

IMPERIAL ARMOUR

VOLUME TWELVE
THE FALL OF ORPHEUS



WARHAMMER



INTRODUCTION

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

Welcome one and all to The Fall of Orpheus.

This book, the twelfth in the series of Forge World's Imperial Armour campaign and expansion books for Warhammer 40,000, is devoted to the Necrons. It tells the story, first and foremost, of the awakening of the Necron Maynard Dynasty from its slumber at the edge of Imperial space and its savage onslaught to reclaim the worlds its overlords once ruled and exterminate the verminous interlopers that now occupy them—humanity in this case.

As a story and a games design project, it has been a fascinating and exciting one to work on for me for a number of reasons, not least of all because of its main protagonists. The Necrons are a very singular and unique faction within Warhammer 40,000's universe, both an ancient and appallingly powerful alien race on one hand, and something far more sinister and elemental on the other, the walking dead, implacable, relentless and unstoppable. These revenants of the grave are no mere rotting cadavers though, but robotic engines of destruction inhabited (haunted is perhaps a better word) by the echo of wrathful and ancient intelligences; intelligences which have, through the torment of their condition and the corrosion of time, been left hollow, mutilated and insane. They are creatures that might be described as tragic if they weren't quite so nightmarish and for the Imperium of Man, and indeed the Orks, the Eldar and the rest of the galaxy, they are a rising threat which perhaps only the Eldar comprehend in its full horror and danger.

Right from the genesis of this project, one of the things I really wanted to do was present a war on an epic scale, to represent in both the story and game rules the Necrons as the invader, an outside force of staggering power and technological superiority capable of striking almost without warning and threatening not just one world, but hundreds—truly a terror from beyond the stars. So it was that the Orpheus Sector was born, and here was another great opportunity to explore in an Imperial Armour book how an entire Imperial sector came to be, its history and story (in brief) right up to the point where the End Times come and the Necrons return—and how that ultimately unfolds, you'll have to read on to find out! But suffice to say, this might not be the last you will ever see of these troubled stars.

The Necrons, however, don't quite get the show to themselves of course, as the series title of 'Imperial Armour' suggests, the Imperium refuses to give up its hard-won territory lightly. So to contest the Necrons in our story we have in principle two Imperial forces in their own unique ways just as implacable, ruthless and perhaps even 'inhuman' as they are: the Minotaurs Space Marine Chapter and the Death Corps of Krieg of the Imperial Guard. Here the Fall of Orpheus gave us a perfect chance to revisit these two Forge World fan-favourites and set them in a milieu of total war that showcases them perfectly, and it also allows us to provide some updates and additional game content for them which I hope you will enjoy.

Lastly, as always, I have a few thank yous to make, first and foremost to the Forge World Book Production team for their creativity, enthusiasm and excellence and without who all this would merely be words on a page. To Forge World's and Games Workshop's Design Studios for bringing these words to life by creating fantastic new models which bring further scope and depth to the Warhammer 40,000 universe, my play testers and of course to you, the hobbyists, for your continued support and for clamouring for the xenos to take to war.



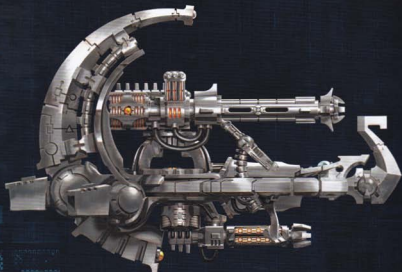
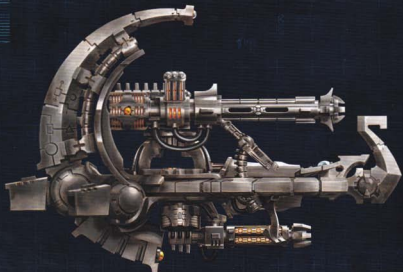
Alan Bligh

January 2013

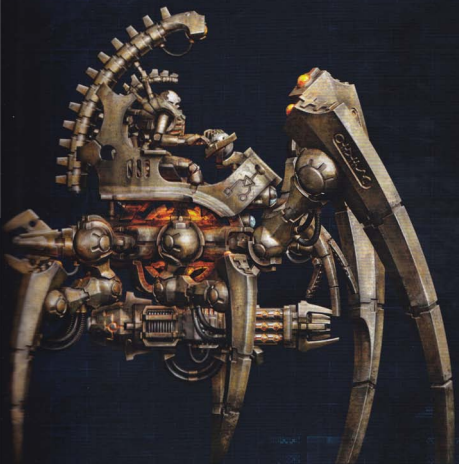
NECRON WARRIOR: HYDROGHAST WARZONE

Necron forces encountered in the Hydroghast sub-sector and carrying out raids into the Myre exclusion zone were identified as an idiosyncratic dynasty – Ordo Xenos designation 'Vraekth'. Theorised to be a client dynasty or offshoot of the Maynarkh, their forces were visually distinguished by the high degree of corrosion and environmental damage apparent in their appearance, although no loss of combat effectiveness was observed resulting from this.

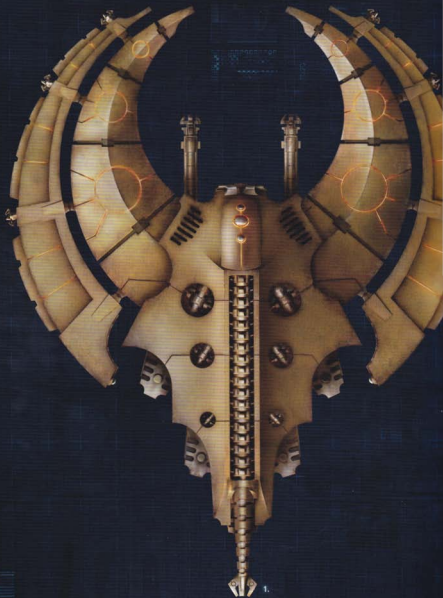


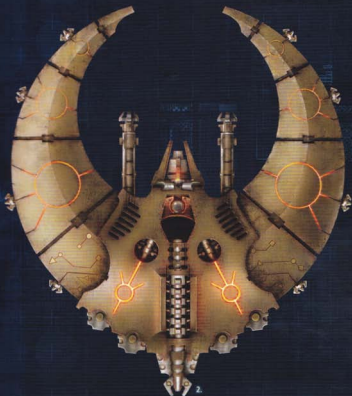


Necron Annihilation Barges: Utilised extensively in support of Warrior Phalanxes during the invasion of Amarah Prime, these fast-moving skimmers mounted considerable firepower for their size and, despite a relatively fragile appearance, proved highly resilient to retaliatory attack.



Necron Assault Walker. Imperial Designation – Triarch Stalker: Image produced from records of the Hydroghast Warzone. These war machines proved highly adept at negotiating hazardous terrain in multiple areas of conflict, and was employed both as a vanguard strike unit and to hunt down and exterminate broken or fleeing troops, refugees and Imperial infiltrators.





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

1. Night Shroud (utilised in a strategic bombing role).
2. Doom Scythe (utilised in a precision ground attack role).

DARK HARVEST

WARHAMMER 40,000 NECRONS ARMY LIST

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

Using the Dark Harvest Army List

The Dark Harvest army list is designed to amplify the idea of the Necrons as a tireless horde of implacable killing machines, covered in the ash and blood of their victims. In literal terms they are walking death to anything that confronts them. In terms of play style, this army list will reward aggressive tactics such as columns of attack and encircling strikes, while it also has the added dimension of uncertainty in that its command cadre, while monstrously resilient and effective in assault, also teeters on the edge of insanity, and while a battle may be won, ultimately the Maynarkh themselves will be one step closer to final dissolution as a result.

Experienced Necrons players will notice that many of the usual components of a Necrons army have been included here, but are either rearranged in use or changed in scope and rules (there are also some quite deliberate omissions, such as lack of access to the regular special characters from *Codex Necrons* and the C'tan Shards). The intent here is not to maximise or minimise the particular strengths of *Codex Necrons*, or indeed make up for any perceived weaknesses, but rather to evoke the character of this damned dynasty and provide an exciting narrative tool for your games of Warhammer 40,000—an unrelenting evil that any living thing can get behind opposing in battle (even other Necrons!). As well as being a fully usable Warhammer 40,000 army list in its own right, the Dark Harvest army list is in particular intended for use in campaign games, such as the Orpheus Salvation campaign presented in this book.

Using Force Organisation Charts

Army lists from this book are used in conjunction with the Force Organisation chart from the *Warhammer 40,000* rulebook or the scenario you are playing. Each chart is split into a number of categories that 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 you must make a choice from that section.

Allies and the Dark Harvest army list

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

In order to reflect this, the Dark Harvest army may take or be taken as an Allied contingent from *Codex Necrons* as an Ally of Convenience (and vice versa), and an Allied contingent from *Codex Space Marines*, *Codex Chaos Space Marines*, *Codex Imperial Guard* and *Codex Orks as Desperate Allies* (and vice versa), and treat other forces as 'Come the Apocalypse' – see page 112 of the *Warhammer 40,000* rulebook for more details.

FORCE ORGANISATION CHART

Primary Detachment (Required)



Compulsory
1 HQ
2 Troops

Optional
1 HQ
4 Troops
3 Elites
3 Fast Attack
3 Heavy Support



Allied Detachment (Optional)



Compulsory
1 HQ
1 Troops

Optional
1 Troops
1 Elites
1 Fast Attack
1 Heavy Support

Fortification (Optional)



Optional
1 Fortification per
Primary Detachment



Using the Army List Entries

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

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

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

Unit Type: This refers to the unit type rules in the *Warhammer 40,000* rulebook. For example, a unit may be classed as Infantry, Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

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

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail on page 104 of this book or in the Special Rules section of the *Warhammer 40,000* rulebook.

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

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

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

NECRON SPECIAL RULES AND WARGEAR

For the sake of convenience many special rules and examples of specific and unique wargear for the Necrons have been provided herein in their entirety and a weapons summary page has been added at the end of this section for ease of play. In cases where the details of particular special rules, items of wargear and equipment are not found here, you should refer instead to the Warhammer 40,000 rulebook and Codex Necrons and their most up to date FAQs.

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

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

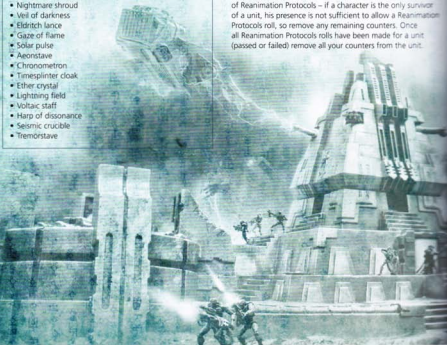
Reanimation Protocols

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

If a model with the Reanimation Protocols rule is removed as a casualty, there is a chance that it will self-repair and return to play at the end of the current phase. Whenever a unit takes one or more casualties, place counters or other suitable markers next to the unit to remind you how many casualties were taken. If the unit makes a fall back move, remove any counters from it – any damaged Necrons are left behind and self-destruct rather than risk capture by the enemy.

At the end of the phase, after any Morale checks have been taken and fall back moves have been made, roll a D6 for each Reanimation Protocols counter next to the unit. On a 1, 2, 3 or 4 the damage is too severe and no self-repair occurs – nothing happens. On a 5 or 6, a Necron reassembles itself and continues to fight – return one of the slain models to play with a single Wound, placed in coherency with a model from its unit that has not itself returned through Reanimation Protocols this phase. Models returning to play in this fashion must be placed at least 1" from enemy models. If the model's unit is engaged in close combat, the model immediately piles in. Models that cannot be placed in this way do not return.

Reanimation Protocols rolls cannot be attempted if the unit has been destroyed – once the last model has been removed as a casualty, remove all your counters. Note that characters do not count as part of the unit for the purposes of Reanimation Protocols – if a character is the only survivor of a unit, his presence is not sufficient to allow a Reanimation Protocols roll, so remove any remaining counters. Once all Reanimation Protocols rolls have been made for a unit (passed or failed) remove all your counters from the unit.



Ever-living

If a model with this special rule is removed as a casualty, do not add a Reanimation Protocols counter to its unit. Instead place an Ever-living counter where the model was removed from play. At the end of the phase, roll for this counter just as you would for a Reanimation Protocols counter.

If the model had previously joined a unit when it was removed as a casualty, and the roll was passed, it must be returned to play, with a single Wound, in coherency with that unit as explained in Reanimation Protocols. If the model is not part of a unit when it is removed as a casualty, it must be returned to play, with a single Wound, within 3" of the counter. In either case, the model must be placed at least 1" away from enemy models. If the model is placed in coherency with one or more friendly units that it is eligible to join, it automatically joins one of those units (controlling player's choice). If the model was locked in close combat when it 'died', and the combat is ongoing, then it must immediately pile-in. If the returning model cannot be placed, for whatever reason, it is lost and does not return. If the roll was failed, remove the counter from play.

Entropic Strike

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

Any model that suffers one or more unsaved Wounds from a weapon or model with this special rule immediately loses its Armour Save for the remainder of the battle (effectively altering its Armour Save to '-'). Against squadrons, these hits are allocated as for glancing hits and penetrating hits. For each hit a vehicle suffers from a weapon or model with this special rule, roll a D6. For each result of 4+, it immediately loses 1 point of Armour Value from all facings. If a vehicle is reduced to Armour 0 on any facing, it is immediately Wrecked.

Living Metal

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

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

Flensing Scarabs

These are swarms of specially purposed Canoptek scarabs designed to swiftly and violently separate flesh from bone and although no more than mere insects in size, their attentions on living targets are nevertheless as deadly as they are horrific. No larger than the biting insects they resemble, Maynarkh Crypteks assign these murderous machines to larger bodies of the dynasty's troops to assist in bloodletting and the rendering down of bodies for prompt harvesting.

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

The presence of Flensing Scarabs with a unit should be represented on the table by a counter or specially modelled base (this takes no other part in the game) which can be removed when the Flensing Scarabs have been used. Take care that if modelled, the counter or base cannot be confused with a standard Scarab swarm!

Mark of the Flayer

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

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

D6 Result

- 1 Berserk:** The Overlord is seized by murderous fury and is unable to tell friend from foe. If part of an Infantry unit, D3 automatic hits (using the Overlord's own close combat weapon) are inflicted on that unit (the controlling player must choose the closest models to the Overlord in the unit to be struck by these attacks). If alone and not part of an infantry unit, they immediately take a single Wound with no saves of any kind possible.
- 2-5 Remains in control:** The Overlord is able to control their madness by sheer force of will. No effect.
- 6 Transfiguration:** The Overlord is transfigured by madness and their auto-repair system distorts their body to forms better able to express the malignance that consumes them, starting their inexorable slide into the horror of becoming a Flayed One. The Overlord gains the Fearless and Rage special rules (note that if they were about to flee, they will no longer do so and the combat round ends). However, at the end of the battle regardless of whether or not they survive, the Overlord is counted as destroyed for the purposes of Victory points and the Slay the Warlord objective (in missions where this is relevant).



WARLORD TRAITS TABLE

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

D6 Warlord Trait

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

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

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

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

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

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

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

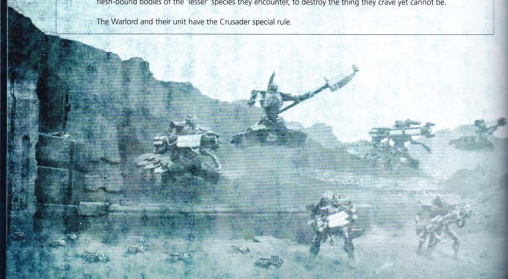
While within 3" of an objective, the Warlord and their unit may re-roll failed Reanimation Protocols rolls.

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

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

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

The Warlord and their unit have the Crusader special rule.





++ Imperial Celestial Wave Band Override/Interrupt ++

++ Clearance Osiris Black ++

++ Astropathic Duct unavailable/blocked ++

++ Keelport Signal Priority Maxima ++

++ Message Begins ++

++ By the expressed authority of the Honoured Calibron Tarn, 237th Governor Imperialis, Orpheus Sector, Segmentum Tempestus, the Most Glorious and Eternal Imperium of Mankind: All Warp-capable vessels within range of this communication and with trans-sector capacity are hereby commendered and required to immediately and, at any cost, convey this encrypted missive to the Officio and representatives of the Lords Militant Tempestus. Failure to comply carries the penalty of excommunication and ultimate sanction ++

++ Clearance Granted ++

++ Cypher Unlocked ++

++ By the Charter of the Throne of Teves, I Calibron Tarn invoke Alarum in Extremis. My charge, the Imperial Sector of Orpheus, is besieged and invaded, its citizenry slaughtered in their billions and its strongholds shattered. Such has been the speed and terror of this onslaught that few certain details can be discerned about our enemy, save that they are mighty in power and reach, and have come from the outer darkness of the pitiless void beyond the edge of the Imperium. Already...

<<signal corruption>>

...contact lost with eleven primary star systems within the last two standard decimals...

<<signal corruption>>

WEAPONS

Weapon	Range	Str	AP	Type
Cutting beam	12"	6	2	Assault 1, Melta
Death ray	12"	10	1	Heavy 1
Death sphere	-	10	1	Bomb, Large Blast (5"), Blind, Pinning
Doomsday cannon				
Combat speed	24"	7	4	Heavy 1, Blast (3")
Stationary	72"	9	1	Heavy 1, Large Blast (5")
Exile cannon	12"	X	-	Heavy 1, Blast (3"), Exile Blast
Emurity gate				
Portal of exile	D6"	X	-	Heavy 1, Special
Focused death ray	24"	10	1	Heavy 1
Gauntlet of fire	Template	4	5	Assault 1
Gauss annihilator				
(Focused beam)	120"	D	2	Heavy 3, Primary Weapon, Skyfire, Interceptor
(Flux arc)	18"	6	3	Heavy 2D6
Gauss blaster	24"	5	4	Rapid Fire, Gauss
Gauss cannon	24"	5	3	Assault 2, Gauss
Gauss exterminator	120"	9	2	Heavy 2, Gauss, Interceptor, Skyfire
Gauss flayer	24"	4	5	Rapid Fire, Gauss
Gauss flux arc	24"	4	5	Heavy 3, Gauss*
Heat ray				
Dispersed	Template	5	4	Heavy 1
Focused	24"	8	1	Heavy 2, Melta
Heat cannon	36"	10	1	Heavy 2, Blast (3"), Melta
Heavy gauss cannon	36"	9	2	Assault 1, Gauss
Hyperphase sword	-	User	3	Melee
Particle beamer	24"	6	5	Heavy 1, Blast (3")
Particle caster	12"	6	5	Pistol
Particle shredder	24"	7	4	Heavy 1, Large Blast (5")
Particle whip	24"	8	3	Ordinance 1, Large Blast (5")
Rod of covenant	-	+1	2	Melee, Unwieldy
	6"	5	2	Assault 1

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

WEAPONS

Weapon	Range	Str	AP	Type
Staff of the destroyer	2D6**	6	1	Assault 1, One use only
Staff of light	12"	5	3	Assault 3
Staff of tomorrow	-	User	2	Melee, Time Strike
Synaptic disintegrator	24"	X	5	Rapid Fire, Sniper
Tachyon arrow	∞ (Infinite)	10	1	Assault 1
Tesla cannon	24"	6	-	Assault 2, Tesla
Tesla carbine	24"	5	-	Assault 1, Tesla
Tesla destructor	24"	7	-	Assault 4, Tesla, Arc
Tesseract singularity chamber				
Particle hurricane	Template	3	3	Heavy 1, Fleshbane
Seismic lash	24"	5	4	Heavy 1, Quake*, Armourbane, Ground Lash*
Solar fire	48"	7	2	Heavy 3, Blast (3")
Transdimensional beamer	12"	X	-	Heavy 1, Exile Ray
Voidblade	-	User	-	Melee, Rending, Entropic Strike
Warscythe	-	+2	1	Melee, Armourbane, Two-handed

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

CRYPTEK WEAPONS

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

HQ

KUTLAKH THE WORLD KILLER 220 points

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

Named in fearful praise as the 'World Killer' on ancient monuments raised to honour the Maynarkh on planets they have left as silent graveyards in their passing, Kutlakh is the 'Maktlan' or 'Extinguisher of Life' of the Maynarkh Dynasty and commander-in-chief of its legions.

During the ancient wars and conquests, Kutlakh was regarded as the cruellest and most brutal of all the nemesors of his dynasty. He was a killer who took particular pleasure in the humiliation of enemy champions and generals in personal combat, be they the lords of rival dynasties or the warriors and servants of the Old Ones. A warrior first and foremost, Kutlakh cared little for the intrigues of the Royal Court, openly disdainful of high office, caring only that he was afforded the respect and glory that his conquests were due and so, while the reins of political power were held by others within the Maynarkh Dynasty, the overall battlefield command of its legions was Kutlakh's alone. But in truth this insularity masked a darker secret, that since the final days of the destruction of the C'tan some terrible force had haunted Kutlakh. It had marked and tainted him, turned his triumphs to empty ashes and threatened the mask of sanity he wore as both general and commander. Over time, the cloying, hungering shadow that hung about him darkened, and it began to impress itself even on the soulless machine-minds of those Necrons around him, making him a pariah to his own kind.

The Kutlakh that awoke from the Great Sleep is both more and less than he had been, and his eye lenses now blaze with an unhallowed cold light—a gaze that even his fellow Necron Lords cannot easily meet. In battle he is a terrifying figure whose gilded android shell is blackened as if by fire and bedecked in the skulls and bones of his victims. The once proud aristocrat and glory-hungry general has now become a nightmarish and near-silent monster, the corroded engrams of his mind driven only by a burning desire to destroy the living and re-establish the rightful supremacy of his dynasty.

	WS	BS	S	T	W	I	A	Ld	Sv
Kutlakh	5	4	5	5	3	2	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Dedicated Transport

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

Wargear

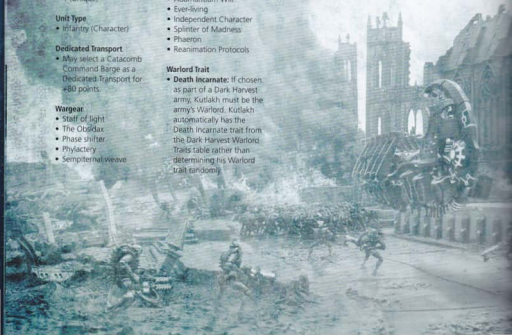
- Staff of light
- The Obsidax
- Phase shifter
- Phylactery
- Sempiternal weave

Special Rules

- Adamantium Will
- Ever-living
- Independent Character
- Splinter of Madness
- Phaeron
- Reanimation Protocols

Warlord Trait

- **Death Incarnate:** If chosen as part of a Dark Harvest army, Kutlakh must be the army's Warlord. Kutlakh automatically has the Death Incarnate trait from the Dark Harvest Warlord Traits table rather than determining his Warlord trait randomly.



Splinter of Madness

If the ancient legends are to be believed, it was by the hand of Kutlakh that the C'tan known as Llandu'gor, the Flayer, was betrayed to its demise, although the dynasty has long scorned and refuted this claim of perfidy. Regardless, some strange and nightmarish taint or curse hangs about Kutlakh and his kin. Those unfortunate enough to draw close can feel a terrible malignance and madness radiating from Kutlakh's machine body, which claws at their minds and threatens to overwhelm their sanity.

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

Kutlakh must always declare a challenge in combat if he is able to. In any challenge in which he fights, at the beginning of the Fight sub-phase, and before any blows are struck, each player rolls a D6 and adds the result to their fighting model's Leadership score. If Kutlakh's total score is greater than that of his opponent's, his opponent suffers a reduction to their Weapon Skill for this Assault phase equal to that difference. So, for example, if Kutlakh's player had a total of 14 and their opponent a total of 12, then the opponent's Weapon Skill would be reduced by -2. Opponents reduced to Weapon Skill 0 may not fight this phase and are hit by Kutlakh automatically.

The Obsidax

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

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

	Range	Str	AP	Type
The Obsidax	—	User	2	Melee, Instant Death, Specialist Weapon

Phaeron

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

Warhammer
40,000

HQ

TOHOLK THE BLINDED..... 125 points

Master of the Eternal Engines, Chronomancer of the Smoking Mirror

The Arch-Cryptek of the Maymarkh, Toholk is a being of diabolical ingenuity whose particular genius lent itself to the creation of war machinery for his bellicose dynasty, and indeed his designs and schematics were distributed by the Triarchs across the Necron dynasties in order to aid their armies' fight in the War in Heaven. Even before his transformation into a cold machine-existence, Toholk was without care for the lives his creations took or indeed the use to which they were put—only that each was a greater triumph of destruction than the last, to the extent of testing his own weapons and war machines first hand on the battlefield as well as on captive subjects. Toholk's hubris made him many enemies both among rival Crypteks and among the Lords of the Maymarkh Royal Court, who were jealous of his fame and notoriety, and he has survived many plots and assassination attempts made against him, preferring to trap his would-be murderers in hyperphase prison matrixes for later disposal or use in weapons testing.

After the fall of the Old Ones, Toholk became even more disconnected from reality and shifted his own research to the paths of Chronomancy, becoming obsessed with the intricacies of cause and effect, and dreamed insanely of the destruction of time itself. His masters, however, punished him for straying from the fulfilment of their desires and shackled and subjected him to the most grievous tortures imaginable, leaving his android form blinded and broken, and hardwiring control parameters into his mind forcing him to obey and preventing him from properly repairing his own body in punishment. The conflict between the Maymarkh mind-shackles and his own obsessive compulsions has further splintered the Chronomancer's mind, but this has not stopped him from creating what he views as his greatest work—a temporal prediction and celestial scanning engine he calls the Smoking Mirror, which has served the Maymarkh well during their conquests. Toholk's process of continual refinement of this device, however, has a far darker goal than even the cold machine intellects of the Overlords of the Maymarkh can guess at.

	WS	BS	S	T	W	I	A	Ld	Sv
Toholk	4	4	4	5	2	2	2	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Aeonstave
- Timesplinter cloak
- Transdimensional beamer

Special Rules

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

Warlord Trait

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

Chronomantic Sight

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

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

Eternal Engines

Toholk is Arch-Cryptek of the Maymarkh Dynasty and his experience in fashioning and augmenting weapons and machineries of war is unequalled, stretching back through epochs of time. Within those devices he particularly favours he has implanted temporal regenerative systems, works of arcane science that are capable of preternatural feats of repair, with time itself seeming to reverse to restore near-wrecked war machines to a pristine state of function.

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

Warhammer
40,000

MAYNARKH OVERLORD 90 points

Necron Overlords are masterful generals and warriors, bedecked in ancient and powerful battle gear of such potency it might seem the product of magic rather than science. Their robotic bodies are the finest constructs of their kind, armoured enough to resist anti-tank weaponry and strong enough to crush the life from their foes with remorseless efficiency. Enduring biotransference with fuller personalities and better safeguards than their lesser kin, Maynark Overlords are as bellicose, arrogantly assured of their superiority and power-hungry as ever they were, each now spurred on by the lingering touch of the bloody curse of the Flayer that has tainted their lineage.

	WS	BS	S	T	W	I	A	Ld	Sv
Maynarkh Overlord	4	4	5	5	3	2	3	10	3+

Composition

- 1 Maynarkh Overlord

Unit Type

- Infantry (Character)

Wargear

- Hyperphase sword

Special Rules

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

Dedicated Transport

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

Options

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

Phaeron

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

Mark of the Flayer

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

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

D6 Result

- 1 Berserk:** The Overlord is seized by murderous fury and is unable to tell friend from foe. If part of an Infantry unit, D3 automatic hits (using the Overlord's own close combat weapon) are inflicted on that unit (the controlling player must choose the closest models to the Overlord in the unit to be struck by these attacks). If alone and not part of an infantry unit, they immediately take a single Wound with no saves of any kind.
- 2-5 Remains in control:** The Overlord is able to control its madness by sheer force of will. No effect.
- 6 Transfiguration:** The Overlord is transfigured by madness and their auto-repair system distorts their body to forms better able to express the malignance that consumes them, starting their inexorable slide into the horror of becoming a Flayed One. The Overlord gains the Fearless and Rage special rules (note that if they were about to flee, they will no longer do so and the combat round ends). However, at the end of the battle, regardless of whether or not they survive, the Overlord is counted as destroyed for the purposes of Victory points and the Slay the Warlord objective (in missions where this is relevant).

Warhammer
40,000

HQ

DESTROYER LORD See page 89 of *Codex: Necrons*

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

ROYAL COURT OF MAYNARKH Combined cost of models

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

For each Maynarkh Overlord in your army (including Kutlakh the World Killer), the army can also include a Royal Court of Maynarkh. This unit does not take up a HQ choice.

Composition

- 0-5 Maynarkh Lords
- 0-5 Crypteks

Before the battle, each member of the Royal Court of Maynarkh has the option of being split off from this unit and assigned to lead a different unit from the following list: Maynarkh Warrior Phalanx, Maynarkh Immortals, Maynarkh Lychguard or Deathmarks. Only one member of the Royal Court of Maynarkh can join each unit in this manner; otherwise they remain part of the Royal Court.

Maynarkh Lord 35 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Maynarkh Lord	4	4	5	5	1	2	2	10	3+

Composition

- 1 Necron Lord

Unit Type

- Infantry (Character)

Wargear

- Hyperphase sword

Special Rules

- Ever-living
- Reanimation Protocols
- Fear
- Mark of the Flayer

Options

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



Cryptek See page 90 of *Codex: Necrons*

TROOPS

MAYNARKH WARRIOR PHALANX 130 points

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

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Warrior	4	4	4	4	1	2	1	10	4+

Unit Composition

- 10 Necron Warriors

Unit Type

- Infantry

Wargear

- Gauss Flayer

Special Rules

- Reanimation Protocols

Dedicated Transport

- May select either a Ghost Ark for +115 points or a Night Scythe for +100 points as a Dedicated Transport.

Options

- May include:
 - Up to ten additional Necron Warriors.....+13 pts per model
- May be given Flensing Scarabs+10 points

Warhammer
40,000

MAYNARKH PLAYED ONE PACK 130 points

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

	WS	BS	S	T	W	I	A	Ld	Sv
Played One	4	4	4	4	1	2	3	10	4+

Unit Composition

- 10 Maynarkh Necron Played Ones

Unit Type

- Infantry

Wargear

- None

Special Rules

- Reanimation Protocols
- Deep Strike
- Infiltrate

Options

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

Warhammer
40,000



TROOPS

MAYNARKH IMMORTALS 85 points

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

	WS	BS	S	T	W	I	A	Ld	Sv
Maynarkh Immortal	4	4	4	4	1	2	1	10	3+

Unit Composition

- 5 Maynarkh Immortals

Unit Type

- Infantry

Wargear

- Gauss blaster

Special Rules

- Reanimation Protocols
- Shadow Legions

Dedicated Transport

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

Options

- May include:
 - Up to five additional Necron Immortals +17 points each
- The entire unit may exchange their gauss blasters for:
 - Tesla carbines Free
- The unit may be given Flensing Scarabs +10 points

Shadow Legions

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

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

Warhammer
40,000

DEDICATED TRANSPORTS

CATACOMB COMMAND BARGE See page 91 of *Codex: Necrons*

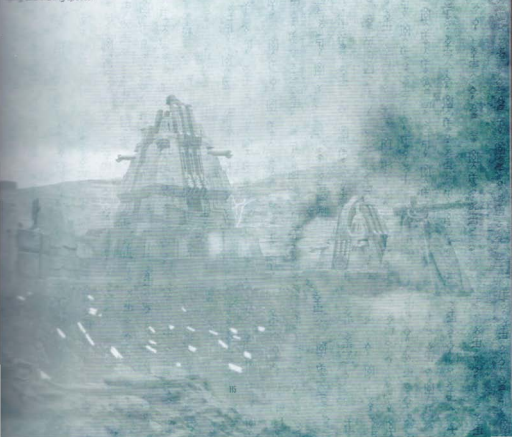
Many Necron Overlords disdain fighting on foot but instead take to battle on the deck of a Catacomb Command Barge – an armoured, repulsor-driven skimmer from which they can properly survey the battle as it unfolds. This can be of paramount importance given the mechanistic nature of the forces at their command, and the Overlord's own judgement is required to respond swiftly to counter-assaults and the shifting tide of war. The speed and flexibility of their mount also allows them to quickly reach enemy lines in person and slaughter likely foes as they pass by overhead, leaving a trail of decapitated bodies in their wake.

GHOST ARK See page 91 of *Codex: Necrons*

Ghost Arks are both battlefield conveyors and mobile repair stations. Floating like sepulchral barges of the fallen, they contain automated systems able to augment the capacity of the numberless ranks of the Necron Warriors to sustain themselves against damage that would otherwise overwhelm them, and have sufficient firepower to defend themselves from attack.

NIGHT SCYTHE See page 91 of *Codex: Necrons*

The Night Scythe is the Necrons' most common aerial war craft, both a highly formidable fighter and a peerless tool of invasion, coming as it does a wormhole gateway. This allows it to beam Necron troops directly into battle with pinpoint accuracy despite flying at shrieking speeds.



ELITES

CANOPTÉK TOMB STALKER 205 points

Canoptek Tomb Stalkers are huge unliving machines; swift, tireless and relentless engines of murder that know neither pity nor remorse. Functioning first to guard their masters during their millennia-long slumber, they are now employed as terror weapons on the battlefield and, all but unstoppable, they are able to erupt ghost-like from the solid earth and smash apart enemy lines, ripping to shreds anything that dares to flee in a storm of bladed limbs.

	WS	BS	S	T	W	I	A	Ld	Sw
Canoptek Tomb Stalker	4	4	6	7	4	4	4	10	3+

Unit Composition

- 1 Canoptek Tomb Stalker

Unit Type

- Monstrous Creature

Wargear

- Two gauss flayers
- Sense cluster

Special Rules

- Fearless
- Rampage
- War Construct
- Phase Tunnelling

Options

- A Canoptek Tomb Stalker can be equipped with any of the following:
 - Sepulchral Scarabs +15 points
 - Gloom prism +15 points

A Canoptek Tomb Stalker may also be chosen as part of a standard Necron army. When chosen as part of a Codex: Necrons army, it is an Elites choice and is treated as though it was chosen from that codex.

Warhammer
40,000

Gloom Prism

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

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

Phase Tunnelling

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

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

War Construct

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

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

Sense Cluster

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

Sepulchral Scarabs

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

Burning Invasive Signal Detected

++ Signal Purity Protocol Failing ++

...Battlegroup Overdue overdue to report...

<<...nermin...hacks...>>

Full muster of all sector forces on-going, hampered by severe disruption of Astronautic communication, warp vessels becalmed. Attack by unknown assailants at Fortress Tauris, heavy losses reported, orbital shipyard destroyed...deep range auguries indicate the moon of Elohem Martas has been toppled from its orbit and has collided with the surface of Apollyon Primaris...

==...supplices has come...silence...cold...>>

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

<<...the Mother of Oblivion comes...death comes...embrace...>>

...urgent fleet assistance required from Segmentum Reserve, reinforcement...

Signal corruption

Emergency addendum: Last communication received from Drucilla Majoris indicates sunrise as observed by primary hive overdue by seventeen hours, repeat—the sun has failed to rise, catastrophic temperature decrease globally in effect...

...Ragnarkh comes>>

...may the God-Empress have mercy upon our souls... ++

+ signal lost +

++ signal lost ++

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

ELITES

CHARNEL Lychguard 225 points

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

	WS	BS	S	T	W	I	A	Ld	Sv
Charnel Lychguard	4	4	5	5	1	2	2	10	3+

Composition

- 5 Charnel Lychguard

Unit Type

- Infantry

Wargear

- Warscythe

Special Rules

- Reanimation Protocols
- Rage
- Fear
- Soldiers of the Bloody Court

Transport

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

Options

- May include:
 - Up to five additional Charnel Lychguards +45 points per model
- The entire unit may exchange warscythes for hyperphase swords and dispersion shields +5 points per model
- The unit may be given Flensing Scarabs +10 points

Soldiers of the Bloody Court

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

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

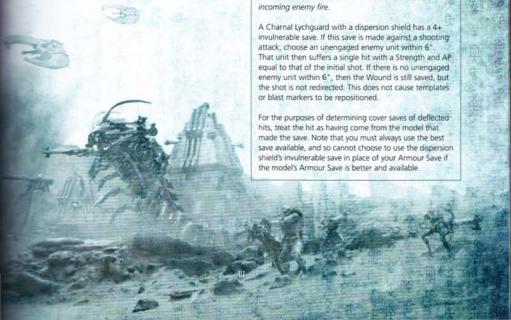
Dispersion Shield

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

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

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

Warhammer
40,000



ELITES

DEATHMARKS See page 92 of *Codex: Necrons*

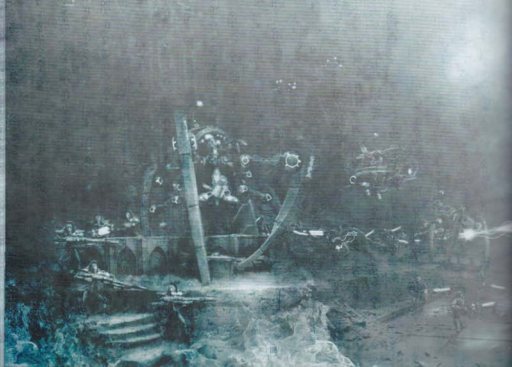
Deathmarks are killers from concealment, hunters who have served the Necron nobility as snipers and assassins. They lurk in the spaces between dimensions awaiting their prey and attack with merciless precision, slaughtering enemy commanders, cutting lines of communication, destroying vital supplies and sowing terror in their wake.

TRIARCH PRAETORIANS See page 92 of *Codex: Necrons*

As the guardians of their sleeping race, the Triarch Praetorians held a great responsibility – to ensure that the Necron dynasties survived through the long cold passage of time, bound to the will of the Silent King. They shadow the awoken Maynarkh Dynasty still, impassively accompanying them to war, often hovering above the fray and only engaging the enemy at critical junctures to turn the tide of battle. As to what the watching Praetorians think of what the Maynarkh have become, they remain as silent on the matter as their master.

TRIARCH STALKER See page 93 of *Codex: Necrons*

Striking across the shattered ruins of invaded worlds like enormous beasts of prey, Triarch Stalkers are arachnid-like fighting machines, each piloted by a high-ranking Triarch Praetorian. Swift and agile despite their size, they are also heavily armed and can be outfitted for both sundering enemy armour and strongpoints, and for destroying swathes of troops. In battle Triarch Stalkers are adept at responding to counter-attacks and in conducting flanking attacks, employing on-board systems to further co-ordinate their Necron phalanx's firepower.



FAST ATTACK

CANOPTK ACANTHRITES 150 points

Resembling monstrous, artificial insects enfolded in shadowed wings of tenebrous force that propel them through the skies, Canoptek Acanthrites are often encountered in the vanguard of Necron assault spearheads and extermination campaigns. Their numbers vary from a mere handful to vast hosts of these abhorrent machine-locusts, capable of stripping a city down to rubble and slaughtering its inhabitants in a merciless tide of destruction.

	WS	BS	S	T	W	I	A	Ld	Sv
Canoptek Acanthrite	4	4	4	5	3	2	2	10	3+

Unit Composition

- 3 Canoptek Acanthrites

Unit Type

- Jump Infantry

Wargear

- Cutting beam
- Voidblade

A unit of Canoptek Acanthrites may also be chosen as part of a standard Necron army. When chosen as part of a Codex: Necrons army, a unit of Canoptek Acanthrites is a Fast Attack choice and is treated as though it was chosen from that codex.

Special Rules

- Fearless
- Stealth

Options

- May take:
 - Up to six additional Canoptek Acanthrites +50 points per model

Cutting Beam

The cutting beam mounted within the Acanthrite's thorax is a highly concentrated shaft of thermal energy able to slice apart the toughest materials, dissecting steel, stone and flesh equally with the precision of a surgeon's scalpel blade.

