truth

Lorgar Aurelian, the Golden Son as many called him, who alone amongst his brothers wielded the raw power of devotion as his preferred weapon, was the lord of the Word Bearers Legion. In his earliest days he swayed an entire world with his powerful oratory and the sheer force of his charisma, leading Colchis, his adopted home world, through the fires of civil war to the veneration of the Emperor, whose coming he had foreseen in dreams. Reunited with his father, and at the head of the Word Bearers Legion, Lorgar conquered, not simply through stratagem, overmatching power or simple brute violence, but by the subtle craft of exaltation, liberation and example, by inspiring his sons to feats of arms in the name of the Imperial Truth and swaying whole planetary populations through his statecraft and vision. Under his governance, his Legion did not simply batter a world into submission, leaving behind only a scorched ruin, but applied force of arms only as needed to raise them up and render them to freedom, reserving raw destruction and carnage for the recidivist, the hopelessly corrupt and damned. But in his literal interpretation of the meaning of the Great Crusade upon which he was embarked, he and his Legion strayed from the path that had been set out for them.

For his failings, Lorgar received only disdain, contempt and censure from his siblings and father. His greatest success, the temple-city of Monarchia was rendered to dust and ashes at the command of the Emperor, who sought no worship from his son, only swift victories to hasten his works. With his beliefs shattered by the actions of his father, anger and resentment set Lorgar upon the path that would lead to the Heresy, and the Word Bearers began to secretly accept new, darker truths, even as they channelled their anger into a renewed slew of conquests that allayed the Emperor's suspicions. Both betrayer and betrayed, it was Lorgar and his Legion who would set the stage for the nightmare of the Heresy, seeking to spread his new creed across the galaxy.

WS	BS	S	T	W	I	A	Ld	Sv
6	6	6	6	5	6	4	10	2+

Unit Type
- Infantry (Character)

Unit Composition
- 1 (Unique)

Wargear
- The Armour of the Word
- Illuminarum
- Archaeotech pistol
- Frag grenades

Special Rules
- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die)
- Living Icon
- Sire of the Word Bearers
- Dark Fortune
- Erratic Psychic Power
- Bulky



Special Rules

Sire of the Word Bearers
Lorgar has the Crusader special rule and confers this to any unit he joins. In addition, while he is on the table (and not being carried by a transport vehicle), all models in the same primary detachment which have the Legiones Astartes (Word Bearers) special rule may use Lorgar's Leadership value for all Morale checks and Pinning tests.

Living Icon
Lorgar's presence drives his Legion to greater heights of glory and fanatical determination to be worthy of his favour. All models in the same primary detachment which have the Legiones Astartes (Word Bearers) special rule who can draw line of sight to Lorgar gain +1 to their charge distance rolls, are immune to Fear and add a bonus of +1 to their total score to determine who has won an assault.

Dark Fortune
Lorgar has long been shadowed by the Fates of Chaos, and chosen as one of their favoured sons. As a result, the player may re-roll any failed Deny the Witch roll for Lorgar. In addition, once per game, Lorgar's player may elect to force a single enemy model or unit to re-roll all rolls of a 5 or 6 both To Hit and To Wound Lorgar in a given player turn. The use of this power must be declared before the attacking player rolls any dice for attacks by the nominated model that turn.

Erratic Psychic Power
Lorgar's potent psychic powers were, until his transfiguration by the dark gods, erratic and unreliable. In order to represent this, Lorgar is a Level 2 Psyker who may choose to roll powers from either the Telepathy or Telekinesis Disciplines. However, when wishing to use his powers, Lorgar must roll 3D6 and choose the two highest dice results.

The Armour of the Word
Lorgar's battle plate is a customised suit of artificer armour based upon the Maximus pattern, incorporating a defensive field generator and graven with ancient Colchisian sigils of protection and Lorgar's own words of anathema. The Armour of the Word provides a 2+ armour save and a 4+ invulnerable save. This invulnerable save increases to a 3+ against any psychic empowered attack (including Witchfire powers and blows from force weapons).

Illuminarum
This ornate sceptre-maul was fashioned for Lorgar by the master weaponsmith Ferrus Manus in a rare display of filial support. Perfectly balanced for Lorgar's strength and size, it is a formidable weapon and apocryphally seen as the pattern on which the Chaplains' crozius was later based.

Weapon	Range	Str	AP	Type
Illuminarum	-	+2	2	Melee, Master-crafted, Concussive, Smash

Lorgar Transfigured
When Lorgar came to embrace what he saw as the Primordial Truth of Chaos, he used it and its sorcerous lore to finally unlock his full psychic potential. To represent this option you may choose to use this special rule. If you do so, the Lorgar Transfigured special rule replaces the Erratic Psychic Power rule.

Lorgar Transfigured is a Level 3 Psyker who may select (rather than randomly roll) three powers in any combination from the Telepathy and Telekinesis Disciplines at the start of the game. When manifesting a psychic power, Lorgar rolls 3D6 and picks the two lowest results.

Lorgar Transfigured is treated as an upgrade which costs +75 points.





The Legio Cybernetica

This section details a Legio Cybernetica army list for use alongside the Space Marine Legion Crusade army list in your Horus Heresy games.

"Thy Shall not suffer a Machine to Think! For Ruin Shall be its Purpose and Accursed be the Work."

Archmagos Takashi Ludd: Castigations upon the Logistica Corpus

The Legio Cybernetica

One of the most feared and powerful of the Legiones Militant of the Mechanicum, the Legio Cybernetica carries the onerous burden and dread responsibility of the use of Battle-automata in warfare, as well as the development, propagation and maintenance of these terrifying machines under sacred charge of the Crimson Accords of Mars. These sacred accords were one of the cornerstones of doctrinal law created during the foundation of the Mechanicum during the Age of Strife, and forever forbade the creation of the abominable and soulless intelligences known as the Silica Animus, and pronounced a death sentence on any who remained or any Magos or mortal who would serve or seek to create them. These accords, however, allowed the survival and creation of the 'lesser and righteous works' of synthetic life deemed sacred, the Bestia Mechanica and their kindred, and of these the robotic engines designed for warfare and slaughter, the Battle-automata, were given to the hands of the newly founded Legio Cybernetica to control.

Wary of the power these supreme killing machines could wield if joined together —power enough to overthrow empires as they had done in the dark times— it was decreed from the beginning that the Legio Cybernetica would be broken down into a myriad of self-contained and relatively small independent units known as Cohorts, effectively limiting the power any single Archmagos of the Legio could wield; the destructive power of the Cohort resting in an array of between 30-100 Battle-automata maniples, each comprising between one and five of the sacred war engines. Each Cohort was governed by a senior priest of the Machine Cult with whom the secret lore of the cybernetica resided, and below them a covenant of Magos Dominus who would govern the war machines themselves in the thick of battle, Myrmidons sworn to the Cohort's service and their own enginseers, servitors and thralls who would see to the Cohort's needs both on and off the battlefield. The Cohorts also commanded their own support networks, mobile workshops, transports, battlefield vehicles, orbital landers and even star vessels in some cases, but were otherwise forbidden to found their own forges or chantries, making them dependant on webs of fealty, supply and patronage from the great Machine Lords of the Mechanicum and its Forge Worlds for their long term survival and prosperity.

The service of the Legio Cybernetica on the field of battle was part and parcel of the Mechanicum's treaty of union with the Emperor, and a great many Cohorts transferred from duties as defenders of the Forge Worlds and retainers of the great Mechanicum factions and sects to act as mendicant regiments in the Great Crusade, fighting on every battlefield imaginable and serving many masters. Although their Battle-automata were difficult to construct and maintain, the arcane lore of the Legio Cybernetica's Magos and the successes they enjoyed on the battlefield ensured that several thousand active Cohorts were in existence at the outbreak of the Horus Heresy. The Cohorts of the Legio Cybernetica were greatly valued by the forces of the Great Crusade and served closely alongside many of the Legiones Astartes, Rogue Traders Militant, Knight Houses and Imperial Army Hosts, although others feared and shunned them in memory of the horrors of Old Night.

When the wars of the Horus Heresy came, the independent nature of the Legio Cybernetica's Cohorts ensured that, as a whole, they sided in particular neither with Loyalist or Traitor, but were split between masters they had long fought for in many cases. Other Cohorts, mindful of their oaths of loyalty to the Emperor or fearful of a descent into anarchy, saw the Traitors as base renegades to be destroyed, while others harboured ambitions to be free of the Crimson Accords, and saw the Warmaster's war as a chance to pursue long forbidden rites and technologies.