Weapon	Range	Str	AP	Type
Cutting Beam	12"	6	2	Assault 1, Melta

CANOPTK WRAITHS See page 94 of Codex: Necrons

Canoptek Wraiths are tireless sentries and protectors who for many aeons have haunted the tombs of the sleeping Necrons, patrolling for intruders and inspecting systems for damage and decay. Part war machine, part repair drone, Canoptek Wraiths are equipped with a dimensional destabilisation matrix – allowing them to pass intangibly through solid matter either to reach into and repair solid machinery, or take them apart from the inside.

TOMB BLADES See page 94 of Codex: Necrons

Tomb Blades are high-speed piloted reconnaissance and attack craft, designed to operate often far ahead of the main Necron force, striking at lightly defended positions, supply convoys and other targets of opportunity. They display in their form and function the preternatural control the Necrons have over energy and matter, and are able to conduct unmatched feats of manoeuvrability, the fearsome power of the compact weapons systems they carry far outmatching their size.

NECRON DESTROYERS See page 94 of Codex: Necrons

Destroyers are deranged disciples of oblivion who have given up the proud traditions of the Necron arts of war in favour of slaughter and wanton devastation. Pariahs among their own kind, they have departed the humanoid form as a mark of their hatred, ruthlessly augmenting themselves with inbuilt weapons, targeting systems and repulsor platforms in defiance of tradition. Destroyers care little for such things, nor do they care who or what they destroy; only that life ends at their hands. Likewise old allegiances or borders mean nothing to them and many Destroyers have been drawn towards the awakened dynasty of Maynarkh and its ancient reputation for savagery and destruction, a factor which may well grow as time passes and more worlds fall to the Dark Harvest.

FAST ATTACK

MAYNARKH CANOPTEK SCARAB SWARMS..... 45 points

Scarabs are the most numerous and diverse of the Necrons' Canoptek machine-servants, and are constructs designed to break down organic and non-organic matter into raw energy. This harvested energy can then be woven into fresh forms and patterns of matter at the direction of the Scarabs' controller. Essentially mindless feeding and replication machines of various sizes and sub-functions, they mimic in form and behaviour organic invertebrates but, directed by the will of a Cryptek or slaved to the more complex artificial intelligence of a Canoptek Spyder, they are capable of staggering feats of construction and destruction. It is for this latter function they are used by the Necron Lords as weapons of war—an all-devouring tide of skittering metal often launched ahead of the phalanx that can break down tanks and fortifications, and force an enemy to expend its firepower in frantic efforts to halt the onslaught. The Maynarkh have gone further since their awakening and produced modified variants known as Charnel Scarabs. These strip and collect the flesh and blood of the harvest to adorn the bodies of their Flayed Ones and appease their hunger.

	WS	BS	S	T	W	I	A	Ld	Sv
Canoptek Scarab	2	2	3	3	3	2	4	10	5+
Charnel Scarab	3	2	3	3	3	2	4	10	5+

Unit Composition

- 3 Canoptek Scarab bases

Unit Type

- Beasts

Special Rules

- Entropic Strike
- Fearless
- Swarms

Options

- May include:
 - Up to seven additional Canoptek Scarab bases +15 points per base
- Units of Maynarkh Canoptek Scarab Swarms may be upgraded to Charnel Scarabs +5 points each, if this is done then the entire unit must be upgraded in this way.

Charnel Scarabs

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

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

Designer's Note: Modelling Charnel Scarabs

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

Warhammer
10,000



FAST ATTACK

CANOPTÉK TOMB SENTINEL 195 points

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

	WS	BS	S	T	W	I	A	Ld	Sv
Canoptek Tomb Sentinel	4	4	6	7	4	4	2	10	3+

Unit Composition

- 1 Canoptek Tomb Sentinel

Unit Type

- Monstrous Creature

Special Rules

- Fearless
- Rampage
- War Construct
- Phase Tunnelling

Options

- A Canoptek Tomb Sentinel can be equipped with any of the following options:
 - Sepulchral Scarabs +15 points
 - Gloom prism +15 points

Wargear

- Exile cannon

Exile Cannon

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

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

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

Gloom Prism

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

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

Phase Tunnelling

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

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

War Construct

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

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

Sepulchral Scarabs

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

Warhammer
40,000

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

HEAVY SUPPORT

TESSERACT ARK 250 points

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

	BS	Armour			HP
		Front	Side	Rear	
Tesseract Ark	4	12	12	12	4

Unit Type

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

Unit Composition

- 1 Tesseract Ark

Wargear

- Tesseract singularity chamber
- Two tesla cannon
- Quantum shielding

Special Rules

- Living Metal
- Tesseract Implosion

Options

- A Tesseract Ark may exchange its two tesla cannon for:
 - Two gauss cannon Free
 - Two particle beamers +20 points

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

Tesseract Singularity Chamber

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

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

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

Fire Mode	Range	Str	AP	Type
Solar Fire	48"	7	2	Heavy 3, Blast (3")
Particle Hurricane Template		3	3	Heavy 1, Fleshbane
Seismic Lash	24"	5	4	Heavy 1, Quake*, Armourbane, Ground Lash*

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

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

Tesseract Implosion

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

HEAVY SUPPORT

SENTRY PYLON 135 points each

An automated weapons platform of strange design, the Sentry Pylon is a tactical variant of the far larger Gauss Pylons. Although a paradigm lesser in scope than these great weapons, Sentry Pylons are nevertheless powerful devices, arcs of glittering metal, equipped with a gauss exterminator array that can strike down aircraft at ranges so great that their victim's first hint of danger is the flash of searing light that heralds their destruction. When employed against ground targets, they are no less effective and can scour great areas of terrain clear of life and cut down buildings into smoking debris and secure invasion zones.

Sentry Pylon

WS	BS	S	T	W	I	A	Ld	Sv
-	4	-	7	3	-	-	10	3+

Unit Composition

- 1-3 Sentry Pylons forming a Battery

Unit Type

- Artillery

Wargear

- Gauss exterminator

Special Rules

- Fearless
- Canoptek Artillery

Options

- Any Sentry Pylon may exchange its gauss exterminator for one of the following weapon types:
 - Heat cannon.....+40 points
 - Focussed death ray.....+25 points
- Sentry Pylons may take any of the following upgrades, which apply to the whole battery. If part of a battery, all the Pylons in the battery must take the same upgrades:
 - Teleportation matrix.....+35 points each
 - Sepulchral Scarabs.....+15 points each

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

Gauss Exterminator

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

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

Heat Cannon

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

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

Canoptek Artillery

A unit with this special rule uses all of the standard rules for Artillery type units, except that it does not require the presence of a crewman to either move or fire, is not removed from play due to the absence of crew and may never declare a charge. In addition, Canoptek Artillery that are charged do not fight in the ensuing combat, all of the assaulting unit's attacks hit automatically and damage is resolved as normal, no Morale check is made regardless of the results of the combat and the attackers must

consolidate after that round of combat is resolved. The Canoptek Artillery unit cannot be locked in combat and any surviving models act normally on their following turn.

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

Focussed Death Ray

The coruscating beams of force these weapons emit slice through the ranks of enemy soldiers and armoured battle-tanks with contemptuous ease. Utilising an advanced focussing array, the Sentry Pylon is able to project the crackling death ray over far greater distances than previously encountered versions of the weapon, and with a destructive potential that is horrifyingly effective.

To fire the focussed death ray, nominate a point on the battlefield anywhere within its range, then nominate a second point within 306" of the first. Draw a straight line (considered to be 1mm in width) between the two points. Every unit (friendly or enemy) underneath the line suffers a number of hits equal to twice the number of models underneath the line.

	Range	Str	AP	Type
Focussed death ray	24"	10	1	Heavy 1

Teleportation Matrix

The Sentry Pylon gains the Deep Strike rule.

Sepulchral Scarabs

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

HEAVY SUPPORT

NIGHT SHROUD BOMBER..... 225 points

Larger and more heavily constructed than the far more numerous Night Scythe and Doom Scythe war craft alongside which it operates, the Night Shroud is a dedicated bomber whose origins date back many millions of years to the lost battles of the War in Heaven. It is a relic of these ancient and apocalyptic conflicts the Night Shroud was built to carry – the Death Spheres, self-enclosed containment vessels carrying a warhead of anti-matter able to wipe from existence anything it encounters. The true marvel of Necron science is not merely the caging of such destructive forces, but their precise control and safety of use, for should the Death Spheres be broken by hostile action, their energy harmlessly dissipates out of phase with reality.

	BS	Armour			HP
		Front	Side	Rear	
Night Shroud	4	12	12	12	4

Unit Composition

- 1 Night Shroud Bomber

Unit Type

- Vehicle (Flyer)

Wargear

- Five death spheres
- Twin-linked Tesla destructors

Special Rules

- Deep Strike
- Living Metal
- Supersonic

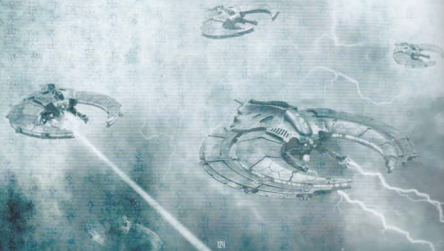
Death Spheres

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

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

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

Warhammer
40,000



HEAVY SUPPORT

DOOMSDAY ARK See page 95 of *Codex: Necrons*

The Domsday Ark is a terrifying engine of war, a floating self-propelled cannon whose destructive power easily eclipses the primitive energy weapons of the Imperium on a remotely similar scale. The fury unleashed by its cannon can be fired in short dispersed blasts on the move or a single heavy pulse when stationary; and against this latter mode of fire flesh, stone and metal simply cease to exist, incinerated at a subatomic level often so thoroughly that not even dust remains. Perhaps the most frightening factor about such weapons is their commonplace status among the Necron phalanxes; Domsday Arks are not some rarity to be protected and marshalled carefully, but treated with the same utility the Imperial Guard might a simple field mortar, despite being on a far greater order of destructive magnitude.

ANNIHILATION BARGE See page 95 of *Codex: Necrons*

Annihilation Barges are the Necron legions' favoured anti-infantry support platform, a repulsor-driven skimmer offering an excellent mix of speed and firepower while, owing to its quantum shielding, it has the durability of a battle tank despite its appearance of fragility. Each is armed with a tesla destructor battery – a weapon that unleashes a fusillade of lightning-like energy bolts that can ravage infantry formations and which only the most heavily armoured vehicle can face with impunity. The bolts will often leap from target to target before they are finally grounded, leaving a trail of charred bodies strewn across the battlefield.

NECRON MONOLITH See page 95 of *Codex: Necrons*

Implicable as death itself, the Necron Monolith is a great slab-sided structure which hovers silently like a grave marker, foretelling the end of all that see it. Formed from a great mass of so-called living metal, it is extraordinarily resilient and able to soak up damage from any quarter. It serves the phalanx as an anchor and strongpoint and, armed with a shattering particle whip, it can serve also as a battle tank, smashing armour and blasting opposing infantry into screaming vapour. It is further armed with autonomous gauss flux arcs designed to guard its approaches and respond to enemy movement with volleys of lashing fire. Its greatest asset and weapon, however, is its eternity gate, a shimmering gateway to the beyond which can be used both to deploy the phalanx's forces to the battlefield and devour the unwary caught in its light.

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

Doom Scythes are heralds of terror and dismay, screaming fighter craft that range far ahead of a Necron invasion and blacken the skies of the worlds they conquer. Entirely autonomous, Doom Scythes are able to roam the void of space and planetary skies searching for targets to destroy, but it is together like a great flock of carrion birds that their true power is evident. Their death rays used in concert can raze entire hive cities, slicing apart towering structures and sending them crashing down to rubble, sowing carnage amongst the multitudes attempting to flee below.

CANOPTK SPYDER..... See page 95 of *Codex: Necrons*

Tireless labourers and sleepless guardians, Canoptek Spydres are true wonders of Necron technology—able to repair and fabricate almost any device and structure the Necrons could desire, working in concert with others of their kind and other Canoptek constructs to enhance their abilities and form an artificially intelligent gestalt mind far greater than the sum of its parts. Built to function unimpeded by the ravages of time, they are also phenomenally resilient creatures more than capable of defending themselves from attack and, should the need arise, are able to turn their prodigious strength and array of arcane tools into weaponry to dissect and demolish.





SUPER-HEAVY

GAUSS PYLON..... 420 points

The mysterious Necron defence turrets, designated as 'Pylons' by those who originally encountered them, were first recorded on the uncharted world of WDY-272. Rising suddenly from the desert sands, the Gauss Pylons opened fire without warning and with devastating effect, tanks and armoured carriers burning as the crescent-shaped weapons tore through the unsuspecting Imperial Guard column whilst resisting all return fire.

The Gauss Pylon draws energy from the Necron power matrix before discharging it through hardwired weapon systems, including a version of the gauss flux arc also mounted on Monoliths. More fearsome is the Pylon's gauss annihilator – a tight-beam version of the particle whip which, combined with sophisticated guidance and target-lock systems, enable it to engage ground troops and incoming aircraft alike.

		Armour				
	BS	Front	Side	Rear	SP	
Gauss pylon	4	14	14	14	2	

Unit Composition

- 1 Gauss Pylon

Unit Type

- Super-heavy Vehicle
(Immobile artillery)

Wargear

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

Special Rules

- Living Metal
- Special Deployment
- Phase Shift Generator



	Range	Str	AP	Type
Gauss annihilator (Focussed Beam)	120"	D	2	Heavy 3, Primary Weapon, Skyfire, Interceptor
(Flux Arc)	18"	6	3	Heavy 2D6

Special Deployment

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

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

Phase Shift Generator

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

FORTIFICATION

NECRON TOMB CITADEL 300 points

The tomb citadel is a Necron defensive structure, a near-impregnable fortification designed to stand equally against the ravages of eternity, hostile action and deadly environments. Tomb citadels often stand on the outermost borders of a wider tomb complex as watchtowers and outposts against attack, and indeed are often the mere tip of the iceberg, with the fathomless depths of the Necrons' stasis crypts, Canoptek foundries and endless silent galleries extending far below them. These tomb citadels are more than inert relics of the forgotten past, however, and are near-living war machines in their own right. Imperial battle reports record these brutal structures as rising from the earth and even appearing as if from nowhere in the midst of a Necron assault as a foothold for invading forces which, if not quickly destroyed, will form a beachhead from which the dread legions will pour forth.

Composition

1 Tomb Citadel

Terrain Type

Unique. The surface of the Tomb Citadel counts as open terrain with the usual rules for line of sight applying accordingly. To move onto or off the Tomb Citadel counts as moving through difficult terrain. Enemy models attempting to Deep Strike onto the surface of the Tomb Citadel will suffer a Deep Strike mishap on any 'double' rolled on the Scatter dice in addition to that due to any other cause.

The Tomb Citadel also has two distinct components which can be targeted for attack: the Tomb Ziggurat and the Power Crucible. These components count as being AV 14. Roll a D6 for each penetrating hit inflicted on them – on a 5+ the component is destroyed and its special rules no longer apply.

Access Points & Fire Points

As per model

Weapons

None

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

SPECIAL RULES

Tomb Ziggurat

The Tomb Ziggurat is equipped with an Eternity Gate which operates exactly as the one found on a Necron Monolith (see page 47 of Codex Necrons for details) and Scarab Hive (see page 46 of Codex Necrons for details). The operation of the Scarab Hive differs in that generated scarabs may be placed within 6" of the Ziggurat and if a 1 is rolled when creating scarabs, the hive can no longer be used for the rest of the game, but the Ziggurat is unharmed.

- **Ziggurat Dock:** When deploying their forces, the Tomb Citadel's controlling player can opt to have either a Necron Monolith or a Sentry Pylon from their primary detachment docked atop the Ziggurat. While docked, all weapons used by the docked war machine are at +1 Strength and while it is docked, a Necron Monolith cannot use its Eternity Gate. The war machine can be undocked and move normally at the beginning of the controlling player's Movement phase. If the Ziggurat is destroyed then the docked war machine takes an automatic Strength 10 AP 2 hit.

Power Crucible

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

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

Options

- **Defence Batteries:** The Tomb Citadel may be upgraded with up to two Gun Emplacements (see page 105 of the Warhammer 40,000 rulebook) which also have the Skyfire and Interceptor rules. These cost:
 - Tesla destructors +65 points each
 - Gauss exterminators +100 points each
- **Comms Relay:** The Tomb Citadel's Ziggurat can be upgraded to have a:
 - Comms relay +20 points

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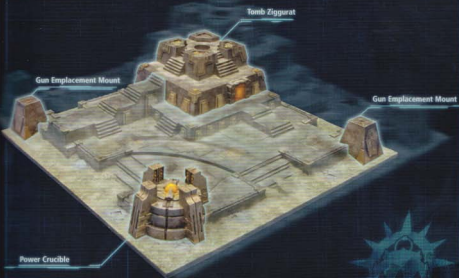
Gun Emplacement Mount

Power Crucible



Tomb Ziggurat

Gun Emplacement Mount



Gun Emplacement Mount

Tomb Ziggurat

Gun Emplacement Mount

Power Crucible





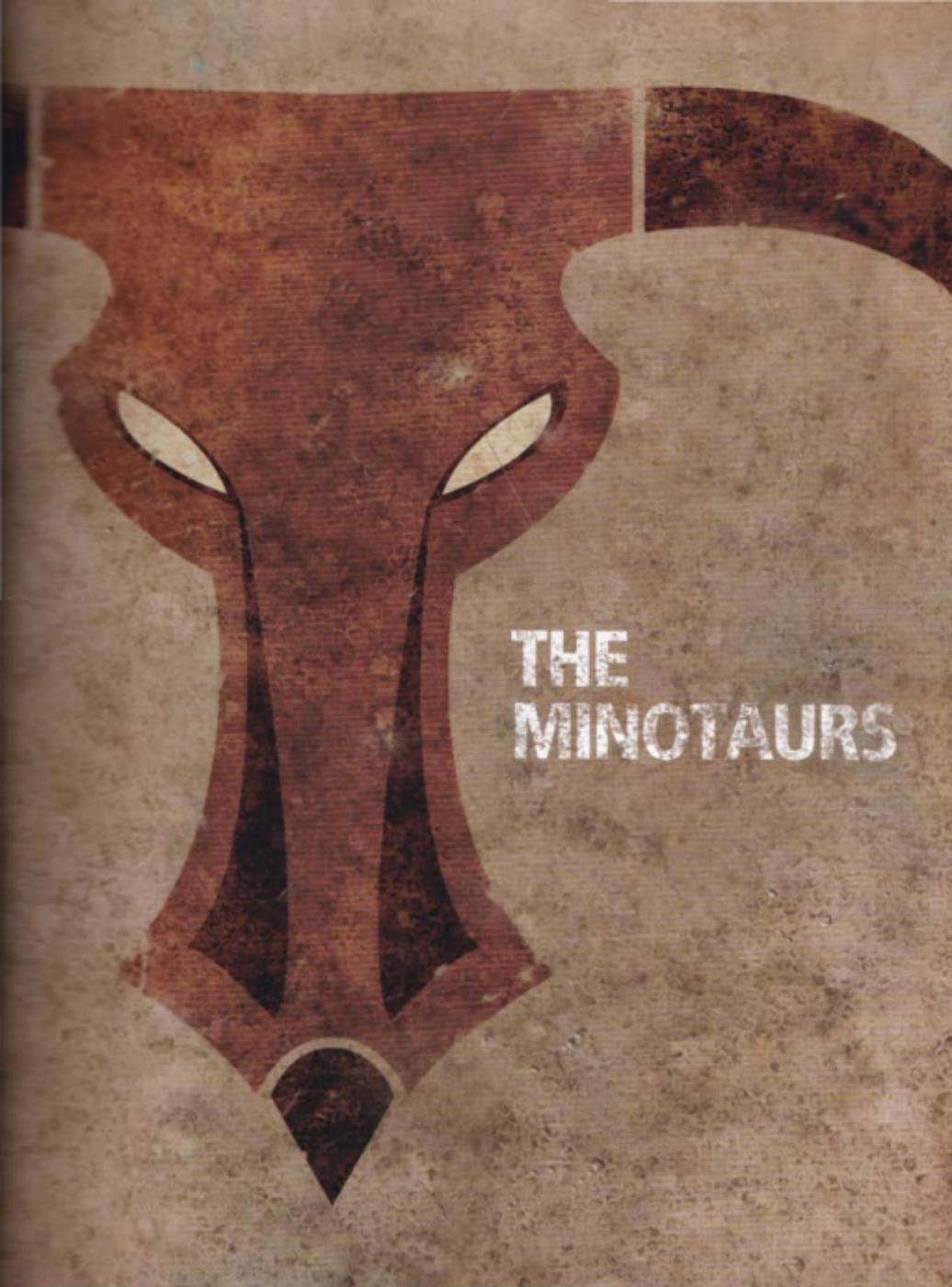
Minotaurs Chapter Contemptor Dreadnought 'Hecaton Palaemon'.

This Dreadnought was part of the cadre of Dreadnoughts permanently based on the *Daedelos Krata*, the Minotaurs Chapter's flagship assault barque. Hecaton Palaemon was launched by boarding torpedo into the flank of the Necron Tomb Ship 'Dead Hand' as part of the Minotaurs' desperate assault during the Amarah void battle. The Dreadnought's final fate remains unknown.



Minotaurs Chapter Deimos Pattern Predator Annihilator Battle Tank.

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



**THE
MINOTAURS**

THE MINOTAURS CHAPTER

THE BRAZEN SPEAR OF THE EMPEROR, THE FURY OF THE SPACE MARINES UNLEASHED

The Chapters of the Adeptus Astartes, the Space Marines, are the finest and most deadly warriors in the service of humanity. They are the Angels of Death, superhuman warriors who are the Imperium's most able defenders and its foremost weapons. Within their ranks, however, are a great many divisions and variants of character and form, from the Ultramarines, held up as paragons of all that the Adeptus Astartes should be, to the zealous fervour of the Black Templars and the avenging fury of the Blood Angels. There are others, however, within the ranks of the thousand or so active loyal Chapters of the Space Marines whose tales, no less bloody or glorious, are of a darker hue. One such Chapter is the Minotaurs.

The Minotaurs Enigma

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

Cursed Blood

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

found the Minotaurs too unpredictable and unreliable a force to count on, preferring allies of more stable temperament. As time progressed, their tendency to shun the command of others and their erratic gene-seed tithes to the Magos Invisia, combined with the diverse curses that seemed to afflict other Chapters of their Founding, raised much darker suspicions about the nature of the Minotaurs and the secrets they might be hiding.

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

The Hammer of Terra

When the Minotaurs reappeared again millennia later, during the suppression of the Macharian Heresy, they were a Chapter both familiar by their reputation and profoundly changed. Still highly autonomous, the Minotaurs went where they willed but seemed far more content to operate within the structure and command of the Imperial war machine than the Chapter's distant history suggested. Both during the Macharian Heresy and on several other occasions since, they have responded quickly and without question to a call to arms from the High Lords, and this has been the case even when that call has been to castigate, apprehend or even destroy formerly loyal Space Marines who have been declared renegade or that have had suspected transgressions lodged against them.

Given this seeming predilection for testing themselves against their fellow Space Marines, it was perhaps then unsurprising that the Minotaurs would appear during the Badab War responding to Legate Inquisitor Frain's request for aid for the Loyalist cause. The Astral Claws and other Secessionist Chapters were certainly worthy foes by any estimation, and the Minotaurs' victories during the conflict, most notably their defeat of the Lamenters at Optera, were extremely important

to the Badab War's outcome. The Minotaurs gained several important victories during this time and the action for which their fame would spread far beyond the conflict, despite a deliberate suppression of the war's progress by the Inquisition, would be their wholesale defeat of the Lamenters Chapter in a close quarters space battle in the Optera system in the closing days of 908.M41. This latter triumph did much to laud the name of this grim and isolationist Chapter of the Space Marines to the Imperium at large, but has done little to salve the Chapter's unquiet reputation with those with the wit to see beyond the veneration of the holy Adeptus Astartes espoused from the pulpits of the Ministorum across the Segmentum Solar.

Chapter Organisation and Tactics

In terms of broad organisation, the Minotaurs conform to both the structural and squad level patterns of the Codex Astartes, but at a tactical level differ significantly in their general approach to warfare. The Chapter prefers to operate as a whole, or at least with as few divisions of its forces as possible in any given theatre of war, concentrating and thereby maximising its destructive power. This is a strategy that has allowed the Minotaurs to excel at siegecraft and in combat against monstrous opponents, which they can overwhelm by sheer weight of numbers if needs be.

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

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





HECATON MORBUS

CONTEMPTOR DREADNOUGHT OF THE MINOTAURS CHAPTER

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

1. Relic Contemptor Dreadnought Chassis

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

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

2. Kheres Pattern Assault Cannon

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

3. Jotun Pattern Dreadnought Power Fist

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

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







-ACCESS WARNING-

DATA CONTENTS

((BLUE-OMEGA))

CLEARANCE

-EXITUS IN EXTREMIS-

COMPILED INQUIRITOR

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ORDO

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CONCLAVE

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EXTINCTION



PRODUCT OF
ORDO XENOS
DEPARTMENTO
ANALYTICUS

The Perun Cross Incident

The most troubling incident involving the Minotaurs Chapter in recent years is known to very few outside the higher echelons of the Imperial Inquisition, the Grey Knights of Titan, and the Lords Militant of the Segmentum Pacificus. It concerns the mandated destruction of the Night Reapers Chapter of the Adeptus Astartes and its aftermath.

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

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







-ACCESS WARNING-

DATA CONTENTS

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CLEARANCE

-EXITUS IN EXTREMIS-

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The harrowing of the Night Reapers was to take a further three years of running battles to reach its fruition and it was a campaign in which, of the Imperial Chapters, the Red Templars, experts as they were in search and destroy and pursuit operations, were to be the hounds and the Minotaurs, with their brute strength and aggression, would be the hunter ready to deal the death blow. The Night Reapers fought with savage resistance across a dozen star systems and in a score of ship-to-ship battles as they were driven before the Imperials, bloodying their pursuers at every turn. It soon transpired that the Night Reapers, having thrown off the rule of the Emperor, had sought advantage in innovation, their Techmarines adapting xenos weapons technology originating with the cursed and near extinct Hellgrammite to their own ends, and their masters striking pacts with the servants of the Arch-enemy to further their cause.

From this they gained the strength to resist the onslaught for a time, but their relentless foes eventually cornered the bulk of the surviving Night Reapers at the *Penun Cross*—a massive derelict pre-human space wreck large enough to have accrued its own thin atmosphere and parasitic life over the long ages. Here the Night Reapers were tunnelling into the ancient artificial core of the wreck, kilometres deep, in search of a weapon that they believed would be sufficient to rid themselves of the Imperial forces who now encircled and besieged them. Events as they transpired at the bitter turning point of the siege remain shrouded in confusion, but what is known is that at the height of the Minotaurs' attack, the Grey Knights strike cruiser *Equinox Blade* and a force of Grey Knights, under the command of Brother-Captain Danicus, arrived in orbit around the *Penun Cross*.

Entering the fire zone, they ordered the Imperial forces to concede to their authority and pull back from the assault; this the Minotaurs, however, were not included in. The retreat of the loyal forces paved the way for Brother-Captain Danicus of the Grey Knights to conduct a teleport assault into the depths of the *Penun Cross* as the battle raged on. What then transpired remains unknown, but sometime shortly afterwards the *Penun Cross*' structure broke up into burning fragments, riven by a series of gigaton-level explosions. The demise of the *Penun Cross* led to the complete loss of the Grey Knights force and a substantial, but undefined, number of Minotaurs Space Marines, along with heavy damage to the *Equinox Blade* and the death of all those left on board.

Asterion Moloc is known to have survived the incident as he was once again witnessed commanding his Chapter in battle some months later, while the Lords of Titan and the Ordo Malleus have remained curiously silent over their losses. As for the Night Reapers Chapter, it is believed that the fiery death of the *Penun Cross* served as the funeral pyre for this once loyal Chapter and whatever secrets surrounded them were buried there too.

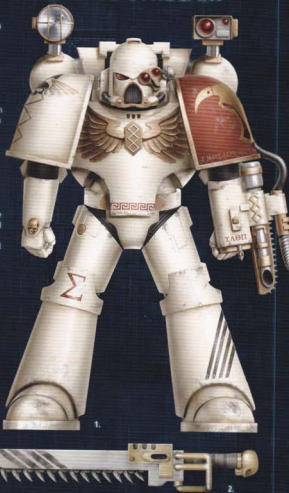


MINOTAURS CHAPTER APOTHECARY

Intendant Haukar
Chapter Apothecarion, assigned to the Amarah
Prime Taskforce

Apothecaries represent a vital component of the Space Marine order of battle, ministering both to the wounded and recovering the gene-seed of the dead, thus ensuring the continuation of the Chapter in wars to come. During the battles against the Necron forces in the Orphean War, casualties would prove high and, in particular, the horrific injuries inflicted by the 'flaying' action of the Necrons' Gauss weaponry at the molecular level proved difficult for even the superhuman physiology of the Adeptus Astartes to cope with or successfully heal.

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



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

2. Aclitus Pattern Chainsword: Personal close combat weapon, also used for battlefield amputations carried out in extremis.



3. Umbra Mkic Bolt Pistol: Selective fire sidearm, standard armour-piercing, mass-reactive bolt ammunition and short charge 'carnifex' cranial penetration rounds for use in extreme unction.

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

MINOTAURS CHAPTER DEVASTATOR MARINE

Brother Merakus

Squad Jurakles, 9th Company

Squad Jurakles was one of three Devastator squads from the Minotaurs 9th Devastator Reserve Company deployed as part of the Amarah Prime taskforce under the overall command of Chaplain Ivanus Enkomi. Outfitted for heavy urban warfare, these Devastator squads proved invaluable in the combat operations on the planet. Squad Jurakles itself, alongside Imperial Guard forces, fought without relief for eleven days following the Necron invasion, holding the remains of a fortified Adeptus Arbites precinct bastion although encircled and cut off. When Minotaurs Chapter Storm Eagle-mounted hunter-killer squads rescued Brother Merakus on the twelfth day, only he remained combat effective, the rest of the defenders having been either slain or badly wounded. In recognition of his successful holding of the bastion, Merakus was granted the Omega-Mortis citation and brevet-promoted to sergeant, continuing to serve throughout the rest of the battle in command of a scratch-squad formed of other surviving Minotaurs Chapter Space Marines.



1. Chapter Modified 'Iron' Pattern Armour:

Relic pattern issued for high-intensity and boarding action warfare. White face mask denotes Devastator Support company heraldry. Additional target-ocular uplink for rapid ballistic calculation.

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

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



MINOTAURS CHAPTER TACTICAL MARINE SERGEANT

Sergeant Astrophane
Squad Astrophane, 3rd Battle Company

Squad Astrophane, along with other elements of the Minotaurs 3rd Battle company, were stationed on the strike cruiser *Symphalos* during the Battle of Amarah, participating in the catastrophic battle with the Necron fleet. Squad Astrophane conducted repeated repelling actions against Necron 'fayer' units which materialised on-board the cruiser during the close range engagements, during which Sergeant Astrophane himself conducted the defence of the ship's command bridge when attacked. As one of the least damaged surviving Minotaurs vessels, the *Symphalos* was used as a carrier for an enlarged gunship landing taskforce drawn from other damaged and destroyed vessels' complements, and spearheaded the counter-assault against the invasion forces on Amarah Prime. During this latter assault, Sergeant Astrophane was martyred in the orbital assault against the tomb-citadel complex designated Abhorrence-5.



1.

1. 'Errant' Pattern Power Armour:

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

2. Tigris Pattern Bolt Pistol and Bolt Guns: One of the rarer patterns of Astartes weaponry, Tigris pattern bolt weapons, whose design dates

back to the later Great Crusade, are renowned for their accuracy and the facility of their weapon spirits to operate in co-ordination with the systems incorporated within Space Marine armour.

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



2.



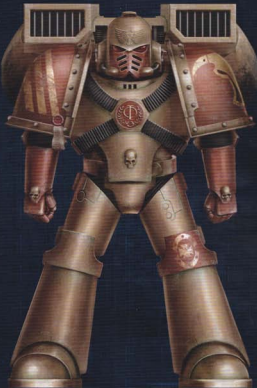
3.

MINOTAURS CHAPTER

VANGUARD VETERAN SERGEANT

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

Assigned to lead the Minotaurs contingent force (numbering some five squads with Storm Eagle and Techmarine support) attached to the Ordo Xenos interdiction operation at Thamyris, Thoul proved to be a particularly savage and aggressive commander, when operating under his own independent authority, in attacking the waking Necron tombs. Although the interdiction force was eventually driven off the accursed world, thanks to a series of highly destructive raids by the Minotaurs, Deathwatch Kill teams and Death Korps Combat Engineer strike forces, a number of Necron structures and tomb complexes were successfully sabotaged and badly damaged, thus denying them to the foe.



Artificer Augmented 'Maximus' Pattern Power Armour: Thoul's armour is fitted with an Astartes Raptorial pattern jump pack unit and bears numerous Chapter-syncretic iconography, denoting his rank and battlefield record. Much of these have meanings hidden from outsiders to the Chapter, though it is believed that the numeration and colouration of the 'lambda' Helikan-glyph markings common to Minotaurs heraldry refer to attested 'kills'

against worthy opponents in single combat, likely in increasing orders of magnitude.

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

MINOTAURS CHAPTER TERMINATOR SQUAD

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

Squad Ixthalion achieved martyrdom against the xenos and formed a pivotal role in the victory in space at the Battle of Amarah as the only part of the assault force unleashed against the Tomb Ship 'Dead Hand' able to fight its way to the main control vault of their ship, allowing it to be targeted for a precision teleport strike by the Minotaurs Chapter Master Asterion Moloc and his bodyguard.



Veteran Sergeant Ixthalion



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



Terminator Veteran Kallan



Terminator Veteran Anhuvis



Terminator Veteran Locastra



Terminator Veteran Zaten

HQ

LORD ASTERION MOLOC..... 235 points

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

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

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

The Minotaurs Chapter have often been used in the past to persecute traitors, iconoclasts and renegades from within the ranks of the Space Marines by the High Lords of Terra. As a result, Asterion Moloc has long become expert in the systematic destruction of other Adeptus Astartes forces that have strayed from the path of righteousness, viewing such targets as both worthy of the Emperor's wrath and the ultimate test of the Minotaurs' skills in battle. This has led the Minotaurs to war against many once-loyal Chapters such as the Lamenters and the Night Reapers, and made them many enemies among other Space Marines Chapters who view them as dishonourable savages who would turn on their brothers for gain.

	WS	BS	S	T	W	I	A	Ld	Sv
Asterion Moloc	6	5	4	4	4	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- The Black Spear
- Storm shield

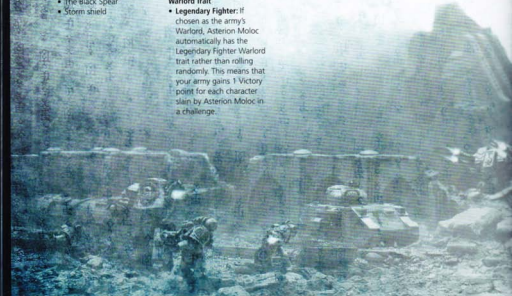
Special Rules

- Combat Tactics
- Independent Character
- Orbital Bombardment
- Chapter Tactics
- Dark Fury
- Eternal Warrior

Warlord Trait

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

Warhammer
40,000



Chapter Tactics

If you include Astorian Moloc in your Space Marines army, then all units in your army exchange the Combat Tactics special rule for the Preferred Enemy (Space Marines) universal special rule. Note that this counts against all Space Marines (including Grey Knights, Space Wolves, etc) excepting those drawn from a Chaos-based Codex or army list. If more than one model in your army has the Chapter Tactics special rule, you must choose which version will apply.

The Black Spear

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

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

Dark Fury

The cold hatred for which the Minotaurs are feared is embodied by Lord Astorian Moloc.

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

Orbital Bombardment

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

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

	Range	Str	AP	Type
Orbital bombardment	Unlimited	10	1	Ordnance 1, Large Blast (5"), Barrage

Master of the Minotaurs

Lord Astorian Moloc is a HQ choice for a Codex: Space Marines army and the Space Marine Siege Assault Vanguard army list (see Imperial Armour: Volume 10). If you use Astorian Moloc in your army, he must always be your Warlord and you may take no other Space Marine Chapter Master, named or otherwise. If Astorian Moloc is in your army, you may also include one Honour Guard squad. This unit does not count towards your HQ choices.



HQ

MINOTAURS CHAPLAIN IVANUS ENKOMI 155 points

The Voice of the Minotaur

The giant, brooding Ivanus Enkomi, Reclusiarch Chaplain of the Minotaurs is something of a paradox. He is at once a natural observer, whose stern gaze misses little, and whose crimson-tattooed face and red-irised eyes speak of an origin on some distant and ravaged feral world but whose voice, although rarely employed, betrays extraordinary intelligence and a capacity for fiery oratory that rivals the greatest demagogues of the Ecclesiarchy in potency and skill. Enkomi is also a skilled tactical commander, as befits one of his rank and title, who leads his forces from the front in battle, exhorting them to ever greater heights of hatred and destruction against the God-Emperor's foes.

	WS	BS	S	T	W	I	A	Ld	Sv
Ivanus Enkomi	5	4	4	4	2	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

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

Special Rules

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

Warlord Trait

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

Bane of Hatred

Ivanus Enkomi is a living vessel for his Chapter's hatred of the Alien, the Heretic and the Traitor, and his oratory matches the greatest firebrands of the Adeptus Ministorum in bile and wrath for them. This is no mere empty rhetoric, as in battle Chaplain Enkomi will unleash all his rage and spite in a frenzy of attack.

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

Crozius Arkanos

Enkomi's crozius arcanum was shattered in the Battle of Gathetris by a Night Reaper's thunder hammer and was subsequently rebuilt by the Minotaurs Chapter's artificers into a weapon of unsurpassing power and elegance which, in addition to a deadly disruption field, incorporates a compact assault launcher.

It has the following profiles:

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

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

Warhammer
40,000

Darkness Falls

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

Few who dwelled within its domains would have believed the Orpheus Sector stood on the precipice of annihilation. That this fortress realm—this frontier of the Segmentum Tempestus—a Sector Imperialis which had endured for nearly four thousand years against the ravages of the Ork and the predations of the Eldar, the destruction of civil war and the malevolence of Chaos, would yet prove to be as defenceless as a new-born before the horror of what was to come. Fewer still, be they planetary governor, potentate, prelate or void captain, could have countenanced the idea that in less than a hundred standard days scores of the Orphean worlds would be laid waste and their populations, numbering in the billions, put to the sword. Nor that all which humanity had wrought amidst these distant stars would be erased with such merciless power and abhorrent intent. But the darkness that came for the Orpheus Sector cared nothing for the power and pride of Man.

For in the great emptiness beyond the frontier of known space, ancient and wicked minds were stirring; minds driven insane with the tortures of eternity. Soulless beings of echoed hatred and endless despair, creatures to which all life had become an anathema, were once again dragging themselves up from their cold iron graves, and upon seeing the teeming 'vermin' of humanity—for as such we are to they—infesting worlds that once had been theirs, the dim fires of unsleeping, inhuman malice were again roused within the outcast Maynarkh Dynasty of the xenos form my holy Order has come to call 'Necron', bestirring them to unnatural false-life with but one cause—to slaughter and destroy. Such are the monsters you must now face.