Using the Legio Cybernetica in your games

The Legio Cybernetica Cohort list that follows, although limited in scope, may be used either as a primary detachment or an allied detachment in your Horus Heresy games. Further Battle-automata and Mechanicum units will be introduced in future Horus Heresy books by Forge World, which will add to and expand this list and that of the Ordo Reductor found in *The Horus Heresy Book I – Betrayal.*

A Legio Cybernetica Battle-automata Maniple of any single type may also be taken as an Elites choice for a Space Marine Crusade Legion army, Imperial Army or Rogue Trader Militant army, so long as an HQ choice is also chosen as part of that army which is equipped with a Cortex Controller (see page 266).

Mechanicum Warlord Traits

Warlord Traits Table

When generating their Warlord Traits, a Legio Cybernetica or Ordo Reductor Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or instead roll on the following table:

D6	Warlord Trait
1	**Master of Mechanisms** *The Magos is a true artificer, and the war engines and automata at his command are a testament to his powers.* Select one unit of Monstrous Creatures or a single vehicle squadron with at least one Armour value of 12 or higher in the same detachment as the Warlord. That unit gains the It Will Not Die special rule.
2	**Perfected Targeting** *The preternatural augmented mind of the Magos can predict the precisely optimal targeting resolution to sow destruction amid the foe.* While your Warlord is alive, select a single weapon either they are carrying or that is on a unit within 6" of them in the Shooting phase with the Heavy type. That weapon counts as being twin-linked for this turn.
3	**Predictive Augury** *The Magos may respond with lightning-swiftness to enemy attack.* The Warlord, and any unit they have joined, hit on a 5 or 6 when firing Overwatch.
4	**The Death of Flesh** *The Magos has made a particular study of the weaknesses of flesh. They and the units under their command have therefore become expert in exploiting pain and suffering to achieve tactical objectives.* All units within the detachment have the Preferred Enemy (Infantry – all types) while within 3" of an objective.
5	**Dread Rites** *The Magos carries with them secret knowledge of the Dark Age of Technology, and has seen and done things no mind can do and remain sane.* The Warlord, and any unit they join, both causes Fear and is immune to its effects and has the Adamantium Will special rule.
6	**Battlefield Analysis** *The Magos has studied the precise topography of the battlefield and calculated the optimum avenues of assault.* At the start of the game after deployment, but before the game begins nominate a single piece of terrain in the enemy deployment zone. The cover save provided by this terrain is lowered (ie, made worse) by -1 (5+ becoming 6+, and so on).

From the weakness of the mind,
Omnissiah save us
From the lies of the Antipath,
circuit preserve us
From the rage of the Beast, iron
protect us
From the temptations of the
Flesh, silica cleanse us
From the ravages of the
Destroyer, anima shield us
From this rotting cage of
biomatter, Machine God set us
free.

Chants of the Journeyman
Verse III/10

Cybernetica Cortex
This is a truly arcane device and a wonder of the Mechanicum's arts, comprising the reasoning control centre and animating machine-spirit of a Battle-automata. Comprising a synthetic 'brain' of sorts, it consists of an armoured casing containing a complex bio-plastic mass which extrudes nerve-like grey tendrils into the body of the robotic frame into which it is housed, invigorating it with strange false-life. Far beyond a simple cogitator in capacity, it is neither truly alive nor sapient like the dread and inhuman 'Silica Animus' feared of old. Instead, it is akin to a primal web of bellicose instinct, guided not by self-awareness and reason, but by a programmed framework of encoded behaviour, comprising simple exacting instructions and commands. The result is a superior, self-guided weapon; a machine-predator that will actively and instinctively pursue its foes as well as act with a degree of tactical sense and self-preservation beyond anything a servitor is capable of, but without the dangers of revolt and the development of blasphemous intelligence—or so the Legio Cybernetica claim.

- **Special Rules:** Models with a Cybernetica Cortex have the Programmed Behaviour, Fearless, Cybernetic Resilience and Adamantium Will special rules.
- **Coherency:** Units comprised of models with the Cybernetica Cortex special rule (and any models which are a part of the unit with a Cortex Controller) have a 4" unit coherency range.

Programmed Behaviour: Unless within 12" of a friendly model equipped with a Cortex Controller, the following restrictions are placed on the unit's use in the game. These restrictions do not apply if the Battle-automata Maniple is already locked in an assault:

- **Methodical:** The Battle-automata may not make Sweeping Advances or Run moves.
- **Target Priority:** If enemy models are within 12" and within line of sight during their Shooting phase, the Battle-automata Maniple must fire all its weapons against the closest enemy unit it is able to harm. If this is not the case, they are free to select targets as normal.
- **Onslaught:** If enemy units are within 12" during their Assault phase, the Battle-automata must attempt to charge the closest enemy unit if able. Note that the Battle-automata may still only charge the same unit it fired at if it fired in the Shooting phase. If consolidating after combat, they must do so towards the nearest enemy model if one is present within 12".

Cybernetic Resilience
Models with this rule straddle an existence between machine creature and synthetic life, making them both resilient to the particular frailties of the organic, but also partly subject to the vulnerabilities of the pure machine.

- Successful wounds scored by attacks with the Poisoned or Fleshbane special rule must be re-rolled against this model.
- Attacks with the Haywire special rule will cause a wound on a D6 result of a 6 against the model and, in addition, to any other wounds or effects caused. Roll for this wound separately, saves may be taken as normal.

The Cortex Controller
This control and signalling device uses data-djinn to command Battle-automata fitted with Cybernetica Cortex systems, allowing the wielder to witness the battlefield through the automata's own senses as well as monitor their status and exact precise control over their actions. Only the most highly experienced and specifically augmented adepts of the Mechanicum and the Forge Lords of the Legiones Astartes can hope to fathom the use of these fractious devices and successfully interpret the storm of data streaming from their un-living minions.

The presence of a Cortex Controller within 12" of part of a unit of friendly models with the Programmed Behaviour special rule at the start of any phase means that special rule is negated for that phase and their controlling player is free to use them as any other unit.

Reactor Blast
Most Battle-automata are powered by compact reactor cores which pulse like living hearts within them, pumping the electrically charged vitae fluids from their cortex around their frames and affording them the ability to self-repair and react more in the manner of living creatures than inert machines. Should these reactors be breached at last, they can detonate, consuming the Battle-automata's remains in a fiery explosion.

- **Explosive Demise:** When a Battle-automata loses its last wound, roll a D6. On the result of a 6, the Battle-automata explodes, inflicting a Strength 4 AP - hit on all models within D6".

Atomantic Shielding
Certain Battle-automata designs feature particularly powerful atomantic reactor cores designed to energise defensive field generators built into the Battle-automata's exterior armour plating, as well as power its combat systems.

A Battle-automata with Atomantic shielding has a 5+ invulnerable save against shooting attacks and explosions, and a 6+ invulnerable save against attacks suffered in close combat. In addition, if the Battle-automata suffers a Reactor Blast explosion, add +1" to the radius of the blast.

Mechanicum Protectiva
This term covers a variety of energy field and defensive shield projectors devised by the Magos of the Mechanicum to protect themselves both on the battlefield and from assassination by their rivals. For this reason, the frequency and modulation of each device is a closely guarded secret.

A model equipped with a Mechanicum Protectiva gains a 4+ invulnerable save.

Enhanced Targeting Array
Certain Battle-automata are fitted with additional slaved cogitators and sub-incunabula machine-spirits devoted to relentlessly tracking and targeting any and all potential threats in range. A model with this upgrade has its Ballistic Skill increased by +1 and the cover saves of enemy targets are reduced by -1.

Cyber-familiar
See *The Horus Heresy Book 1 – Betrayal* for the rules for Cyber-familiars.

Battle-automata Power Blades
Fitted to the primary weapon-limbs of some Battle-automata, these sabre-like bladed weapons use molecular disruption fields super-charged with power from the Battle-automata's core. They are a close combat weapon with the following profile:

Weapon	Range	Str	AP	Type
Battle-automata power blades	-	User	2	Melee, Rending

Infravisor
This simple visor allows its user to access a wide range of spectrums. So equipped, they can see better in low-light conditions than a normal human could see in optimal daylight.

A model equipped with an infravisor has the Night Vision special rule. However, a unit that contains one or more models with an infravisor counts as Initiative 1 when taking Blind tests.

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 an 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

Shock Chargers
Used to augment the combat power of Legio Cybernetica Battle-automata, these amplify the force of the Battle-automata's blows with powerful electrostatic discharges which detonate like thunderclaps when striking their target.

A model equipped with shock chargers gains the Concussive special rule added to all of their close combat attacks regardless of type (including Hammer of Wrath, Smash, etc).

Maxim Bolter
A relatively compact, short-chambered rotary boltgun, these weapons are capable of a much higher rate of fire than a standard boltgun, but their weight and recoil mean that they may only be used by heavily augmented users such as Karkinos Servitors and the Myrmidons of the Cult Mechanicum.

Weapon	Range	Str	AP	Type
Maxim bolter	12"	4	5	Assault 3

Mauler Pattern Bolt Cannon
A field-support weapon found within the Skitarii tech guard formations and mounted on certain Battle-automata, these baroque and bulky automatic cannon differ from the more common heavy bolter only in calibre, with the Mauler using substantially larger and denser shells, with a proportionally larger and stronger gun-frame needed to handle the firing stresses involved. These are powerful weapons whose secrets are jealously guarded by the Mechanicum.

Weapon	Range	Str	AP	Type
Mauler bolt cannon	24"	6	3	Heavy 3, Pinning

Photon Thruster Weapons
The arcane secrets of these deadly but unstable beam weapons are jealously guarded by the adepts who hold them, even from their own brotherhoods within the Mechanicum, leading some to believe the technology is xenos in origin. When fired, they unleash howling, needle-thin beams of utter blackness able to pierce the densest matter, slashing and slicing 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 catastrophic failure can lead to its firer being consumed by raging black flames until only dust remains.

Weapon	Range	Str	AP	Type
Photon gauntlet	12"	5	2	Assault 2, Blind, Gets Hot
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot
Darkfire cannon	60"	7	2	Heavy 2, Lance, Blind, Gets Hot

The Paragon of Metal
While each Battle-automata of the Legio Cybernetica is itself a creation of a near lost age of human power, its form and function a miracle of technological artifice and the product of arcane secrets without number, there remains among them war machines with powers and capabilities far beyond their peers. Whether somehow blessed by the Omnissiah's hand, the product of a single magos' unmatched genius or the darker influence of the forbidden, a Paragon of Metal is a near-unstoppable engine of war, albeit a machine perhaps not to be trusted, even by its master.

A Paragon of Metal is not subject to the Programmed Behaviour special rule and has the It Will Not Die and Rampage special rules. However, a Paragon of Metal may never count as a scoring unit regardless of the mission being played. Additionally, in the case of a failed Cybertheurgy attempt, always apply the Malifica result on the Cybertheurgy Mishap table, rather than rolling randomly.

Abeyant
Considered in part as a symbol of status as well as a functional tool by many high-ranking Magos of the Mechanicum, an Abeyant is a name given to a general class of hovering conveyances into which the rider's augmetics and life support systems are directly connected through bionic linkage, so that the machine-vehicle becomes an extension of their own body. Many of the higher-ranking Dominus of the Legio Cybernetica and the Ordo Reductor prefer to take to the battlefield mounted on specially outfitted Abeyants. Often taking the form of either a stylised throne or enclosing scarab-like framework, their principal advantages are that their mag-suspensor fields allow the most war-torn battlefield to be traversed with ease, and their armoured life-support chassis greatly improves their user's survivability.

A model mounted on an Abeyant gains +1 wound, the Move Through Cover, Very Bulky, Hardened Armour and It Will Not Die special rules.

Ordo Reductor Use: Magos Reductor (see page 277 of *The Horus Heresy Book I – Betrayal*) also have the option of being given an Abeyant for +25 points each.

There is no truth in flesh,
only betrayal
There is no strength in flesh,
only weakness
There is no constancy in flesh,
only decay
There is no certainty in flesh
but death

Credo Omnissiah

Cybertheurgy

The Magos Dominus of the Legio Cybernetica are privy to many ancient secrets from the Dark Age of Technology, a time when the un-living phalanxes of Mankind's creations shattered forgotten alien empires to carve humanity's first empire from the stars. Although much of this lore has been lost or become expressly forbidden, such fragments of knowledge allow the Magos to fashion and maintain a small, but powerful, cadre of Battle-automata for the Imperium. Such is the nature of the dark arcarna of Cybertheurgy, however, that it is not without its risks, as what is awakened may slip the leash of its master's control with disastrous consequences.

A model with Cybertheurgy may use a single power in the Shooting phase instead of making a shooting attack, and may not do so if engaged in an assault or falling back. One power effect may be selected from the list that follows each time Cybertheurgy is used and, unless specified in the power, a single friendly model with the Battle-automata special rule within 12" must be selected as the target of the power's effect. Unless noted, the effect lasts for a full game turn. Place a suitable marker next to the affected Battle-automata for the duration of the power to indicate its effect.

Using Cybertheurgy: In order to successfully use the power, the Cybertheurgist must take a Leadership test. Depending on the strength and difficulty of the power, a bonus or penalty may be imposed on the Leadership value of the model making the test (note that this is applied always to the characteristic value being tested, not the dice result). If the test is passed, the power takes effect. If the test is failed, the power does not take effect. If the test is failed and a result of a 12 (a double '6') is rolled, the power has both failed and gone awry. Roll immediately on the Cybertheurgy Mishap table (see page 269).



The Powers of Cybertheurgy

• Rite of Celerity ..... Modifier: +1
The chosen Battle-automata gains +2 to its Initiative score for the duration of the effect.

• Rite of Eternity ..... Modifier: None
The chosen Battle-automata gains the It Will Not Die special rule for the duration of the effect.

• Rite of Fury ..... Modifier: -1
The chosen Battle-automata gains +D3 attacks for the duration of the effect.

• Rite of Destruction ..... Modifier: -2
The chosen Battle-automata may fire twice with its shooting weapons against a single target unit this turn. However, if this power is successful, the affected Battle-automata may not use its ranged weapons in the following turn.

• Rite of Dread Castigation ..... Modifier: -2
Unlike the other listed powers, this ability may only be used against an enemy Battle-automata in range and represents a form of attack rather than augmentation. Both sides roll a D6 and add the Leadership value of the Cybertheurgist in the case of the attacking player, and the Battle-automata in the case of the defending player. The Battle-automata suffers a wound with no armour save or cover save for each point that the attacker's total exceeds that of the defender's.

• Rite of Immolation ..... Modifier: -3
By overcoming the safety protocols and self-preservation systems of the Battle-automata's reactor core, the Cybertheurgist forces the Battle-automata to catastrophically self-destruct. If the power is used successfully, the model is destroyed, immediately removed from play and replaced by a Large Blast (5") marker. All models under the marker suffer a hit with a Strength value equivalent to the Battle-automata's Toughness and an AP value equal to the Battle-automata's armour save.

Should a failed attempt at Rite of Immolation result in a Cybertheurgy Mishap, the Malifica result occurs automatically and there is no need to roll on the table.

Cybertheurgy Mishap Table

Should a Battle-automata be the subject of a Cybertheurgy Mishap, roll on the following table and immediately apply the result to the targeted model.

D6	Effect
1-3	**Signal Corruption:** The Battle-automata may only fire Snap Shots and fights with WS 1 in assaults for the next game turn.
4-5	**Corrosive Paradox:** The Battle-automata suffers a wound with no armour saves or cover saves possible.
6	**Malifica:** The machine-spirit rebels and the Battle-automata gains spiteful self-awareness. The Battle-automata is now destroyed for the purpose of Victory points if used and is no longer part of the controlling player's force. If part of a unit, the Battle-automata is split from that unit and placed out of coherency with it. The Battle-automata is still used in the previously controlling player's turn, but will from now on move towards and shoot at the closest unit each turn and then assault that same unit if able. Both sides may now target the Battle-automata if they desire.



Magos Dominus

65 points

HQ

The Magos of the Priesthood of Mars are the masters of much of what remains of the vast and potent secrets of the Dark Age of Technology. To them the pursuit and preservations of the arcane mysteries of science and circuit are of far greater worth than petty wealth, worldly power or the lives of their fellow men. A Magos may live for centuries, prolonging their life through arcane science and progressive cybernetic conversion, willingly becoming something other than human as they seek to fulfil the Omnissiah's will. There are many factions and sects within the Mechanicum, divided both by technological specialisation as well as rivalry and ancient feud, each vying for power, knowledge and resources beneath the outward unity the organisation displays, shrouded as it is by impenetrable mystery and arcana.