The following evidentiary document, assembled from archival data, after-action battle testimony, records Courts Martial and mortis-cortical transcripts, attempts to construct as accurate a précis as possible of the Orphean War to the current date as of 998.M41. As such it contains what scant and fragmentary accounting can be made of the devastating losses of "the bloody hundred" as the initial xenos onslaught has become commonly known, and a more detailed accounting of the "War of Salvation" recently fought to great cost over the ashes of the Orpheus Sector. Upon you is weighted the terrible burden of truth, rather than blessed ignorance as is the right of the common soldier. As a commander of rank in the forces assigned to the terrible deeds which now must follow, you are charged to study what this report contains wisely, for in this knowledge you may better serve your Emperor in battle and carry out your sacred duty in this new founded realm of the dead.



+++ Certified by my hand +++
+++ Scarmen Ha'Vass +++
+++ Inquisitor Ordo Xenos +++



HECATON AIAKOS 225 points

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

As with much that surrounds the Minotaurs Chapter, the history and perhaps even the true name of the being entombed within the ornate Contemptor pattern Dreadnought known as Hecaton Aiakos is shrouded in mystery. What is known is that the Dreadnought has served at the forefront of a dozen of the Chapter's major campaigns over the last several centuries, having been identified by his distinctive heraldry at the Battle of Optera during the boarding assault on the Lamenters Chapter strike cruiser *Mater Suspiria*, the defence of the Black Gates of Hive Vitria against the Genestealer cult of the Dreaming Depths and, perhaps infamously, he was at the forefront of the slaughter of the 'Traitor 2-19th' during the Bifrost Uprising. In this last battle Aiakos gained notoriety beyond his Chapter when a detachment of Bifrost Huscarl infantry, under the brevet command of Brother-Sergeant Augustine of the Viper Legion Space Marines, mistakenly fired on the battle-damaged and gore-drenched Minotaurs Dreadnought. So provoked, Aiakos rampaged through the Imperial lines, killing thirty-seven Huscarls and Augustine himself in his fury, and ripped open a supporting Leman Russ tank which had tried to stop him, before obeying a countermand war order issued from orbit by his Chapter Master to stay his hand.

Despite his power and battlefield record, as with many of the Dreadnoughts who operate in the ranks of the Minotaurs Chapter, outsiders have noted Aiakos is treated without the due reverence that other Space Marine Chapters display toward their Dreadnoughts—housing as they do the honoured fallen warriors of ages past. Instead cold indifference is displayed to him by his Chapter, which has led some observers to also note and question the title that he and others go by in the Chapter, 'Hecaton', an ancient word of Terran origins which may mean 'giant' or 'legion' but may also mean, according to some sources, 'a monster ensnared'. Regardless of the implications such suppositions might hold, the battle-scarred bronze and crimson bulk of Aiakos, when not striding to war, stands sleepless vigil as one of the guardians of the gates of the Daedelos Krata, the vast flagship assault craft of the Minotaurs, and agent of its master's cold will.

	Armour									
	WS	BS	S	Front	Side	Rear	I	A	HP	
Hecaton Aiakos	5	5	7	13	12	10	5	2	3	

Unit Composition

- 1 (Unique)

Unit Type

- Vehicle (Walker)

Wargear

- Smoke launchers
- Searchlight
- Plasma cannon
- Dreadnought close combat weapon with inbuilt storm bolter

Special Rules

- Augmented Atomantic Shielding
- Fleet
- Groundstrike
- Venerable

Warhammer
40,000

Augmented 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. The shielding provided by the Contemptor chassis that Aiakos inhabits is a particularly powerful example of its kind, which fills the air around the Dreadnought with the stench of burning ozone, and he is able to violently discharge its power through the disruption field of his gauntlet.

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

Venerable

Hecaton Aiakos' controlling player may force results on the Vehicle Damage chart against him to be re-rolled. If this is done the second result applies.

Groundstrike

Instead of making his usual attacks in combat, Hecaton Aiakos may instead make a special groundstrike attack, smashing the earth before him and discharging his atomantic field, sending violent shockwaves through the ground. This attack is carried out at Initiative step 1 of the Fight sub-phase, and automatically inflicts 1 hit against each enemy unit engaged with Aiakos for each model in that unit in base contact with Hecaton Aiakos' model. So, for example, if Aiakos is in base contact with three models from an enemy unit, the unit suffers 3 hits, and so on.

	Range	Str	AP	Type
Groundstrike	—	6	4	Melee, Strikedown

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

HQ

0-1 DAMOCLES COMMAND VEHICLE 75 points

The Damocles is a dedicated command vehicle based upon the highly adaptable Rhino chassis. It is equipped with sophisticated tracking and battlefield scanning equipment allied to a powerful encrypted vox-transceiver array. This allows the Damocles' crew to direct and co-ordinate a Space Marine strike force's attacks, and serves as the hub for communications between rapid moving ground forces, gunships overhead and warships in the black void of space beyond.

	BS	Armour			HP
		Front	Side	Rear	
Damocles	4	11	11	11	3

Unit Composition

- 1 Damocles Command Vehicle

Unit Type

- Vehicle (Tank)

Wargear

- Storm bolter
- Teleport beacon
- Command vox relay

Special Rules

- Orbital Bombardment

Options

- A Damocles may take any of the following upgrades:

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

A Damocles Command Vehicle is counted as a 0-1 HQ selection, but does not use up Force Organisation slots (and therefore cannot ever be used to occupy a force's compulsory HQ selection). The Damocles can be used in Codex: Space Marines, Codex: Dark Angels, Codex: Black Templars, Codex: Space Wolves, Codex: Blood Angels and Space Marine Siege Assault Vanguard (see Imperial Armour: Volume 10) armies.

Orbital Bombardment

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

	Range	Str	AP	Type
Orbital bombardment	Unlimited	10	1	Ordnance 1, Large Blast (5"), Barrage

Teleport Beacon

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

Command Vox Relay

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

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

Warhammer
10,000



HEAVY SUPPORT

VIGILATOR-SERGEANT HAMATH KRAATOS60 points (plus the cost of his squad)

Hamath Kraatos is the second-in-command of the Minotaurs 9th Reserve (Devastator) Company. His progress through the ranks of the Minotaurs has been rapid, unwarrantedly so by the standards of many Space Marine Chapters. He has achieved this rise through demonstrating his ability as a warrior, and through a phenomenal proficiency with ballistic weapons of all kinds, proving himself to be ruthless and calculating as a leader, with a murderous edge to his temper. His skills and combat record have been rewarded both with early command and with access to the advanced wargear of the Chapter's armoury.

When the Minotaurs Chapter was first drawn into the Orphean war, Kraatos distinguished himself first, not against the great Necron threat but against the xenos corsairs driven from their lairs by the implacable advance of the oncoming machine-horde. Given command of a demi-company to hold the fuelling station at Attedum, Kraatos used the outpost's human workers and servitors as bait, coralling them in the central refinery area. Drawn by the temptation of flesh, blood and souls, the darkling Eldar corsairs drove into what appeared an ill-defended refuge intent on taking captives rather than outright destruction, and so their fate was sealed. As the aliens' dark hunger overtook their caution, Kraatos' Minotaurs rose from concealing positions and caught the xenos in a pre-arranged series of crossfires and enfilades, shredding their lightly armoured transports first and trapping them in the refinery's heart. In the three hour gun battle that followed, over two hundred Kabalites were laid waste. It is a tribute to the efficiency and skill of Kraatos and his Minotaurs that civilian casualties proved far less than expected, with only six in ten civilians being killed.

	WS	BS	S	T	W	I	A	Ld	Sv
Hamath Kraatos	4	5	4	4	2	4	2	9	3+

Unit Composition

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

Unit Type

- Infantry (Character)

Special Rules

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

Wargear

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



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

Signum

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

Assassin Bolts

Kraatos carries a limited supply of artificer-engineered rounds for his heavy bolter of ancient provenance. These 'assassin bolts' are propelled at hypersonic speed by short-burn magna-fusion charges in place of their standard propellant. Although equipped with solid slugs rather than standard mass-reactive warheads (which would not endure the fusion discharge), their extreme speed and density makes for a highly destructive and accurate weapon.

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

	Range	Str	AP	Type
Heavy bolter (Assassin bolt)	48"	6	3	Heavy 1, Sniper

HEAVY SUPPORT

STORM EAGLE ASSAULT GUNSHIP 225 points

A design dating back to the uncertain past of the Great Crusade, the Storm Eagle Assault Gunship was smaller than the more numerous Stormbird and Thunderhawk designs in the Space Marine Legion air fleets. It was a dedicated strike unit, very heavily armed for its size, but lacking the transport capacity of other gunships, and while the design's origins remain uncertain, clear design similarities to the Stormraven gunships employed by the Blood Angels and the secretive Grey Knights speak to a common STC origin lost in the bloody sands of time. Certain sources place the principal manufacturing facilities for the Storm Eagle with the primary grade Forge Worlds of Anvilus IX and Tigrus, both of which suffered catastrophic damage during the Horus Heresy, which may have cut short the mass-production of these advanced craft, although many Space Marine Chapters have managed to keep a sizable core of Storm Eagles operational down the centuries. Perhaps surprisingly, the number of active Storm Eagles in Space Marine service has now begun to substantially increase over the last few decades, particularly with Chapters known to have favourable relations with the Priesthood of Mars, leading some to believe the Adeptus Mechanicus has restarted large scale production at an as yet unknown location.

	BS	Armour			HP
		Front	Side	Rear	
Storm Eagle	4	12	12	12	4

Unit Composition

- 1 Storm Eagle Gunship

Unit Type

- Vehicle (Flyer, Hover, Transport)

Transport Capacity

- The Storm Eagle has a transport capacity of 20 models.

Wargear

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

Special Rules

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

Options

- The Storm Eagle may exchange its twin-linked heavy bolter for one of the following:
 - Twin-linked multi-melta +15 points
 - Single typhoon missile launcher +25 points
- The Storm Eagle may take one of the following upgrades:
 - Four Hellstrike missiles +40 points
 - Two twin-linked lascannons +60 points
- The Storm Eagle may take any of the following upgrades:
 - Searchlight +1 point
 - Extra armour +15 points

Access Points

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

Armoured Ceramite

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

Vengeance Launcher

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

	Range	Str	AP	Type
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

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

Warhammer
40,000



HEAVY SUPPORT

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

A powerful Space Marine gunship and assault transport whose origins are said to date back to the Great Crusade; the Storm Eagle is one of the most highly regarded vehicles of its kind but, owing to its complexity of production, one whose long service history has waned and waned over the millennia. While some Chapters, such as the Salamanders and Imperial Fists, have managed to maintain a sizable core of these gunships, over time battlefield attrition saw its numbers dwindle to non-existence elsewhere. This state of affairs has seen a surprising reversal in the closing decades of the 41st Millennium with new Storm Eagles and its variants issued to certain Chapters and immediately embraced in active service. Such was the case during the Imperial-mandated persecution of the renegade Night Reapers Chapter when squadrons of Storm Eagles, including several modified Roc pattern gunships, were given over to the Minotaurs and Red Templars Chapters to aid them in their task of destroying the renegades.

The Roc is a configuration variant of the standard Storm Eagle, intended as a dedicated tank-destroyer. Although outwardly indistinguishable from the standard pattern, it forgoes a proportion of its transport capacity for added specialised munitions and on-board fuel reserves for its attitudinal thrusters. With these provisions and in the hands of a skilled pilot, the Roc is capable of sustained and murderous sweeps of the battlefield, hammering enemy armour into wreckage and pulverising fortifications into rubble.

	BS	Armour			HP
		Front	Side	Rear	
Storm Eagle (Roc)	4	12	12	12	4

Unit Composition	Wargear
<ul style="list-style-type: none"> 1 Storm Eagle (Roc) Assault Gunship 	<ul style="list-style-type: none"> One hull-mounted twin-linked heavy bolter One hull-mounted twin-linked vengeance launcher with Roc warheads Two wing-mounted twin-linked lascannon Ceramide plating

Unit Type	Special Rules
<ul style="list-style-type: none"> Vehicle (Flyer, Hover) 	<ul style="list-style-type: none"> Deep Strike Assault Vehicle Power of the Machine Spirit Strafing Run

Access points	Transport Capacity
<ul style="list-style-type: none"> The Storm Eagle (Roc) has four access points: one on both sides, and ramps at the front and rear. 	<ul style="list-style-type: none"> The Storm Eagle (Roc) has a transport capacity of 14 models.

Options

- A Storm Eagle (Roc) may exchange its twin-linked heavy bolter for a:
 - Twin-linked multi-melta+15 points
 - Single Typhoon launcher+25 points
- A Storm Eagle (Roc) may take any of the following upgrades
 - Searchlight+1 point
 - Extra armour+10 points

Vengeance Launcher with Roc Warheads

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

	Range	Str	AP	Type
Roc warheads	48"	8	3	Heavy 4, twin-linked

The Storm Eagle Assault Gunship – Roc Pattern is a Heavy Support choice for both a Codex: Space Marines and a Space Marine Siege Assault Vanguard army representing the Minotaurs Chapter.

20 Warhammer
10,000

HEAVY SUPPORT

SPACE MARINE SENTRY GUN BATTERY 15 points per gun

Automated weapons platforms are used by many Chapters to take on the mundane duties of point defence and base security, the most commonly employed being Tarantula sentry guns. When set up to protect command posts and supply dumps, they are placed with meticulously plotted overlapping fire arcs, and when a Space Marine force needs to deploy in the face of the most ferocious enemy resistance, they are often dropped from high altitude by modified Thunderhawks, activating in the midst of the foe and reaping a bloody harvest as they secure a landing zone.

	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

Wargear

- Twin-linked heavy bolters

Special Rules

- Automated Artillery
- Fire Modes

Options

- May exchange its twin-linked heavy bolters for:
 - Twin-linked lascannon +10 points per model
 - Multi-melta and searchlight +5 points per model
- The entire battery may exchange their twin-linked heavy bolters for:
 - Hyperios missile launcher* +20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for:
 - Hyperios command platform* +10 points per model
- The entire battery may be upgraded to have:
 - Camo-netting +10 points per model
 - The Deep Strike special rule +10 points per model

*A unit of Sentry Guns with Hyperios missile launchers or Hyperios command platforms does not have the Firing Modes special rule.

Automated Artillery

Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to 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.

Hyperios Missile Launcher

	Range	Str	AP	Type
Hyperios missile launcher	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 missile launcher equipped sentry guns in the same unit receive the Split Fire special rule (the unit automatically passes any Ld tests it is required to take to use the Split Fire special rule without rolling any dice).

Firing Modes

A Sentry Gun can fire in one of two ways and you must decide which mode it will be set up in before the start of the game. You cannot change its mode once you have decided, it remains in that mode for the rest of the game.

Point Defence Mode: The Sentry Gun is set up with a fixed firing arc. In this mode the gun will engage enemy targets up to 36" away which are in a fixed 90° arc to its front.

Sentry Mode: The Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter-equipped Sentry Gun will fire at the nearest enemy non-Vehicle target according to its firing mode.
- A lascannon or multi-melta equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles still count as viable targets, only wrecked vehicles will be ignored).

A Sentry Gun Battery is a Heavy Support choice for a Codex: Space Marines, Codex: Dark Angels, Codex: Black Templars, Codex: Blood Angels or Codex: Space Wolves army.

HEAVY SUPPORT

DEATHSTORM DROP POD..... 90 points

Drop pods have long formed a cornerstone of Space Marine tactics, and their ability to rapidly deploy troops into the heart of an enemy force from orbit remains vital. The principal disadvantage of drop pod assault, however, has always remained the fact that heavy support vehicles such as the Vindicator and Land Raider are simply too large to be deployed in this way, which can leave drop assault forces severely under-gunned in a protracted engagement. Aside from the extensive use of Dreadnoughts, one other answer is the use of automated weapons systems mounted within a drop pod's confines instead of troops. The Deathstorm pattern in particular uses rapid-firing whirlwind missile launchers or assault cannon to blast clear 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.

	BS	Armour			HP
	Front	Side	Rear		
Deathstorm Drop Pod	4	12	12	12	3

Unit Composition

- 1 Deathstorm Drop Pod

Unit Type

- Vehicle (Open-topped)

Wargear

- Five deathstorm launchers

Special Rules

- Deep Strike
- Immobile
- Inertial Guidance System
- Area Denial
- Independent Machine Spirits

Options

- Any Deathstorm Drop Pod may replace all five deathstorm launchers with five assault cannons ... +25 points per model

Area Denial

Any successful Morale checks or Pinning tests caused by a Deathstorm Drop Pod on the turn it deploys must be re-rolled.

Independent Machine Spirits

Deathstorm Drop Pods may target different enemy units with each of their weapons.

	Range	Str	AP	Type
Deathstorm launcher	48"	5	4	Blast, Pinning
Assault cannon	24"	6	4	Heavy 4, Rendering

A Deathstorm Drop Pod is a Heavy Support choice for a Codex: Space Marines, Codex: Dark Angels, Codex: Black Templars, Codex: Space Wolves and Codex: Blood Angels army.

Warhammer
40,000

HEAVY SUPPORT

SPACE MARINE PREDATOR INFERNUS..... 90 points

The Predator Infernus is an ancient pattern of Predator believed to date back to the hallowed days of the Great Crusade, which has now largely been replaced by the Land Raider Redeemer in many Chapters. The Crimson Fists, Fire Lords and Subjugators, among others, still value its close-range firepower when combating such xenos hordes as Orks, and in particular it is seeing resurgence amongst those Chapters confronting the Tyranid menace.

Certain ancient data sources speculate that the Predator Infernus was an attempt to replicate the Baal Predator STC, stubbornly held by the honoured Blood Angels and their successors, and the same conjectural sources imply the superiority of this latter design in terms of speed, armour and armament. The Infernus boasts a fearsome armament in the form of a turret-mounted flamethorn cannon, often replaced with the anti-armour potency of a magna-melta, a devastating weapon originally intended for void-war boarding actions. Regardless of turret loadout, the Infernus is usually additionally equipped with sponson-mounted heavy bolters or heavy flammers.

	Armour				
	BS	Front	Side	Rear	HP
Predator Infernus	4	13	11	10	3

Unit Composition

- 1 Predator Infernus

Unit Type

- Vehicle (Tank)

Wargear

- Searchlight
- Smoke launcher
- Flamethorn cannon

Options

- A Predator Infernus may take one of the following sets of two sponson weapons:
 - Heavy flammers.....+20 points per model
 - Heavy bolters.....+20 points per model
 - Lascannon.....+50 points per model
- May exchange Flamethorn cannon for:
 - Magna-melta cannon.....+30 points per model
- Any Predator Infernus may take any of the following:
 - Hunter-killer missile.....+10 points per model
 - Dozer blade.....+5 points per model
 - Extra armour.....+10 points per model
 - Pintle-mounted storm bolter.....+5 points per model

Magna-melta

A magna-melta is a heavy, short-ranged, area effect heat cannon originally designed for use on boarding torpedoes and assault rams in brutal starship assaults, and is capable of reducing large volumes of armour and hull into molten slag in mere moments. Patterns of magna-melta compact enough to be fitted to tanks and armoured vehicles are substantially rarer in the 41st Millennium than in previous ages, but still make for devastating anti-tank and siege weapons.

Weapon	Range	Str	AP	Type
Magna-melta	18"	8	1	Heavy 1, Large Blast (5"), Melta

A Predator Infernus is a Heavy Support choice for a Codex: Space Marines, Codex: Dark Angels, Codex: Black Templars, Codex: Space Wolves and Space Marine Siege Assault Vanguard army.

Warhammer
40,000



HEAVY SUPPORT

SPACE MARINE DEIMOS PATTERN PREDATOR EXECUTIONER 125 points

One of the rarest Predator tank patterns is the Executioner, which mounts a Crusade-era Executioner pattern plasma destroyer. This ancient and powerful weapon fires a series of sun-hot plasma blasts capable of incinerating flesh and blasting apart even power armour with contemptuous ease. Only the Forge World of Ryza is still able to manufacture the advanced photo-plasmic cells needed for the executioner weapon, so many Chapters whose Techmarines have sufficient skill and knowledge replace the plasma cannon with a heavy conversion beamer.

This turns the Predator Executioner into an extremely powerful siege unit and long range tank destroyer, but this firepower is gained at the cost of manoeuvrability and increased vulnerability to short-ranged attacks. That such a modification carries a long-standing seal of remittance from the Adeptus Mechanicus speaks of cataclysmic battles in a forgotten age, in which such devastating firepower was more common and more necessary.

	BS	Armour				HP
		Front	Side	Rear		
Predator Executioner	4	13	11	10		3

Unit Composition

- 1 Predator Executioner

Unit Type

- Vehicle (Tank)

Wargear (Predator)

- Searchlight
- Smoke launcher
- Plasma destroyer

Plasma Destroyer

	Range	Str	AP	Type
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")

Heavy Conversion Beamer

	Range	Str	AP	Type
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ¹
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ¹
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ¹

¹Firing Calibration: This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

Options

- A Predator Executioner may take one of the following sets of two sponson weapons:
 - Heavy bolters +25 points
 - Lascannon +60 points
- The Predator Executioner may exchange its plasma destroyer for:
 - Heavy conversion beamer +15 points
- The Predator Executioner may take any of the following:
 - Hunter-killer missile +10 points
 - Storm bolter +10 points
 - Dozer blade +5 points
 - Extra armour +15 points

A Space Marine Deimos Pattern Predator Executioner is a Heavy Support choice for a Codex: Space Marines, Codex: Dark Angels, Codex: Black Templars, Codex: Space Wolves, Codex: Blood Angels* and Space Marine Siege Assault Vanguard army.

*In a Codex: Blood Angels army, the Predator Executioner does not have the Fast rule, unlike the Blood Angel's standard Predator.

Warhammer
40,000



HEAVY SUPPORT

SPARTAN ASSAULT TANK 295 points

An armoured transport of truly massive proportions, the Spartan is a heavy assault tank all but unknown outside of the revered Adeptus Astartes and the secretive Adeptus Mechanicus. It is a huge armoured conveyer created to carry a large body of troops into the heart of an enemy's battle lines, and is capable of surviving weapons fire that would bring about the destruction of any lesser vehicle. Its design bears clear connections with that of the Land Raider, and the genius of those who made it was such that the majority of its interior space is given over to a transport capacity greater than almost any other Imperial vehicle of its size. It is also considerably faster on the battlefield than its size would suggest thanks to potent reactor-driven motive drives.

Many Space Marine Chapters maintain these huge war machines as part of their arsenal and deploy them into the most hellish and destructive warzones, where even the mighty Land Raider would be torn asunder. Their greater transport capacity also finds particular favour amongst those Chapters who possess many suits of Terminator armour such as the Minotaurs.

	Armour				HP
	BS	Front	Side	Rear	
Spartan	4	14	14	14	5

Unit Composition

- 1 Spartan Assault Tank

Unit Type

- Vehicle (Tank, Transport)

Access Points

- The Spartan has one access point at the front and two on each side.

Transport Capacity

- The Spartan has a transport capacity of 25 models.

Wargear

- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Extra Armour

Special Rules

- Power of the Machine Spirit
- Assault Vehicle

Options

- A Spartan may exchange its hull-mounted twin-linked heavy bolter for:
 - Twin-linked heavy flamer Free
- A Spartan may exchange its lascannon sponsons for:
 - Laser destroyers Free
- A Spartan may take frag assault launchers +10 points
- A Spartan may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured ceramite +20 points
- A Spartan may take one of the following pintle-mounted weapons:
 - Storm bolter +5 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points

Armoured Ceramite

The thick hull of the vehicle has been further augmented with blessings and prayers to the Omnissiah and ablative ceramite plating. Weapons with the Melta special rule may never roll an additional D6 against a vehicle with Armoured Ceramite.

Weapon	Range	Str	AP	Type
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Laser Destroyer	36"	9	2	Heavy 1, Ordnance*, Twin-linked

*Note: This weapon has no blast, but benefits from the Ordnance rule's increased ability to penetrate armour.

A Spartan is a Heavy Support choice in a Codex: Space Marines, Codex: Black Templars, Codex: Dark Angels, Codex: Blood Angels, Codex: Space Wolves and Space Marine Siege Assault Vanguard army (see Imperial Armour Volume 10).

A Spartan may also be selected in a Tyrant's Legion army under the restrictions for Astral Claws Chapter Support (see Imperial Armour Volume 9, pg.193).

Warhammer
10,000

Principal Celestial Domains of the Orpheus Sector

Carta Imperialis File Register 2231000, M41

Domain	Classification/Notation	Domain	Classification/Notation
Amaeth	Sector Throne-hold/Hive World/ Fortress Imperialis and Principal Fleet Anchorage of Battleship Orpheus	Eysmarchus	Fortress World
Auraphet	Imperial World*	Midwinter	Industrial World
Apolligon	[Access Restricted/Wedge Malware Clearance Required]	Micrus	Excruciating Penitentiary World [Access Lost due to on-going Warp Storm]
Aeryth	Feudal World	Myre	Forge World
Acrantis	Imperial World*	Pallanite	Frontier Colony [Redesignated]
C'eyn'ad	Keltic World/Orbital Naval Outpost/ Astropathic Relay Station	Pabara	Feral World
Chemarion (A-B)	Industrial Worlds [Warfare, On- going Civil Unrest in Progress]	Sibusa	Hive World [Population in State of Terminal Decline]
Drapolis	Hive World	Svikhur	Frontier Colony [Redesignated]
Dracilla Majoris	Imperial World* [Inquisitorial Notification: Extraneous Category Delta - Xenos Ratus Present]	Saint Mardhak's Wane	Imperial World*
Epirus	Agri-world	Thangyts	Abandoned World [former Industrial World]
Harris Watch	Adeptus Mechanicus Observation Station	Tiator	Quarantined/Death World
Hydroghost	Agri-world [Oceanic Subtype]		
Gorgon Quintus	Death World [Imperial Guard Mantle Station]		
Kyred	Feudal World		
Kibethra	Adeptus Astartes Fortress Monastery/Chrine World pat - 111/03		

<Designation: *Imperial Colony World Equiv; Population
1,000,000+; Mandated Imperial Commander - Subtypes;
Civilised Register Terren Ordinance/Cardinal Register
Ministerium Ordinance/Mercantile Register Administration/
Chartered Ordinance, etc. See Addendum File> pat - 0045-0

<Worlds Minus Imperial; 57 not shown; See Addendum File>

pat - 66-156/1567

pat - 103/5/2

++Sub Category: Access Clearance Unders Accepted++

Altun	Dead World/Prohibita
Caracul	Dead World/Prohibita
Estlar	Dead World/Prohibita
Nightsard	Anomalous Celestial Mass/Prohibita
Ismaul	Death World/Prohibita



Thought for the Day: Hatred is the shield of the righteous man.

WEAPONS

Weapon	Range	Str	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Deathstorm launcher	48"	5	4	Blast (3"), Pinning
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ¹
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ¹
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ¹
Hyperios missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker
Laser destroyer	36"	9	2	Heavy 1, Ordnance ¹ , Twin-linked
Magna-melta	18"	8	1	Heavy 1, Large Blast (5"), Melta

WEAPONS

Weapon	Range	Str	AP	Type
Orbital bombardment	Unlimited	10	1	Ordnance 3, Large Blast (5"), Barrage
Plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Roc warhead	48"	8	3	Heavy 4, Twin-linked
Typhoon missile launcher (Frag)	48"	4	6	Heavy 2, Blast (3")
	48"	8	3	Heavy 2
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

¹ This weapon may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

² This weapon has no blast, but benefits from the Ordnance rule's increased ability to penetrate armour.



MINOTAURS CHAPTER ARMOURY

The Minotaurs Chapter is noted as having an extensive armoury at its disposal, both in quantity and variety of wargear, weapons and war machines. This breadth and diversity is believed to originate from their close relationship with the authorities of the High Lords, which grants them access to the output of the many forges of the Sol system, and their record as the punishers and destroyers of other Space Marine Chapters which have gone rogue or been declared renegade. This latter fact has allowed them to despoil the armouries of their victims and add their vanquished foe's strength of matériel and arms to their own.

The Minotaurs armoury and panoply of war machines would be sorely tested against the Necron onslaught on the Orpheus Sector. The Necrons' ancient technology proved time and again to be more than a match for the finest weapons of the Imperium, inflicting heavy losses against the Chapter during the fall of Orpheus at every scale. It was only the superhumanly relentless and warlike spirit of their Chapter, as well as their skill at arms, that allowed them to hold their own against their unliving enemy and triumph in many battles, although never without great cost.

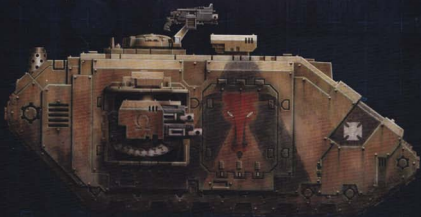


'Mortis' Pattern MkV Dreadnought 'Hellfire'
Support Configuration Unknown identification.

Note: This pattern is very uncommon in Codex Chapter service and may have been acquired as a spoil of war.



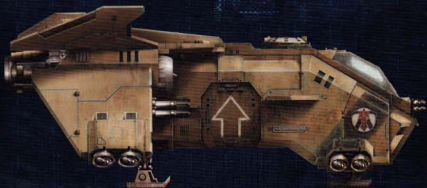
Thunderhawk Heavy Assault Gunship 'Armaspia'
Turbo-laser armament, Configuration Void Assault and Interception,
Central Chapter Reserve. Based on the Daedelos Krata, Amarah Void
Battle. Later deployed to Arcantis Cluster Warzone after extensive repair.



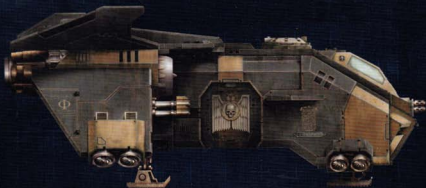
Minotaur Chapter Land Raider Prometheus, Macragge Pattern.

A specialised command variant of the Land Raider, this example, drawn from the Chapter Armoury, was attached to command the Amraphel Taskforce assault against Necron structures located on the barren moon of Ghatist in 995 IM41 and used as a Terminator assault transport during the unsuccessful engagement which saw the taskforce repelled with severe casualties.





Anvilus Pattern Storm Eagle Assault Gunship, Minotaurs Chapter, "Roc" sub-pattern armament configuration. The Minotaurs Chapter maintains a large fleet of both Thunderhawk and Storm Eagle gunships in its Chapter fleet. This example, 'Herodal's Wrath' was attached to the 7th Tactical Reserve Company, deployed to the Amarah counter-assault.



The "Fortuna Mori" Storm Eagle Gunship. This gunship was permanently assigned as a dedicated transport of the Minotaurs Reclusiarch Ivarus Enkomi. As befits this chaplain's rank and role, the Storm Eagle features sable heraldry and inscribed renditions of Imperial holy scripture.



THE DEATH KORPS OF KRIEG

The Death Korps of Krieg are among the most dedicated and merciless of the forces of the Imperial Guard. They are legendary for their ability to fight on despite facing impossible odds and can turn the tide of battle in the Imperium's favour in the most deadly of warzones.



The Krieg are as infamous for their callous disregard of casualties and indifference to the suffering of ally and enemy alike as they are for their formidable record in war. There is a dark history, for the Death Korps' grim fervour in the face of the Imperium's enemies is the result of a five-century long nightmare of treachery, revolt and atomic war. It is a stain of sin, in atonement for which the people of Krieg have committed themselves to generation after generation of war and martyrdom to expunge from their souls.

THE ORIGINS OF THE DEATH KORPS

Krieg is a wilderness of ruined cities and poisoned earth born of centuries of the most terrible warfare imaginable. The former rulers of Krieg, the Autocrats, fed off warfare—the munitions and arms produced by their world supplying Imperial forces across the Segmentum Tempestus. As war crept ever closer, however, the Autocrats' paranoia over an outside threat ruining the lives of wealth and power they had grown accustomed to began to corrupt them and they diverted vast resources to improving their world's defences, all the time growing to resent the demands of the Imperium and chafing against its rule. The citizens of Krieg, meanwhile, were sadly ignorant of the folly and pride of their leaders and the heavy price they would soon have to pay.

In the year 433.M40, the Autocrats declared planetary-wide martial law and seceded their world from the Imperium—the horrors of civil war were soon to follow. Much of the world quickly capitulated to the rebels' power, with only those on Krieg of the Adeptus Ministorum and the Adeptus Arbites, whose loyalty lay with Terra rather than the planet's rulers, providing serious resistance, that is except for a single hive city—Ferrograd. Here the Krieg 83rd Imperial Guard regiment, under the command of Colonel Jurten, quickly took control of the hive city from its vacillating rulers in a military coup. Ferrograd was swiftly organised as a rallying point against the rebels but, despite their resolve, the situation for the loyalists on Krieg was dire and Ferrograd was soon cut off and besieged. Krieg's extensive planetary defences were also under the traitors' control and were strong enough that a full-scale fleet action would be required to breach them. Help from outside would not be forthcoming and Jurten was instead informed in no uncertain terms by the Segmentum's Imperial command that a fleet powerful enough to invade Krieg was simply not available given the press of warfare elsewhere. Instead Jurten's orders were as simple as they seemed impossible: to engage the enemy, to punish their heresy and emerge victorious. "The Emperor would provide," he was told. Faced by the horrific odds stacked against him, Jurten came to the fateful decision to plunge Krieg into a savage and self-destructive atomic war.



On the night of the Feast of the Emperor's Ascension, Jurten unleashed a devastating missile barrage upon the surrounding rebel strongholds, the missiles carrying payloads so terrible their use had been forbidden by the Adeptus Mechanicus centuries before. Tonnes of lethal isotopes soon blanketed the entire world in deadly fallout and, wracked by atomic fire, its eco-system quickly failed, the air became poisoned and Krieg's climate collapsed into storms which spanned continents. As a result, untold billions died in those first few hours, and those who did not perish took to their fallout shelters and began a new subterranean existence. To future generations who would live with the terrible consequences of the atomic attack, Jurten's plan would come to be known as the 'Purging', but it was not the end; the civil war would go on.

Krieg had become a man-made death world, and the conflict between secessionist and loyalist devolved into a pitiless, bloody war of attrition across a planet where every inch of ground became littered with trench works, rusting razor wire and shell craters. Mutation, famine and plague were rife; from cradle to grave daily existence was a horror of survival and savage war. From this nightmare however, through fifteen generations of terrible bloody attrition, the Death Korps were born, and after five hundred years the bitterly sought victory was theirs.

When Krieg was officially returned to the Imperial fold in 949.M40, its long absence had not gone unrecorded; Krieg was in arrears, so a new title of men for the Imperial Guard was placed upon them by the Departamento Munitorum. Its Adepts however were surprised when the Krieg authorities offered them not one but twenty regiments for immediate deployment, all formed, trained and equipped, and each commander requesting the most hazardous war zones available.

Beneath Krieg's blasted exterior entire subterranean cities had been founded during its civil war. Tens of thousands of kilometres of bunkers and passageways had been dug and within them was a vast underworld of industry and manufacture geared specifically to the production of arms and equipment, but most of all to the production of soldiers, soldiers who proved to be as implacable as the factory lines that armed them and as pitiless as their blasted radioactive world.

Krieg now raises tens of regiments every year where a comparable sized world might be expected to tithe one regiment every decade. The rate of attrition and destruction among these regiments is likewise disproportionately high, as they are assigned and indeed volunteer for service on some of the most hazardous battlefields and dangerous worlds known to humanity. The Death Korps have proved to be extremely effective troops, and while still only human (unlike the mighty Space Marines), they have proved capable of achieving victories against the odds by dint of bloody sacrifice, endurance, aggression and unbreakable loyalty. But despite their service record, Krieg units are not well liked by other Imperial Guard commanders, who often cite them as reckless and brutal things who will charge mindlessly

into battle, putting carefully coordinated plans in jeopardy. However, in the grim darkness and strife at the end of the 41st Millennium, the Imperium of Man has dire need of these men, and the use and number of Krieg Death Korps regiments is rising, as are the resources being devoted to their creation.

DEATH KORPS TACTICAL DOCTRINE AND REGIMENTAL ORGANISATION

Training

While the harsh training methods, doctrines and organisation of the Death Korps regiments are not in themselves unique among the Imperial Guard, they are both unorthodox and extreme in their application. Tested, selected and relentlessly trained almost from birth for their appointed role as Imperial Guardsmen, rates of fatality and injury are high as each Korpsman is prepared to fight in the Emperor's name. Fear and weakness are not tolerated, and the minds and characters of the young prospective Guardsmen are purposefully broken and remade stronger, just as their bodies are trained to withstand hardship and endure suffering that would kill others—a task already begun by the mere facts of life on blighted Krieg. Those that are found wandering are found other uses as no flesh or blood is wasted in the Emperor's service, and their fates are not spoken of by their fellows. Those that survive to the last stages of their training must then face their final and most arduous test—the surface of Krieg itself.

Krieg is as deadly in its own way as any world known to Man; no part of its war-blasted wasteland has ever been reclaimed, standing instead as a testament to their centuries long struggle. It is a barren desert of smashed cities, ash wastes, rad zones and fallout-tainted storms, and amongst the wreckage of old battlefields the training regiments march, dig trenches, clear minefields and fight mock battles against other cadets. Only those that endure are judged fit enough to take their place as members of the Death Korps.

Morale & Doctrine: The Cult of Sacrifice

The character of the Krieg soldier is a legacy of the civil war that brought the Death Korps into being. Having been raised only to fight, and having known nothing but the nightmare that their world had become and its unceasing, merciless war, generations of fighting men came to see death in the name of the Emperor as their ultimate goal, a final peace and reward in the great hereafter. This attitude remains today—Krieg Guardsmen are fanatics willing to die as a sacrifice to the Emperor. To them death in battle against the foes of humanity is the apotheosis of their faith, and only by this martyrdom will they and their people be forgiven for the sins their forefathers committed and the blood debt to the Emperor be repaid. No doubt because of the atomic horror of their poisoned world, the individual Death Korps soldier has a deep seated and pathological abhorrence of the mutant, this animosity extending in equal measure to witches and psykers—Krieg itself produces almost no psyker births in its population, although whether this is the result of long standing factors, or a consequence of long term and systematic culling of the 'geneflora' during the civil war period and perhaps beyond remains unknown. This deep-seated

perfidy and hatred means that sanctioned imperial psykers are seldom employed in close proximity to the Death Korps and never commonly assigned to their ranks, as unfortunate incidents have been recorded in the past where this has been the case. The Death Korps are nothing if not disciplined however and if ordered to serve alongside units which use such dark arts—including Space Marine Chapters whose prevalence of Librarians is high, they will do so to the best of their abilities, but always warily.

To the Departamento Munitorum a Krieg soldier is a weapon to be used and expended as needed. To the Krieg commanders battles are won by the merciless application of overwhelming force. Their doctrine dictates that any battle where their capacity to fight and willingness to die exceeds that of their enemy is a battle already won—everything else is merely a matter of time and attrition. To this end, faith in the Emperor is instilled in each soldier from an early age and these established patterns of worship serve to amplify the culture of willing sacrifice and militancy among the Krieg, and have been studied and officially condoned by the Ecclesiarchy, who routinely send missionaries to Krieg itself to aid in the training of its soldiers and quartermaster cadre.

One notable feature of the cult of martyrdom and sacrifice as found within the Death Korps, and one that is seldom obvious to outsiders, is the tradition of the 'Honoured Names'. Krieg Korpsmen, upon their successful induction into their regiment, are given a Departamento Munitorum serial code by which they are known—with any name they previously answered to discarded as obsolete. To regain a name, a true or 'honoured' name by which the Emperor will know them, requires one of two things: martyrdom or an extreme act of valour in battle. As to the source of these names and their particular import the Death Korps remain silent, although outside observers tend to believe that they are chosen from the census of Krieg at the dawning of its great civil war, each soldier of the Death Korps awarded such a name symbolically bearing a soul from those times back to the Emperor's light. For a member of the Death Korps few awards or commendations could equal this single honour, for it is this name that is entered upon the cold basalt mausolea of Krieg itself and for each drop of blood spilt are Krieg's sins redeemed.