	WS	BS	S	T	W	I	A	Ld	Sv
Magos Dominus	3	4	4	4	2	3	2	9	3+
Archmagos	4	5	4	5	3	3	2	10	3+

Unit Composition
- 1 Magos Dominus

Unit Type
- Infantry (Character)

Wargear
- Power weapon
- Laspistol
- Cortex Controller
- Refractor field

Special Rules
- Stubborn
- Cybertheurgy
- Battlesmith

Options
- The Magos Dominus may take any of the following options:
  - Augury scanner ..... +5 points
  - Mechanicum Protectiva ..... +10 points
  - Cyber-familiar ..... +15 points
  - Melta bombs ..... +5 points
  - Infravisor ..... +5 points
- The Magos Dominus may exchange their laspistol for one of the following options:
  - Bolt pistol ..... +1 point
  - Volkite Serpenta ..... +5 points
  - Archeotech pistol ..... +10 points
  - Photon gauntlet ..... +10 points
  - Plasma pistol ..... +10 points
- The Magos Dominus may take one of the following options:
  - Servo-arm ..... +10 points
  - Machinator array ..... +25 points
  - Conversion beamer ..... +35 points
- The Magos Dominus may take one of the following additional weapon options:
  - Rotor cannon ..... +10 points
  - Meltagun ..... +15 points
  - Graviton gun ..... +15 points
  - Rad cleanser ..... +20 points
  - Photon thruster ..... +30 points
- The Magos Dominus may be mounted on an Abeyant ..... +25 points
- The Magos Dominus may upgrade a single weapon to be:
  - Master-crafted ..... +5 points

Special Option

A single Magos Dominus in the army may be upgraded to an Archmagos Dominus for +35 points. The Archmagos uses the profile as listed and has access to all the other Dominus options. They also gain the Relentless special rule.

Magos Reductor

The Magos Dominus, as presented here, can also be used to represent a Magos of the Ordo Reductor other than the special character of Caleb Decima presented in *The Horus Heresy Book I – Betrayal* with the following alteration: the Cybertheurgy special rule is replaced with the Tank Hunters and Wrecker* special rules, which are applied to all of their attacks. Their basic cost and other options remain unchanged.

- A Magos Reductor may also be equipped with:
  - Abeyant ..... +25 points
  - Rad grenades ..... +10 points
  - Up to three phosphex bombs ..... +10 points each
  - Up to three breaching charges ..... +10 points each

See The Horus Heresy Book I – Betrayal, page 239, for the Wrecker special rule.

Enginseer Auxillia

65 points

	WS	BS	S	T	W	I	A	Ld	Sv
Enginseer Adept	3	3	3	3	1	3	1	8	3+
Servo-automata	3	3	4	5	1	1	1	6	5+

Unit Composition
- 1 Enginseer Adept
- 4 Servo-automata

Unit Type
- Enginseer Adept Infantry (Character)
- Servo-automata (Infantry)

Wargear (Enginseer Adept)
- Power armour
- Laspistol
- Power axe
- Servo-arm

Wargear (Servo-automata)
- Close combat weapon

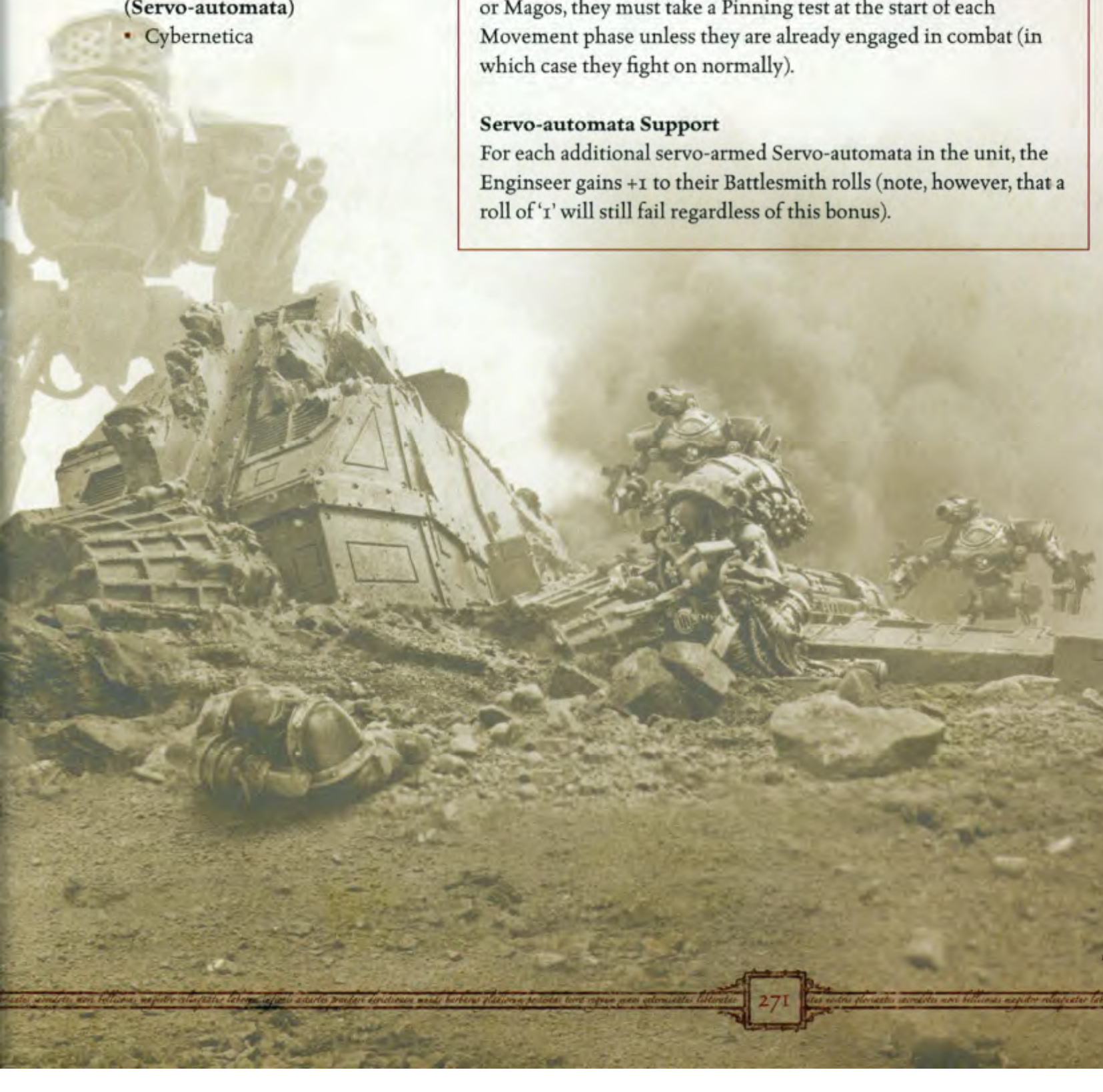
Special Rules (Enginseer)
- Battlesmith
- Servo-automata Support

Special Rules (Servo-automata)
- Cybernetica

Options
- The unit may include:
  - Up to one additional Enginseer Adept.....+20 points
- The unit may include:
  - Up to four additional Servo-automata.....+ 5 points each
- The Enginseer Adept may take any of the following:
  - Nuncio-vox.....+10 points
  - Augury scanner.....+5 points
  - Volkite charger.....+10 points
  - Cortex Controller.....+15 points
  - Graviton gun.....+15 points
- The Enginseer Adept may take melta bombs.....+5 points each
- The Enginseer Adept may take a Cyber-familiar.....+5 points each
- Any Servo-automata may take one of the following weapons:
  - Las-lock.....+1 point
  - Servo-arm.....+5 points
  - Flamer.....+5 points
  - Rotor cannon.....+10 points
  - Heavy bolter.....+15 points
  - Multi-melta.....+15 points

Cybernetica
If the Servo-automata are no longer accompanied by an Enginseer or Magos, 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).

Servo-automata Support
For each additional servo-armed Servo-automata in the unit, the Enginseer gains +1 to their Battlesmith rolls (note, however, that a roll of '1' will still fail regardless of this bonus).



ELITES

Operating in a support role, Enginseers and acolyte Adepts often accompany their masters and the mighty war machines they administer onto the battlefield, albeit at a safe distance if possible. In doing so they are on hand to make field repairs, assuage fevered machine-spirits and perform the required micro-calibrations to arms and systems to ensure the holy engines of battle perform to their optimal efficiency. Although the safety of the Auxillia is considered secondary to their scared charge, they are armed to defend themselves as needed and often carry fearsome firepower of their own.