Regimental Deployment

Regiments are raised on Krieg with great frequency, indeed the creation of fully trained and battle-ready regiments for the Imperial Guard is Krieg's sole true output and occupation, and the entire world has become in essence a machine geared to the production of soldiers. The form and composition of these regiments will differ according to the edicts of the Departamento Munitorum and the strategic needs of the moment, but within this remit Krieg's particular environment and history lends itself to expertise in particular aspects of warfare such as siegecraft, heavy infantry assault and extreme hazard warzone deployment. Krieg supplies the trained manpower and the Departamento Munitorum organises it into various different types of regiment. This encompasses infantry regiments, mechanised infantry and tank regiments, but by far the most common use of Krieg's

manpower is as siege regiments. In these formations the Death Korps' philosophy of total war reaches its ultimate expression; the siege regiments operating on the principle of sustained artillery bombardments followed by a massive and unrelenting infantry assault conducted to destroy the enemy by pure attrition. What makes Death Korps of Krieg regiments distinct, however, is not their wargear but their mentality. Regardless of their assigned role, they retain the Death Korps' strengths of discipline, endurance and fanatical adherence to the Imperial Faith. Alongside this their expertise in trench warfare and, most notably, their tolerance for high attrition rates and environmentally hazardous warzones makes the Death Korps one of the most highly sought after forces in the Imperial Guard for deployment by warmasters and generals, and accordingly they suffer some of the highest casualty rates recorded.

OTHER FORMATIONS AND UNIQUE TROOP TYPES Assault Brigades

As with much of the Death Korps doctrine, the formation of the assault brigades has its origins far in the past of Krieg's nightmarish civil war. Drawn from the ranks of other combat regiments, veterans, and volunteers, Death Korps assault brigades are the breakers of the line, the forlorn hope—a force set to attack (or counter-attack) at any cost against the fiercest resistance and the strongholds of an enemy's power. Often the assault brigades must face the direst odds with little, if any, hope of individual survival, but where its members may die, they care not so long as their strategic objective is achieved. Given their battlefield role they are heavily armed and equipped, classifying primarily as a semi-mechanised heavy infantry formation in terms of the *Tactica Imperialis*, featuring a high proportion of grenadiers, Death Riders and combat engineers in their formations, and largely eschewing the static artillery batteries of the siege regiments in favour of heavy armour and self-propelled guns. They are also commonly armed with specially issued equipment, some of which again owes its origins to Krieg's own dark past, such as the acidic gas bombs issued to combat engineer squads and chemical incendiary 'carcass' munitions used to saturate defended positions before they are stormed.

In addition to their famous siege regiments and assault brigades, as the strategic needs of the Departamento Munitorum dictate, regiments of other, more specialised, types such as light infantry regiments, recon detachments and armoured battlegroups are also raised on Krieg. Regardless of their role they remain Death Korps, a unique product of environment, training and mentality. In addition to this, there are also a number of troop types unique to the Death Korps.

The Quartermaster Cadre

One of the most unusual features of the Death Korps regiments is the replacement of battlefield medics and confessors found in most Imperial Guard regiments with individuals known as quartermasters. The quartermaster's role has its roots in Krieg's own war-torn past. In that merciless war the recovery of the arms and wargear of the fallen was of premium importance, and field medicine and battlefield triage was a luxury that could seldom be

needed for the more seriously wounded (and often a torn movement seal meant a slow lingering death in any case), it was that in Krieg's past a soldier that could not be easily brought back to the fray, or at least retreat under one's own foot, was considered a liability and to such an extent the 'blessings of the Emperor's peace' was seen—as in an honourable field execution. This onerous task, along with the recovery and redistribution of the soldier's equipment was the responsibility of the Quartermaster Cadre and remains so to the present day, and as a task and role which goes beyond mere practical or strategic considerations, but is a spiritual focus for the Death Corps and their worship of the God Emperor of Mankind.

Quartermasters are chosen from the ranks of the Death Corps during training, in particular for their faith, attention and mental aptitude, although occasionally the Quartermasters' ranks are added to by individuals who are 'survived' against the odds and are seen, by their actions and commanders. They perform this function by ensuring ammunition expenditure, rates of attrition, surviving enemy guns and so forth. Above all they still deliver aid to the troops on the battlefield to Death Corps soldiers they judge too badly wounded to continue, and it is the generally held belief that the skull mask they wear, representing Krieg's struggle to regain the Emperor's Grace, is the last sight a dying trooper should see.

Once a battle has been won, a quartermaster's duties are still not complete. Centuries of necessity dictates that they move through the detritus of battle salvaging any equipment they can, from lasguns and ammunition to great coats, boots and weatherer units, recovering all that can be recycled for use by new recruits.

Death Riders

Although superficially similar to rough rider cavalry units found among numerous other Imperial Guard regiments from worlds where riding mounts are commonplace, the Death Riders of Krieg are also a direct result of Krieg's centuries long civil war. Their most singular aspect is the nature of the Death Rider mounts—the legendary Krieg steed. A highly adapted form of the original Ancient Auran horse, this animal is now the product of extreme genetic engineering, tailored for strength, endurance and aggression, with numerous additional bio-sculpted organs and also them to survive on the most toxic battlefields recorded. Val'gown on Krieg under the auspices of the Adeptus Mechanicus, the animals are further augmented with sub-dermal organic armour, osmotic lungs, and a fully integrated drug injection system rigged with a potent mixture of stimulants, pain-blockers and palliatives. The mount is also a weapon in its own right with its chemically

enhanced aggression centres capable of being triggered at the rider's command, and it is virtually impossible to incapacitate, short of massive physical trauma.

The Death Riders form a special cadre within the Krieg regiments, and their industries are chosen not only on the grounds of aptitude but also for independent thought and initiative, many future officers being drawn from the ranks of their survivors. The Death Riders are equipped with a variety of ridearms and sabre blades, in addition to the signature explosive-tipped lance found in other similar units, and their companies are used both for battlefield reconnaissance, replacing the sentinel's traditional role in the siege regiments, and as shock-troops, using their speed to smash through enemy lines. Such is the impact of their attacks, they are commonly used in the role of reserves, either held back to break counter-attacks or to press a breakthrough themselves. They have therefore gained their bloodiest reputation among other Imperial Guard regiments for their merciless pursuit of fleeing enemy troops—it being standard practice for Krieg infantry to hold a freshly captured position while the Death Riders run down any routed defenders.

Death Korps Grenadiers

Grenadiers form an elite force within the Death Korps. They are dispersed throughout the Death Korps siege regiments, but are most commonly deployed in concentration in the Death Korps assault brigades. Their ranks are drawn from veterans and survivors of decimated squads and platoons based upon their meritorious service and skill, but above all on a proven ability to survive.

Intended for deployment where the fighting is fiercest, Death Korps grenadiers are equipped with heavy carapace armour, and are armed with amplified-discharge lasguns (commonly referred to as hot-shot lasguns or hellguns) which are linked to a high capacity power cell worn on the back. Breaking with conventional storm trooper training, they are never deployed by gun-chute and instead often carry the brunt of an initial advance on foot, or function as small tactical units in rapid moving teams, or the squad may carry an additional heavy stubber to increase their firepower. Fatality rates among the Death Korps grenadiers are very high, but it is considered an honour to be chosen to join their ranks. Their high standards of training and equipment, coupled with their mental resilience, rank the Death Korps grenadiers among the most proficient soldiers the Imperial Guard has to draw upon.

Combat Engineers

Selected for their technical aptitude as well as their martial skill and discipline, combat engineer squads are among the most common of the Death Korps specialised infantry formations. They have the particular task of carrying out sappercraft, demolitions and breaching actions on the battlefield, and in order to accomplish this they are equipped with a variety of specialised equipment tailored towards demolitions and close quarters combat, such as carapace armour and combat shotguns, as well as mole launchers and melia bombs.

IMPERIAL GUARD ARMOUR: BATTLE OF AMARAH PRIME

As the primary mustering point in the Orpheus Sector during the build-up to the Orphean War of Salvation, several tens of thousands of Imperial tanks and armoured fighting vehicles had been concentrated on Amarah Prime prior to the Necron invasion. Unfortunately, the majority of these war machines were variously destroyed, damaged or entombed within their storage bunkers during the initial assault, with the exception of those belonging to the Death Korps and Necromundan Guard regiments which survived through a mixture of preparedness and good fortune. These armoured forces went on to prove key during the battle and counter assault, although their losses in the field to Necron firepower were staggeringly high.



Necromundan 'spider clan' motif: usage not sanctioned by the Departamento Munitorum.



The 'Mortua Ferro' approved insignia of Imperial Guard Assault Brigade Formations.

1. Arkurian Pattern Stormblade Super-heavy Tank: 14th Heavy Tank Regiment, assigned to the 60th Line Korps Primary Assault Brigade. The Stormblade's armament configuration is particularly suited to fighting in built-up areas, and Krieg forces utilised the ruins of the Amarah hives to shield their heavy armour from Necron long range firepower and maximise their own effectiveness against the Necron Phalanxes.



To Haxan Sector

Harrow Watch

Henod Nebula

Corasol

«Symmetrical Tempestas/
terminal barbs»

Tibethra

The Cold Veil

Saint Mordub's Vane

Orphean Pilgrimage

Vatara

The Outer Darkness
(Entropic Zone)

The Veiled Region

Nightward

Quacilla Sutoria

Aegith

Drucillian Sub-se

Schickhar

Pathos

Altus

To Kogak Sector



2.

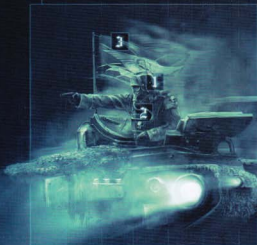
2. Thunderer Siege Tank: 5th Siege Tank Squadron, Necromundan 8th Guard Regiment. A famous regiment whose various incarnations have been in Imperial service for over nine millennia, the Necromundan 8th 'The Spiders', despite initial losses, acquitted themselves well in the counter-assaults on Amarah, conducting tenacious resistance in the ruins of the planet's eastern hives and using the sub-city Numanti Vaults as their base of resistance.



1.

DEATH KORPS TANK COMMANDER

LIEUTENANT DKIG//2L//128/12 - C IOAN GORVAL



Although most famed within the ranks of the regiments of the Imperial Guard for their siege corps and assault brigades, and justly so, the Death Korps of Krieg maintain large numbers of armoured companies, super-heavy battle groups and mechanised detachments which are the equal in range and martial prowess of any other to be found in the service of the Imperium. The Orphean Salvation taskforce, although assembled at relatively short notice, benefited greatly from the strength of the Death Korps of Krieg 17th and 60th Line Korps as part of its makeup. These formations in themselves included no fewer than fifteen Death Korps armoured regiments and considerable additional mechanised and artillery support detachments.

The officer exemplar depicted in this illustration is based upon the pic-capture of Lieutenant 2nd Class Ioan Gorval of the 47th Death Korps Armoured Regiment, attached to the 3rd Armoured Korps. Lieutenant Gorval was tactical commander of the Leman Russ-Ryza pattern Vanquisher tank 'Oath of Iron' and also second-in-command of his regiment's 3rd Company during their deployment to the defence of the mining world of Kaelogeddion in the Arcantis Cluster. Shortly after the cataclysmic Battle of Amarah, Kaelogeddion and several other worlds in the star cluster came under attack by Necron phalanxes which, while considerably smaller than the vast invasion force that contested Amarah, nevertheless posed a severe threat to Imperial dominance of the Arcantis Cluster, inflicting significant damage as they overran three outlying colony worlds.

That Kaelogeddion did not fall was attributed largely to the Krieg 47th Armoured Regiment who, under heavy air assault, conducted a mass armour counter-charge across the ammonia-wastes of the planet's Outhal Depression. The attack ploughed deep into the gathering Necron warrior phalanxes, with surviving Death Korps tanks scattering into the mass of machine creatures, sowing confusion and preventing their own air power from making strafing attacks rather than risk firing on their own Royal Courts and warriors. During this battle, Lieutenant Gorval's tank is known to have singled out and destroyed three enemy command barges before succumbing to enemy firepower. Gorval's last vox-transmission was to declare his intention to detonate the remaining magazine of his wrecked vehicle as it was about to be breached by enemy scarab-constructs. The Krieg 47th Armoured Regiment suffered 100% losses during the Battle of the Outhal Depression, but its sacrifice would enable the Necron spearhead's encirclement and eventual defeat.

1. Krieg Pattern Helmet with Vox-pickup

The Death Korps operate a variety of distinctive and specialised wargear to outfit their troops with. These designs, although approved and sanctioned by the Departmento Munitorum, are commonly based on patterns which, while Imperial in origin, were developed in isolation during the planet Krieg's long atomic purging. The simple corrosion-sealed steel alloy helmet shown here is a common and easily manufactured piece of equipment, fitted as it is with impact reinforcement and universal fittings for life support and hostile environment gear. As a tank commander, Lieutenant Gorval's helmet is fitted with a boosted vox-pickup unit and an Aquila armorial denoting seniority.

2. Solyuz Pattern Type IV Autorespirator with Rad-gauge

Although somewhat bulky by comparison to the respiration and environmental systems utilised as standard by many Imperial Guard regiments, the Solyuz pattern has the advantage of extreme technical simplicity and ease of maintenance, allowing its use for very extended periods. The regulator pack, worn on the chest, allows filtration cartridges to be replaced without deactivation and incorporates a full rad-gauge system for battlefield monitoring and threat assessment.

3. Death Korps Company Banner

As with many forces of the Imperial Guard, to the Death Korps of Krieg the company banner is of extreme spiritual importance to the men who follow in its shadow, in addition to its practical and psychological uses. To the Death Korps, the winged skull symbol of the 'Imperials' represents a scared charge to make war for the God-Emperor, and the promise of martyrdom in battle. As such it is commonly carried by lead armoured vehicles as well as by infantry formations, whose expectation is to be at the forefront of the charge.

DEATH KORPS OF KRIEG ARMOUR

The Death Korps operate and maintain large numbers of super-heavy vehicles as well as more common Imperial Guard tank types such as the ubiquitous Leman Russ and rarer 'second line' types such as the Ragnorok siege tank, while Chimera and Sentinel Walkers remain a rarity. In terms of their most powerful armoured units, although the Death Korps maintain a strong core of Baneblade chassis super-heavies (including rarer types such as the Shadowsword and Stormblade) high attrition losses in battle, not least of all as a result of the Death Korps' direct and relentless fighting style,

have meant that demand for these most potent armoured vehicles has for centuries outstripped supply. As a result, the Death Korps have made ever-increasing use of the slightly less powerful but more easily produced Macharius chassis to both fill the shortfall and indeed expand their super-heavy armour capacity. This has meant that, over time, the Macharius, alongside the Gorgon super-heavy infantry transporter which the siege regiments and assault brigades in particular favour to carry their troops across the deadly maelstrom of No Man's Land, have become synonymous with the might of the Death Korps of Krieg.



DEATH KORPS OF KRIEG

134TH HEAVY INFANTRY REGIMENT

A veteran unit previously assigned to the Chemarium Blockade force before the Necron invasion of the Orpheus Sector, this regiment was redeployed to the Inquisitorial Taskforce sent to the Thamyras system in order to prevent the activation of suspected Necron Tomb structures. The regiment served with distinction in this action and afterwards its remainder was reinforced to full strength from other depleted units, before being put under permanent assignment to the Conclave of Eurydice Ordo Xenos reserve.

1. Line Korps Infantryman
2. Line Korps Grenadier
3. Lucius Pattern (No.98) Lasgun
4. MkIId Accatran Pattern Plasma Gun (Special Issue, Thamyras Taskforce)
5. Lucius Pattern (No.15) Heavy Bolter, with Trench Carriage and Barrage Sights



DEATH KORPS OF KRIEG

60TH LINE KORPS

Deployed to Amarah Prime, this formation encompassed numerous Siege Regiments, Tank Regiments and Assault Brigades, outfitted according to standard Krieg Imperial Guard doctrines.

6. Line Korps Infantryman

7. Line Korps Grenadier

8. Phaeton Pattern Vox-caster
(with Loud Hailer)

9. Krieg Pattern Flamer

10. Lucius Pattern (No.22) Rotary
Combat Shotgun

11. Lucius Pattern (No.98) Lasgun

12. Trethgar 'Petard' Pattern Field Mortar



DEATH KORPS OF KRIEG ASSAULT BRIGADE ARMY LIST

The Imperial Guard is the largest fighting force in the galaxy, and the largest military organisation in the long history of Mankind. It is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to fight for the Emperor. It is the Imperial Guard that must bear the brunt of the Imperium's wars. Wherever there is conflict, there is the Imperial Guard.

Many of its units are formed into infantry regiments comprising tens of thousands of men, but there are other, more specialised, regiments included within its ranks such as those recruited from the world of Krieg. Among these are the siege regiments who, with their vast resources of infantry and heavy artillery, are deployed on battlefields where there is bloody trench warfare, and the assault brigades—the Krieg's elite shock troops who are deployed against the strongest enemy defences and the most vicious of foes, each Guardsman willing to spend their life's blood to ensure victory.

Using Force Organisation Charts

The army lists in this book are used in conjunction with the Force Organisation chart from the *Warhammer 40,000* rulebook and the scenario you are playing. Each chart is split into a number of categories that 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 you must make a choice from that section.

Allies and the Death Korps Assault Brigade Army List

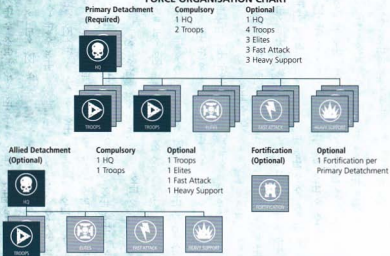
The Death Korps assault brigade is a variant Imperial Guard army, but unlike more commonplace Imperial Guard regiments, the sheer fanaticism of its Korpsmen and the nature of their deployment at the frontline of the harshest fields of war in the 41st Millennium mitigate somewhat their ability to use or be used as allies.

The Death Korps of Krieg Assault Brigade army list may therefore take an allied contingent from a standard *Codex Imperial Guard* army, a *Death Korps Siege Regiment*, an *Imperial Guard Armoured Battle Group*, a *Codex Space Marines*, a *Codex Space Wolves*, a *Codex Black Templars* army, and a *Sisters of Battle* army as *Battle Brothers* (and vice versa).

Allies drawn from *Codex Grey Knights*, *Codex Dark Angels*, or *Codex Blood Angels* may be chosen as *Allies of Convenience* owing to the Death Korps' inherent distrust and abhorrence of psykers (and vice versa).

The Death Korps treat other forces as 'Come the Apocalypse' – see page 112 of the *Warhammer 40,000* rulebook for more details.

FORCE ORGANISATION CHART



Using the Army List Entries

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

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

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

Unit Type: This refers to the unit type rules in the Warhammer 40,000 rulebook. For example, a unit may be classed as Infantry, Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

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

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail subsequently, or in the Special Rules section of the Warhammer 40,000 rulebook.

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

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

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

SPECIAL RULES

Death Korps

The Death Korps of Krieg are infamously resolute and grimly determined soldiers, able to fight on where others would flee or break down in terror. They are hardened by the bleak conditions on their birth world, fortified by iron faith in the Emperor and subjected to a brutal regime of indoctrination and military training from infancy.

As well as having a higher Weapon Skill than a common Imperial Guardsman (this has already been included in their profiles), units with this special rule are immune to Fear and do not take Morale checks for suffering 25% shooting casualties.

Iron Discipline (Death Korps Officers only)

Death Korps officers have no fear of death and will gladly lay down their lives in the name of the Emperor, and will demand and expect nothing less from those they command.

Any unit with the Death Korps special rule that is falling back but has at least one model within 6" of a Krieg officer (of any rank) may attempt to regroup normally, regardless of whether or not it has been reduced to 25% or less of its starting number.

Orders

Death Korps assault brigades are driven and highly trained troops, able to respond to a variety of threats and tactical situations with a series of well-honed aggressive manoeuvres under the direction of their commanders. Reflecting the merciless aggression and willingness to sacrifice ingrained into them, the Assault Brigade army uses its own special variant of the Imperial Guard Orders system as shown on page 175.

Orders are issued and received exactly as per the rules found in Codex Imperial Guard. Only friendly models chosen from this army list or the Death Korps Siege Regiment list (see Imperial Armour 5: Siege of Wraik) can be the subject of these Assault Brigade orders (normal Krieg Line Infantry and Siege Regiments instead use those found in Codex Imperial Guard), nor can units from an Assault Brigade army benefit from orders generated by other Imperial Guard characters chosen from other army lists (such as from an allied detachment).

THE FORLORN HOPE

Death Korps assault brigades are often employed in battles where to achieve an immediate strategic objective is paramount over and above all other considerations, and bloody sacrifice and a weighty butcher's bill of the dead will be needed to achieve that aim. To the Death Korps such duty is a sacred trust, and time and time again they have proved able to confound the odds and emerge victorious in such circumstances. But they are not Space Marines and to try to match what the Angels of Death might achieve through superhuman power and martial skill, the Death Korps have only grim relentlessness and sheer weight of manpower to offer, and the casualties they will incur are frighteningly high.

In standard Warhammer 40,000 Battle missions and special missions where the Death Korps player is designated as the 'Attacker' in games using 1,500 points a side or more, a Death Korps Assault Brigade player can declare they will be making a Forlorn Hope assault during the game. This declaration should be made before mission and deployment types have been decided, and before the units and terrain are deployed. If this is the case the following two special rules are used by the Death Korps player:

Unstoppable Advance and Death Korps Assault Objective.

The Forlorn Hope may only be declared where the Death Korps Assault Brigade forms the primary detachment of the controlling player's army.

Unstoppable Advance

So long as it is part of the army's primary detachment, each time a Death Korps infantry platoon has been completely destroyed or has fallen back off the table, an identical new Death Korps infantry platoon is placed in the controlling player's ongoing reserves if they wish. This unit may then enter play and be used normally (and is worth Victory points if subsequently destroyed where appropriate for the mission as normal, etc).

Death Korps Assault Objective

The assault brigades, the elite of the Death Korps, are deployed into the teeth of the most hellish warzones and face the most murderous foes. To represent this an additional secondary objective is used.

- This Death Korps assault objective is represented by a distinctive counter or marker—which should be easily recognisable as being different to any others being used in the game.
- The assault objective should be placed after any other objectives for the game in question by the Death Korps player within their opponent's deployment zone. This should be no closer than 6" from any edge of that deployment zone or any other physical objective being used. Other than this, the standard rules for placing objectives on page 121 of the Warhammer 40,000 rulebook are used.
- This objective is never classed as a Mysterious Objective, representing as it does an abstract goal of the Death Korps advance, a point they must reach or die trying.
- If the Death Korps player claims the objective at the end of the game, it is worth an additional 2 Victory points for them; if they do not, it is worth an additional Victory point for their opponent. Note that their opponent does not need to claim it to get the Victory point—only that the Death Korps player should fail to do so.

DEATH KORPS ASSAULT BRIGADE SPECIAL ORDERS

Issuing Orders: Orders are issued using the same rules as found in *Codex Imperial Guard*. There are six orders listed here and a Company Command Officer can issue any of the six provided, issuing up to two orders per turn with a command radius of 12". A Command Squad officer can issue the Dispersed Advance, First Rank, FIRE! Second Rank, FIRE! and Without Mercy orders, and may issue one order per turn with a command radius of 6".

Senior Officer Orders

Duty unto Death

If this order is successfully issued, the ordered unit may re-roll any failed Leadership tests it is called on to take until the Shooting phase of the controlling player's next turn (including Morale checks, pinning, etc.). In addition when, if forced to take a Leadership test while this order is in effect, a double '1' is rolled, the unit becomes Fearless until the Shooting phase of the controlling player's next turn.

Bring it Down!

If this order is successfully issued, choose one enemy Vehicle (or squadron of Vehicles) or Monstrous Creature (or unit of Monstrous Creatures) or Flying Monstrous Creature (or unit of Flying Monstrous Creatures) visible to the officer. The ordered unit immediately shoots at the nominated target, counting their weapons as twin-linked.

Get Back into the Fight!

This order can only be issued to a unit that is falling back or that has Gone to Ground. If the order is successfully issued, the ordered unit immediately regroups if falling back or, if it has currently Gone to Ground, the effects of going to ground end; this means it no longer has +1 to its cover saving throws and all restrictions incurred by going to ground are cancelled. As a result of this order, the squad may shoot and move as normal this turn.

Junior Officer Orders

Dispersed Advance

If the order is successfully carried out, the ordered unit now counts as having the Move Through Cover special rule until the beginning of the controlling player's subsequent Shooting phase. As the results of this order are not immediate, it is recommended that you place a counter or marker next to the affected unit to represent this.

First Rank, FIRE! Second Rank, FIRE!

If this order is successfully issued, the ordered unit immediately shoots at any target which is visible and within range. All models firing a lasgun gain an additional shot for the duration of the Shooting phase.

Without Mercy

If this order is successfully issued, the ordered squad treats their lasguns and laspistols as being Assault 2, Range 12", rather than Rapid Fire, Range 24" weapons and, in addition, the ordered unit gains the Crusader special rule for the remainder of the controlling player's turn.



DEATH KORPS ASSAULT BRIGADE WARGEAR

For the sake of convenience, many special rules and examples of specific and unique wargear for the Death Korps Assault Brigades have been provided here in their entirety and a weapons summary page has been added at the end of this section for ease of play. In cases where the details of particular special rules, items of wargear and equipment are not found here, you should refer instead to the *Warhammer 40,000* rulebook, *Codex Imperial Guard* and their most up to date FAQs.

Acid Gas Bombs

These canister bombs unleash billowing clouds of acidic gas, capable of killing defenders within their protected bunkers and redoubts. Acid gas bombs are counted as unusual grenades (see page 61 of the *Warhammer 40,000* rulebook).

Shooting: When a unit equipped with acid gas bombs makes a shooting attack, one model can choose to throw an acid gas bomb rather than using another ranged weapon.

	Range	Str	AP	Type
Acid gas bomb	8"	X	6	Assault 1, Blast (3"), Poison (4+), Ignores Cover

Battle Scope

A bulky ocular device, the battle scope provides the bearer, and the unit they are with, with the Night Vision special rule.

Carcass Munitions

These are relatively crude corrosive/incendiary shells whose formula goes back to the long and bloody civil war which raged on Krieg for centuries. They are undoubtedly effective,

but are unstable weapons not cleared or sanctified for use by the wider Imperial Guard as they are considered too hazardous for standard use.

Carcass shot: In order to increase the stopping power of their shotguns, it is not unknown for Death Korps combat engineers to fashion carcass shot cartridges for their weapons. Although extremely dangerous to their users in the case of a misfire, this is outweighed by their effectiveness particularly in missions where survival is unlikely such as in the deadly battleground of a Zone Mortalis assault.

Shotguns armed with carcass shot have both the Shred and Gets Hot special rules.

Carcass shells (Heavy Mortar/Griffon Mortar): The most common battlefield use of carcass munitions by the Death Korps is in heavy mortar rounds to saturate an enemy defensive position with lethal incendiaries which burn with toxic vapours. The size of the shell means that an effective quantity can be delivered in a single round, while the lower muzzle velocity of the mortar reduces to more manageable levels the risk of the shell detonating in the barrel.

Heavy mortars and Griffon heavy mortars armed with carcass shells can choose to fire them or a standard explosive shell every time they fire. The carcass shell has the following profile:

	Range	Str	AP	Type
Carcass shell	12"-48"	5	4	Ordinance, Large Blast (5"), Shred, Ignores Cover, Gets Hot

For the following items of wargear, see *Codex Imperial Guard* the weapons summary on page 180:

- | | | |
|---|--|--|
| <ul style="list-style-type: none"> • Laspistol • Lasgun • Lascannon • Heavy laser destroyer • Autocannon • Assault cannon • Punisher cannon • Exterminator autocannon • Hydra autocannon • Bolt pistol • Boltgun • Storm bolter • Heavy bolter • Avenger bolt cannon • Grenade launcher • Mortar • Heavy mortar • Quad launcher • Missile launcher • Flamer • Heavy flamer • Inferno cannon | <ul style="list-style-type: none"> • Shotgun • Missile launcher • Hot-shot laspistol • Hot-shot lasgun • Plasma pistol • Plasma gun • Heavy plasma gun • Executioner plasma cannon • Meltagun • Multi-melta • Melta cannon • Chem cannon • Chainsword • Eviscerator • Power sword • Power axe • Power fist • Demolition charge • Frag grenades • Krak grenades • Melta bombs • Battle cannon | <ul style="list-style-type: none"> • Vanquisher battle cannon • Demolisher cannon • Basilisk cannon • Medusa siege gun • Bastion breacher shells • Colossus bombard • Nova cannon • Carapace armour • Flak armour • Power armour • Medi-pack • Refractor field • Vox-caster • Servo-arm • Searchlight • Smoke launchers • Extra armour • Enclosed crew compartment • Dozer blade • Hunter-killer missile |
|---|--|--|



Moros Echrym
The Warren Stars
Hydraphant

Capitoline Sub-sector

Chemistum 1-10
Exclusion Zone

Beluvian Sub-sector

The Shattered Deeps

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



Death Rider Hunting Lance

The Death Riders of Krieg carry reinforced lances fitted with explosive warheads. They are close combat weapons with the following profile:

	Range	Str	AP	Type
Hunting lance	-	+2	3	Melee, First Charge, Specialist Weapon

First Charge: Rough Riders use their hunting lances the first time they successfully charge into close combat, after which they cannot be used again. In addition to the profile above, a model armed with a hunting lance fights at Initiative step 5 in the phase they use it.

Death Korps Platoon Standard

A Death Korps Platoon Standard serves as a focal point on the battlefield and extols the grim determination of the Death Korps. A unit that contains a model with a Platoon Standard counts as scoring an additional Wound for the purposes of calculating close combat results.

Death Korps Regimental Standard

For a soldier of the Death Korps, the standard of their regiment represents the triumph of their discipline and the glory of their sacrifice in the Emperor's eyes. Any Death Korps unit within 12" of a Death Korps Regimental Standard counts as scoring an additional Wound for the purposes of calculating close combat results and may re-roll failed Morale checks and Pinning tests.

In addition, the Regimental Standard can be upgraded to one of the relics of the Death Korps—banners and icons beneath which entire regiments of Death Korps Guardsmen have made the ultimate sacrifice for the Emperor against the foulest and most nightmarish foes of Mankind. In this case the Relic Standard has all the features of a Regimental Standard, in addition to the particular rule listed here.

Icon of Righteous Spite: All Death Korps units within 12" gain the Hatred (Chaos Space Marines, Chaos Daemons, Psykers, and models chosen from the Renegades and Heretics army list) special rules.

Banner of Martyrdom: Should the unit bearing the banner be wiped out in an assault, the Death Korps player gains an additional Victory point.

The Ossuary of the Blessed Dead: Models in a unit bearing this standard gain +1 Toughness.

Mole Launcher

An unusual weapon to say the least, the mole launcher, as its name implies, launches a guided explosive shell that burrows through the ground to reach its target, rather than projecting it through the air. Somewhat arcane devices whose ammunition is difficult to manufacture, mole launchers have a considerable advantage against conventional barrage weapons in that they can be used successfully in confined and built-up areas, and even in the confines of a hive spire or starship if it is large enough. As mole launchers detonate their shells under their targets, they can also be particularly effective against vehicles and buildings.

The man-portable mole launcher carried by some Death Korps combat engineer teams is one of the smallest and most portable of these weapons in service. Far larger weapons of this type exist, but their use is largely confined to highly specialised units such as the Ordo Reductor of the Adeptus Mechanicus.

	Range	Str	AP	Type
Mole launcher	8"-24"	5	5	Heavy 1, Blast (3"), Subterranean Barrage, Strikedown

Subterranean Barrage: Weapons that have this type operate using the standard Barrage rules found on page 34 of the *Warhammer 40,000* rulebook, however they may only ever fire indirectly. Against targets with an Armour Value, the lowest listed Armour Value is always hit, regardless of the direction of fire—this represents the mole launcher shell exploding upwards from the ground. Weapons with this special rule may be used to fire indirectly in games of *Zone Mortalis*, contrary to the usual rule.

Memento Mori

The emblems of death and fate worn by the most senior officers of the Death Korps are a sign that they have endured alien hells and survived deadly battlefields no man should have walked upon and lived through.

The memento mori grants the bearer the Eternal Warrior rule for a single phase of the game, triggered the first time this would come into effect. Wounds are still suffered as normal from the attacks in question.

DEATH KORPS ASSAULT BRIGADE VEHICLE WARGEAR & SPECIAL RULES

Co-axial Weapon

A weapon with the Co-axial special rule will specify another weapon mounted on the same vehicle. When a target is declared for this weapon, the co-axial weapon must fire at it 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).

AIRCRAFT WARGEAR & SPECIAL RULES

Bomb Cluster

A weapons system with the Bomb Cluster type may drop as many bombs as its user 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 additional bombs dropped after that scatter in the same manner as additional barrage blasts from a Multiple Barrage (see page 34 of the Warhammer 40,000 rulebook).

Flare or Chaff Launchers

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

Armoured Cockpit

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

Infra-red Targeting

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

Illum Flares

A vehicle equipped with 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.

Distinctive Paint Scheme or Markings

These are a single use item. While the owning vehicle is in play and on the board (not in Ongoing Reserves), one friendly unit within line of sight may re-roll a single Morale check. Distinctive Paint Scheme or Markings must be represented on the model.



DEATH KORPS OF KRIEG WARLORD TRAITS

Warlord Traits Table

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

D6 Warlord Trait

- 1 Co-ordinated Assault:** The Warlord is a master of well-executed mass infantry charges, and is able to bring the brunt of their soldiers to bear like a crushing wave against the enemy.

The Warlord, and all Death Korps units within 12", add +1 to their results when rolling for charge distance.

- 2 Shattering Bombardment:** The Death Korps are justly famed for their devastating use of artillery and tanks to shatter their foe's defences.

While the Warlord is alive, select a single weapon on a unit within 6" of them in the Shooting phase that has the Ordnance special rule. That weapon counts as being twin-linked for this turn.

- 3 Only in Death:** Such is the unyielding will of the Warlord that terror and suffering mean little to them in the pursuit of victory.

The Warlord, and any Death Korps of Krieg unit they are with, gains the Fearless and Feel No Pain (6+) special rules while within 3" of an objective.

- 4 Smoke Barrage:** Many assault brigade attacks are preceded by a heavy barrage of smoke and blind shells, blanketing the battlefield in a thick obscuring fog through which the Death Korps advance like spectres.

The Warlord's controlling player may choose to use the Night Fighting rules in the game. If they do, there is no need to roll for this as it is considered night for the first turn.

- 5 Blood of Martyrs:** The assault brigades of the Death Korps count themselves among the honoured dead even before they go into battle, knowing that they may be redeemed by spending their life's blood against the foe in hand-to-hand combat.

The Warlord, and any Death Korps units within 6", gains the Preferred Enemy (Infantry) special rule when in an enemy deployment zone.

- 6 Siege Master:** The Warlord is a veteran of uncounted sieges and knows, with almost preternatural skill, the vulnerabilities in his enemy's defences.

At the start of the game, after deployment but before the game begins, nominate a single piece of terrain in the enemy deployment zone (note that this cannot be a Fortification purchased for their army). The cover save provided by this terrain is lowered (ie, made worse) by -1 (eg, 5+ becoming 6+, etc).



WEAPONS

Weapon	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2
Avenger bolt cannon	36"	6	3	Heavy 7
Bastion-breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane
Battle cannon	72"	8	3	Ordnance 1, Large Blast (5")
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker
Chem cannon ¹	Template	1	3	Heavy 1, Poisoned (2+)
Colossus bombard heavy siege mortar ²	24"-240"	6	3	Ordnance 1, Barrage, Large Blast (5"), Ignore cover
Conqueror battle cannon	48"	8	3	Heavy 1, Blast (3")
Defensive heavy stubber	36"	4	6	Heavy 3, Skyfire
Demolisher siege cannon	24"	10	2	Ordnance 1, Large Blast (5")
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Eradicator nova cannon ³	36"	6	4	Heavy 1, Large Blast (5")
Executioner plasma cannon	36"	7	2	Heavy 3, Blast (3")
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Griffon heavy mortar	12"-48"	6	4	Ordnance 1, Barrage, Large Blast (5")
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Heavy mortar	12"-48"	6	4	Ordnance 1, Barrage, Large Blast (5")
Heavy quad launcher	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell shock ⁴
Heavy stubber	36"	4	6	Heavy 3
Hellfury missile	72"	4	5	Heavy 1, Large Blast (5"), No Cover Saves, Missile, One Use Only
Hellstrike missile	72"	8	3	Ordnance 1, Missile, One Use Only

WEAPONS

Weapon	Range	Str	AP	Type
Hunter-killer missile	Unlimited	8	3	Heavy 1, One Use Only
Hydra autocannon	72"	7	4	Heavy 2, Skyfire, Auto targeting ⁵
Inferno cannon	Template ⁶	6	4	Heavy 1
Lascannon	48"	9	2	Heavy 1
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome ⁷
Laser destroyer array	36"	9	2	Ordnance 1, Twin-linked
Manticore missile	36"-300"	9	2	Ordnance 1, Massive Blast (7")
Medusa siege cannon	36"	10	2	Ordnance 1, Large Blast (5")
Melta cannon	24"	8	1	Heavy 1, Melta, Blast (3")
Melta-cutter	12"	8	1	Heavy 1, Blast (3"), Melta
Missile launcher				
(Frag missile)	48"	4	6	Heavy 1, Blast (3")
(Krak missile)	48"	8	3	Heavy 1
(Flak missile)	48"	7	4	Heavy 1, Skyfire
Mole launcher	8"-24"	5	5	Heavy 1, Blast (3"), Subterranean, Barrage, Strikedown
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta
Multiple rocket pod	24"	4	6	Heavy 1, Large Blast (5")
Punisher gating cannon	24"	5	-	Heavy 20
Storm bolter	24"	4	5	Assault 2
Storm eagle rockets	24"-120"	10	4	Ordnance D3, Barrage, Missile, Large Blast (5")
Sky eagle rockets	120"	9	2	Ordnance 1, Skyfire, Missile, Heatseeker ⁸
Skystrike missile	60"	7	3	Heavy 1, Missile, Air to Air, One Use Only, Heatseeker ⁸
Tactical bombs	Bomb	6	4	Heavy 1, Barrage, Bomb, Blast (3"), One Use Only, Bomb Cluster ⁹
Vanquisher battle cannon	72"	8	2	Heavy 1, Armourbane

¹ Against targets with a Toughness value, hits from a chem cannon will always wound on a 2+.

² Cannot be used for direct fire and must be fired using the Barrage rules with a minimum range of 24" (see the Warhammer 40,000 rulebook page 34).

³ Cover saves may not be taken against wounds caused by an Eradicator nova cannon.

⁴ Pinning tests taken against the heavy quad launcher's attacks are at -1 to the target's Leadership value.

⁵ The Hydra's twin-linked autocannon ignore any cover saves or cover save bonuses provided by the Supersonic and Jink special rules, and prevent it from moving Flat Out.

⁶ To fire the inferno cannon, place the template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The inferno cannon is then treated like any other template weapon.

⁷ A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.

⁸ A weapon with this special rule can re-roll all failed rolls To Hit against Flyers and Fast Skimmers.