ELITES

Unlike the Skitarii, who form the cybernetically enhanced elite soldiery of the Forge Worlds and the military retinues of their masters, the Myrmidon Secutors are ordained priests of the Cult Mechanicum in their own right, but are a breed apart from their fellow Tech-priests and Magos.

Their sole concentration is the art of destruction and the embodiment of that power within their own vastly augmented bodies, in which little organic remains. The Myrmidons form their own sub-sects within the Mechanicum and to them war is a matter of cold logic and murderous equation. They keep no single master long, instead they are drawn to battle as a vulture is drawn to carrion, seeking fresh challenges to defeat and the revelations of the Omnissiah unveiled to them in the mysteries of shot and shell.

Myrmidon Secutors

120 + cost of weapons

	WS	BS	S	T	W	I	A	Ld	Sv
Myrmidon Secutor	4	5	4	5	2	2	2	9	3+
Myrmidon Lord	4	5	4	5	2	2	3	10	3+

Unit Composition
- 2 Myrmidon Secutors
- 1 Myrmidon Lord

Unit Type
- Myrmidon Secutors: Infantry
- Myrmidon Lord: Infantry (Character)

Wargear
- Two weapon options (see Options)
- Power axe
- Frag and krak grenades
- Refractor field
- Infravisor

Special Rules
- Fusillade Attack
- Stubborn
- Bulky
- Relentless
- Lumbering Advance

Options
- The squad may include:
  - Up to seven additional Myrmidon Secutors ..... +35 points each
- Each Myrmidon Secutor and the Myrmidon Lord must choose any two of the weapon options listed here. The same option may be chosen twice if desired – weapons chosen do not count as twin-linked. All such options should be shown on the model.
  - Maxim bolter ..... +10 points each
  - Volkite Charger ..... +10 points each
  - Graviton gun ..... +15 points each
  - Irad-cleanser ..... +20 points each
  - Phased plasma fusil ..... +20 points each

Fusillade Attack
A model with this rule may fire two ranged weapons in the Shooting phase, so long as they are both fired at the same target.

Lumbering Advance
A model with this special rule may not make Run moves or Sweeping Advances.



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 Thallax

Unit Type
- Jet Pack Infantry

Wargear
- Lorica Thallax
- Lightning gun
- Close combat weapon
- Frag grenades

Special Rules
- Bulky
- Stubborn
- Djinn-sight

Options
- The squad may include:
  - Up to an additional six Thallax ..... +40 points each
- The entire squad may have:
  - Melta-bombs ..... +5 points per model
- Any Thallax may upgrade their close combat weapon for a:
  - Heavy chainblade ..... +5 points
- The Cohort may be upgraded with one of the following augment upgrades:
  - Icarian ..... +25 points for the unit
  - Ferrox ..... +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
  - Irad-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 Ordo Reductor of the Mechanicum. A Thallax Cohort may only possess a single Augment upgrade:

Icarian: If stationary that turn, the Cohort may, if wished, count as having the Skyfire rule for all its ranged weapons that turn. Units of Icarian Thallax count as a Heavy Support choice instead of a Troops choice for the army.

Ferrox: The unit gains the Rage special rules and its close combat attacks (regardless of weapon) gain the Rending special rule. Units of Ferrox Thallax count as a Fast Attack choice instead of a Troops choice for the army.

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 their major organs, nervous system and cerebrum also replaces 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, but retains a degree of independent human thought.

Created exclusively by the Ordo Reductor, Thallax are 'gifted' by their archmagos to other factions, such as the Legio Cybernetica, in return for fealty and aid. So it is that the dread Thallax are found within the ranks of the Legio Cybernetica's cohorts.

Legio Cybernetica Castellax Class Battle-automata — 85 points

TROOPS

The most common of the widespread Castellan-type battle-automata in service, the Castellax is a general battle unit developed during the Great Crusade from its ancient forebear. Primarily intended for siege work and shock assaults, the Castellax Battle-automata is a hulking humanoid machine thrice the height of a man, with a notoriously aggressive and responsive machine-spirit, and an enviable reputation on the battlefield.

Its armoured endoskeleton is proof against small arms fire and highly resistant to damage thanks to its durable design and the presence of the same atomantic shielding technology that features on the Legiones Astartes Contemptor class Dreadnought. The Castellax, employed in large numbers by the Legio Cybernetica, has a standard configuration of bolter and bolt cannon armament, and is able to maintain a punishing barrage of firepower as it advances. Rarer configurations, however, include Battle-automata equipped with flamer units or the arcane and powerful Darkfire heavy photon thruster cannon.

	WS	BS	S	T	W	I	A	Ld	Sv
Castellax	3	4	6	7	4	3	2	7	3+

Unit Composition
- 1 Castellax Class Battle-automata

Unit Type
- Monstrous Creature

Wargear
- Mauler pattern bolt cannon
- Two boltguns
- Shock chargers
- Atomantic shielding

Special Rules
- Cybernetica Cortex
- Reactor Blast
- Rage

Options
- The Maniple may include:
  - Up to four additional Castellax class Battle-automata ..... +85 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle-automata in the Maniple must have the same upgrade:
  - Searchlight ..... +1 point each
  - Infravisor ..... +5 points each
  - Frag grenades ..... +5 points each
  - Enhanced Targeting Array ..... +15 points each
- Any Castellax class Battle-automata may exchange its Mauler bolt cannon for one of the following:
  - Darkfire cannon ..... +20 points
  - Multi-melta ..... Free
- Any Castellax class Battle-automata may exchange one or both of its bolters for:
  - Flamers ..... +5 points each
- Any Castellax class Battle-automata may exchange its shock chargers for one of the following options:
  - Two Battle-automata power blades ..... +10 points per Castellax
  - Siege Wrecker ..... +20 points per Castellax*

*A *model equipped with a Siege Wrecker also loses one of its boltguns.*

Special Option
- A single Maniple comprised solely of a single Battle-automata in the detachment may be given:
  - Paragon of Metal special rule ..... +35 points



Tech-thrall Adsecularis

35 points

	WS	BS	S	T	W	I	A	Ld	Sv
Tech-thrall	2	2	4	3	1	2	1	7	5+

Unit Type
- Infantry

Unit Composition
- 10 Tech-thralls

Wargear
- Flak armour
- Las-lock
- Close combat weapon

Special Rules
- Feel No Pain (6+)
- Support Squad

Options
- The entire squad may exchange their las-locks for:
  - Shotguns ..... Free
  - Heavy chainblades ..... +20 points
- The entire squad may be given any of the following upgrades:
  - Frag grenades ..... +5 points
  - The Rite of Pure Thought ..... +15 points

The Rite of Pure Thought
A unit with this upgrade has undergone massive cranial surgery to destroy the emotional and instinctual response centres of the brain. The unit gains the Fearless special rule, but can no longer make Sweeping Advances or fire Overwatch.

Support Squad
This unit type may not be chosen as a Compulsory Troops selection for the army.

Las-lock
A somewhat archaic alternative to the mass-produced lascarbines favoured by many regiments and war hosts of the Imperial Army, las-locks are shoulder arms whose designs favour stopping power over rate of fire or range.

Weapon	Range	Str	AP	Type
Las-lock	18"	4	6	Assault 1

TROOPS

Despite their many servitors and machines, the various arms of the Mechanicum have a great need for crude manpower to fuel their labours and support their works, and the Legio Cybernetica is no exception to this. When a need arises for expendable servants, additional work crews or ritual acolytes, the solution is often the creation of indentured tech-thralls known as the Adsecularis, which also form an equally expendable military auxiliary which can be called upon at their master's will.

Tech-thralls are created by the Mechanicum through basic augmetics and cranial surgery as the need for them arises and, in the case of the Legio Cybernetica, the use of captured prisoners and criminals requisitioned from local authorities is common. Considered indeed a lower order of being than most servitors by their masters, the ultimate fate of most tech-thralls is to end their lives recycled into servitor components and their implants harvested for use in future thralls as their bodies fail under the near relentless toil to which they are subjected.

FAST ATTACK

"While air power alone will seldom win victory, and will never exceed the importance of infantry, either in the taking or defence of ground, it is a truth self-evident to any general that without command of the air, death may come at any moment from above, and with it defeat."