⁹ A weapon system with the Bomb Cluster type may drop as many bombs as its user 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". Additional bombs dropped scatter in the same manner as additional barrage blasts from a Multiple Barrage (see page 34 of the Warhammer 40,000 rulebook).





Death Korps Lucius Pattern Macharius Heavy Tank: "Wrath of Saints" Command Vehicle, 2nd Squadron, 11th Armoured Regiment. Destroyed in Action, Battle of the Hath Parallel, Arcantis Quintus.



Lucius Pattern Macharius Vulcan Assault Tank: Deployed by the Tekarn 234th Armoured Battalion, (Ident. Element 84). During the fighting for Callowsheen Hive, the entire battalion was destroyed in action.

HQ

DEATH KORPS MARSHAL KARIS VENNEN.....165 points

(Including Company Command Squad)

The Thrice-Martyred, the Castigator of Valtine, Commander-in-chief of the 17th Line Korps of the Death Korps of Krieg
 Marshal Karis Vennen is one of the most senior Death Korps line commanders still surviving, having commanded the 17th Line Korps and spearheaded its assault brigade for an unprecedented eleven years. During this time Vennen has been officially listed as a battlefield fatality on three occasions but has always managed to somehow survive, either dragging his bloody and injured frame back to the lines alone or, in one case, being found leading a ragged group of Korpsmen still fighting on alone, surrounded by a sea of corpses, three days after his command was cut off and presumed destroyed.

He is a highly successful general in his own right, but not one whose command is popular with non-Death Korps regiments who have found themselves under his authority. Those who have known the rasping-voiced commander personally (much of his lungs and trachea having been replaced after he was doused by a traitor's flamer during the Siege of Duraka Landing), attribute his survival against the odds to his bitter will to triumph and a cold calculating intelligence which measures and expends life without pause in a way that seems to those outside the Death Korps itself almost a kind of madness.

	WS	BS	S	T	W	I	A	Ld	Sv
Marshal Karis Vennen	5	4	3	3	3	3	3	10	4+

Unit Type

- Infantry (Character)

Unit Composition

- Death Korps Marshal Karis Vennen is accompanied by a Company Command squad (see page 184), replacing the Company Commander. The squad may take options as normal, but Vennen himself cannot and is used as shown here.

Wargear

- Carapace armour
- Hot-shot laspistol
- Power sword
- Frag grenades
- Krak grenades
- Refractor field
- Memento mori

Special Rules

- Senior Officer
- Death Korps
- Iron Discipline
- Stubborn
- Bitter Foe
- Implacable Command
- Independent Character

Warlord Trait

- **Blood of Martyrs:** If chosen as the army's Warlord, Marshal Vennen automatically has the Blood of Martyrs trait from the Death Korps Assault Brigade Warlord Traits table rather than determining his Warlord trait randomly.

Bitter Foe

When fighting in a challenge, Vennen may make an additional D3 attacks at Initiative step 1 of the Fight sub-phase.

Implacable Command

All friendly models within 12" of Marshal Vennen may use his Leadership value rather than their own for any and all Leadership tests, so long as Vennen himself is not falling back.

Warhammer
40,000

HQ

DEATH KORPS COMPANY COMMAND SQUAD 100 points

The company command squad is the Death Korps assault brigade's strategic command unit, and its officers are accustomed to leading from the front in the very thick of the fighting. It is commonly composed of a senior commander accompanied by a hand-picked bodyguard of veteran infantrymen and one of the revered regimental standards, which serves as a rallying point for the assault forces. Depending on the nature of the battle, the squad may be joined by a number of specialised officers including a quartermaster and artilleryist and, on rare occasions, a militant Tech-Priest to advise on matters of siegecraft and battlefield analysis.

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	5	4	3	3	3	3	3	9	4+
Veteran Guardsman	4	4	3	3	1	3	1	7	5+
Artillerist	4	4	3	3	1	3	1	7	5+
Quartermaster	4	4	3	3	1	3	2	8	4+
Tech-Priest Militant*	4	4	3	3	1	3	1	8	3+

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Unit Type

- Company Commander, Quartermaster, Artillerist, Tech-Priest Militant, Infantry (Character)
- Veteran Guardsman, Infantry

Unit Composition

- 1 Company Commander
- 4 Veteran Guardsmen

Wargear (Company Commander)

- Carapace armour
- Lasipistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Refractor field

Wargear (Veterans)

- Flak armour
- Lasgun (one Veteran carries a Death Korps regimental standard and lasipistol instead)
- Close combat weapon
- Frag grenades
- Krak grenades

Wargear (Quartermaster)

- Carapace armour
- Lasipistol
- Close combat weapon
- Frag grenades
- Medi-pack

Wargear (Artillerist)

- Flak armour
- Lasipistol
- Close combat weapon
- Frag grenades
- Krak grenades
- Battle scope

Wargear (Tech-Priest Militant)

- Power armour
- Lasipistol
- Power axe
- Frag grenades
- Servo-arm

Special Rules

- Senior Officer (Company Commander only)
- Blessings of the Omnissiah (Tech-Priest Militant only)
- Machine-Bane (Tech-Priest Militant only)
- Fire for Effect! (Artillerist only)
- Death Korps
- Iron Discipline

Dedicated Transport

- A Company Command squad may take a Storm Chimera as a Dedicated Transport (see the Dedicated Transport section for costs).

Options

- The unit may be joined by a Quartermaster +30 points
- The unit may be joined by an Artillerist +30 points
- The unit may be joined by a Tech-Priest Militant +30 points
- The unit's Veterans may be upgraded to wear:
 - Carapace armour +10 points for the entire squad
- The regimental standard may be upgraded to one of the following relic standards at the cost shown. No matter the size of your army, you may never have more than a single relic standard of any type:
 - Icon of Righteous Spite +20 points
 - Banner of Martyrdom +15 points
 - Ossuary of the Blessed Dead +25 points
- One Veteran, other than the Regimental Standard Bearer, may carry a:
 - Vox-caster +5 points
- Up to two other Veterans may replace their lasgun with:
 - Flamer +5 points
 - Grenade launcher +5 points
 - Meltagun +10 points
 - Plasma gun +15 points
- The Company Commander may exchange his lasipistol and/or close combat weapon for one of the following:
 - Bolt pistol +2 points
 - Plasma pistol +10 points
 - Power sword +10 points
 - Power fist +15 points
- The Company Commander and/or Tech-Priest Militant may take:
 - Melta bombs +5 points each
- The Company Commander may carry a:
 - Memento mori +10 points

*Note that while not actually one of the Death Korps, the Tech-Priest Militant is still treated as having the Death Korps and Iron Discipline special rules.

Fire for Effect!

The Artillerist may call in a close support mortar strike from behind the lines to pave the way for the Death Korps assault. This is treated exactly like a shooting attack and can only be performed once per game. The attack has the following profile:

Range	Str	AP	Type
12"-72"	6	4	Ordinance D3, Large Blast (5"), One Shot, Inaccurate

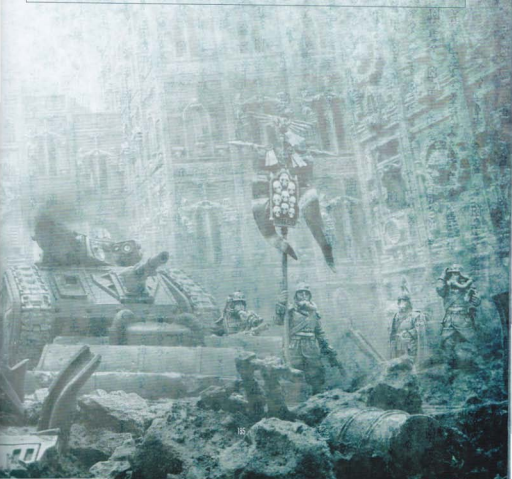
Inaccurate: This attack may only be fired indirectly and 3D6 is rolled for scatter (a Hit still lands on target however).

Machine-Bane

So long as a character with this rule is not either locked in an assault or falling back, nominate one Assault type or Heavy type weapon on a model within 6" each Shooting phase. That weapon gains +1 to its Armour Penetration rolls. This bonus must be declared before the weapon is fired and if part of a squad or a vehicle's armament, roll for the weapon's attacks separately.

Blessings of the Ommissiah

In each of your Shooting phases, instead of firing their weapons, a Tech-Priest Militant may choose to repair a single friendly vehicle that they are in base contact with or embarked upon. To repair a vehicle, roll a D6. If the result is 5 or more, the vehicle may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle. This is effective immediately.



HQ

DEATH KORPS QUARTERMASTER CADRE 75 points

The quartermasters of the Death Korps hold an exalted and dread duty among the ranks of the regiments; they account for the deeds and souls of their fellows, tend the wounds of the stricken and deliver the gift of death to those that are beyond help. The most senior of their number take to the battlefield accompanied by detachments of medicae-servitors, where they can be found where the fighting is fiercest, haunting the front lines like spectres of the grave, extorting the soldiers of the Death Korps to sacrifice and the glory of a martyr's death.

	WS	BS	S	T	W	I	A	Ld	Sv
Quartermaster Revenant	4	4	3	3	2	3	2	9	4+
Medicae-servitor	3	3	3	3	1	3	1	8	4+

Unit Type

- Quartermaster Revenant: Infantry (Character)
- Medicae-servitors: Infantry

Unit Composition

- 1 Quartermaster Revenant
- 2 Medicae-servitors

Wargear (Quartermaster Revenant)

- Carapace armour
- Lasipistol
- Close combat weapon
- Medi-pack

Wargear (Medicae-servitors)

- Carapace armour
- Close combat weapon

Special Rules

- Death Korps
- Iron Discipline
- Vitae Mortis
- Mindlock (Medicae-servitors only)

Dedicated Transport

- A Quartermaster Cadre may take a Centaur Carrier as a Dedicated Transport (see the Dedicated Transport section for costs).

Options

- The Quartermaster Cadre may be joined by:
 - Up to two additional Medicae-servitors.... +10 points each
- The Quartermaster Revenant may exchange their lasipistol and/or close combat weapon for one of the following:
 - Bolt pistol +2 points
 - Power sword +10 points
- The Quartermaster Revenant may take
 - Melta bombs +5 points

Vitae Mortis

All friendly units with the Death Korps special rule with one or more models within 6" of the Quartermaster Cadre gain the Feel No Pain (6+) special rule. Note that if they already possess the Feel No Pain special rule, then the Vitae Mortis has no further effect.

Mindlock

The altered and fragmented mind of a Medicae-servitor requires constant instruction from the Quartermaster to function correctly. Unless led by the Quartermaster, a unit of Medicae-servitors must roll a D6 at the start of each of the controlling player's turns. If the result is a 1, 2 or 3 the unit may not move or assault that turn, though it will fight in close combat if it is already engaged.

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THE CHRONICLE OF THE ORPHEUS SECTOR

Produced and hereby epitomised by the Writ of the Departamento Cartographica Imperialis; 2561997.M41, with marginalia, selection and addendum by Septima Tourville, Inquisitor, Ordo Xenos.

EXTRACT DATUM

- **Reference:** Orpheus Sector, the Dark Marches Region, Segmentum Tempestus [hexref: 14/3/5G]
- **Capital:** Amarah Dominus, Amarah System [Class-III Hive World, Designate Sector Fortress Imperialis, Primary Anchorage of the Battlefleet Orpheus]
- **Administrative Sub-divisions:** Three Primary Sub-sectors [Capitoline, Drucilian, Deluvian], Eleven Secondary Administrative Regions, Seven Exempted Divisions
- **Sector Tithe Grade:** Secundus-II
- **Meridian Transit/Holy Terra:** Priority 17 weeks – Tellurian Standard
- **Carto-Celestial Navis Rating:** Tenebrae-Golgol-1277
- **Spheres and Dominions – Major:** 26
- **Spheres and Dominions – Minor:** 121
- **Population Estima:** Epsilon-137/22b

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

What follows is the chronicle of significant events that marks the selected history of the Orpheus Sector of the Segmentum Tempestus, a far flung and isolated beacon of the mighty Imperium on the edge of the beyond, bordering as it does that cold and vast wasteland of ignorance and shadows known as the Veiled Region, with particular note to widespread events and portents of dark omen and mysterious calamity which have befallen this place in times past.

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

-Inquis. S.T

THE MARCH OF AGES

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

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

During the latter years of the Great Crusade, Imperial lore has it that the legendary Rogue Trader Lady Arica Orpheus conducted ranging expeditions into the vast expanse known as the Mandragoran Stars on the outermost borders of what will become later codified as the Segmentum Tempestus. Orpheus' voyages, intended to serve as pathfinder for later, far larger, fleets comprising Space Marine Legion forces and their militant support, uncover a region where a few Dark Age human remnant civilisations are to be found living alongside scattered xenos domains—marked for later eradication. The region however is most characterised by the extreme age of its far flung star systems, the majority of

which are incapable of sustaining life, although this may not have always been the case, and its frequent celestial hazards. Surviving references to the Rogue Trader's later voyages, held in the great Covenant Navis Temple on Terra, also make cryptic reference to numerous enigmatic and sinister pre-human ruins and monuments encountered on dead worlds near the galactic rim. The near-impossibility of navigation in this 'veiled region' of dense nebula and turbulent stellar debris forces an outer limit to Lady Arica Orpheus' range of exploration.

C.M31: The Sundering of the Imperium

The Great Betrayal, and the savage civil war that follows, rips apart the fabric of the Imperium before the Mandragoran Stars can be fully pacified by the Crusade's forces. Throughout the war, and the decades of strife that followed it, the area remains a lawless borderland under neither side of the fratricidal war's control, and the haunt of renegades and xenos corsairs drawn to feast upon the wounded Imperium.

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

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

C.M32 circa 170: Vengeance Denied

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

ELITES

DEATH KORPS COMBAT ENGINEER SQUAD..... 50 points

Death Korps combat engineers have the particular task of carrying out siegecraft, demolitions and breaching actions on the battlefield. In order to accomplish this they are equipped with a variety of specialised equipment tailored towards demolitions and close-quarters combat, such as carapace armour and combat shotguns, as well as mole launchers and melta bombs.

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	4	3	3	1	3	2	8	4+
Engineer	4	4	3	3	1	3	1	7	4+
Eng. Hvy. Weapons team	4	4	3	3	2	3	2	7	4+

Unit Type

- Watchmaster: Infantry (Character)
- Engineers: Infantry

Unit Composition

- 1 Watchmaster
- 4 Engineers

Wargear

- Carapace armour
- Combat shotgun
- Close combat weapon
- Frag grenades
- Krak grenades
- Acid gas bombs

Special Rules

- Death Korps
- Iron Discipline

Dedicated Transport

- A Combat Engineer squad numbering five models may take a Centaur Carrier as a Dedicated Transport, while a Combat Engineer squad of any size may take either a Storm Chimera or a Hades Breaching Drill* as a Dedicated Transport (see the Dedicated Transport section for costs).

**Note that if this is the case, the squad must be deployed in reserve with the Hades and enter play using its special deployment rules rather than being carried onboard.*

Options

- The unit may have:
 - Up to five additional Engineers+8 points per model
- The entire unit may take:
 - Carcass shells for their shotguns+10 points
- The Watchmaster may take
 - Melta bombs+5 points
- The Watchmaster may exchange his shotgun and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Plasma pistol+10 points
 - Power sword+10 points
 - Power fist+15 points
- One Engineer may carry a vox-caster+5 points
- One other Engineer may carry one of the following weapons instead of their shotgun:
 - Flamer+5 points
 - Grenade launcher+5 points
 - Meltagun+10 points
 - Plasma gun+15 points
 - Demolition charge+20 points
- Two other Engineers may form a Heavy Weapons Team armed with one of the following weapons:
 - Heavy flamer+10 points
 - Mole launcher+15 points

Zone Mortalis: Special Note

In games of Zone Mortalis, Combat Engineer squads may be taken as Troops choices in a Death Korps of Krieg Assault Brigade army.

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ELITES

GRIFFON STRIKE BATTERY 75 points per model

Griffons are mortar carriers utilised as highly mobile field artillery support by Death Korps assault brigades. Although the mortar it carries is of a considerably lighter calibre than the ordnance carried by the likes of the Basilisk and Medusa, it has two particular advantages. Firstly, the smaller shell size means that large stocks can be carried onboard, allowing the mortar an extended range of independent operations and secondly, on the stable vehicle platform the mortar itself is a highly accurate weapon, and the Death Korps in particular make use of this to conduct fire-support attacks perilously close to their own troops in the thick of the fighting.

	BS	Armour			HP
		Front	Side	Rear	
Griffon	3	12	10	10	3

Unit Type

- Vehicle (Tank, Open-topped)

Unit Composition

- 1-3 Griffon Mortar Tanks forming a battery

Wargear

- Heavy bolter
- Searchlight
- Smoke launchers
- Griffon heavy mortar

Special Rules

- Accurate Bombardment

Options

- Any model may replace its heavy bolter with a:
 - Heavy flamer Free
- Any model may take any of the following:
 - Enclosed crew compartment +15 points per model
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Extra armour +10 points per model
- Any model may take one of the following:
 - Dozer blade +5 points per model
 - Mine plough +15 points per model
- The entire battery may take:
 - Camo netting +20 points per model
- The entire battery may be upgraded to fire:
 - Carcass shells +5 points per model

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Accurate Bombardment

When firing the Griffon heavy mortar, the Scatter dice may be re-rolled if the controlling player wishes.

LEMAN RUSS FORWARD COMMAND TANK..... 35 points + Cost of the Leman Russ Tank

The most experienced Death Korps battle tank crews in the assault brigades are often assigned to detached service as forward observers whose task is both to isolate and destroy enemy strongpoints themselves, and to call in supporting fire from the brigade's ordnance batteries. This task requires unparalleled discipline and bravery as the forward deployed tank will often act as a magnet for enemy attack, while the tide of battle may mean the commander must call down fire on his own position, willingly imperilling his own life and those of his crew to achieve victory.

Choose one Leman Russ tank as detailed on page 203 as a separate unit counting as an Elites choice for the army. This tank has its BS characteristic increased to 4 and, in addition, any unit in the same primary detachment with a barrage weapon may draw line of sight from the command tank rather than from its own hull/artillery model. Note that range, direction of fire, etc, is still drawn from the firing unit, not the command tank.

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ELITES

HYDRA FLAK TANK BATTERY 75 points per model

The primary means of dedicated anti-aircraft defence for the Death Korps assault brigades are batteries of Hydra tanks. Their multiple cogitator-tracked high velocity autocannon can shred incoming aircraft and skimmers at long range while their mobility allows them to keep pace with the Death Korps' relentless advance.

	BS	Armour			HP
		Front	Side	Rear	
Hydra Flak Tank	3	12	10	10	3

Unit Type

- Vehicle (Tank)

Unit Composition

- 1-3 Hydra Flak Tanks forming a battery

Wargear

- Two twin-linked Hydra autocannon
- Heavy bolter
- Searchlight
- Smoke launchers
- Auto-targeting system

Options

- Any model may replace its heavy bolter with a
 - Heavy flamer +5 points
- Any model may take any of the following:
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra armour +10 points per model
- The entire battery may take
 - Camo netting +20 points per model



Auto-targeting System

Target units cannot claim a link save against shots fired by the Hydra.

DEATH KORPS RAPIER

LASER DESTROYER BATTERY 45 points per model

The Rapier Armoured Carrier is an ancient design and a relic of the dawning days of Mankind's stellar empire. A bulky, armoured track unit which mounts an atomantic reactor and commonly armed with a powerful laser destroyer, the weapon sees limited use with the Death Korps assault brigades for its formidable bunker-breaching and anti-armour firepower. Owing to the complexity of the design and rarity of the weapons, they are usually only entrusted to Death Korps combat engineers in the field.

	WS	BS	S	T	W	I	A	Ld	Sv
Combat Engineer Rapier	4	4	3	3	1	3	1	7	4+
	-	-	-	7	2	-	-	-	3+

Unit Type

- Artillery

Unit Composition

- 1-3 Rapiers, each with a single Death Korps Combat Engineer Crewman, forming a battery.

Wargear

- Laser destroyer array (Artillery)
- Carapace armour (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)
- Combat shotgun (Crew)

Special Rules

- Extremely Bulky (Rapier and Crew)
- Explosive Demise
- Death Korps
- Iron Discipline

Options

- Any Rapiers in the battery may have an:
 - Additional Combat Engineer Crewman each +8 points

Explosive Demise

When the Rapier loses its last Wound roll a D6. If the result of this roll is 2-6 then remove the Rapier as a casualty as normal. If the result of the roll is a 1, then place a Large Blast (5") template onto the table, centred on the Rapier – all models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal.



TROOPS

DEATH KORPS INFANTRY PLATOON.....(Total Cost of Units)

The true strength of the Death Korps lies in its grim foot soldiers, the ranks of disciplined and relentless infantry that make up the line korps of the assault brigades and siege regiments. Their cold-hearted courage and sinister aspect have made them among the most famous and feared of all the regiments of the Imperial Guard.

Each Death Korps Infantry Platoon comprises 1 Death Korps Platoon Command squad and 2-6 Death Korps Infantry squads.

Each Infantry Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Infantry Platoon.

*DEATH KORPS PLATOON COMMAND SQUAD..... 50 points

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	1	3	2	8	5+
Guardsmen	4	3	3	3	1	3	1	7	5+
Commissar	4	4	3	3	1	3	2	9	5+

Unit Type

- Platoon Commander & Commissar: Infantry (Character)
- Guardsmen: Infantry

Unit Composition

- 1 Platoon Commander
- 4 Guardsmen

Wargear

- Flak armour
- Lasgun (Guardsmen only)
- Las pistol (Platoon Commander and Commissar only)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Junior Officer (Platoon Commander only)
- Death Korps
- Iron Discipline
- Stubborn (Commissar only)
- Summary Execution (Commissar only)

Options

- The unit may be joined by a Commissar.....+30 points
- The Platoon Commander and Commissar may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol.....+2 points
 - Plasma pistol.....+10 points
 - Power sword.....+10 points
 - Power fist.....+15 points
- The Platoon Commander and/or Commissar may also be upgraded to have any of the following:
 - Carapace armour.....+3 points
 - Melta bombs.....+5 points
- One Guardsman may carry a platoon standard ..+10 points
- One other Guardsman may carry a vox-caster.....+5 points
- Up to two Guardsmen that have not been upgraded with an option above may replace their lasgun with:
 - Flamer.....+5 points
 - Grenade launcher.....+5 points
 - Meltagun.....+10 points
 - Plasma gun.....+15 points

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*Note that this unit may only be chosen as part of a Death Korps Infantry Platoon.

TROOPS

*DEATH KORPS INFANTRY SQUAD 70 points

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	3	3	3	1	3	2	8	5+
Guardsmen	4	3	3	3	1	3	1	7	5+

Unit Type

- Watchmaster: Infantry (Character)
- Guardsman: Infantry

Unit Composition

- 1 Watchmaster
- 9 Guardsmen

Wargear

- Flak armour
- Lasgun (Guardsman only)
- Laspistol (Watchmaster only)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Death Korps
- Iron Discipline

Options

- The Watchmaster may take melta bombs +5 points
- The Watchmaster may exchange their laspistol and/or close combat weapon for one of the following:
 - Lasgun +5 points
 - Bolt pistol +2 points
 - Plasma pistol +10 points
 - Power sword +10 points
- One Guardsman may have a vox-caster +5 points
- One Guardsman not already upgraded may carry a platoon standard +10 points
- One Guardsman not already upgraded may carry one of the following weapons instead of their lasgun:
 - Flamer +5 points
 - Grenade launcher +5 points
 - Meltagun +10 points
 - Plasma gun +15 points

*Note that this unit may only be chosen as part of an Infantry Platoon.

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TROOPS

DEATH KORPS GRENAДИER STORM SQUAD..... 120 points

The assault brigades of the Death Korps feature a high number of elite heavy infantry grenadiers—armed, trained and equipped to the highest standards of the Imperial Guard. They are ruthless and implacable fighters, veterans of scores of battlefields, inured to the horrors of war and sworn to sacrifice their lives so that the foes of humanity might be destroyed with their deaths.

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	4	3	3	1	3	2	8	4+
Grenadier	4	4	3	3	1	3	1	7	4+
Gren. Hvy. Weapons team	4	4	3	3	2	3	2	7	4+

Unit Type

- Watchmaster:
Infantry (Character)
- Grenadiers: Infantry

Unit Composition

- 1 Watchmaster
- 9 Grenadiers

Wargear

- Carapace armour
- Hot-shot lasgun (Grenadiers)
- Hot-shot laspistol (Watchmaster)
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Death Korps
- Iron Discipline

Dedicated Transport

- A Grenadier Storm Squad may take a Storm Chimera as a Dedicated Transport (see the Dedicated Transport section for costs).

Options

- The Watchmaster may exchange their hot-shot laspistol and/or close combat weapon for one of the following:
 - Bolt pistol or boltgun..... Free
 - Plasma pistol.....+10 points
 - Power sword.....+10 points
 - Power fist.....+15 points
- The Watchmaster may take melta bombs.....+5 points
- One Grenadier may carry a vox-caster.....+5 points
- Up to two Grenadiers not already upgraded may carry one of the following weapons instead of their hot-shot lasgun:
 - Flamer.....+5 points each
 - Grenade launcher.....+5 points each
 - Meltagun.....+10 points each
 - Plasma gun.....+15 points each
 - Heavy stubber.....+10 points each
- Two other Grenadiers not already upgraded may form a:
 - Heavy Weapons Team armed with a heavy flamer.....+10 points

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DEDICATED TRANSPORTS

STORM CHIMERA 75 points

Chimeras, although commonplace in the Imperial Guard, are not used to the same degree amongst the Death Korps of Krieg, whose doctrine prefers either its troops not to be reliant on mechanised transports or to utilise much heavier vehicles such as the Gorgon in massive attacks. One of the few exceptions to this is the 'Storm' configuration issued to specialised units in frontline assaults. This consists of a standard Chimera modified with additional extensive ablative armour plating to increase its survivability, and a turret-mounted autocannon rather than the more common multi-laser, both for its increase in firepower and ease of munitions resupply.

		Armour			
	BS	Front	Side	Rear	HP
Storm Chimera	3	12	10	10	3

Unit Type

- Vehicle (Tank, Transport)

Unit Composition

- 1 Storm Chimera

Transport Capacity

- The Storm Chimera can transport 12 models.

Fire Points

- Two models can fire from a Storm Chimera's top hatch.

Access Points

- One access ramp at the rear

Wargear

- Autocannon
- Heavy bolter
- Searchlight
- Smoke launchers
- Armoured track guards
- Extra armour

Special Rules

- Amphibious
- Mobile Command Vehicle

Options

- A Storm Chimera may replace its heavy bolter with a:
 - Heavy flamer Free
- A Storm Chimera may take any of the following upgrades:
 - Pintle-mounted storm bolter +10 points
 - Hunter-killer missile +10 points
 - Camo netting +20 points
- A Storm Chimera may take one of the following:
 - Dozer blade +5 points
 - Mine plough +15 points

Amphibious

The Storm Chimera treats all water-based terrain as clear terrain.

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DEDICATED TRANSPORTS

CENTAUR CARRIER..... 40 points

The Centaur is a light armoured carrier and towing vehicle used to carry out battlefield supply runs and deploy field artillery into position. It is surprisingly powerful and fast for its size, and favoured by the Death Korps both because of its reliability and ability to cope with hazardous terrain.

	Armour				
	BS	Front	Side	Rear	HP
Centaur Carrier	3	11	10	10	2

Unit Type

- Vehicle (Transport, Fast, Open-topped)

Unit Composition

- 1 Centaur Carrier

Transport Capacity

- The Centaur can transport five models.

Special Rules

- Artillery Tractor

Wargear

- Heavy stubber
- Searchlight
- Smoke launchers

Options

- A Centaur Carrier may take any of the following upgrades:
 - Hunter-killer missile+10 points
 - Dozer blade+5 points
 - Extra armour+10 points
 - Camo netting+20 points

Artillery Tractor

If the Centaur begins its Movement phase in contact with a friendly model of the Artillery type that has not moved this turn, and does not have more crew than the currently available transport capacity of the Centaur, then it may attempt to tow that model. The Centaur makes an immediate move of up to 12". Once it has finished moving, the Artillery model may be placed anywhere within base contact of the Centaur and the crew are placed as if they had disembarked from the Centaur. The Artillery model and its crew may neither move nor fire in a turn when it has been towed, and the Centaur may neither fire any weapons nor move Flat Out this turn.

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DEDICATED TRANSPORTS

HADES BREACHING DRILL..... 60 points

A piece of heavy industrial equipment militarised for battlefield use, the Hades is a powerful tunnelling device which is capable of boring its way through rock, earth and even reinforced ferrocrete, and creating a tunnel through which troops can follow. Originally intended primarily for mining operations, the Hades Drill's destructive potential has long been exploited by the Imperial Guard Engineer regiments and the Death Korps for siegecraft—undermining fortifications, breaching bunker networks and sundering bastions from below. This, however, is both an extremely dangerous and unpredictable assignment, and the risk to the troops accompanying the drill of being buried alive through mishap or enemy action is great.

	Armour				
	BS	Front	Side	Rear	HP
Hades Drill	-	12	10	10	2

Unit Type

- Vehicle (Tank, Heavy)

Wargear (Hades Drill)

- Melita-cutter drill

Unit Composition

- 1 Hades Breaching Drill

Special Rules

- Subterranean Assault
- Follow-up Attack

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Subterranean Assault

The Hades is an unusual assault unit as it arrives not from above or even via teleport, but from under the ground, boring its way to the surface in an explosion of burning earth and rock.

Hades Drills and their attendant units are always placed in reserve and arrive in the game via the Deep Strike rules modified as shown below, with the Drill itself arriving first and the Hades Assault unit arriving on the subsequent turn through the opening it has created.

Rather than placing the model for the Hades Drill while Deep Striking, place a Blast (3") template instead. Roll to scatter as normal to determine where the template is placed. If the template is placed in clear ground, place the Hades Drill on top of the template as normal.

If the template is placed in contact with an enemy unit, fortification or building, that unit suffers an immediate Tank Shock or Ram attack (see the rules for Melita-cutter Drill opposite) by the Hades Drill. If this attack is sufficient to displace the enemy unit so that the Hades Drill can be placed without an enemy unit being within 1", or destroys the fortification, vehicle or building in question, then the Deep Strike is successful and the Hades Drill is placed on the table over the template (note that the template itself remains on the table). If not, the Hades Drill suffers a Deep Strike Mishap with the roll on the table modified by -2.

If the 'Deep Strike' template is partially or completely off the table, on top of a friendly model or in some other form of impassable terrain, the Hades Drill suffers a Deep Strike Mishap as normal. If the Hades Drill is destroyed by a Deep Strike Mishap, then the attached unit is also destroyed.

Melita-cutter Drill

The Hades is not a true battlefield weapon but a piece of heavy engineering equipment. However, it can be very effective at close quarters, using its power-grinders and melita-cutters to shred and vaporise anything unfortunate enough to be caught in its path.

When conducting Ram attacks against other vehicles, buildings or fortifications, Ram attacks caused by the Hades are treated as Strength 8, AP 1 and have the Melita rule (gaining D6 extra armour penetration), regardless of how far it has moved or other factors. In addition, the Hades has a 4+ invulnerable save against any damage it may suffer while making a Ram attack.

When conducting a Tank Shock attack, any affected unit suffers D3 Strength 8 AP 2 hits (inflicted on the closest enemy models in the unit to the Hades) in addition to the usual effect of the Tank Shock attack.

Follow-up Attack

Rather than actually carry troops on board, accompanying troops follow within the Hades Drill's wake. Rather than roll for reserves normally, the assault squad attached to the Hades Drill arrives from reserve automatically the turn after the Hades Drill breaches the surface, and may be placed in relation to the area of the 'Deep Strike' template just as if they had disembarked from a vehicle. If they cannot be placed (if, for example, there is no room to place them), they count as suffering a Deep Strike Mishap, and may only attempt to enter the table in the area of the Drill's 'Deep Strike' template on future turns.

FAST ATTACK

HELLHOUND FLAME TANK SQUADRON

Hellhounds are dedicated flamer tanks, based on the Chimera chassis, used to slaughter hordes of xenos creatures and burn enemy troops from cover. Short ranged but devastating, Hellhounds and their variants (mounting chemical or armour-piercing melta weapons) must rely on their speed to close with the enemy if they are to survive.

HELLHOUND	130 POINTS PER MODEL
DEVIL DOG	120 POINTS PER MODEL
BANE WOLF	130 POINTS PER MODEL

	BS	Armour			HP
		Front	Side	Rear	
Hellhound	3	12	10	10	3
Devil Dog	3	12	10	10	3
Bane Wolf	3	12	10	10	3

Unit Type

- Vehicle (Tank, Fast)

Unit Composition

- 1-3 Hellhound, Devil Dog or Bane Wolf tanks, forming a squadron

Wargear

- Heavy bolter (all)
- Searchlight (all)
- Smoke launchers (all)
- Inferno cannon (Hellhound only)
- Melta cannon (Devil Dog only)
- Chem cannon (Bane Wolf only)

Options

- Any model may replace its heavy bolter with either:
 - Heavy flamer Free
 - Multi-melta +15 points each
- Any model may take any of the following:
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Extra armour +10 points per model
 - Armoured track guards +10 points per model
- Any model may take one of the following:
 - Dozer blade +5 points per model
 - Mine plough +15 points per model

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ORDO XENOS SEALED ADDENDUM 771/90/ CLASSIFICATION: MANDRAGORA

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

552.M32: The Child of the Beast

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

610.M36: The Return of Orpheus

In the wake of the Age of Apostasy, the Segmentum Tempestus sees a resurgence in power and a renaissance of expansion, known to Imperial historians as the 'Rising Storm'. This feat is enabled by the fact that the Segmentum had been left relatively unscathed by the centuries of tumult that preceded this time and a concurrent lull in the frequent and unpredictable warp storms that had, in ages before, given the Segmentum its name. With the blessing of Terra, Segmentum authorities launch a number of crusades and campaigns to destroy lingering threats within their domain, and push back and fortify the borders of the Imperium itself. The most



Mars Alpha Pattern Leman Russ Annihilator Battle Tank: Death Korps of Krieg, 17th Line Korps, 11th Tank Destroyer Company, 'Voice of the Fire'. Posthumously awarded the Emperor's Grace for martyrdom attack, New Vassburg Hive, Battle of Amarah.



Mars Alpha/Ryza Modification Sub-pattern Leman Russ Battle Tank: Death Korps of Krieg, Squadron Command Vehicle, 3rd Squadron, 111th Tank Regiment attached to the 60th Line Korps. This modified pattern of Leman Russ, with additional life support and hazardous environmental adaptation, remains the most common variant of Leman Russ fielded by the Death Korps.

FAST ATTACK

DEATH KORPS DEATH RIDER PLATOON(Total Cost of Units)

As elite assault units, the Death Riders of Krieg owe their heritage to Krieg's ancient war and form a murderous attacking wedge at the forefront of a Death Korps army's spearhead. Rapid moving and able to cope with the most treacherous ground thanks to their augmented steeds, the Death Riders excel both in breaking an enemy line and hunting down and ruthlessly slaughtering a fleeing foe.

Each Death Korps Death Rider Platoon comprises 0-1 Death Korps Death Rider Command squadron and 1-6 Death Korps Death Rider squadrons.

Each Death Rider Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Death Rider Platoon.

*DEATH RIDER COMMAND SQUADRON 100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Squadron Commander	4	4	3	3	2	3	3	8	4+
Death Rider Veteran	4	4	3	3	2	3	2	7	4+
Death Rider Commissar	4	4	3	3	2	3	3	9	4+

Unit Type

- Squadron Commander & Death Rider Commissar: Cavalry (Character)
- Death Rider Veteran: Cavalry

Unit Composition

- 1 Squadron Commander
- 4 Death Rider Veterans

Wargear

- Carapace armour
- Lasipistol
- Close combat weapon
- Death Rider hunting lance (all except Commissar)
- Frag grenades
- Krak grenades

Special Rules

- Junior Officer (Squadron Commander only)
- Death Korps
- Iron Discipline
- Stubborn (Commissar only)
- Summary Execution (Commissar only)
- Feel No Pain (6+)
- Augmented Mounts

Options

- A Death Rider Command Squadron may be joined by a:
 - Death Rider Commissar+35 points
- The Squadron Commander may also be upgraded to have any of the following:
 - Demolition charge+20 points
 - Melta bombs+5 points
- The Squadron Commander and/or Commissar may exchange their lasipistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Plasma pistol+10 points
 - Power sword+10 points
 - Power axe+10 points

Augmented Mounts

Death Riders may re-roll failed Dangerous Terrain tests.

*Note that this unit may only be chosen as part of a Death Rider Platoon.

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FAST ATTACK

***DEATH RIDER SQUADRON.....85 points each**

	WS	BS	S	T	W	I	A	Ld	Sv
Ridemaster	4	3	3	3	2	3	3	8	4+
Death Rider	4	3	3	3	2	3	2	7	4+

Unit Type

- Ridemaster: Cavalry (Character)
- Death Rider: Cavalry

Unit Composition

- 1 Ridemaster
- 4 Death Riders

Special Rules

- Death Korps
- Iron Discipline
- Feel No Pain (6+)
- Augmented Mounts

Wargear

- Carapace armour
- Laspistol
- Close combat weapon
- Death Rider hunting lance
- Frag grenades
- Krak grenades

Options

- A Death Rider Squadron may have:
 - Up to five additional Death Riders.....+15 points each
 - The Ridemaster may take melta bombs.....+5 points
 - The Ridemaster may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol.....+2 points
 - Plasma pistol.....+10 points
 - Power sword.....+10 points
 - Power axe.....+10 points

Augmented Mounts

Death Riders may re-roll failed Dangerous Terrain tests

**Note that this unit may only be chosen as part of a Death Rider Platoon.*

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FAST ATTACK

SALAMANDER RECONNAISSANCE SQUADRON 55 points per model

Salamanders form the primary reconnaissance unit of the assault brigades and are often to be found at the forefront of battle; they are swift armoured vehicles that can also be used to rapidly counter-attack or rally to a breach in the line. As the first vehicles to make contact with the enemy, they commonly take heavy casualties in any major engagement in which they are involved, and many have been reclaimed and repaired from the aftermath of battle a number of times. As such, many Death Korps Salamanders are marked with small legends and devotional scripts detailing the names of the honoured dead carried by those who have perished within them in the past.

		Armour			
	BS	Front	Side	Rear	HP
Salamander Scout	3	12	10	10	3

Unit Type

- Vehicle (Tank, Open-topped, Fast)

Unit Composition

- 1-3 Salamander tanks forming a squadron

Special Rules

- Scout
- Amphibious

Wargear

- Autocannon
- Heavy bolter
- Searchlight
- Smoke launchers

Options

- Any model in the squadron may take any of the following:
 - Pintle-mounted heavy stubber or storm bolter +10 points per model
 - Hunter-killer missile +10 points per model
 - Armoured track guards +10 points per model
 - Extra armour +10 points per model
- Any model in the squadron may take one of the following:
 - Dozer blade +5 points per model
 - Mine plough +15 points per model

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HEAVY SUPPORT

DEATH KORPS HEAVY WEAPONS PLATOON 60 points per squad

Death Korps tactical doctrine concentrates its man-portable support weapons in dedicated platoons almost exclusively rather than dispersing them through its infantry units. This frees the infantry to advance unencumbered, while concentrating their support fire to create enfilades and maintain an unbroken weight of fire against a defended position while the main body of the infantry charges to the attack. As might be expected, the Death Korps heavy weapons are themselves very sturdily constructed and are often mounted on heavy duty wheeled carriages for deployment in rough terrain.

Death Korps Heavy Weapons Platoons are composed of 1-3 Heavy Weapons Squads.

Each Platoon is deployed in place of a single unit in missions that limit the number of units that can be deployed. In addition, when making a Reserves roll or Outflanking roll, roll once for the whole Platoon.

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Weapons Team	4	3	3	3	2	3	2	7	5+

Unit Type

- Infantry

Special Rules

- Death Korps
- Iron Discipline

Unit Composition

- 1-3 squads each composed of 3 Heavy Weapons Teams, forming a platoon

Options

- Any Heavy Weapons Team may exchange its mortar for a:
 - Heavy bolter +5 points each
 - Autocannon +5 points each
 - Twin-linked heavy stubber +5 points each
 - Lascannon +10 points each

Wargear

- Flak armour
- Lasgun
- Mortar
- Close combat weapon
- Frag grenades
- Krak grenades

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HEAVY SUPPORT

THUNDERER SIEGE SQUADRON..... 140 points each

Thunderers are specialist siege tanks, armed with devastating short range weaponry for use during street fighting and against enemy bunkers, ably fitting the philosophy of direct frontal attack favoured by the Death Korps. Although originally a field modification of the Destroyer tank hunter chassis, the Thunderer, requiring less resources to fabricate than a Leman Russ and being simpler to maintain, has long been embraced by the Death Korps and is subject to mass production for their armoured regiments and assault brigades.

		Armour				
	BS	Front	Side	Rear	HP	
Thunderer	3	14	13	11	3	

Unit Type

- Vehicle (Tank)

Unit Composition

- 1-3 Thunderer Tanks forming a squadron

Wargear

- Searchlight
- Smoke launchers
- Demolisher cannon

Options

- Any Thunderer may take any of the following:
 - Pintle-mounted heavy stubber or storm bolter +10 points each
 - Hunter-killer missile +10 points each
 - Extra armour +10 points each
 - Camo-netting +20 points each
 - Armoured track guards +10 points each
- Any Thunderer may take one of the following:
 - Dozer blade +5 points each
 - Mine plough +15 points each

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HEAVY SUPPORT

DEATH KORPS LEMAN RUSS TANK SQUADRON .. 150 POINTS PER TANK

The mainstay of the armoured might of the Imperial Guard, the Leman Russ battle tank is a formidable war machine—it is huge, heavily armoured and able to carry a bewildering array of heavy weapons, from the ubiquitous battle cannon to the armour destroying Annihilator lascannon and the roaring Punisher galling cannon.

	BS	Armour			HP
		Front	Side	Rear	
Leman Russ Battle Tank	3	14	13	10	3
Leman Russ Annihilator	3	14	13	10	3
Leman Russ Conqueror	3	14	13	10	3
Leman Russ Exterminator	3	14	13	10	3
Leman Russ Vanquisher	3	14	13	10	3
Leman Russ Eradicator	3	14	13	10	3
Leman Russ Demolisher	3	14	13	11	3
Leman Russ Punisher	3	14	13	11	3
Leman Russ Executioner	3	14	13	11	3

Unit Type

- Vehicle (Tank)

Unit Composition

- A vehicle squadron is composed of 1-3 Leman Russ tanks, in any combination of types.

Special Rules

- Lumbering Behemoth (all except the Leman Russ Conqueror)

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)

- Leman Russ Battle Tank: Battle cannon
- Leman Russ Annihilator: Twin-linked lascannon
- Leman Russ Conqueror: Conqueror cannon and co-axial storm bolter
- Leman Russ Exterminator: Exterminator autocannon
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher siege cannon
- Leman Russ Punisher: Punisher galling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options

- Any model may be upgraded to one of the following:
 - Exterminator Free
 - Annihilator Free
 - Conqueror Free
 - Vanquisher +5 points
 - Eradicator +10 points
 - Demolisher +15 points
 - Punisher +30 points
 - Executioner +40 points
- Any model may replace its heavy bolter with one of the following:
 - Lascannon +15 points per model
 - Heavy flamer Free
- Any model may take a pair of sponsons each armed with:
 - Heavy bolters +20 points per model
 - Heavy flammers +20 points per model
 - Multi-meltas +30 points per model
 - Plasma cannon +40 points per model
- Any model may take any of the following upgrades:
 - Pintle-mounted heavy stubber or storm bolter +10 points per model
 - Hunter-killer missile +10 points per model
 - Extra armour +10 points per model
- Any model may take one of the following upgrades:
 - Dozer blade +5 points per model
 - Mine plough +15 points per model
- The entire squadron may take:
 - Camo-netting +20 points per model
- Any Leman Russ Vanquisher may take a co-axial storm bolter or co-axial heavy stubber +15 points

Lumbering Behemoth

The Leman Russ is classed as a Heavy vehicle.

HEAVY SUPPORT

DEATH KORPS ORDNANCE TANK BATTERY

Rather than the mass emplacement of carriage-mounted heavy artillery to supply the bulk of its ordnance like the siege regiments who favour static warfare, the Death Korps assault brigades make extensive use of mobile ordnance platforms such as the Basilisk, Medusa and Colossus Bombard. The devastating weight of fire these tanks can bring to bear is able to pulverise the heaviest of enemy defences, and it is far from unknown for them to be thrown directly into battle en masse as a second line assault wave to tip the tide of a battle—an unorthodox tactic by the standards of most Imperial Guard units, to say the least.

- BASILISK ARTILLERY TANK 125 POINTS PER MODEL
- MEDUSA SIEGE GUN 135 POINTS PER MODEL
- COLOSSUS BOMBARD 146 POINTS PER MODEL

	Armour				
	BS	Front	Side	Rear	HP
Basilisk	3	12	10	10	3
Medusa	3	12	10	10	3
Colossus	3	12	10	10	3

Unit Type

- Vehicle (Tank, Open-topped)

Unit Composition

- 1-3 Basilisk, Medusa or Colossus tanks forming a battery

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

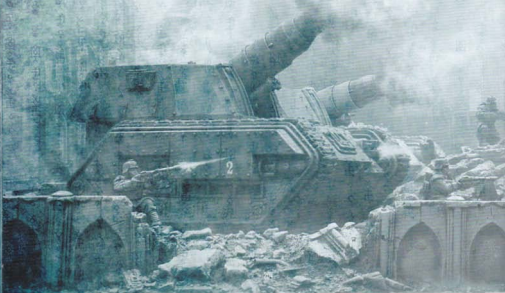
Wargear (Specific)

- Basilisk:
Earthshaker cannon
- Medusa:
Medusa siege cannon
- Colossus:
Colossus siege mortar

Options

- Any model may replace its heavy bolter with a:
 - Heavy flamer Free
- Any model may take any of the following:
 - Enclosed crew compartment +15 points per model
 - Pintle-mounted storm bolter
or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra armour +10 points per model
- The entire battery may take:
 - Camo-netting +20 points per model
- Any Medusa may take:
 - Bastion-breachers shells +5 points per model

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HEAVY SUPPORT

DEATH KORPS FIELD ARTILLERY BATTERY 55 points each

"Medium" class field artillery pieces are a mainstay of the Death Korps siege regiments, and their availability means they are often pressed into service by the more rapidly moving assault brigades when the need arises, their frontline deployment and re-deployment facilitated by dedicated Centaur carriers. Although arguably unwieldy for such duties, the added firepower they bring can prove decisive in protracted engagements, or when the maximum amount of force needs to be brought to bear on a single killing zone.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Korps Crew	4	3	3	3	1	3	1	7	5+
Heavy Quad Launcher	-	-	-	7	2	-	-	-	3+
Heavy Mortar	-	-	-	7	2	-	-	-	3+

Unit Type

- Artillery (Immobile)

Unit Composition

- 1-4 Heavy Quad Launchers or Heavy Mortars, each with three Death Korps Crew, forming a battery

Special Rules

- Death Korps (Death Korps Crew)
- Iron Discipline (Death Korps Crew)
- Shell Shock (Heavy quad launcher only)

Wargear

- Heavy quad launcher or heavy mortar (Artillery)
- Flak armour (Crew)
- Lasgun (Crew)
- Frag grenades (Crew)
- Krak grenades (Crew)
- Close combat weapon (Crew)

Dedicated Transport

- A Field Artillery Battery squad may take a number of Centaur Carriers as towing vehicles (see the Dedicated Transport section for costs). If this is done then they must be bought on a one-for-one basis for the artillery pieces. When being towed, the unit must retain coherency just as if it were a vehicle squadron. If a squad wishes to move away and does not have sufficient remaining towing vehicles, models left behind are destroyed.

Options

- Any artillery piece may take:
 - Up to two additional Death Korps Crewmen +7 points each
- If the unit contains heavy mortars, these may be upgraded to use carcass shells for +5 points each, each replacing their normal weapon profile. If this upgrade is taken, then all of the heavy mortars in the same battery must be identically upgraded.

Immobile

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

Shell Shock (Heavy Quad Launcher only)

Due to the repeated rapid impact of the heavy quad launcher's shells, Pinning tests taken against its attacks are at -1 to the target's Leadership value.

Warhammer
40,000

HEAVY SUPPORT

IMPERIAL NAVY AIR SUPPORT SQUADRON

Death Korps assaults often operate under the cover of Imperial Navy air support units whose role is either to provide additional firepower to the attack or, more commonly, to screen the ground forces from air attack during the crucial period of exposure as they break from their own lines and advance across no-man's land towards the enemy.

- THUNDERBOLT 160 POINTS PER MODEL
- LIGHTNING 145 POINTS PER MODEL
- AVENGER 150 POINTS PER MODEL

	BS	Armour			HP
		Front	Side	Rear	
Thunderbolt	3	11	11	10	2
Lightning	3	10	10	10	2
Avenger	3	12	10	10	3

Unit Type

- Vehicle (Flyer)

Unit Composition

- 1-3 aircraft of the same type forming a squadron, which may be either Thunderbolts, Lightnings or Avengers.

Wargear

- Thunderbolt
 - Two twin-linked autocannon
 - Twin-linked lascannon
 - Armoured cockpit
- Lightning
 - One long-barrelled autocannon
 - One twin-linked lascannon
 - Armoured cockpit
- Avenger
 - One hull-mounted Avenger bolt cannon
 - Two wing-mounted lascannon
 - Armoured cockpit
 - Defensive heavy stubber

Special Rules

- Thunderbolt
 - Repair
 - Supersonic
 - Deep Strike
- Lightning
 - Agile
 - Supersonic
 - Deep Strike
- Avenger
 - Strafing Run
 - Deep Strike
 - Supersonic

Options

- Any Thunderbolt may carry one of the following:
 - Four Hellstrike missiles +40 points
 - Six tactical bombs +40 points
 - Six Skystrike missiles +40 points
- Any Lightning may carry one of the following:
 - Four Hellstrike missiles +40 points
 - Four Hellfury missiles +40 points
 - Six Skystrike missiles +40 points
 - Six Tactical bombs +40 points
- Any Lightning may replace its long-barrelled autocannon with one of the following:
 - Two Hellstrike missiles Free
 - Four tactical bombs & the Strafing Run special rule Free
- Any Avenger may be fitted with two additional wing-mounted hardpoints that can carry one of the following:
 - Six tactical bombs +40 points
 - Two Hellstrike missiles +20 points
 - Two Hellfury missiles +20 points
 - Two missile launchers +40 points
 - Two autocannon +30 points
 - Two multi-lasers +30 points
- Any aircraft may take any of the following:
 - Flare or chaff launcher +10 points
 - Infra-red targeting +5 points
 - Illum flares +5 points
 - Distinctive paint scheme or markings +10 points

Bomb Cluster

A weapon system with the Bomb Cluster type may drop as many bombs as its user 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". Additional bombs dropped scatter in the same manner as additional barrage blasts from a Multiple Barrage (see page 34 of the Warhammer 40,000 rulebook).





Primary Order of Battle of the Armada of the Dark Marches Crusade

Imperial Fleet

<i>Arcis Dominus</i>	Apocalypse Class Battleship
<i>Thunder of Heaven</i>	Oberea Class Battleship
<i>Cardinal Sigol</i>	Letarch Class Grand Cruiser
<i>Bellicosa</i>	Armageddon Class Battlecruiser
<i>Hakken</i>	Wrath Class Grand Assault Torque
<i>First Line Cruiser Squadrons</i>	4
<i>Second Line Cruiser Squadrons</i>	7
<i>Eight Cruiser Squadrons</i>	10
<i>Escort Squadrons</i>	23
<i>First Line Assault Squadrons</i>	12
<i>Auxiliary, Privateer and Privateer</i>	129 (diverse and various classes)

Adeptus Astartes Forces

<i>Iron Champions</i>	5 Companies
<i>Angels Revenant</i>	4 Companies
<i>Stormwalkers</i>	3 Brotherhoofs
<i>Red Seraphs</i>	3 Companies
<i>Battlebarges</i>	2
<i>Strike Cruisers</i>	6
<i>Escort Vessels</i>	13

Notable Adeptus Mechanicus Units

<i>Explorator Militant Detachments</i>	3 Companies
<i>Legio Mordax (The Corkatrices)</i>	1 Demi-Legio
<i>House Subito</i>	2 Households
<i>Militari Praetoria</i>	4 Regiments

Primary Imperial Guard Units

<i>Tempesta Oathsworn Infantry</i>	20 Regiments
<i>Tempesta Oathsworn Heavy Infantry</i>	3 Regiments
<i>Tempesta Oathsworn Mechanized</i>	5 Regiments
<i>Tempesta Oathsworn Command</i>	3 Companies
<i>Tempesta Penitent Legions</i>	10 Legions
<i>Sons of Hare (Feral World Auxilia)</i>	6 Companies
<i>Killing Heavy Armoured</i>	2 Regiments
<i>Killing Pioneer Corps</i>	2 Corps
<i>Wihulan Rifles</i>	11 Regiments
<i>Wihulan Ordnance</i>	4 Regiments
<i>Wihulan Engineers</i>	3 Regiments
<i>Wihulan Command Cadre</i>	1 Regiment
<i>Joshua's 111th Ironclads</i>	1 Regiment
<i>Necromundus Guard Infantry</i>	5 Regiments
<i>Necromundus Guard Armoured</i>	2 Regiments
<i>Forewar' Bloodiron' Drop Troops</i>	3 Regiments
<i>Carcassian Irregulars</i>	2 Chapters
<i>Communicant Training Cadre</i>	1 Company (eq.)
<i>Militaris Stordrappers</i>	6 Companies





Voss Pattern Type III Vulture Gunship. Attached to the 202nd Necromundan Regiment of the Imperial Guard. Deployed to the Arcantis Cluster warzone. Twin lascannon anti-tank armament configuration.



Tellurian Pattern Avenger Strike Fighter: Battlefleet Orpheus Imperial Navy Ground Assault Air Corps. The Avenger is an ancient design and produced locally on several Forge Worlds in the Segmentum Tempestus, such as Myre in the Orpheus Sector.

THUNDERBOLT HEAVY FIGHTER

Cypra Mundi Pattern Thunderbolt Heavy Fighter:
Imperial Navy Detachment Orpheus 45-Alpha.

The Thunderbolt is designated as a heavy multi-role aerospace fighter by the Departmento Munitorum, and is suitable for deployment in almost any atmospheric warzone and theatre of battle.

Generally regarded as a highly robust design, the Thunderbolt's principal armament comprises two lascannon and a quad-autocannon battery, enabling it to successfully engage armoured targets, other aircraft and 'soft' ground targets such as enemy infantry and habitations. Further tactical flexibility is provided by wing-pylon mounts which may be equipped with bomb payloads, ground attack missiles or anti-aircraft missiles, as well as additional fuel pods to extend the Thunderbolt's strategic range.

Like most Imperial fighter designs, the Thunderbolt, while not capable of military void operations, is environmentally sealed and possesses secondary drive systems, enabling it to make orbital combat deployments from Imperial Navy warships.

One of the most common Imperial fighter designs, the Thunderbolt's legendary resilience provided little advantage against the magnitude of firepower visited upon them by Necron flyers, and losses among the Amaran air-defence squadrons were almost total within the first three days of the invasion.



The Lantern of Orpheus

Depicted here is the armorial interpretation of the Seal of the Orpheus Sector as utilised by the Imperial Navy command of Battlefleet Orpheus. This emblem is believed to be based upon the personal heraldry of the Rogue Trader Arica Orpheus, who led the initial explorations which led to the sector's founding.







CAMPAIGN APPENDIX: ZONE MORTALIS

RULES FOR DEADLY CLOSE-QUARTER BATTLES IN THE LABYRINTHS AND VAULTS OF THE FAR FUTURE

The following rules expansion for Warhammer 40,000 deals with some of the most savage arenas of combat conceivable, the battlefields the *Codex Tactics Imperialis* refers to as 'Zone Mortalis'—the fatal ground. Such zones, be they the contested decks of a void warship, tangled mine works, lightless under-hives, the prison-vaults of sundered fortress citadels, labyrinthine industrial sewer systems and sacred catacombs, all have a confluence of factors in common such as close confinement, limited access for attack or escape routes, as well as treacherous environments, which make them murderous venues for warfare.

These rules offer you the chance to fight desperate battles of your own on such deadly ground and draw heavily upon the Zone Mortalis rules previously published in *Imperial Armour Volume 9: The Badab War Part One*, which we have updated following feedback we have had from players, and also so they are now compatible with the 6th edition of the Warhammer 40,000 game. Zone Mortalis battles are unashamedly designed to be fatal

and chaotic affairs, as fighting in a collapsing hive city under mass artillery bombardment or on a burning star vessel in the middle of a battle ought to be! They're the kind of game where all sorts of odd situations are going to be thrown up from time to time and sudden reversals will occur, so have fun with them – hyper-competitive players or those seeking complete predictability in their games will be better served elsewhere.

It is of course no coincidence that this Zone Mortalis expansion has been prepared in concert with Forge World's *Realm of Battle Zone Mortalis Complex* terrain in mind, which is perfect for representing the narrow confines and twists and turns of the Zone Mortalis battlefield, but of course such battles are not limited purely to using this terrain. In fact any suitably tangled and confined battlefield such as can be formed using the illustrated tile board from Games Workshop's *Space Hulk* game, closely packed *Necromunda* scenery, and an endless variety of terrain of your own devising can be used in conjunction with this rules expansion.

The Two Modes of Zone Mortalis Play

The Zone Mortalis rules have two modes of play. The first and simplest mode is to incorporate a designated area of Zone Mortalis terrain in a regular game of Warhammer 40,000. This makes a proportion of the gaming table operate under the basic Zone Mortalis rules and can represent the internal space of a command bunker, trench network, generatorium or xeno-lab, or perhaps even a temple to the Chaos gods where a dark ritual is underway. This can simply be used to divide up the gaming table in a unique and interesting way, or provide an exciting locale to place scenario objectives as a focus for a narrative game.

The second mode of play is to use the Zone Mortalis rules in missions of their own, where the entire gaming table is made up of the deadly and close-packed Zone Mortalis terrain. In these games the forces involved are selected from special Force Organisation charts and have access to a number of optional special rules to create a unique and unpredictable battle.

FIGHTING A ZONE MORTALIS BATTLE MISSION

The following section offers a variety of optional rules and mission types for playing games of Warhammer 40,000 using only Zone Mortalis terrain and rules, conducting deadly battles and close-quarter actions such as boarding actions, xeno-eradications and desperate tunnel fights.

Most Zone Mortalis missions have an Attacker and a Defender. Which player takes which side must be decided before play. This may be done by mutual agreement or by rolling off and the winner picking which they will be.

Because Zone Mortalis actions are fought in quite dense terrain, and without the assistance of transport vehicles to get around, a smaller gaming area can often improve the experience of play. As such it is recommended that a 4' x 4" area is used for games of 1,000 points a side or less (which will offer an exciting battle lasting an hour or two), or a 2' x 2" for around 500 points a side. Larger tables are best used as part of team games.

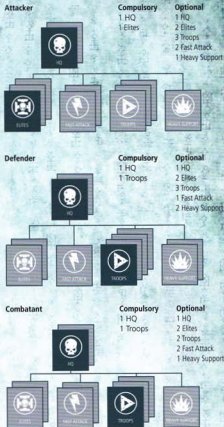
Force Selection

Each force should be selected using the following Force Organisation chart for Zone Mortalis battles, with one Force Organisation chart available up to a 1,000 points a side of play:

Forces selected for fighting in a Zone Mortalis action should be chosen from their Codex as normal, with the following exceptions:

- Units may not select Dedicated Transport options.
- No unit may have a starting size greater than 15 models before being joined by Independent Characters.
- Vehicles, other than Walkers, may not be chosen unless their models are no more than 4" wide.* Flyers may not be chosen at all.
- Monstrous Creatures needing more than a 60mm round base may not be chosen.*

*Note: The terrain may still confine you, so caveat emptor!



Combatant: Neither side is the specified Attacker or Defender.

Warlords

Each Zone Mortalis force should have its "Warlord" just as per a normal game of Warhammer 40,000, however Warlord Traits (see page 111 of the Warhammer 40,000 rulebook) should only be used for forces of 501 points or more. If Warlord Traits are used, these should be determined after the mission goal has been decided upon but before any deployment is made.

ZONE MORTALIS TERRAIN IN WARHAMMER 40,000 BATTLE MISSIONS

Designating the Terrain

All Zone Mortalis terrain should be designated as such during the game's set-up and agreed between the players. Any area of Zone Mortalis terrain should have a clear boundary edge if part of a larger battlefield, and it should have clear entry points where units can gain access.

Bulkhead Doors & Airlocks

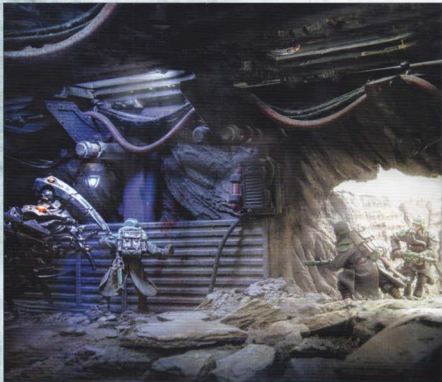
Chambers and corridors may be sealed off by the use of armoured bulkhead doors and airlocks. Depending on the mission you're playing, these doors may be **locked**, **accessible** or **controlled**. These doors should be represented on the table and moved to show whether they are open or closed

at any given time. A closed bulkhead door blocks line of sight and assaults may not be made through it.

- **Locked:** A locked door is inaccessible except by destroying it or forcing or overcoming the lock in some way. In most cases only direct force will do (although particular missions will offer alternatives to this). Once a bulkhead door has been destroyed, remove it from play.
- **Accessible:** An accessible door may be either opened or closed by the first unit that moves into contact with it in a particular turn, allowing a unit to pass through it, or shut it behind them. An accessible door may only be used once per turn (either opened or closed), but may be destroyed at any time.

- **Controlled:** In the case of a particular door or doors being controlled by one side in the game (as might commonly be the case where one side represents a force defending the Zone Mortalis area from an attacker), the side which controls the doors treats them as accessible by their units, but units belonging to other forces treat them as being locked.

- **Destroying Doors:** Bulkhead doors and airlocks are armoured and reinforced structures and therefore difficult to destroy. Unless noted otherwise in a scenario, all bulkhead doors and airlocks are treated as being Armour Value 13, and are treated as having a single Hull Point and so require a single glancing hit or penetrating hit to destroy them.



OTHER ZONE MORTALIS SPECIAL RULES & TERRAIN EFFECTS

Deadly Ground

Fighting within Zone Mortalis terrain is a dangerous and treacherous affair, and one in which even light vehicles can flounder or damage themselves, unexpectedly crashing through buckled deck plating, getting crushed beneath falling rubble, or contacting exposed power conduits with deadly results.

The interior space of a Zone Mortalis is considered its own terrain type, sections of which may be considered difficult terrain, dangerous terrain or both as their physical details dictate, and specifically identifiable areas may be classed as Area terrain where this seems sensible (for example, a chamber packed with industrial wreckage or a sewer channel filled with ooze). As a rule of thumb, cover saves given from areas inside a Zone Mortalis should be taken as follows—note that in some cases these aren't as good as those in a standard game, reflecting the hazards of unleashing weapons fire in confined spaces and the dangers of ricochets, etc.

- Light Debris, Light Machinery, Chain-link Fences, Grates and Grilles, Heavy Fungal Growths, Packing Crates, Drums, Corpse Piles, Glass Tanks (filled with strange liquids), Barrels, Gantries (being on raised walkways above enemy firing models): 6+.
- Ruined Wall Sections, Rubble Piles, Heavy Machinery, Parked Vehicles, Bulkhead Corners, Barricades, Sandbag Walls, Trenches, Deep Water Channels and Deep Pools of Polluted Waste: 5+.
- Fortified Structures (Pill Boxes, Bunkers with Firing Slits, Armoured Redoubts): 4+*.

*A model that Goes to Ground in this terrain type gains +2 to their cover save rather than +1.

Only a model that can physically fit within the space on the tabletop can move through or into a Zone Mortalis, regardless of its type. This is a common sense distinction which must be followed.

When fighting in multi-level Zone Mortalis areas, use the same rules for placing blast markers and templates, and assaulting in ruins found in the *Warhammer 40,000* rulebook (see pages 100 and 101).

The following forms of Battlefield Debris (see page 104 of the *Warhammer 40,000* rulebook) are appropriate for use inside Zone Mortalis terrain (but may only be placed so they fit in a particular section or chamber).

- Ammunition Dump, Comms Relay, Fuel Reserve, Gun Emplacement and Shield Generators.

No Barrage Weapons

Barrage weapons cannot be used to fire indirectly within, into or out of Zone Mortalis areas at all; only direct fire can be used. The only exceptions to this are Mole weapons and Eldar D-cannon.

Terrain Effects by Unit Types

In addition the following effects apply by unit type:

- Bikes, Jetbikes, Artillery, Cavalry and Walkers treat all difficult terrain they encounter within a Zone Mortalis as dangerous terrain as well. Should any of these use a turbo boost, they must take a Dangerous Terrain test regardless of the ground they cover. This overrides any normal rules they possess to the contrary.
- All models classed as Jump Infantry or Flying Monstrous Creatures which move more than 6" in the Movement phase must take a Dangerous Terrain test every time they do so.
- Flyers may not enter a Zone Mortalis (except if using Hover Mode, as they are then classed as Skimmers).
- All other vehicles, including Skimmers, treat a Zone Mortalis as both difficult terrain and dangerous terrain in its entirety.

- Infantry, Monstrous Creatures and Beasts treat a Zone Mortalis as they would any other battlefield, i.e. where specific areas of difficult terrain and dangerous terrain are encountered, they are subject to the effects – otherwise the Zone Mortalis is treated as clear ground.
- Wrecked vehicles are both difficult terrain and dangerous terrain if destroyed in Zone Mortalis areas.

Objectives in Zone Mortalis Games

These are generally assumed to be treated as impassable terrain and do not block line of sight. In addition, in order to claim or contest them, an eligible unit must have a model in base contact with the objective, unless specified in a particular mission. The Mysterious Objective rules should always be considered optional in Zone Mortalis missions.

Reserves and Deep Striking

The rules for Reserves, Scouts and Infiltrators remain unchanged (unless otherwise stated by a specific mission description), but entrance and exit points are still the only way these units can enter the Zone Mortalis.

Only units which are described as being able to teleport or materialise from the Warp may use the Deep Strike special rules.

Any unit that Deep Strikes into a bulkhead or wall section suffers a Deep Strike mishap and subtracts -1 to the result rolled on the Deep Strike Mishap chart – this makes deep striking into a Zone Mortalis a dangerous proposition!

Firestorm & Shrapnel

The confined spaces of the Zone Mortalis can prove to be death traps to the unwary and certain types of weapons have their effectiveness increased by the environment, while others become more unpredictable.

Weapons with blast markers and templates gain the Shred special rule inside the confines of a Zone Mortalis, reflecting the lethal effect of explosives, flaming liquid and shrapnel in confined areas. In the case of a weapon with a Blast or Template type that already possesses the Shred special rule, when used in the confines of a Zone Mortalis these weapons have their Strength increased by +1.

Additionally, if a Scatter roll takes a blast marker's centre point into contact with a bulkhead wall, it detonates on contact with the wall. Resolve the weapon's effect from this spot. The portion of the blast that crosses and lies beyond the line of the wall is lost.

Nowhere to Hide

Units that break and flee from combat within the confines of a Zone Mortalis are far more likely than in most games of Warhammer 40,000 to be trapped in areas where their avenues of retreat are entirely cut off, and due to the confusion of corridors and passageways that may surround them, falling back may be a particularly deadly affair.

In Zone Mortalis terrain the victorious side in an assault may re-roll their Sweeping Advance result if they wish.

Contrary to the usual rules for falling back, immediately on failing a Morale check, a unit's first fall back move is directly away from the enemy, and subsequent moves are towards the nearest exit unblocked by the presence of enemy models. If a unit is trapped by enemy models while falling back and cannot escape, then it is immediately destroyed.

Blind Panic

If, while falling back, a unit moves through (i.e., within 1" of) another of the player's own units, the unit moved through must take an immediate Morale check or fall back themselves. Fearless units are not subject to this effect.

Reaction Fire

The confined spaces of a Zone Mortalis make for deadly, close range fire-fights, where a split second reaction may be enough to gun down an enemy rushing out from the darkness before death strikes you down. In order to represent this, this special rule allows units being assaulted a chance to fire their ranged weapons when they are assaulted with a superior chance of hitting the foe than normal Overwatch fire would allow—if they're fast enough!

Only units not already engaged in close combat and not Falling Back may attempt Reaction Fire.

- Only Pistol, Assault and Rapid Fire weapons may be used for Reaction Fire attacks. Heavy weapons may only be used for Reaction Fire attacks if the model carrying them has the Relentless special rule. Note that other weapons in the squad may still make normal Overwatch snap fire attempts, if they are eligible, alongside the rest of the unit's Reaction Fire.
- Blast weapons may not be used to make Reaction Fire attacks.
- Template weapons may be used in Reaction Fire attacks. If the Reaction Fire roll is successful (see opposite), rather than placing the template, D3 hits are inflicted upon the charging unit by each Template weapon fired by the unit.
- A unit may only make a single Reaction Fire attack against the first unit they are assaulted by in any given turn.
- A Reaction Fire attack is made after a charge is declared, but before charging models have moved. Casualties resulting from Reaction Fire may cause an assault to fail.

Making a Reaction Fire Attack

A Reaction Fire attack is carried out exactly like an Overwatch attack except that the unit in question must first roll equal to or under its majority Initiative score on a D6. If successful, it may fire its weapons at the assaulting enemy with their full Ballistic Skill. If the test is unsuccessful, the unit may still make a normal Overwatch attack (i.e., snapshots at BS 1) instead.

A unit may not use the Counter Attack special rule if it has used Reaction Fire.

ADDITIONAL OPTIONAL SPECIAL RULES

The following are a number of optional special rules for use in your games of Zone Mortalis. The use of any or all of these optional Zone Mortalis special rules should be agreed on before play.

Attrition

This is a special rule which reflects the bloody nature of a Zone Mortalis conflict and affects the conditions of victory. Whenever a mission result is for any reason a draw, then the force which suffered the least number of destroyed units is considered the victor.

Catastrophic Damage – Buried Alive!

One of the perils of battle underground or within a building in a warzone is the risk of bringing the roof down on yourself and being buried alive or crushed under tonnes of earth or masonry.

These effects are represented in the game by the Catastrophic Damage – Buried Alive! table. When this special rule is in effect, in every turn after the first each player should roll a D6 at the beginning of the turn. Add the scores together and apply the results on the following chart. In addition, if any ordnance weapon has been used on the preceding turn add +1 to the total.

Note that this special rule brings a hugely unpredictable (and enjoyably dangerous) element to your games, and should be treated as such.

Catastrophic Damage Table – Buried Alive!

Result Effect

2-5 **Stable:** No effect.

6-7 Look Out! The players roll off and the winner may place a single Large Blast (5") template anywhere on the table to represent a sudden deadfall. Roll for scatter just as for an indirect fire weapon. Any model caught under the template suffers a Strength 5 AP 4 hit. Units with an Armour value are struck on their Rear armour.

8-9 Dust Fall: Clouds of dust are shaken loose and fill the area with a choking, blinding fog. For this turn only all models have their Ballistic Skill and Initiative reduced by -1 (to a minimum of 1).

10 Tremor: The ground shakes dangerously and shivers and heaves as cracks rip open ceilings and walls unleash debris upon those near them. All clear terrain counts as difficult terrain for this turn only.

11 Cave-In: The players roll off and the winner may place D3 Large Blast (5") templates anywhere on the table to represent a cave-in. Roll for scatter just as for an indirect fire barrage. Any model caught under a template suffers a Strength 5 AP 4 hit and must take a Barrage Pinning check. Units with an Armour value are struck on their Rear armour.

12+ Quake! Every model on the table must pass a Strength test or be removed as a casualty. Models without a Strength score are automatically destroyed (buried under tonnes of rubble or earth). Independent Characters may re-roll this test if it is failed. If a 12+ is rolled again, treat this as having no effect.

Enemy Unknown

While the Night Fighting rules as presented in the *Warhammer 40,000* rulebook represent fighting in levels of low visibility over distance, this can be nothing compared to the abyssal darkness of fighting deep underground or within the tortuous confines of a space hulk, where even the finest auguries and sensors may prove utterly useless. The confusion of this kind of fighting can be represented by using counters on the table to represent units outside visual range of the enemy rather than models, as the enemy's true disposition and strength will remain unknown until your forces are face-to-face in battle.

The use of this optional special rule requires a little more work than usual and co-operation between the players, but can make for very nerve-wracking and exciting games. Each side requires a set of numbered counters (or blips) sufficient for the number of units it has in its force. Each number must correspond to a particular unit within their force, which must be noted down before the game begins. It is these counters that are deployed rather than the units on the table.

As the game progresses, the 'blip' counters are moved in place of units until they move within line of sight of an enemy unit or the unit engages in shooting or close combat attacks.

At this time the unit is revealed and the note showing the number and its corresponding unit is shown to the opposing player. The counter is then replaced with the corresponding unit, which is deployed in coherency with its centre where the counter was when revealed. If on subsequent turns a unit that has revealed itself passes out of line of sight of the opposing force's models, it is once more replaced with its corresponding numbered counter and it's up to the enemy to remember what it was until it becomes visible again!

Independent characters which join units do not have a 'blip' counter of their own while they are with a unit, but this fact must always be noted down to avoid confusion or chicanery!

Cold Void & Poisoned Air

This special rule can also be used to represent fighting in a Zone Mortalis filled with poisonous gas, choking industrial fumes or extreme heat, as well as the effects of fighting in a depressurised area of a space vessel during a boarding action.

When this special rule is in effect, the following apply:

- All weapons and attacks with a Strength of 4 or higher gain the Rending special rule, unless their target has Hardened Armour or Void Hardened Armour, has an Armour value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- All weapons and attacks which already have the Rending special rule now rend on a roll of 5 or 6, unless their target has Hardened Armour or Void Hardened Armour, has an Armour value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.
- Weapons and attacks which have the Blast special rule also now cause pinning if they didn't already.

THE ZONE MORTALIS ASSAULT MISSION

The following special mission represents a savage assault with command of a vital Zone Mortalis area at stake. One player or team of players takes up the role of the Defenders and one opponent or team of players takes on the role of the Attackers.

Table Set-up

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Forge World's Zone Mortalis Complex terrain boards, then they may be laid out in an agreed fashion or, alternatively, the players may take turns placing boards so that they take up the playing area, making sure that each table edge has at least one clear entry/exit point per player.

Objectives

Depending on the Mission Goal (see further on), objectives may be used. In this case they should be represented by a model or marker on a 20mm base or a suitable alternative.

Scoring Units

In the Zone Mortalis assault mission, units drawn from either the Troops or Elites allowance count as scoring units where this is called for by the mission. A unit may only ever claim one objective at a time.

Ending the Game

The game has a variable game length as per a Standard Mission (see page 122 of the Warhammer 40,000 rulebook).

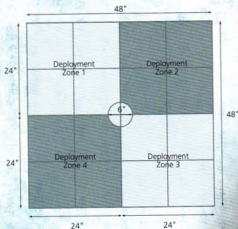
Wipe-out!

Regardless of any other condition, if at the end of the game your enemy has no units left on the table then you are victorious!

Deployment

Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units. They must then decide which of these two forces is to be their spearhead and which is to be their reserve. This arrangement represents an Attacking force working its way through the Zone Mortalis, and the Defenders rallying to meet them.

The gaming table is then divided into four quarters, and both players roll off to choose a deployment zone. The winner then picks which is to be their deployment zone and deploys their spearhead force anywhere in this area, but not within 6" of the centre of the board.



successful of these is the Dark Marches Crusade, commanded by Lord Tempestus Hal Orpheus, lineal descendant of the Rogue Trader house that had first explored the region's sinister reaches millennia previously.

759.900.M36: The Dawning Years

A little more than a century and a half after its outset, the Dark Marches Crusade is over. Declared a mighty victory for the forces of the Imperium, it has scourged countless threats and conquered over six hundred worlds for the God-Emperor's dominion. These worlds and systems, spread in an arcing band across the border of the Veiled Region, are by writ of Holy Terra subdivided into four newly-founded sectors of the Segmentum Tempestus: the Haxan, Leyak, Eurydice and Orpheus sectors.

The founding Orpheus Sector is secured through the ancient writ of conquest and takes Amarah for its capital (the long lost Imperial outpost having more recently served again as a Crusade operations base for more than three decades). This world becomes the seat of the Orpheus Sector's first governor—Hal Orpheus, now a failing shadow of his past military glories and sustained only by the arts of a devoted coterie of Adeptus Mechanicus savants. Other newly-colonised worlds such as Arcantis, Gedrid and Midwinter are given as glorious reward to favoured Imperial Guard regiments for their service during the Crusade, while the resource-rich but lifeless Myre system is sealed in perpetuity to the Adeptus Mechanicus for their part in the Crusade. Pilgrims, colonists and settlers flood into the new-born sector, both willingly and otherwise, from the overcrowded

hive worlds of the Uhulis and Warre sectors, but this tide of souls is deemed insufficient. Soon further refugee throngs are redirected by the Administratum to the new sectors from a dozen war zones, and entire planetary populations of failing or depleted worlds within more established regions of the Imperium are put under Edict of Transmission. This act consigns many millions to an often fatally perilous journey to a still largely unknown frontier by the merciless stroke of a quill.

817.M36: The Lost Fleet

A colonisation fleet of over a score of ark vessels, carrying some sixteen million souls, dispatched to found an agri-world on the verdant fen-covered planet of Tlaloc disappears en route. No traces of the fleet are ever found. Tlaloc is later colonised by a much smaller expedition some thirty years later without any further incident.

759.M37: The Orpheus Millennial

The thousand year anniversary of the Orpheus Sector's founding is celebrated by the procession of the holy corpse of Lord Tempestus Orpheus throughout the principal worlds of the now well-established sector. His sepulchre is borne in his crusade flagship, the *Arica Dominus*, which now also serves as flagship for the fully constituted Battlefleet Orpheus. The Millennial is accompanied by great largesse and fanfare by the Imperial commanders of the sector and remittances by the Adeptus Ministorum, resulting in great celebration by commoner, noble and ordinate alike. Many holy miracles and visions of faith are reported in the wake of the relic-corpse's passage.



The other player then rolls a D6. On a roll of a 4+ they may choose any of the three remaining areas in which to deploy their spearhead, otherwise they must deploy their spearhead in the area opposite that of their opponent.

Reserves arrive normally, entering the board from any table edge in their player's deployment zone.

First Turn

The player or side which deployed first has the first turn unless their opponent can Seize the Initiative.

MISSION GOALS

Before the game begins, either mutually agree or roll a D6 to determine the goal of the Zone Mortalis assault on the following chart. This goal constitutes the mission's Primary Objective and determines its Victory Conditions.