From the *Sabitaeth Book of Arms*

Crusade Fleet Support Wing

Cost as per model

Primaris-Lightning Strike Fighter	135 points
Imperial Avenger Strike Fighter	150 points
Legion Storm Eagle Assault Gunship	210 points

The individual Cohorts of the Legio Cybernetica are often forced to rely upon the Space Marine Legions and naval assets of the Expedition fleets to provide supporting fire and air cover for the maniples of their Battle-automata as they advance. While they must rely on others for this task, they have developed various strategies to maximise the efficacy of the supporting units, and habitually request certain assets they consider particularly fitting or sacred.

Chief among these is the powerful Legion Storm Eagle gunship, which is favoured over less well armed and armoured aerial transports by them for battlefield mobility, when they can be spared by the allied Legions, alongside naval sub-orbital strike aircraft such as the Primaris-Lightning and the Avenger.

A Legio Cybernetica army may include one of the following aircraft types as a single Fast Attack choice:

- Primaris-Lightning Strike Fighter (see page 198)
- Imperial Avenger Strike Fighter (see page 272 of *The Horus Heresy Book I – Betrayal*)
- Legion Storm Eagle Assault Gunship (see page 215 of *The Horus Heresy Book I – Betrayal*)

Additional Fast Attack Units

In addition to those listed here, the Legio Cybernetica also has access to Sentry Guns (see page 196) as a Fast Attack choice for the army.



Myrmidon Destructors

120 + cost of weapons

	WS	BS	S	T	W	I	A	Ld	Sv
Myrmidon Destructor	4	5	4	5	2	2	2	9	3+
Myrmidon Lord	4	5	4	5	2	2	3	10	3+

Unit Composition
- 2 Myrmidon Destructors
- 1 Myrmidon Lord

Unit Type
- Myrmidon Destructors: Infantry
- Myrmidon Lord: Infantry (Character)

Wargear
- One Heavy Weapon option (see Options)
- Power fist
- Frag and krak grenades
- Refractor field
- Infravisor

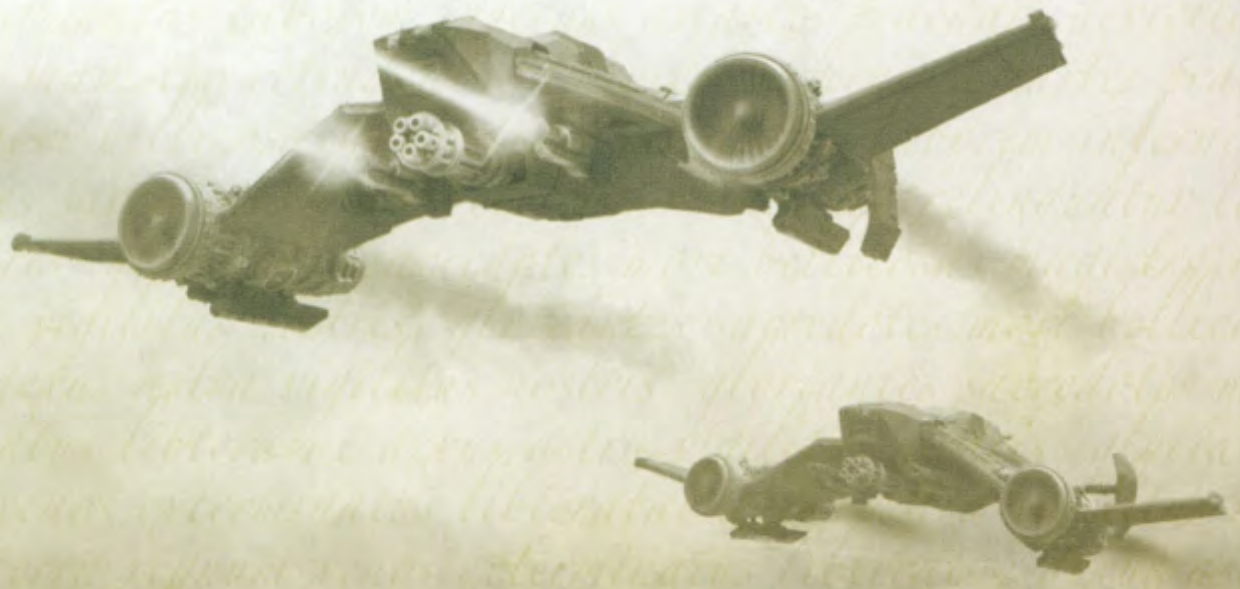
Special Rules
- Preferred Enemy (Everything!)
- Stubborn
- Bulky
- Relentless
- Lumbering Advance

Options
- The squad may include:
  - Up to seven additional Myrmidons ..... +35 points each
- Each Myrmidon Destructor and the Myrmidon Lord must choose one of the weapon options listed here:
  - Volkite Culverin ..... +25 points
  - Photon thruster cannon ..... +35 points
  - Irradiation engine ..... +35 points
  - Conversion beamer ..... +35 points

Lumbering Advance
A model with this special rule may not make Run moves or Sweeping Advances.

HEAVY SUPPORT

The Myrmidon Destructors craft their augmetics to carry the heaviest of weapons, often only rendered portable owing to their reinforced endoskeletons and implanted power systems. These augmentations enable them to maintain a furious barrage on the battlefield and to do so with a precision and skill unequalled. They specialise particularly in the destruction of enemy armoured and fortified emplacements, and wield all manner of esoteric and arcane weapons, against which conventional defences offer little protection.





Appendix: Battles in the Age of Darkness

Super-heavy Vehicles & Gargantuan Creatures Rules

The following rules are for the use of Super-heavy vehicles and Gargantuan Creatures in Battles in the Age of Darkness games. They are based closely on those found in the *Warhammer 40,000: Apocalypse* expansion and have been modified in order to integrate them better into (relatively) smaller sized games.

Movement

Super-heavy vehicles use the standard rules for their type as listed in the *Warhammer 40,000* rulebook with the following amendments:

- All Super-heavy ground vehicles have the Move Through Cover special rule – they are assumed to be heavy and robust enough to smash through most obstacles.
- Super-heavy Flyers use all the normal rules for Flyers, but suffer damage and are destroyed using the rules for Super-heavy vehicles presented in the following section.
- Super-heavy Flyers and Skimmers cannot use the Jink or Evade special rules; they're just too big!

Shooting

When a Super-heavy vehicle makes a shooting attack, it is always treated as if it had remained stationary in the Movement phase (even if it actually moved), and it may fire each of its weapons at different targets if desired. In addition, firing Ordnance weapons has no effect on a Super-heavy vehicle's ability to fire other weapons.

Vehicle Damage

Super-heavy vehicles have armour plating and internal supports far superior to those of regular vehicles. This translates into a greater number of Hull Points, which makes them more difficult to destroy than your average tank.

In addition, each time a Super-heavy vehicle suffers an Explodes! result on the Vehicle Damage table, instead of suffering the effects listed, it loses D3 additional Hull Points as well as the Hull Point it loses for the penetrating hit.

Furthermore, a Super-heavy vehicle is so large and has so many crew that the effects of Crew Shaken, Crew Stunned, Immobilised or Weapon Destroyed results are ignored unless caused by a weapon or attack with either the Primary Weapon type or the Armourbane rule (note that this is an exception to the usual rule for this found in *Warhammer 40,000: Apocalypse*). However, Super-heavy vehicles are still subject to losing Hull Points from glancing hits and penetrating hits as usual, just not the extra damage effects from the Vehicle Damage table.

Updating Older Profiles

If you have an older book, you may find that your Super-heavy vehicle is not yet covered in this edition and has Structure Points rather than Hull Points. If this is the case, each Structure Point the vehicle has simply counts as three Hull Points. So a Super-heavy vehicle in an older book listed as having 3 Structure Points, now has 9 Hull Points instead.



Catastrophic Damage – Battles in the Age of Darkness variant rule

When a Super-heavy vehicle is destroyed, there is a chance that its massive on-board fuel reserves, power source or munitions supply will catastrophically detonate, sowing destruction across the battlefield. In games of Apocalypse, this event is something of a foregone conclusion, but in Battles in the Age of Darkness games this is a somewhat rarer event (as it is capable of annihilating a good chunk of the tabletop!), but is still a danger commanders should keep in mind.

Immediately after a Super-heavy vehicle loses its last Hull Point, roll on the Battles in the Age of Darkness Catastrophic Damage table that follows. If the destroyed vehicle is a Super-heavy Flyer, add +1 to the result, and if the vehicle's last Hull Point(s) were lost to a Destroyer class weapon also add +1 to the result.