D6 Result

- 1-2 Search and Destroy
- 3-4 Force the Breach!
- 5-6 Sabotage

Secondary Objectives

Play the Warlord, First Blood (see page 122 of the Warhammer 40,000 rulebook).

MISSION SPECIAL RULES

Zone Mortalis Special Rules & Reserves.

Search and Destroy

This mission represents the vicious struggle to control the Zone Mortalis through brute savagery and attrition, destroying the enemy's forces in detail. Kill points are used to determine the victor, with one Kill point scored for each enemy unit, Independent Character or Walker destroyed. At the end of the battle, the side with the highest tally of Kill points is the winner.

Force the Breach!

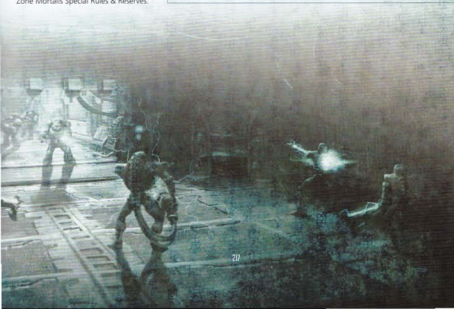
This represents the Defenders trying to maintain hold of a vital area of the Zone Mortalis, whilst the Attacker must wrest it from them. The Defender places three objectives: one in their own deployment zone and one in each of the zones in which neither player has deployed. These objectives may not be placed within impassable terrain, or less than 6" away from the table edge or the centre of the table. These defences are worth 2 Victory points each. If the Attacker has more Victory points than the Defender at the end of the game, they are the winner. If any other result is the case, the Defender is the winner.

Sabotage

The Attacker's goal is to destroy vital systems within the Zone Mortalis. The Defender places D3+2 sabotage objective markers on the table. These markers represent control panels and systems junctions vital to this area. The markers may be placed anywhere on the table other than within 6" of a table edge or 12" of each other. They also may not be placed in impassable terrain.

The Attacker must attempt to destroy these objectives by any means they can. Each has an Armour value of 11, and will be destroyed by any successful glancing hit or penetrating hit scored against them. Because their Attackers cannot be certain of destroying them properly at distance, these objectives count as having a 4+ invulnerable save against any shooting attack or blast damage they suffer, and cannot be harmed by events on the Catastrophic Damage table.

At the end of the game, the Attackers gain 1 Victory point for each sabotage objective destroyed, and the Defenders gain 1 Victory point for each sabotage objective still on the table. The side with the most Victory points is the winner.



THE ZONE MORTALIS ENCOUNTER MISSION

The following special mission represents two hostile forces advancing through unknown ground where neither side has the advantage of foreknowledge or tactical control of the area.

Both forces use the Combatant Force Organisation chart for this mission.

Table Set-up

The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using Forge World's Zone Mortalis Complex terrain boards, then they may be either laid out in an agreed fashion or alternatively the players may take turns placing boards so that they make up the playing area, making sure that each table edge has at least one clear entry/exit point per player.

Objectives

Depending on the Mission Goal (see further on), objectives may be used. In this case they should be represented by a model or marker on a 20mm base or a suitable alternative.

Scoring Units

In the Zone Mortalis encounter mission, units drawn from either the Troops or Elites allowance count as scoring units where this is called for by the mission. A unit may only ever claim one objective at a time.

Ending the Game

The game has a variable game length as per a Standard mission (see page 122 of the Warhammer 40,000 rulebook).

Wipe-out!

Regardless of any other condition, if at the end of the game your enemy has no units left on the table then you are victorious!

Deployment

Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units. They must then decide which of these two forces is to be their spearhead and which is to be their reserve. This represents the larger force moving through the Zone Mortalis without knowledge of enemy contact.

The players (or sides) roll off, the winner choosing which of the table edges is to be their deployment zone, and deploys their spearhead force within 6" of their table edge. Then their opponent deploys their spearhead force within 6" of the opposite table edge.

First Turn

The player or side which deployed first has the first turn unless their opponent can Seize the Initiative.

MISSION GOALS

Before the game begins, either mutually agree or roll a D6 to determine the goal of the Zone Mortalis assault on the following chart. This goal constitutes the mission's Primary Objective and determines its Victory Conditions.

D6 Result

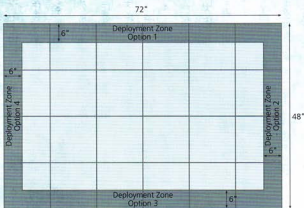
1-2	Search and Destroy
3-4	Capture Ground
5-6	Invasion

Secondary Objectives

Slay The Warlord & First Blood (see page 122 of the Warhammer 40,000 rulebook).

MISSION SPECIAL RULES

Zone Mortalis Special Rules, Reserves & Night Fighting.





Search and Destroy

This mission represents the vicious struggle to control the Zone Mortalis through brute savagery and attrition; destroying the enemy's forces in detail. Kill points are used to determine the victor, with one Kill point scored for each enemy unit, Independent Character or Walker destroyed. At the end of the battle, the side with the highest tally of Kill points is the winner.

Capture Ground

The two forces must control the area of the Zone Mortalis and drive out the enemy. This mission goal uses five objective counters. The first of these is deployed as close to the centre of the table as possible, while each side places two additional objectives each anywhere on the table so long as they are not placed within impassable terrain, or less than 6" away from the table edge or within 6" of another objective.

Control of the centre objective is worth 3 Victory points, whereas control of the other objectives is worth 1 Victory point each. The side in control of the most objectives at the end of the game wins.

When playing on a larger table (such as a 6' x 4' Zone Mortalis), increase the number of objectives to seven.

Invasion

The two opposing forces seek to fight their way into enemy-held territory, slaughtering as many of the foe as possible.

For every scoring unit within the enemy deployment zone at the end of the game, the owning player gains 3 Victory points. For every destroyed enemy unit, the player gains 1 Victory point. The player with the most Victory points at the end of the game wins.

ZONE MORTALIS STRATAGEMS

(OPTIONAL RULE FOR ZONE MORTALIS MISSIONS)

Zone Mortalis stratagems is an optional rule that allows unique and unusual tactics, terrain and equipment to play a part in your Zone Mortalis games. It allows you to replicate the conditions of fighting in the shattered towers, sewers and bunker networks of a battle-ravaged city or the dark winding confines of a space station under siege by an enemy force.

The use of such stratagems is neither compulsory nor, strictly speaking, needed, but they can add new dimensions and a few nasty surprises to your games. They also represent a great excuse to indulge your modelling prowess and make some special terrain pieces and purpose-built Zone Mortalis conversions. Wherever possible you should endeavour to represent stratagems suitably on the gaming table, and make absolutely sure your opponent knows what they are, as this is only fair.

As well as there being different stratagems to select, some are only available to an Attacker or Defender and so, as a result, stratagems should only be chosen after which player is

taking which role has been decided, but before the forces are deployed or the mission goal has been assigned. You may even want to sort out who is going to be the Attacker and who is the Defender well in advance of the game if you can so you know what models to bring!

There are many possible stratagems, and only a handful are listed here. You can find different stratagems in both the *Planetstrike* and *Cities of Death* Warhammer 40,000 expansion books intended for use in those games which you may wish to modify and use where appropriate in your Zone Mortalis assault games, and of course you can make up your own as well by mutual agreement.

Unless specified in their description, each stratagem may only be taken once per force.

Stratagem Points

Some stratagems are simply more powerful than others or just more useful in general; this is reflected by a cost in Stratagem points. Stratagem points are also handy for keeping a

check on the use of stratagems and making sure they don't get out of hand in the game. In a Zone Mortalis mission it is recommended that each side has an allowance of 1 Stratagem point, plus an extra 1 Stratagem point for every full 500 points of their force (so a 1,000 point Zone Mortalis force would have 3 Stratagem points to spend, etc).

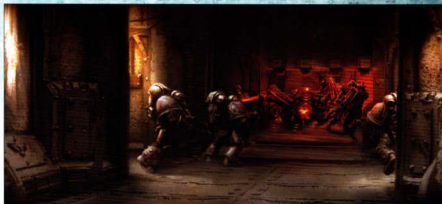
Declaring the use of Stratagems

Players should declare the use of their stratagems when indicated in their description. In most cases this will be readily apparent anyway such as in the case of extra units or special terrain, but if for any reason both sides have a stratagem whose effects would occur at the same time, they should roll-off to determine which one takes effect first.

Special Terrain

Some stratagems provide unique terrain pieces with game effects if this is the case then these should be placed by the owning player after the deployment zones have been decided on, but before any models in the force are deployed.





GENERAL STRATAGEMS

These stratagems are available to both the Attacker and Defender.

Tunnel Access [Terrain] [3 SP]

Declared when Placed

Your forces have gained access to the conduits and service tunnels in this area of the Zone Mortalis, providing you with a significant advantage – just so long as they don't collapse first!

You may place three hatch markers anywhere on the table no less than 12" apart from each other, and not in impassable terrain. Should you wish it, any units with the Infantry type in your reserve may enter the game via the Deep Strike rules using one of these hatches only as their chosen arrival point. From this entry point their arrival scatters as normal.

Breacher Charges [Gear] [1 SP]

Choose two infantry models other than an Independent Character. These models are now each equipped with a single breacher charge, a combat explosive device designed for breaking into bunkers and blasting apart bulkheads.

Rules for the Breacher Charges can be found on page 180.

The Breacher Charges stratagem may be taken multiple times.

Spearhead Sentry Gun [Terrain] [2 SP]

Deployed with Spearhead Forces

Both attacking Zone Mortalis forces and Defenders often deploy automated weapons system to provide them with fire support, usually covering a vital area or important access chamber. This weapon is a light artillery mount equivalent to an Imperial Tarantula, heavy gun servitor or defence platform. It may not move once deployed, but may freely engage enemy targets in the Shooting phase with a 360 degree arc of fire, so choose its location wisely! It has no crew, but is self-targeting and so in the control of the controlling player. The Sentry Gun may make an Overwatch snap shot if assaulted.

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	2	-	6	2	-	-	-	4+

Unit Type

- Artillery (60mm base)

Wargear

- Searchlight

Wargear

- Choose one of the following weapons:
 - Twin-linked heavy bolter
 - Twin-linked heavy flamer
 - Twin-linked assault cannon

Flanking Counter Assault [Tactic] [2 SP]

The player has sent a portion of their forces off in an attempt to outflank enemy forces in the hopes of cutting them off, enabling them to be isolated and destroyed.

Before the game begins, the player may nominate (by writing it down) a single unit that is to be held in reserve to be their flanking force. When this unit becomes available to enter play normally via the Reserves rule, it may use their opponent's deployment zone table edge to do so if they wish.

Lascutter [Gear] [1 SP]

Shown on Model

Choose a single infantry model other than an Independent Character, and that is not already equipped with this weapon bought as a unit upgrade. This model is now equipped with a lascutter, a powerful industrial tool that can be used for cutting through armoured bulkheads or as a makeshift but devastating close-quarter weapon.

Rules for the lascutter can be found on page 180.

The Lascutter stratagem may be taken multiple times.

ATTACKER'S STRATAGEMS

The following stratagems are available to the Attacker only.

Interdiction Assault [Terrain] [2 SP]

Declared when Placed

Either through the use of advanced phase-field generators to render the surrounding terrain temporarily out of sync with reality, or the rather more brute force approach of blasting out intervening ferrocrete and earth with seismic charges, the Attacker makes a major breach in either the ceiling, floor or walls from which they have troops poised to make a storm assault.

During the Attacker's first turn they may place a Blast (3") marker anywhere on the board that is not either touching an enemy model, impassable terrain or an objective. This then scatters D6" (with the Hit symbol indicating the breach is bang on target). If this scatters off the table or into impassable terrain, simply move it as close as possible away from the terrain or board edge. This blast marker now represents the breach point and remains in place for the rest of the battle. Up to one infantry unit per turn arriving as reserves may use this breach to enter play as normal.

Sustained Assault [Tactic] [3 SP]

The forces of the Attacker greatly outnumber those of the Defender, allowing them to press on heedless of casualties with reinforcements close at hand.

Before the game, the Attacker may choose a single infantry unit taken as a Troops choice for the army and secretly marks it down. Should that unit be wiped out or fall back, the Attacker may reveal this stratagem and remove the unit from play (if still present) and return it at full strength to their reserves. This may only be done once.

Fire Wasp [Unit] [1 SP]

A Fire Wasp is an Adeptus Mechanicus-produced combat drone used since the early years of the Great Crusade in Zone Mortalis actions to venture ahead of assault parties and help clear them a path. Sent in ahead of a squad and intended to trip mines and other booby traps, the Fire Wasp is an extremely robust device, if a poor fighter. Most standard patterns are equipped with an inbuilt flamer weapon and searchlight device to aid in their mission.

The Fire Wasp is a single model with the following profile which is deployed in addition to the player's spearhead forces.

	WS	BS	S	T	W	I	A	Ld	Sv
Fire Wasp	2	2	3	5	2	2	1	10	4+

Unit Composition

- 1 Fire Wasp

Unit Type

- Infantry (40mm base)

Wargear

- Flamer
- Searchlight
- Close combat weapon

Special Rules

- Fearless
- Move Through Cover
- Scout

DEFENDER'S STRATAGEMS

The following stratagems are available to the Defender only.

Defensive Strongpoint [Terrain] [3 SP] Declared When Placed

After deployment areas are worked out but before any models are deployed, the Defender may nominate one enclosed or semi-enclosed area of terrain to be their defensive strongpoint (alternatively a new piece of terrain such as a small pill box or square of Aegis line may be added to the set-up to represent the stronghold). A small model should also be placed within this area to represent the stronghold's power generator.

Defending troops within the strongpoint benefit from a 4+ cover save and, in addition, while the stronghold's power generator is intact (this may be targeted separately as previously stated), models within the strongpoint may re-roll failed shooting attacks which roll a 1 to hit, and the Defending side gets +1 to all Reserves rolls.

Barricades [Terrain] [1 SP] Declared When Placed

The Defender has had enough time to get ahead of their Attackers and meet them on prepared ground, utilising barricades and other barriers as protected positions and killing zones.

The Defender has three 4" wide barriers or barricades they can place anywhere on the board after their deployment area has been decided, but before any models are deployed. These barriers provide a 4+ cover save for any model firing from behind them and count as difficult ground for any model trying to cross them.

The Barricades stratagem may be taken multiple times.

Traps [Terrain] [2 SP] Declared When Placed

The Defender has been able to seed the area with anti-personnel mines, tripwire-bombs, rad-fields and hidden deadfalls, making it a potential death-trap for Attacking forces.

The Traps stratagem may be taken multiple times.

The Defending player gains six trap markers (you can use models on a 20mm base, poker chips or any other convenient counters to represent these). These may be placed by them anywhere on the board after the deployment areas have been decided, but before any models are deployed.

Any model moving within 2" of the centre point of one of these markers during the game has a chance of setting off a trap. In the case of squads, move the whole squad before seeing if the trap goes off. If this happens roll a D6 and apply the following effect:

D6 Result

1 No effect

Remove the marker from play.

2-3 Not this time

Nothing happens, but the marker remains where it is.

4-6 Boom! Place the Large Blast (5") template centred on the centre point of the trap marker. All models caught in the blast suffer a Strength 4 AP 5 hit. Models with an Armour value (AV) are hit on their Rear armour. The trap marker is removed from play.



DEATH KORPS OF KRIEG

17TH/221ST SIEGE REGIMENT

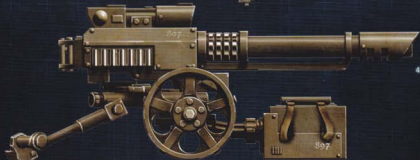
A brevet formation created from units recalled after the Orphean Salvation Campaign in 996 M41, the 17th/221st was rearmed and reassigned to garrison the fortified way-station of Decapolis Terminus at the edge of the Decapolis system while the system itself was used as a lynchpin for the Imperial redeployment. For a little over a standard year, the regiment successfully held the tundra-locked frontier against repeated probing attacks from the Necron invaders, raids and terror assaults by renegade forces loyal to the arch-enemy originating from the shattered Chemarium exclusion zone, as well as violent encounters with deserters and refugees turned outlaw. The regiment's exemplary record was such that it was given the honour of forming part of the rearguard which protected the last excavation armada which stripped Decapolis of its major resources and elect population for redeployment to the castram-fortress newly raised on Gorgon Quintas. The remains of the population of Decapolis were then rendered to the Emperor's mercy.

1. Death Korps Guardsman 17th/221st Siege Regiment

2. Death Korps Grenadier 17th/221st Siege Regiment

3. Krieg Pattern Mk 7/9 Grenade Launching Carbine

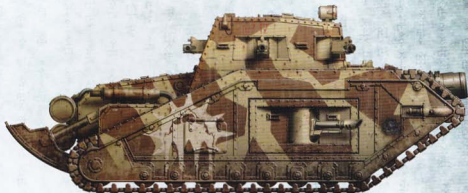
4. Voss "Sun Lance" Pattern Lascannon with Trench Carnage





APOCALYPSE RULES

APPENDIX



Anvilus Pattern Malcador Defender Heavy Tank: Relegated largely to second line armouries, a number of Malcadors such as this one were mobilised in the defence of Amarah Prime and crewed by local defence troopers. This example was damaged and abandoned during the initial invasion, before being repaired and re-armed by Tech-Priest Engineers attached to the Necromundan 8th.

APPENDIX: SUPER-HEAVY VEHICLES

Super-heavy vehicles behave on the battlefield in the same way as all other vehicles, with the exceptions given below:

MOVEMENT PHASE

Super-heavy vehicles are lumbering brutes, slower than normal vehicles – they can only move at Combat Speed unless otherwise specified in their profile.

Super-heavy vehicles are affected by difficult terrain and dangerous terrain like other vehicles, but can always re-roll a failed terrain test.

SHOOTING PHASE

Super-heavy vehicles may fire all of their weapons (including Ordnance) each turn at their full Ballistic Skill. They fire as if they had been stationary, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because Super-heavy vehicles vary greatly in size, for the purposes of establishing line of sight from a Super-heavy vehicle, use real line of sight as normal, working this out from the barrel of the weapon they are firing. The rules for area terrain apply as normal.

In the same way, always use the real line of sight when enemy units are targeting Super-heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE

Super-heavy vehicles follow the same rules as normal vehicles; depending on their type (see Super-heavy Vehicle Types later).

STRUCTURE POINTS

To represent the greater amount of damage a Super-heavy can withstand compared to a normal vehicle before it is destroyed, in their datasheets they are assigned a number of Structure Points (sometimes shortened to 'SP') with each Structure Point being equivalent to 3 Hull Points. Only by reducing its Structure Points to 0 can a Super-heavy vehicle be destroyed.

Against Super-heavy vehicles enemies roll to hit and to penetrate armour exactly as with normal vehicles; 1 Structure Point being lost for every 3 full Hull Points of damage the vehicle suffers. Keep track of the number of Hull Points the vehicle has lost, and reduce the number of Structure Points it has remaining every time a third Hull Point is lost.

In addition, each time the vehicle suffers an Explodes! result on the Vehicle Damage table, it loses 1 Structure Point instead of suffering the effects listed for an Explodes! result. When this happens an additional roll is made on the Vehicle Damage table (any modifiers that applied to the first roll do not apply to the additional roll).

For example, a Super-heavy vehicle has already suffered two glancing hits and lost 2 Hull Points. So far it has not lost any Structure Points. It is hit again and suffers a penetrating hit. This brings the total to 3 Hull Points, so it loses 1 Structure Point, and the Hull Point count is reset to zero. The roll on the Vehicle Damage table for the Penetrating Hit causes an Explodes! result, causing the loss of another Structure Point, and then another roll is made on the Vehicle Damage table. The second roll results in a Crew Shaken result. The Super-heavy vehicle has lost a total of 2 Structure Points and is Crew Shaken.

CATASTROPHIC DAMAGE

Immediately after a vehicle loses its last Structure Point, roll a D6 and refer to the table below. No modifiers apply to the dice roll.

D6 Result

- 1-3 Wrecked.** The vehicle is destroyed. The model is left in place and becomes a wreck.
- 4-5 Explodes!** The vehicle is destroyed. Nearby units suffer a Strength 3 AP hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted). The vehicle is then removed.
- 6 Apocalyptic Explosion!** All models within 6" of the vehicle suffer a Strength 10 AP 1 hit. Models within D6+6" of the vehicle suffer a Strength 3 AP hit. The vehicle is then removed.

DRIVE DAMAGED

When a Super-heavy vehicle suffers its first Immobilised result on the Vehicle Damage chart, it counts as being Drive Damaged instead. This means that the vehicle's maximum movement is permanently halved. If a second Immobilised result is suffered, then its effects apply to the Super-heavy vehicle as normal.

An Immobilised Super-heavy Walker has its Attacks reduced by -1 (to a minimum of 1) and may not use its Stomp special attack.

PRIMARY WEAPONS

Any weapon possessing this special rule must roll two dice for penetration and pick the higher result when making an attack. Note this does not apply to any additional dice rolled because of other special rules such as Armourbane, for example.

In addition, whenever a Primary weapon is affected by a Crew Shaken, Crew Stunned or Weapon Destroyed result, the controlling player must roll a D6. On a result of 1-3 the Primary weapon is affected as normal, but on a 4-6 the damage result has no effect on the Primary Weapon.



976.M37: The Silence of Leyak

All contact is lost with the neighbouring Leyak Sector. Circumstances around this occurrence are sealed under the auspices of the Segmentum Conclave of the Ordo Xenos and are beyond the remit and clearance of this extract. Records from this period show a massive increase in military tithes within the Orpheus Sector, the strengthening of its battlefleet and the further construction of orbital defences on its major worlds. The crippling cost in localised tithes and manpower to sustain this build-up takes a heavy toll on the Orphean worlds. From this time forwards, all colonial missions on the edge of the Veiled Stars are prohibited under pain of death, and a series of worlds on the border of the Orpheus Sector are specifically excluded by Imperial edict from visitation.

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

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

the penitentiary world of Morros Lachrymal is founded to take on the penitents, but the agra-world of Eprus is rendered into a wasteland that will take decades to recover to even a shadow of its former capacity. This is enough to disrupt the fragile web of the sector's commerce and supply, already overburdened and overstretched, and the time hereafter will see famine and pestilence strike many of the Orphean worlds again and again.

715.M38: The Cult Celestarii Rises

Born from the famine and bitterness of the preceding years, a heretical cult known as the Celestarii rises among the nobles and worthies of the sector. While forbidden and persecuted by both the Adeptus Arbites and the Ordo Hereticus, it remains an invidious and sinister presence that cannot be fully stamped out. The cult's tenets are of the falsity of the Imperial Creed and the veneration of a secret race of superior beings which slumber, and who one day will awaken to bring eternal life to their loyal servants and bloody death to their enemies. The cult takes for its sacred relics the numerous xeno-archaeological remains found across the sector and, in secret, carries out cannibalistic rituals and seeks to further the power and enrichment of its inner circle of adherents.

889.M38: The Death of Tlaloc

Garbled distress signals from the outpost on Tlaloc speak of massacre and impenetrable darkness before abruptly being cut off. A squadron despatched from Battlefleet Orpheus finds the world a channel house, spattered with blood and burning ruins. No intact bodies are recovered however and all data storage devices on the world have been obliterated. Whatever event has transpired to destroy its population, it is

RESISTANCES

Psychic Powers: Super-heavy vehicles are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

Entropic Strike: Super-heavy vehicles only suffer the loss of Armour value from attacks with the Entropic Strike rule on a roll of 6 rather than 4+ as would normally be the case.

Haywire Attacks: Instead of using the normal Haywire damage chart, attacks with this special rule only inflict a Glancing hit on a roll of 6 against a Super-heavy vehicle.

DAMAGE CONTROL

At the beginning of any of their turns, the controlling player may announce that a Super-heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (i.e. no moving, shooting or assaulting). This cannot be attempted by a Super-heavy Walker that is engaged in combat with another Super-heavy Walker or a Gargantuan Creature.

The player immediately rolls a D6 for each Structure Point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or remove the effect of the Drive Damaged result, or 'repair' a fully Immobilised Super-heavy vehicle back to being Drive Damaged.

SUPER-HEAVY VEHICLE TYPES

All Super-heavy vehicles belong to one (or more) vehicle type, just like normal vehicles. Super-heavy vehicles can be Open-topped, Fast, Tanks, Skimmers and Walkers. These vehicles follow the rules attached to their vehicle type given in the *Warhammer 40,000* rulebook, with the exceptions as follows for each type:

Super-heavy Fast Vehicles

These vehicles may move at Cruising Speed unlike normal Super-heavy vehicles and make a Flat Out move of 6" (instead of shooting in the Shooting phase).

Super-heavy Tanks

A unit that is tank shocked by a Super-heavy Tank takes its Morale check with an extra -1 to its Leadership value.

Super-heavy Skimmers

Super-heavy Skimmers move as normal Skimmers in terms of speed, and conform to all the listed rules for Skimmers found on page 83 of the *Warhammer 40,000* rulebook. If a Super-heavy Skimmer becomes wrecked due to crashing, roll immediately on the Catastrophic Damage table.

SUPER-HEAVY TRANSPORTS

Some Super-heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (30, for example) and friendly infantry models normally count as a single model (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (see the Bulky and Very Bulky, etc, special rules) in the *Warhammer 40,000* rulebook.

Unless otherwise specified, each access point on a Super-heavy Transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is Open-topped, all transported units may disembark at once.

Passengers onboard a damaged Super-heavy Transport are affected just as described as normal for a transported unit – see page 80 of the *Warhammer 40,000* rulebook, except that should a Super-heavy Transport suffer an Apocalyptic Explosion result on the Catastrophic Damage table it is immediately destroyed, with no saves or invulnerable saves allowed.



THE HORUS HERESY

BOOK ONE - BETRAYAL

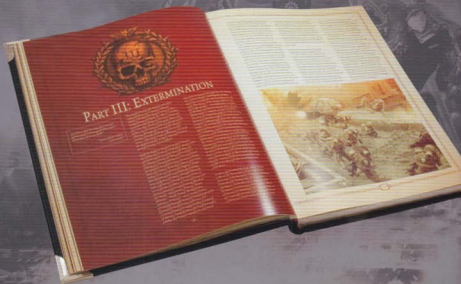


The Horus Heresy Book One - *Betrayal* is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the battle of Isstvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book One - *Betrayal* is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.

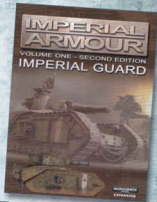


IMPERIAL ARMOUR

IMPERIAL ARMOUR - VOLUME ONE IMPERIAL GUARD - SECOND EDITION

Imperial Armour Volume One - Second Edition: Imperial Guard is a book dedicated to the fighting vehicles of the Imperial Guard, the steel-clad behemoths that rumble and clank their way across the battlefields of the far future, unleashing fire and shell at the enemies of Mankind. Inside this 294 page book, the full panoply of Imperial Guard armoured vehicles are displayed in exhaustive detail, including profiles and rules for over fifty tanks, support vehicles, artillery pieces and super-heavy vehicles, alongside extensive background material on these war machines, their munitions and manufacture.

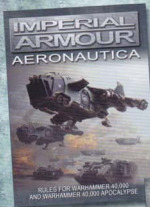
In addition to this wealth of information, *Imperial Armour Volume One - Second Edition* also includes a full army list that allows you to field the sledgehammer of Imperial military might: the Armoured Battle Groups of the Imperial Guard. Alongside this are a selection of appendices presenting detailed information on a variety of topics, from the technical specifications of the ammunition used by the forces of the Imperial Guard, to rules for a number of famous Imperial Guard tank commanders and heroes of the Imperium.



IMPERIAL ARMOUR

IMPERIAL ARMOUR – AERONAUTICA

ADDITIONAL RULES FOR FLYERS IN WARHAMMER 40,000
AND WARHAMMER 40,000 APOCALYPSE



This book provides you with everything you need to use Forge World's range of aircraft and anti-aircraft models in your games of Warhammer 40,000. Included are profiles for thirty-four flyers and thirteen vehicles, from the legendary Thunderhawk Gunship to the ramshackle Ork Flakk Trukk, as well as complete rules for two brand new flying vehicles: the Space Marine Storm Eagle Assault Gunship and the Imperial Navy Avenger Strike Fighter.

In addition to the vehicle data sheets, this book also provides you with the wargear and special rules unique to the terrifying airborne war engines of the 41st Millennium, including rules for using all of these vehicles in massive Apocalypse games.

Alongside these there is also a new campaign, the Scouring of Kerraack, which provides six new missions designed specifically to incorporate aerial combat into your Warhammer 40,000 and Apocalypse battles.



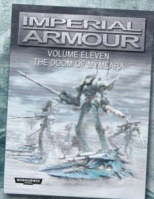
IMPERIAL ARMOUR

IMPERIAL ARMOUR – VOLUME ELEVEN THE DOOM OF MYMEARA

Betals II, part of the galaxy-spanning empire of Mankind, is under attack from three massive Eldar war hosts. Their reasons for attacking the lightly populated ice world are as yet unknown, but Myndoras Odon, Genérál of the Cadian 6th Armoured regiment, is intent on the Eldars' destruction. Wielding the might of three Imperial Guard regiments and joined by Bran Rednaw's Great Company and Titans from the Legio Gryphonicus, the Eldar may soon regret invading Betals II.

Inside this book you will find a detailed account of the incursion by the Eldar of Craftworld Mymeara, Craftworld Alaitoc and its Cousin-kin, and background and rules for all the main protagonists, as well as profiles for new special characters, vehicles, flyers, the colossal Eldar Phantom Titan and a new Eldar Warrior Aspect, the Shadow Spectris.

This volume also contains a complete army list, Eldar Corsair bands representing those of the Eldar who have chosen to abandon the strict disciplined life of the Craftworlds to instead follow the Path of the Outcast, as well as a campaign section, three photocopyable sheets, colour profiles, pictures and background bringing the Battle for Betals II to life.



IMPERIAL ARMOUR

IMPERIAL ARMOUR – THE BADAB WAR

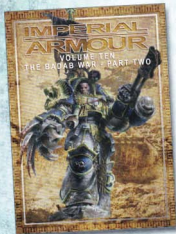
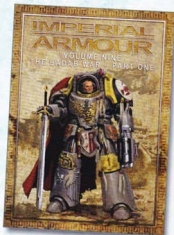
IMPERIAL ARMOUR – VOLUME NINE

THE BADAB WAR - PART ONE

Civil war wracks the Imperium and the Maelstrom Zone is steeped in blood as the pride and ambition of one man, Luftig Huron, Master of the Astral Claws Space Marines and self-styled Tyrant of Badab, turns brother against brother in deadly conflict.

The year is 903.M41 and Luftig Huron declares the secession of his domains from the Imperium, taking with him four entire Chapters of the Adeptus Astartes into rebellion. The scene is set for an epic clash of arms between Space Marines, loyal and secessionist, that will see armies crushed, fleets shattered and entire worlds reduced to lifeless cinders in one of the most dangerous internecine conflicts the Imperium has known in a thousand years.

History will call Luftig Huron a madman and a traitor, and condemn him as a pawn of Chaos or an alien puppet, but history is written by the victors, and in the grim darkness of the far future, the truth is seldom so simple...



IMPERIAL ARMOUR – VOLUME TEN

THE BADAB WAR - PART TWO

Savage war rages throughout the Maelstrom Zone. The pride and ambition of Luftig Huron, the Tyrant of Badab, has plunged a score of worlds into bloodshed and horror, and the Badab Secession has become the most infamous Space Marine civil war of the age. Inside this book, the second volume in Forge World's two-part exploration of the infamous Badab War, you will find for the first time a detailed account of the apocalyptic conclusion of the story of the conflict, and the price the Imperium pays to dethrone the Tyrant it has created.

Also featured are the background and imagery for the Space Marine Chapters who played the most significant part in the Badab War's later stages: the Minotaurs, Executioners, Salamanders, Exorcists, Sons of Medusa, Mantis Warriors, Star Phantoms and the Cercharodons.

This volume also contains a variant Space Marine army list, the Siege Vanguard Assault force, representing the kind of Chapter assault forces used in the cataclysmic final sieges of the war. Alongside this is a new campaign siege special mission, three new Apocalypse formations, nine new special characters for the Space Marine Chapters featured in this book, new ships and fleet lists for Battlefleet Gothic and a phenomenal range of colour profiles, pictures and background.

IMPERIAL ARMOUR

IMPERIAL ARMOUR – MODEL MASTERCLASS

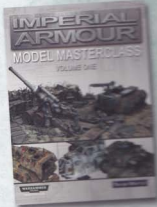
Whether you are building and painting a centrepiece model for your army or constructing a detailed diorama for display, ForgeWorld's Model Masterclass books are packed with innovative techniques for construction and painting to help you create stunning models.

All the techniques are demonstrated in step-by-step detail in extensive construction and painting sections that range from painting tanks to constructing a diorama, to building wargaming scenery and terrain.

VOLUME ONE

Featured in the first volume are construction and painting articles on the Renegade Medusa, Casan Stormwork, Krieg Machine, as well as the 'D-Battery, 45th Artillery Company' diorama, the Typha IV Imperial fortress and the 'Sergeant of War' terrain board.

This book also contains detailed galleries of the Krieg Mechanus Vanguard, 'Marching to the Front' diorama, Krieg Machine diorama, Marauder Destroyer, Marauder Bomber, Thunderbolt, Tau Rampart and the 'Tau Tiger Shark' AUK-1-B.



VOLUME TWO

Inside this second volume are 71 full construction and painting articles on the Chaos Great Brass Scorpion, Crissos Armoured Assault Transport, Renegade Minotaur, Renegade Minotaur, Red Scorpions Land Raider Proteus, 'Blessed Be These Wings' diorama, as well as 'The Road to Kaldor-Novem' and 'Encounter at the Balmaeus Ice Mines' terrain boards.

This book also contains detailed galleries of the Puerto Armoured Assault Launcher, Nurgle Blight Drone, Nurgle Plague Hulk, 'Chaos Raven' Titan, Imperial Raven Titan, Vulture Gunship, Valkyrie Sky Talon, and the Red Scorpions Angstrom Assault Landing Force.



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IMPERIAL ARMOUR

VOLUME TWELVE THE FALL OF ORPHEUS

At the dark reaches of the galaxy an ancient horror wakes. On the edge of the Segmentum Tempestus, the Orpheus Sector has stood as a bulwark against the outer darkness for millennia. Forged in war and preserved by the blood of the Imperium's soldiers, it has stood against the privations of the Orks from without and the treachery of Chaos from within, but the terror that rises to engulf it is beyond anything it has faced before.

From their cold tombs deep beneath dead and forbidden worlds, the Necron Overlords of the ancient Maynarkh Dynasty, tainted by madness and hungry for war, have risen and with them stand the undying machine legions and fearsome war engines of a lost age. Their goal is the conquest of the Orpheus Sector and the extermination of the human vermin that now infest their former domains there. Already, hundreds of worlds have fallen and billions have died before their seemingly unstoppable onslaught, but the Imperium has not been slow to react and a vast Crusade force has been rallied to battle for the Orpheus Sector's heartlands.

The fate of an entire Imperial sector hangs on a knife-edge, but can even the superhuman warriors of the Minotaurs Chapter and the relentless armies of the Death Korps of Krieg stand before the nightmare that has come to Orpheus?

In this book you will find a detailed history of the horrors of the Orphean War and the forces involved. This includes a new variant Necrons army list – The Dark Harvest, representing the forces of the tainted Maynarkh Dynasty alongside new Necron units such as the Canoptek Acanthrites, the Night Shroud Bomber and the mighty Tomb Citadel fortification. Also contained within this book is a new Death Korps of Krieg Assault Brigade army list, and updated background and units for the Minotaurs Chapter of the Space Marines, and rules for numerous Warhammer 40,000 Space Marine units such as the Spartan Heavy Assault Tank, the Storm Eagle Gunship and the Predator Infernus.

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evidenced to have occurred over the course of only a handful of hours. Inquisitor Kusan of the Ordo Xenos pronounces the lack of human remains found as indicating the likely involvement of Eldar Kabalite Corsairs; others within the Inquisition and the Orphean Admiralty do not share his hypothesis. Death-haunted Tlaloc is subjected to permanent quarantine by order of the Lord Commander of the sector.

1982.M39: The Battle of the Gorgon Deep

Battlefleet Orpheus, aided by the forces of the Revilers and Red Seraphs Space Marine Chapters, confronts and eventually defeats a major Ork invasion force in a nineteen week running space battle before it can fully penetrate the sector. The Ork menace is finally curbed when its flagship "Mega-Krozer" is destroyed in a savage boarding action led by a spearhead of Space Marine Terminators. Scattered Ork survivors sink away into the darkness, however, and go on to prove a constant thorn in the side for the Orphean worlds for centuries to come as pirates and raiders, concealing themselves in the debris-systems and turbulent gravitic vortices that border the Deluvian sub-sector.

990-903.M39: The Time of Revolt

For nearly a thousand years the Orpheus Sector has been bled for worsening strife and warfare, torn between contributing more and more arms and manpower to nearby sectors—most recently to fight the endless Haxan wars against the Apostate Heptad and the Eldar Slaughtervane Kabal—and maintaining its own defences. During this period, growing disunity and the constant low-ebb predations of xenos and renegade corsairs at its borders weigh heavily on the sector. The Orpheus Sector's greatest threat of these times, however,

is to come not from the darkness beyond, as had long been feared, but from within its own ranks. Overstretched, the authority of the Sector governor is waning and the last scion of the line of Orpheus has long since died, to be replaced by the House of Laan, distrusted and renowned for their intrigues and excesses. Tensions over tithes and the cost of the ongoing war flare first into campaigns of assassination and vendetta between the tangled web of nobles, governors and chartist captains that rule the sector, but in a short span of years grow into outright open conflict between worlds. The flame of sector-wide civil war is ignited fully when the honour-clans of the Drucilan Cluster overthrow local opposition and declare their secession from the sector, rallying many renegade factions to their cause and fatally undermining the sector's stability.

Elsewhere, threatened by its neighbours, the governing parliament of Amraphel brings in xenos mercenaries to conduct a pre-emptive strike against its rivals by proxy, only to find they have invited a splinter-web of the Khrave into their midst. The foul aliens devour their minds and suborn the planet's rulers to stock their larders, until they are discovered and purged by an Adeptus Ministorum-led uprising.

As civil war and brushfire conflicts spread across the Orpheus Sector, it is soon revealed that the malign hand of Chaos is behind the instigation of the revolt, just as it had been in the nearby Haxan Sector. Imperial Guard regiments are deployed into the region in increasing numbers to bring the sector under control, but find themselves facing foul Daemons and hordes of mutants alongside the rebels, and madness stalks the worlds of Apollyon and Selakhar as they fall entirely under the sway of the Ruinous Powers. The threat of the Arch-enemy serves to unite the other weary and divided worlds of Orpheus like no other could, and soon the battle lines are drawn.

903-922.M39: The Orphean War of Faith

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

Once the unhallowed forces of the Daemon and factions of the Traitor Alpha Legion, Night Lords and Death Mongers Chaos Space Marines are conclusively identified among the rebels, more aid is quickly sought from elsewhere in the Imperium. Further reinforcements in the form of the Angels

Revenant Space Marine Chapter in its entirety, as well as the Adeptus Sororitas Orders of the Valorous Heart and the Black Sepulchre, and a taskforce from the Ordo Malleus of the Inquisition strengthens the Imperial cause, as do countless volunteers from the citizenry of those worlds as yet untrammelled by war, stirred up by Marduk's oratory. So begins the Orphean War of Faith, a bitter conflict that will last for nearly twenty years and see a full fifth of the sector's population slain by its end, and countless more ruined, maimed and displaced.