Battles in the Age of Darkness Catastrophic Damage table

D6	Result	Str	AP
1-3	Burning Hulk	-	-
4	Explosion	D/4/2	2/4/6
5	Devastating Explosion	D/8/4	2/3/5
6	Titanic Explosion	D/10/5	2/3/4

Burning Hulk: The tortured, burning shell of the vehicle remains in play as a wreck, and is treated as impassable terrain for the rest of the game. In the case of a Flyer, it crashes using the Crash and Burn rules (as per the standard rules, and the wreck remains in place afterwards).

Explosion/Devastating Explosion/Titanic Explosion: Instead of the usual procedure for exploding vehicles, remove the model and centre the Apocalyptic Mega-blast marker over the location the destroyed model occupied; then roll for scatter (this represents the vehicle tipping over, jack-knifing in the blast or skidding out of control before exploding). Resolve hits as normal for an Apocalyptic Mega-blast using the Strength and AP indicated by the chart result.

Transport Capacity

If a Super-heavy vehicle has a Transport capacity, then it may transport any number of Infantry units (plus any characters who have joined the units), so long as the total number of models in the transported units does not exceed the vehicle's Transport capacity.

Each unit embarked within a Super-heavy vehicle that suffers Catastrophic Damage takes a number of Strength 10 AP 2 hits equal to the number of models in that unit. Surviving passengers are placed where the vehicle used to be or within 2" of the wreck in the case of the Burning Hulk result; any models that cannot be placed are removed as casualties. The units then take Pinning tests.

Other Special Rules

Fear

All Super-heavy vehicles, including Super-heavy Flyers, being colossal machineries of death have the Fear special rule.

Invincible Behemoth

A Super-heavy vehicle is so large and strongly built that weapons which degrade the armour of smaller vehicles will not affect it. Because of this, any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead. In addition, any attacks or special abilities which permanently lower the Armour values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour value as being lower, but do not actually change it, work normally.

Thunderblitz

Super-heavy ground vehicles may Tank Shock or Ram. When they do so, roll once on the appropriate Thunderblitz table immediately before taking the Morale check for the unit being tank shocked, or immediately before rolling for Armour Penetration when Ramming.

Do not roll on the Thunderblitz table when tank shocking a Gargantuan Creature or a grounded Flying Gargantuan Creature, or when ramming a Super-heavy vehicle or Super-heavy Walker. Instead, simply carry out the Tank Shock or Ram as described in the *Warhammer 40,000* rulebook.

Thunderblitz Tables

D6	Tank Shock Result
1	**No Effect:** Carry on with the remainder of the Tank Shock using the rules from the *Warhammer 40,000* rulebook.
2-5	**Kerr-runch:** The unit being Tank Shocked suffers D6 Strength 6 AP 4 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the *Warhammer 40,000* rulebook.
6	**Overrun:** The unit which is being Tank Shocked suffers 2D6 Strength 10 AP 2 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the *Warhammer 40,000* rulebook.

D6	Ram Result
1	**No Effect:** Carry on with the remainder of the Ram using the rules from the *Warhammer 40,000* rulebook.
2-5	**Kerr-smash:** The Super-heavy vehicle adds D6 to the Armour Penetration roll for the Ram. Then, carry on with the remainder of the Ram using the rules from the *Warhammer 40,000* rulebook.
6	**Flipped:** The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.



SUPER-HEAVY

Super-heavy Walkers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transport Capacity as previously listed.

MOVEMENT AND SHOOTING

Super-heavy Walkers can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Walkers. In addition, Super-heavy Walkers cannot fire Overwatch.

STOMP

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. Stomp attacks are resolved during the Fight sub-phase at Initiative step 1. This does not grant the model an additional Pile In move at this step. A Stomp attack consists of D3 Stomps.

To make the first Stomp, place a Blast (3") marker so that it is touching, but not over, the Super-heavy Walker. Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the appropriate Stomp table to determine what happens to it:

Stomp Tables

D6	Result (Vehicle Target)
1	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit.
6	**Flipped:** The vehicle being stomped scatters D6" and then suffers an Explodes! result on the Vehicle Damage table.

D6	Result (Non-vehicle target)
1	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.
2-5	**Kerr-runch:** Each model from the unit being stomped that is even partially under the Blast (3") marker suffers a Strength 6 AP 4 hit.
6	**Overrun:** Each model from the target unit that is even partially under the Blast (3") marker is removed from play.

Each subsequent Stomp is made in the same manner as the first, except that the Blast (3") marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last Blast (3") marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the Blast (3") marker. Any other units with models under the Blast (3") marker are stomped as normal.

ADDITIONAL SPECIAL RULES

All Super-heavy Walkers have the following special rules: Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown.

GARGANTUAN CREATURES & FLYING GARGANTUAN CREATURES

Gargantuan Creatures follow all the rules for Monstrous Creatures in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below. Flying Gargantuan Creatures follow the rules for Flying Monstrous Creatures in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

Movement: Gargantuan Creatures can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Monstrous Creatures. Flying Gargantuan Creatures follow the movement rules for Flying Monstrous Creatures without any modification.

Shooting: When a Gargantuan Creature or Flying Gargantuan Creature makes a shooting attack, it may fire each of its weapons at a different target if desired. In addition, firing Ordnance weapons has no effect on a Gargantuan Creature's or Flying Gargantuan Creature's ability to fire other weapons. Gargantuan Creatures and Flying Gargantuan Creatures cannot fire Overwatch.

Stomp: Gargantuan Creatures and Gliding Flying Gargantuan Creatures may make Stomp attacks in the same manner as Super-heavy Walkers (see earlier on this page).

Unstoppable: Any attack that normally inflicts Instant Death or says that the target model is removed from play inflicts D3 Wounds on a Gargantuan Creature or Flying Gargantuan Creature instead.

In addition, attacks with the Sniper special rule only cause a Wound on a roll of a 6. Attacks with the Poisoned special rule will only cause a Wound on a roll of a 6 (unless the attack's Strength would cause a Wound on a lower result).

Special Rules: Gargantuan Creatures and Flying Gargantuan Creatures have the following special rules: Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Vector Strike (Flying Gargantuan Creatures only).



The Mars Pattern Reaver Class Battle Titan "*Bellum Sacrum*"

Battles in the Age Of Darkness Apocalyptic Weapons Rules

Many Super-heavy units are armed with weapons that are so powerful that their effects cannot adequately be covered by the weapon rules in the *Warhammer 40,000* rulebook. The following new rules for apocalyptic weapons allow you to launch suitably devastating attacks in your Battles in the Age of Darkness games.

New Weapon Types

Primary Weapon

These are vast guns usually only carried by the largest tanks or monsters, or mounted on vast defensive positions.

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result. In Battles in the Age of Darkness games, Primary weapons are also large and powerful enough to deal specific damage results to other Super-heavy vehicles where this is not normally the case.

Destroyer Weapons

Also known as Titan-killers, a Destroyer weapon delivers an immense amount of damage to any target that it hits. Only a Destroyer weapon is capable of potentially destroying a Super-heavy vehicle or Gargantuan Creature with a single shot.

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. No saving throws of any kind are allowed against damage from a Destroyer weapon, including special rolls such as Feel No Pain or Necron Reanimation Protocols. Void shields and similar barriers, however, may block Destroyer hits, with each hit automatically collapsing a single shield per hit.

Destroyer Hit

D6	Target: Vehicle or Building
1	**Clipped:** The target suffers one penetrating hit.
2-5	**Solid Hit:** A Super-heavy vehicle loses D3+1 Hull Points. Other vehicles suffer an Explodes! result from the Vehicle Damage table. Buildings suffer a Detonation! result from the Building Damage table.
6	**Devastating Hit:** As for Solid Hit, above, except a Super-heavy vehicle loses D6+6 Hull Points instead.

D6	Target: Non-vehicle Unit
1	**Lucky Escape:** The model is unharmed.
2-5	**Seriously Wounded:** The model loses D3+1 Wounds.
6	**Deathblow:** The model loses D6+6 Wounds.

Apocalypse Blast Markers

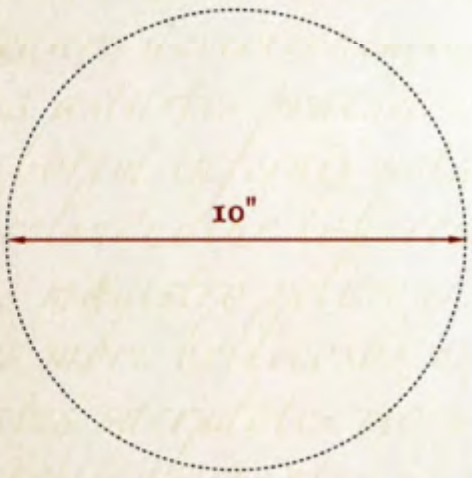
Massive Blast (7")



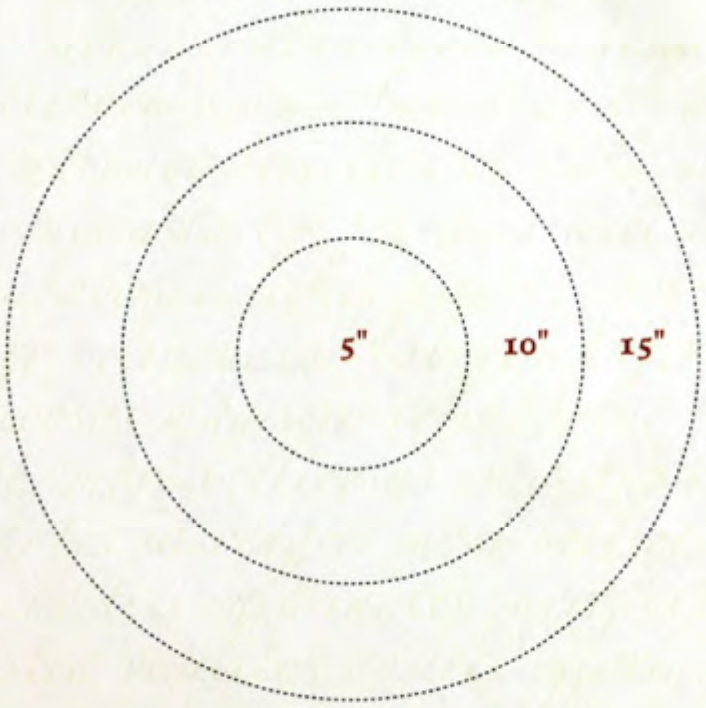
Hellstorm



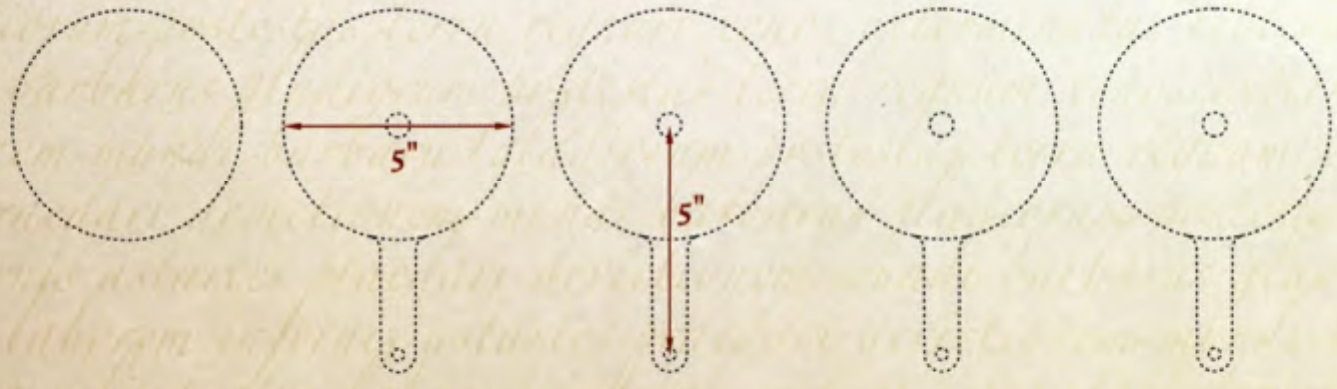
Apocalyptic Blast (10")



Apocalyptic Mega-blast (5"/10"/15")



Apocalyptic Barrage (5"x5)



The Hellstorm Template

Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the Hellstorm template, but otherwise obey the rules for other Template weapons.

Designer's Note: *Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.*

Vortex Weapons

A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (ie, Blast, Large Blast, Massive Blast, etc). Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons earlier). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The area under the marker is considered impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). If a double is rolled, the marker is removed from play instead. Any model under the marker's new location is hit. Apply damage as described above.

Apocalyptic Blast Weapons

Apocalypse introduces several new types of blast markers to your games – after all, those massive weapons carried by Super-heavy vehicles and Titans need blast markers befitting their destructive powers!

Apocalyptic Barrage

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the Apocalyptic Barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast (3") or Large Blast (5"). If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Designer's Note: *Veteran players may still have the original version of the Apocalyptic Barrage marker – essentially a set of four circles set in a four-leaf clover shape. This version can't be twisted into different shapes, but nonetheless follows the exact same rules as the adjustable version of the marker.*

Massive Blast (7")

Massive Blast weapons use the Massive Blast (7") marker (see diagram), but otherwise obey the rules for Blast weapons.

Apocalyptic Blast (10")

Apocalyptic Blast weapons use the Apocalyptic Blast (10") marker, but otherwise obey the rules for normal-sized Blast weapons.

Apocalyptic Mega-blast (5"/10"/15")

Apocalyptic Mega-blast weapons use the Apocalyptic Mega-blast marker. They obey the rules for Blast weapons, with the following exceptions:

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the Apocalyptic Mega-blast marker is divided into three zones – one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	Strength	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP 1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP 1 hits, and five Strength 8 AP 4 hits. To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the Apocalyptic Mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their Side armour.



AFTERWORD

The Isstvan V Dropsite Massacre is one of the cornerstones of the Warhammer 40,000 background. In this cataclysmic battle, the savage treachery of the Iron Warriors, Night Lords and the Alpha Legion revealed just how deep the taint of betrayal ran, while the Sons of Horus, Emperor's Children, Word Bearers and the Death Guard Legions compounded the slaughter. As if the treachery of seven entire Legions was not terrifying enough, the three Loyalist Legions betrayed at Isstvan V suffered such dire losses that each would teeter on the precipice of extinction for generations to come.

Tragically for the Imperium of Man, one of the Primarchs was slain and two others were lost, unaccounted for at battle's end. That even a single Primarch might have been slain was a knife to the heart of the fledgling Imperium, and the fact that such a crime was enacted at the hand of another made it still more devastating.

In essence, as the dust settles and the vultures gather in the skies of Isstvan V, nothing will be the same again.

The Horus Heresy Book Two – Massacre is the second book in Forge World's Isstvan trilogy. While the first part of the trilogy described the weeks-long struggle between Traitors and Loyalists within those Legions closest to the Warmaster, this second part covers barely four hours of events. Yet, in that brief span of time, the glories of Unification and the Great Crusade are cast down and the Horus Heresy is truly born. In the third part, *The Horus Heresy Book Three – Extermination*, we will see those fires spread.

The response to our first Horus Heresy book and Forge World's new and expanding range of Horus Heresy miniatures has been truly humbling for all who worked on them, and for that everyone at Forge World wishes to express their thanks. Even as the book you now hold was being prepared for printing, work on Book Three was well underway. Rest assured that the Horus Heresy series will continue well after the Isstvan trilogy is complete. There are numerous iconic battles yet to explore, including the Fall of Prospero, the Battle of Signus Prime, Calth and, in the fullness of time, the greatest confrontation of them all – the Siege of Terra.

At the time of writing, it's been twenty-five years since the Horus Heresy was first mentioned in a Games Workshop publication. What began as a single paragraph of background in the Warhammer 40,000 expansion *Chapter Approved* over a quarter of a century ago was soon expanded to form the backdrop of the Adeptus Titanicus game, which pitted the mighty Titans of both Loyalists and Traitors against one another. *The Horus Heresy Book Two – Massacre* is therefore the culmination of two and a half decades of work by countless artists, designers, writers and painters. But it's also just the beginning, and with the novels of the Black Library continuing to inspire us all, the stage is set for many more years of collecting, storytelling and gaming.

Whether Traitor or Loyalist, we hope you will travel with us on the long road to Terra.

The Forge World Studio

A Forge World supplement for

WARHAMMER 40,000

The Horus Heresy Book Two – Massacre 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 dark deeds leading up to the terrible slaughter that unfolded during the Isstvan V Dropsite Massacre. Also detailed are the histories of four of the Legions who took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Isstvan V in your own exciting tabletop battles. This book also contains additional entries for the Space Marine Legion Crusade Army list presented in The Horus Heresy Book One – Betrayal, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

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