921.M39: The Bane of Saint Marduk

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

defenders of Colkath with faith and fire, and had succeeded in forcing multiple landing zones on the planet's surface, when Astropathic communication with the besieging Imperial fleet abruptly ceased and the alarm was raised.

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



010-619.M40: The Sector Resurgent

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

Centuries of consolidation and rebuilding are to follow and despite the constant threat posed by raiders from without and insidious conspiracy and cult activity from within, the Orpheus Sector and its far flung worlds prosper again. Its masters and guardians remain ever vigilant, both against known dangers and against the unknown, which has risen up from the darkness time and again leaving a formless shadow of threat in its wake. But as the decades turn once more to centuries and living memory fades, the 'Sleepers of Orpheus'—to use the name coined for them in the whispers of the Amarahite Court—fade into myth and dark legend once more.

319.M40: The Death of Badrok

The forces of the Evil Sunz warboss and infamous raider Badrok Gutgouga, who had unified the Orks of the Shattered Deep and threatened Waaagh!, are cornered and brought to battle at Lysmarchus. By counter-invasion the Orks are encircled and crushed utterly under the tracks of the Imperial Guard's Koenig Armoured regiments, backed up by Orpheus Sector defence forces, in a gruelling seven-month campaign of annihilation. The warboss' broken carcass is later taken to hang from the spire of the Red Cathedral of Amraphel, and the Deluvian sub-sector is given over to great rejoicing.

580-591.M40: The Emperor's Due

In a great muster of armies, the worlds of the Orpheus Sector give up over thirty-nine million fighting men and women, forming new regiments to answer the call of the Great Severan War raging on the border regions between the Segmentum Tempestus and Ultima Segmentum. Few return, but their blessed roll of martyrdoms is enshrined in the graven Basilica Severan on Libethra. As part of this effort, the Morros Lachrymal penitentiary is converted from primarily being a mining facility to the creation and training of penal legion troops for the Imperial Guard.

619.M40: The Decapolis Conspiracy is Uncovered

The hive world of Decapolis has grown over the centuries to the point where its economic output and population exceed

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

Punitive fines and trade and transit restrictions placed on Decapolis and other worlds by a now paranoid Amarah in the aftermath of the purge serve only to increase already-growing hardship in the sector. The exposure of the conspiracy does little to alleviate the unrest it has fuelled on Amarah, which has now taken on a life of its own. Discord and distrust settles like a pall across the sector's major worlds, ending what many historians consider the Orpheus Sector's golden age.

672-990.M41: The Storm Tide

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

689.M41: The Howling Vortex

A violent but localised warp-storm, designated the Howling Vortex by the sector's Navigators, engulfs the region known as the Barren Stars, and in doing so completely cuts off the Morros (achrymal penitentiary world from contact with the rest of the sector. All transmissions and void traffic from the imperial penal colony cease and the fate of the last prison hulk en-route from the Decapolis purges to Morros remains unknown, as does that of Morros' thirteen million prisoners.

744.M41: The Kellerman Murders

A string of murders and thefts at the Kellerman Scholam on Almarah are exposed as part of a wider plot involving the Cult Celestarii regarding research into xenos artefacts recovered from the edge of sector space over several centuries. A fierce gun battle between the Adeptus Arbites and cult members leaves the Scholam as little more than a charred ruin, with the loss of scores of lives. After-action testimony from witnesses yields several reports of a fire-shrouded figure walking through the flames to retrieve several unknown artefacts from the burning complex, seemingly unaffected by the blaze. Forensic examination of the scene is unable to establish which of the Scholam's extensive collection of xeno artefacts were taken rather than simply being incinerated in the fire.

766.M41: The Damnation of the Manticore

The Chartist freighter *Manticore Agirus* is befouled by a warp storm while undertaking passage from Arcantis to Ribasu.

Driven by the storm, it suffers multiple breaches of its Geller field and is assailed by Daemons. The screams and pleas of its crew and some three thousand passengers, along with the whispers and promises of those that devoured them, echo throughout the psychic effluvia of the Capitoline sub-sector for the next several decades.

811.M41: The Warning of the Wayward Son

The badly damaged void dromon *Wayward Son*, once an escort vessel belonging to the petty Rogue Trader Caleb Gilderoy's flotilla, appears at the outer reaches of the Adeptus Mechanicus outpost's defence perimeter at Harrow Watch. Garbled communications from the ship's crew claim it has suffered severe damage from hostile xenos action and also contains incoherent warnings about Gilderoy's expedition encountering a 'terror' from beyond space which destroyed the Rogue Trader's flotilla, ending in pleadings of immediate sanctuary for the stricken ship. The *Wayward Son* has no clearance to enter Harrow Watch's exclusion zone, and when the ship refuses to turn back, it is fired upon and destroyed as a potential threat. Small amounts of wreckage are collected and placed under strict quarantine conditions for examination.

819.M41: The Shadow of the Beggar King

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



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

990.M41: The Dying Stars

The violent Warp turbulence that has held sway across the western division of the Orpheus Sector for more than three hundred standard years is rapidly and suddenly extinguished

by a shockwave in the Immaterium, leaving only the Howling Vortex remaining. The violent Empyrean squall sees scores of vessels caught in its path either thrown far off course or simply smashed to flinders. All across the sector, Astropaths, psykers and witches are subjected to sudden and inexplicable deaths or are hopelessly mind-burned. Reports of mass hysteria, unexplained murders, disappearances and mania increase exponentially across the worlds of the Cold Veil and the Drucilian sub-sector. The Ordo Malleus of Conclave Orpheus, based on Apollyon, issues an order for maximum vigilance to all Imperial authorities, believing the Warp disturbance and its attendant phenomena are but a precursor to a major daemonic incursion into the sector.

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

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



Hasty of the Thetis
through the Warp

Warp coordinates: Delta-Epsilon, 31
L-Alpha, Gamma, Delta, 18
112° North, 100° West, 100° East
112° North, 100° West, 100° East
112° North, 100° West, 100° East



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



- (i) "...Conditions in the Warp have made our progress far slower than usual, our Navigator insists that she has never known this region of the Emphyrean so becalmed of current or eddy that we might use to speed our passage. As matters stand we are now three weeks out of Epirus by the ships chronograph, and yet have not reached the primary channel to the Hesod Nebula as we might have expected to in a third this period. Astropathic communication remains elusive at best, and already contact with Battlefleet Command at Amaranth is proving difficult, while traffic with our frontier stations is all but untenable, with mere fragmentary allegories and images, some echo-ghost signals, all that can be detected..."
- (ii) "...Notation of course change appended. We are now making best speed to Bessarion on the nebula's border, having received an emergency astropathic distress signal that the colony is under sustained aggression by xenos marauder forces and is hard pressed. Destroyer squadron Ajax-three has also signalled its response and, Emperor willing, we shall catch the alien filth before they flee into the darkness..."
- (iii) "...glorious victory! The Eldar corsair vessels were engaged and several destroyed in action, caught wallowing in the planet's gravity rather than fleeing as is their normal wont. Several made to engage us while their transports made away, but were no match for a warship of the Lunar Class such as we...It is marked, however, that these perfidious filth lingered in their attack on Bessarion in a manner I have seldom encountered with them...reports from the planet's surface would portray them diligently stripping the colony of every living soul, provision and chattel they could hunt out and carrying it off, as if in dire need of provender..."
- (iv) "...six sidereal days out of Bessarion in pursuit of Aetheric trace of damaged corsair vessel...closing on suspected auspex signal in the lifeless Hex-Lul-344-5 system...some worse fate than the Emperor's vengeance found them, the milder ship had been crippled and boarded, weapon



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SUBSTRATE EXTRACTION.

Route of the Thetis through the Warp

[illegible]

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

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

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



NIGHTMARE WAKES 3806991.M41

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

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

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

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

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

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

The Silence Rent 3806991.M41

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

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

Pulsing like beacons these fountainheads of power spilled off howling gales of radiation and charged particle storms that seemed free to transcend the gulfs of distance between stars in mere moments. These flaring storms of energy danced like static discharge along Warp routes and clung in ghostly cold fire to the hulls of ships. The seething electromagnetic contagion they brought with them whispered in unknown tongues that invaded vox channels and supposedly sealed and secure communications webs, the fading echoes of agonised screams following in their wake. With it one phrase in Imperial Gothic repeated again and again, "Maynarkh comes".

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

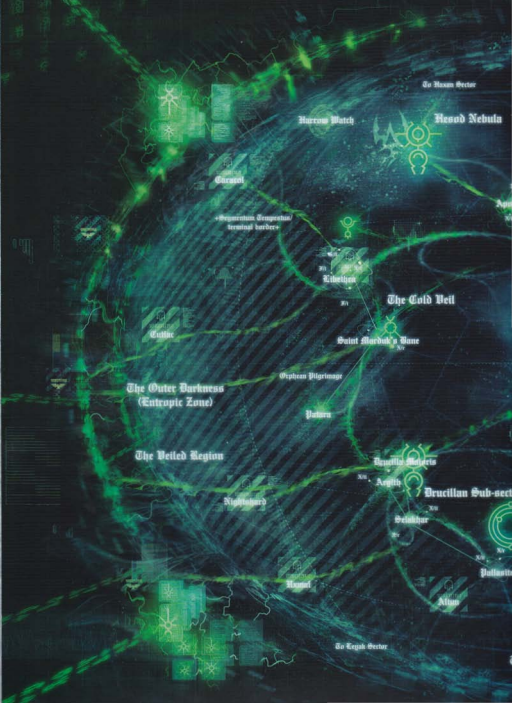
As the news spread and the vox networks of a dozen worlds continued to intermittently tumble and swirl with strange flickering symbols and echoing cries of pain, fear spread; rioting and outbreaks of mass hysteria catching like brushfires on Midwinter and Amraphel, bringing them near the point of civil collapse as the forces of order and Imperial rule fought brutally to curb the rising tide of anarchy. Help however was now at last on the way as a forerunner taskforce of warships and troop barques from the Eurydice Sector was known to be inbound, but the hope this offered was too little and too late. Much of what remained of the Orpheus Sector was near on its knees and the rest riven by terror even before the second wave of the invasion began.

The Last Broadcast 4917991.M41

On Drucilla Majoris, hive world of six billion souls, capital of the Drucilian sub-sector and one of the key worlds of the Orpheus Sector, the sun failed to rise. All contact with local fleet vessels was abruptly lost and the fading vox traffic broadcast by the Astropathic relay nearby spoke of a killing cold settling upon the hive world, while strange basalt obelisks and jagged pyramids of blackly glittering metal erupted from the surface of the dying planet. In the wake of this catastrophe, fresh calls for aid and emergency reports from unknown ships began to be heard from across the central portion of the Orpheus Sector as the terror spread.

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





To Haxan Sector

Harrow Watch

Heresed Nebula

Corasol

Deposition Tempetus/
terminal harbors

Elthethan

The Cold Veil

Saint Marduk's Bone

Uthlar

Orphean Pilgrimage

Polara

The Outer Darkness
(Entropic Zone)

The Veiled Region

Drucillian Sub-sector

Arqth

Drucillian Sub-sector

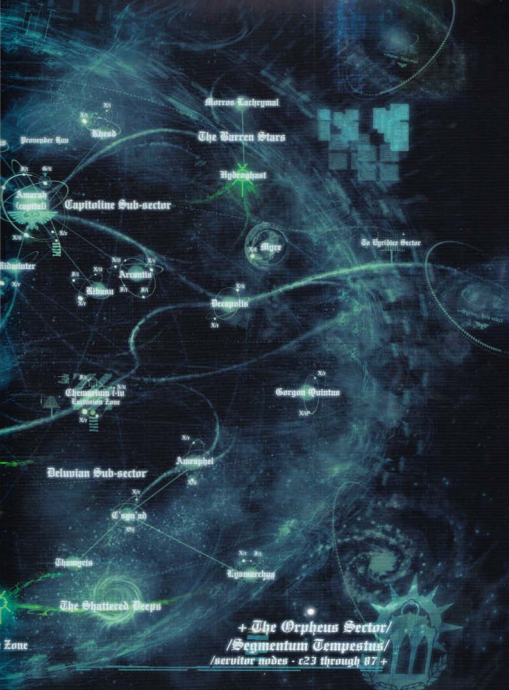
Nightmar

Drucillian

Drucillian

Atlan

To Keph Sector



Horror Lachrymal

The Warren Stars

Hydroblast

Profounder Run

Shield

Amara
(capital)

Capitoline Sub-sector

Winter

Arcadia

Silvan

Decapolis

On Hybridar Vector

Chambers 1-10
Explosion Zone

Gargon Quintus

Deluvian Sub-sector

Auraphel

Chambers

Chambers

The Shattered Deep

Zone

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



The Fate of the Angels Revenant

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

Such scattered and fragmentary evidence that has been uncovered about their final hour suggests unsurprisingly that they fought to the last against the overwhelming forces unleashed against them, the Libethra system being found littered with the radiation-ghosts of deadly void combat and spreading clouds of micro-wreckage. Furthermore, the ancient hull of at least one of the vast Necron tomb ships that were later sighted above Amarah held fresh scars consistent with the unique signature of Space Marine bombardment cannon strikes at extreme close range. Indeed it may be the case that such was the resistance the Angels Revenant put up that the invaders resorted to breaking through Libethra's crust and unleashing the planet's molten core to seal their fate conclusively.

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

+++ See scaled file reference +++
+++ Ribasu Incident +++
+++ Case Omega Vermillion +++



THE ANGELS REVENANT CHAPTER

Battle-brother Nerio Marival
Tactical Squad Bravo, 3rd Company,
Angels Revenant Chapter

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

Chapter Wargear

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

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

2. Angels Revenant Chapter Icon: Common Armorial use.

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

4. Ultima Pattern Bolt Pistol: Standard Chapter issue.





*** Testimony of Specialist 2nd Class Jobrell Staltman [0123-AM-34/r/90/234] - 9th Amarah Protectorate Legion, 6th Brigade, Lambda Company, Amarah Planetary Defence Force***

** Annotations: Testimony given under Level 3 Neocortical Stimulus and Chirurgie Grace**

** Interrogator: Master Silas Bolt, Ordo Xenos, Xeno-Conclave of Eurydice**

** Truthsayer: Raducine Cantos, Sanctioned Psyker Tertio Grade, Ordo Xenos, Xeno-Conclave of Eurydice**

** Testimony Begins**

"My unit had been deployed as part of the defence of Saint Malabar junction, which was one of the primary transit terminus on the western out-hive plain, some twenty Kilo... sorry, kilometres from the city wall... like a lot of the regulars with combat experience, they'd made me brevet sergeant of one of the freshly raised levy militia squads. The militia were fresh, but they were good lads—day-labourers and rake-men mainly—built like bull gox and used to taking orders. We were well fitted out too, new Gryphonine pattern laguns with two spare charge packs a man, and a tripod autocannon for each rifle section."

[Interrogator] - Describe your position before the attack.

"The junction? It was a service and cargo transfer area, made up of six mag-lev lines and three major arteria roadways passing through a hub. Aside from that there were crawler-handling bays, repair slips, the proctor's control tower, and a couple of refuelling stations. There were underground promethium fuel tanks and generators as well I think, but I never saw those."

My section had a fortified overpass looking eastwards towards New Vassburg City to defend and we were dug in. All-in-all the junction had, maybe, a full demi-company, six to eight hundred men with PDF light armour support on the line. Control had positioned detachments of sabre platoons for air defence and there were batteries of Basilisks covering the roadways. We had a strong position and sermons from the basilica had been carried over the address vox all day so morale was high, we weren't... weren't afraid. The Emperor protects."

[Interrogator] - Were you aware of the nature of the foe?

"Aware... aware... no, just that they were xenos scum. There were rumours, but just barrack room talk... the truth... inhuman... monsters... invaders."

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

[Interrogator] - How did the attack begin?

"I'm not sure precisely when, but from about 1700 standard the command vox started to get real active with coded transmissions. Then, all at once, everything seemed to become still, the wind coming off the dust plains just fell away and you could hear the man next to you breathing all of a sudden. Everybody knew something was about to happen. Then it started to get well... get dark... It was fire season and it should have stayed light for another two or three hours, and you just felt... cold somehow."

I got hold of myself and got the squad to disable their safeties and start the Prayer of Munitions Blessing, but we got no further than the first canto when all hell broke loose—the big city defence laser towers opened up and it was like the sky caught fire—the noise of the air screaming as it burned, I'd never heard anything like it. We were all fumbling to pull down our photo-voxers against the flashes, but all you could see were the bars of light blinding you."

Then... Then the alarm klaxons went off, the call to arms as if we hadn't guessed ourselves. You could hear them echoing for kilometres around between the blasts. The bulkhead doors slammed shut behind us and the tanks started revving up below. We couldn't hear them over the din, but you could feel the tremor through the 'crete.

The barrage must have gone on for six, maybe seven minutes, the sky was hoisting black now, and the towers just kept on pouring our blast after blast. Then there were these eerie flashes of lightning, green and red like I'd never seen before, high up, faster and faster they came, and I didn't know why but it reminded me of a beating heart, a hideous beating... heart."

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

"There was a vivid white flash over in the city, brighter even than before, and I thought at first one of the gun towers had overheated and blown. But then... one of the great shard-spires of the city, sky-raker high... it just started to topple, so slowly... it didn't even seem real... We could see over the lip of the city wall that it hit a dozen high-stack hab blocks and clipped the edge of the basilica as it came down, and they all just came apart like they were made of sand.

I don't know, can't imagine how many it killed as it fell, but we felt it slam into the ground before we heard it—it shook us like a quake and we must have been thirty or forty kilometres away, and then grey dust came up like a shroud and stole the city from sight, save the las-flare coming through it like ghost light.

We were all just staring at it, just couldn't believe what we seeing was real, it took the junction's air raid siren winding up to snap us out of it and look up. They were just black shapes at first, rolling and falling out of the storm. I thought they were wreckage, they were slicing down so fast. I had never seen aircraft manoeuvre like that, and it wasn't until they started to peel off in groups and opened fire I realised they were attack ships.

They were all over us in moments. They were everywhere, they blurred past and the air screamed around them, lightning following in their wake, burning men up, blasting craters in the ferrocrete. It was murder, just murder, the sabres didn't have a chance, there must have been a dozen of them for every flak gun we had."

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

"I don't know, they moved so fast. They were disk or perhaps crescent-shaped, I think, burned-steel and bronze coloured, with lights inside them that were green and crimson. Oh Emperor, their lightning hit my squad and a dozen of the men were thrown up in the air, jerking like marionettes as they burned up, just grease and ash as they hit the ground.

Some of them, the alien ships, they had heavy beams of some kind as well, I could see them sweep down across the roadways—they sliced through everything: tanks, men, just cut through them like they were nothing, I'd never seen anything like it. One sliced through the mag-lev line in a single pass—the support struts must have been six metres thick—and the whole lot came down and broke apart, crushed the eastern defence line and set one of the chem tanks burning. Between the dust and the smoke we couldn't see a damn thing except for the lightning flashes everywhere, that and the xenos screaming past, it was a nightmare."

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

"I... I had the men just take cover as best they could, wait out the worst of it, conserve ammo, stay alive... I'm not sure how long the air raid lasted, but when the smoke cleared some I could see the whole junction was in a mess. I don't know, forty or fifty per cent casualties maybe. There were bodies and ash-piles of what used to be bodies everywhere... the roadways were ripped to shreds, craters and fires. Wreckage wherever you looked... I could see what had been one of the company's Leman Russ down below us—it had just been melted away on one side and was still glowing like hot coals, like someone had taken a cutting torch to a wax effigy of a tank.

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

We didn't see them at first. We couldn't see anything past a kilometre or so towards the hive. It was just a wall of dust and smoke, and thunder rolling in it, like a hundred storms played out at once. Our mortars opened fire, and a couple of Basilisks that had survived the raid pulled out to firing positions and started heaving shells down-range as fast as they could, but the smoke was so thick we couldn't even see the shell flashes. I had every fit body up on the overpass wall ready, I had never been so afraid but I... I didn't let the lads see it, but I wanted to run, Emperor Protect! I just wanted to run! Then the sound... a beat... thudding, relentless... getting louder... I knew, I knew what it was right away, we all did, but I didn't want to believe..."

++ Maximum Recommended Dosage of Alchemy-neural Modification Reached: Subject Bio-physical Distress Extreme: Likelihood of Imminent Termination 57%++



[Interrogator] - What was the sound?

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

[Interrogator] - What was the sound? Answer!

"Death! Walking death! Save us, there were so many! Army of the dead, metal spectres, burning darkness, cold, they just kept coming out of the smoke, one foot after the other, they didn't run, just shambled forward, blank skull faces, glowing eyes. Shapes behind them, barges on the rivers of blood, funeral shadows, black angels coming for me..."

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

"What? Yes, yes... Sir! The whole roadway lit up with las fire, there were so many, you couldn't miss. We hit them with everything: autocannon shells, mortar bombs, stubber rounds, but it did no good. They just kept coming, like they were walking into a hailstorm. We blew them apart, but they didn't stop; you could see the bodies dragging themselves forward, reassembling themselves.

They got in close, close enough to see those cold eyes, and then stopped all at once, just stopped and raised their guns and there was a moment, just a moment where everything froze and then that noise when they fired, like a hundred silent screams. The death light washed over us and everything came apart to dust. The trooper next to me... Hax was his name, Hax? The death light took him and ate him away to rags and bones, just rags and bones. The overpass, it bucked and twisted like it was turning to water and I was falling... I can't remember... dark... hurts... Oh Emperor, it hurts!"

++ Subject has Suffered Major Cardiac Seizure: Biological Heart Temporarily Bypassed: Questioning Resumed after Three Hour Rest Period++

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

"I was... under the dust and ash when I came round, half buried, I couldn't believe I was still alive... Blood in pools like rain water... rubble, and fires burning wherever you looked, broken bits of men and machinery strewn all around. The junction complex was gone, and what was left looked like a shattered tombstone. I hurt... my shoulder was broken I think, my hand smashed up but I knew I couldn't stay there, with the dead, I had to... I had to get out.

I don't know how long it took me to get up, get going, ten minutes, an hour! It was full dark by then, all you could see were the fires burning, strange flashes of light high up in the sky like green lightning. But you could still hear the battle—our guns thundering, the howl of theirs firing—but it had moved on, away. I made a sling for my arm from a torn gun strap and headed off north away from the city, tried to follow the downed mag-lev line, use it for cover.

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

I heard engines roaring overhead and I thought they'd found me, but they were ours—a wing of Thunderbolts with their bomb pylons empty—that's when I knew we must still be in the fight... stupid... stupid. I was looking up at them heading north, afterburner-flare burning in the dark, I didn't see what was in front of me... the crater, the pit. I fell, tumbled, hit my shoulder, I screamed, Emperor how I screamed, I couldn't stop myself..."

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



THE MAYNARKH RISE
FROM THEIR DREAD SLUMBER

THE FALL OF ORPHEUS
HAS BEGUN

"The pit, I was in the pit with the dead. I had to get out... spiders or beetles, something, metal bodies slicked with blood, and burning eyes. They were all over the pit, jerking the dead around like puppets, cutting them up, rendering them down like butcher's carcasses. Las pistol... I had a las pistol in my hand from somewhere, I fired at the glowing eyes, at the horrible wet scratching sounds—they were everywhere—I fired until it was empty, trying to get out. One of the beetle-things fastened round my boot but I kicked it off... Emperor protect me! I scrambled up the side of the pit. I didn't see... see him until I'd reached the edge, but he'd been watching me... watching the whole time... no... you can't make me..."

[Interrogator] - Who, Staltman! Who was watching you?

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

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

"The lord... the lord of death... machine but not a machine... standing there in his dark shroud with a great black glaive in his hand, the fire glittering on his crimson armour, so old, so very old. His skull mask was looking down at me and I could feel the hate rolling off him in waves, the contempt... I was beneath him, too small a thing to trouble with killing... I wanted to scream, to vomit, to throw myself down and beg to die... but I ran again, ran like a frightened animal. I think I went mad then... for a time.

The guns, I could hear the guns out in the darkness, see the muzzle flashes... our guns—that was the next thing I remembered, the next time my thoughts worked again... our guns... our lines... the living... not the dead. I had to get to them. I didn't care if I was struck down, the death light, the lightning, even my own side putting a las bolt through me... anything was better than the pit and... him... anything!

I clambered over a crest of rubble and half-fell again down to a roadway track. The battle was all round me, all at once. I'd found our lines but was caught between them and the enemy. Our armoured fist squads were getting blown all to hell but holding the line, just barely. Out in the dark there were huge spider-shapes, monsters as tall as battle tanks, a dozen of them coming out of the smoke, blasting our Chimeras to slag with meltas—or something like them.

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

The heat, the noise... too much... my legs gave way, I think I was hit, couldn't feel anything. I went down, between the lines. The spiders... I could see them, not monsters... fighting machines, they were up high controlling them... the cold dead, the soulless ones... the Necrons."

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

"I knew I was dead then, the eyes of the beast above me, the reek of hot metal and blood all round me. But the angels came... the Emperor's angels of gold and bronze, the giants... smote the beasts and cast them down, just as promised... came for me... He protects."

** Subject Terminated. Complete Neural Degradation Occurring. Nervous System in Full Collapse. Further Resuscitation or Reanimation Impossible.**

** Specialist 2nd Class Jobell Staltman recovered in critical condition from battle zone grid ref 234/456/771 - Northern Sector, outlying districts of Vauxburg Hive during the Minotaur Chapter Counter-assault Intendiction.** Only survivor of inner defensive deployment forces recovered in warzone.** Owing to importance of survivor account was removed under priority order authority of Ordo Xenos during the retreat from Amarash.**

** Testimony Ends**



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

NECRON OVERLORD

+++ Information Clearance Ordo Xenos Umbra-VB-Omicron+++
+++ Alien Technology 'Necrontry' collation/presumptive
— Magnus Tarrant — Adeptus Mechanicus Emissary
Bionologist++

The Necron Overlord represents the supreme ruling class of the Necron machine-sensiform on the battlefield. Acting in turn both as warlords, leading from the front lines of combat, and as field marshals, directing their phalanxes of Necron warriors and war machines with exacting precision, they represent both the strategic mind and the motivating force of the Necron invaders.

In every major warzone and conflict of the Orphean War, Necron Overlords have been encountered, and by diligent sifting of after-action reports, mortis-cortical transcripts and cogitator analysis by the Ordo Xenos, it has been possible to positively identify at least thirteen unique individuals of the rank operating in the Orphean theatre, with the strong implication of greater numbers than this in actuality. All Necron Overlords (as with other types that have been identified by Imperial xeno-scholars as belonging to their complex ruling caste) are believed to fall within the bounds of distinct dynastic structures and identifiable 'houses' — powerful military and territorial factions within the Necron race.

Each Necron Overlord then is a towering spectre of death grown in metal, eternal, indefatigable and utterly deadly. Just as each Overlord displays an idiosyncratic 'personality' and style of warfare in battle — which, however alien to the human observer, clearly operates on an order of magnitude far above the rank and file of the Necrons under its rule — so each distinct dynasty also displays an observable preference to a certain style of warfare. In the case of the Orphean War, the principal ruling dynasty of the Necron invasion forces was self-identified as the Maynarkh. At Amarah and several other warzones, the Maynarkh Dynasty's Overlords were seen to display a directly aggressive strategy, preferring to attack at close quarters, and directing their forces from the front lines, favouring continuous attacking waves with co-ordinated close air support, and concentrated spearheads of war-constructs used so as to isolate and destroy any pocket of strong resistance when identified.

1. Necron Exoskeleton

The materials and construction of the Necron Overlord's armoured robotic frame are currently beyond the comprehension and lore of the Adeptus Mechanicus or the Ordo Xenos to understand. Postulations by various authorities ascribe it to be, in part, the work of pure molecular synthesis and fabrication using non-Euclidian principles of elemental geometry and fabrication outside the realms of Imperial science past or present. Various functions and capacities have been ascribed to it, including durability that equals and, in the case of some individuals, far exceeds that of the composite ceramite armour of the Adeptus Astartes, and may



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

2. Resurrection Orb

So entitled by the Adeptus Mechanicus for their observed ability to further amplify the regenerative and reanimatory systems of nearby Necrons, including the Lord or Overlord carrying it, the resurrection orb is a powerful electromagnetic/temporal wave manipulator whose function, as with much of Necron technology, lies beyond Imperial understanding. These strange devices, as observed, have only been seen in the hands of ruling class Necrons and their use is far from universal. This has led to the supposition that, even for the Necrons themselves, these devices may be difficult to construct and complex to use, requiring considerable concentration and perhaps force of will from the operator in order for it to correctly function on the battlefield.

3. Necron Warscythe

Favoured by many Necron ruling class machine-sensiforms, as well as factions of 'elite' Necron troops, these weapons, designated as 'Warscythes', are among the most deadly personal arms ever encountered by the Imperium in battle. Taking the shape of large (two to three metres) long polearms, they appear to incorporate an amplified destructive energy field analogous to the molecular disruption effect of Imperial power weapons, but operating on a far higher order of magnitude. This is used in conjunction with the weapon's fractal-edged blades which appear to 'phase' through solid matter, catastrophically displacing it at a sub-atomic level. The resulting weapon is one to which no form of known defence provides certain protection and against which conventional personal and vehicle armour is utterly ineffective.

THE BATTLE OF AMARAH

He that witnesses the face of the enemy sees only his death, he that hears the words of the enemy hear'est only lies, but he that know'eth the heart of the enemy, hath the wisdom to slay'eth all before him in their measure."

*-The Sermons of Saint Marduk
Cantos 12-84*

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

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

- Inquis Ha'Vass

3964992.M41 The Eve of Destruction

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

At Amarah, under the oversight of Sector Commander and Governor-general Calibron Laan and his military council, all forces that could be availed upon were concentrated and rallied with haste, none knowing just how long this pause in the attack would continue. As time wore on and no attack came, Laan's growing paranoia and seeming instability—at the time unknown in its particular cause—weighed heavily in the battle plans and dispositions of force that were enacted

in Amarah's defence. The out-of-sector reinforcements that now began to arrive in response to Laan's calls for help were largely channelled directly to the build-up at Amarah. Other local units from the worlds of the Arcantis Cluster and eastern portions of the sector, as yet untouched by the war, were stripped wholesale from their defensive positions and likewise redirected to Amarah, weakening the protection of their home worlds; an act which damaged greatly morale and planetary political stability, leading to outright mutiny on several occasions which needed to be brutally dealt with by the Commissariat. Within a quarter-span of a standard year the forces arrayed at Amarah had grown to colossal proportions, with over nineteen million Imperial Guardsmen in place, with perhaps ten times that amount of reservists and militia raised under emergency edict and armed and equipped with the Cadian pattern to the strictest provisions of the Departamento Munitorum. Foremost among the off-world Imperial Guard formations in martial power, and one of the last contingents to arrive in-system, were two million troops drawn from the Death Korps of Krieg, spearheaded by the veteran 17th Line Korps under the command of Marshal Karis Venner.

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

MILITARIS TEMPESTUS BATTLE GROUP 'SALVATION'

Reinforcements Deployed – Amarah System 0364992.M41

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

En Route/Responding – Amarah System

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

+++ Secret File Addendum /// The Amarah Gambit Preliminary Commentary +++
+++ Incorporating evidence from the documentary archives of Lord Inquisitor Hiram Ntshona +++
+++ Released post-mortem to the Conclave of Eurydice +++
+++ The seal of Scarman Ha'Vass +++
+++ Inquisitor Ordo Xenos +++

It is only in the light of documentary evidence obtained by this conclave's investigation into the conduct of the late Lord Inquisitor Hiram Ntshona, that some of the truth behind the fate of Amarah, and indeed the fall of the Orphean Sector, can now be ascertained. That Ntshona had been an esteemed and rightly lauded Daemonhunter for nigh-on two centuries and was of unimpeachable record, I do not contest. What seems an unavoidable conclusion, however, is that in this last trial, the venerable man himself allowed his own fears and paranoia to undo him, and saw the monstrous invasion that befell the Orpheus Sector not for the deadly xenos incursion it was, but instead as a ploy in the schemes of the Daemon and the Heretic, a mere preamble for a greater threat that was to come. In so erring, intelligence of vital importance was not given its proper import nor was it passed on by Ntshona to the servants of the Ordo Xenos where its full meaning and value could have been gleaned. It has been the Imperium that has paid the butcher's bill for Ntshona's failure.

In case of point was his handling of Calibron Laan's descent into madness at Ntshona's misinterpretation of its cause. Following the beginning of what we now know to have been the Necron assault on the sector, Laan became plagued with a series of increasingly vivid nightmares in which he found himself seated at a great feasting table surrounded by terrifying deathly figures Laan himself describes as being "...masked in bone and gilded steel, and clad in the golden and darkly jewelled raiment of barbarous and alien kings and princes". Set before them is an opulent service of platters and dishes on which lay alternately grey dust, glowing cinders, and raw and bloody meat. At the head of the table is a vast enthroned figure "more terrible than the rest, so fearful I knew my heart would fail if I looked directly upon him".

In this horrific company Laan found himself trapped and bidden to eat the strange meal while the deathly court looked on, all watching him in malignant silence save one, draped in raw skins that ravened at the unholy banquet, smearing bloody chunks of flesh into its twisted mask it could not eat and drenching itself with flagons of steaming blood it could not drink. When, in the dream, Laan could not stand any more of this horror and cried out to be let go, a hooded and shrouded figure appeared at his back and whispered to him, "These are the worlds that were once ours, the worlds that you trespassed upon and are now ours again. The worlds on which we have risen have been already cleansed. The worlds where we once walked we shall now walk again. As the rites demand you are given a cycle of the pale stars to prepare yourself for extermination, Maymarkh comes and the banquet shall be served again".

Ntshona interpreted these recurrent dreams as the lies of Daemons, insinuated into Laan's sleeping mind and a treacherous prophecy designed to sow panic and deceive the Imperial forces as to the timing and location of a future assault. Ironically in hindsight, and given the nature of the wider Necron threat to the Imperium as is even now only being fully understood by our own Order, everything Laan was told, so far as his mind could comprehend, was quite likely the literal truth. Cross-referencing Laan's case with those reported elsewhere by Inquisitors Boas, Straker and Valeria, it is likely that Laan, despite being Imperial Commander and surrounded by such protections as that office brings, was abducted covertly and treated as the head of the forces opposing the Necrons in the region; an experience so malign it damaged his mind in such a fashion that the trauma of it caused his consciousness to block it out.

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





++ Matan (Amarah 30) ++

++ Kaphon (Amarah 333) ++

++ Amarah Prime C

++ Aerie (Amarah 3) ++

++ Amarah Prime Warzone ++

++ Amarah Star System: Ref - Battle of Amarah ++

++ Ref: The Orphean Salvation Campaign ++

++ Long Range Auspex Sweep Scan Source/Battleship Arica Dominus -

Post-bellum Cogitator Augmentation - Ordo Xenos Conclave of Eurydice -

Classified Militaris Omega-five ++

++ Necron Incursion - New Vasbury Blue Region
(Dynasty Ident: Ordo Xenos 'Magnarith'
Casualties Total Est. 20,000,000) ++

++ pol - 22/16 ++

++ pol - 22/3 ++

++ Eastern Continental Necron Incursion
(Imperial Forces Extirminated,
Necron Dominance Total) ++

++ Karaleis Industrial Region
(Death Korps of Kary 17th Flotilla
Korps: Resistance Total) ++

++ pol - 22/15 ++

++ pol - 22/11 ++

++ Primary Storm Zone:
Blue Calloushern (Aetheric And
Electromagnetic Disruption Reubers
Further Observation Impossible,
Casualties Unknown) ++

++ Tabric Ash Waste (Minotaur Chapter
Landing Zone, Imperial Control
Uncontested) ++

++ Moroccan Pentonside (Imperial Guard
Mastering Zone, Casualties Estimated
89% - 1,120,000 Approx. Estimated
Dead From Orbital Bombardment) ++

++ pol - 22/6 ++

++ pol - 22/8 ++

++ Damsrad Star Port:
(Main Orbital Transfer/Interface
Point, Completely Under Invader
Control) ++

++ Sinaris Sub-Hives (Resistance Minor,
Necron Invasion Uncontested, Casualties
Unknown) ++

++ Amarah Prime ++

++ Time Ref 234/23 Local 3976992.M41 ++

++ Fatality Rating: Omega-12307
and rising ++



As the silence of the invaders drew out and time passed, the rush to defend Amarah seemed no longer so pressing and calls for more immediate action to meet the enemy's forces became common, but Laan and his council remained adamant. An absolute moratorium was imposed on any attempt to counter-attack into the lost regions of Orphean space, or even conduct reconnaissance in force to ascertain if Imperial survivors still fought on isolated and alone or even to spy enemy movements and strength. A dark veil had been drawn across the sector's lost worlds which Laan and his confidants seemed loath to disturb.

3970992.M41 The Black Fleet

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

The vast Imperial battlefleet on-station further out at the fleet anchorage at Laymon (Amarah III), posted at what conventional wisdom dictated was the optimum location to best intercept ships translating into the system from the Warp, quickly brought back-up systems and optical surveyors online to view the destruction. They found to their horror the image of a black fleet of unknown vessels silhouetted against the burning death-throes of the battle station, the ships travelling at such near impossible speeds they were in range of Amarah Prime in moments, and there was nothing that could be done to stop them, nor even time to give a warning. The enemy had appeared within the walls.

As the fleet raised its mighty engines from their idling slumber, a process that would take time that Amarah Prime could ill afford, the Arica Dominus and her sister ships were forced to watch impotently as flashes of golden and emerald light flickered around Amarah as orbital minefields and weapons platforms were swept aside by the black scythe blade and spear-like shapes of the alien invaders. Systematically, Amarah Prime was stripped of the defences that so much blood, treasure and time had forged, and Sentinel-2 then Sentinel-1—each a battle station with the firepower of an entire cruiser squadron in its own right—were blasted into a pyre of burning wreckage and left to hang like fiery omens in Amarah Prime's night sky. The capital world of the Orpheus Sector lay open for attack.



3971992.M41 Planetfall

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

Elsewhere the hive city of New Vassburg, the largest of Amarah Prime's arcologies, was to be destroyed from the air as the sleek shapes of Doom Scythe and Night Shroud class attack ships fell upon it from the storm-wracked skies above. The antimatter bombs released as lightless-black containment spheres by the Night Shrouds shattered on contact with their



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

Beyond the cities that were the invaders' primary targets, military outposts were also soon attacked by the relentless Necron invaders. The foremost of these, the polar Bastion Militaris, a lynchpin of the planet's defences, was suddenly besieged by a phalanx of hulking war machines that hovered soundlessly over the ice flows. Seemingly unstoppable by shot and shell they closed in relentlessly, tearing apart the mountain holdfast with lashing blasts of energy and unleashed waves of seismic force that brought down the

granite faces of the fortress' curtain walls as if they were made of sand. The kilometres of prefabricated barrack-blocks on the Marcovan Peninsula, built to house nearly a million Guardsmen, were simply annihilated from existence, blazing lambent shafts of light descending from orbit and leaving nothing but fine white ash and fused silica glass where once a vast army had stood rallying for war.

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



nothing could hope to survive. Even as rank upon rank were blasted apart and shattered warriors were sent spinning into fragments, more took their place and yet more still dragged themselves up from the broken ground and began to re-assemble themselves to haul their metal bodies forward again. The Tekarn, seeing with horror that their fury was doing no more than holding the tide back, could not relent their barrage and kept firing until their cannon barrels began to glow dull red with heat as shells were brought up with back-breaking haste to feed the guns. A savage stalemate of sorts had been achieved. It was one the Tekarn officers knew they could not sustain long, but little did they know they would not get the chance to see how far their determination and munitions could last against so implacable a foe.

For the valiant guardsmen of Tekarn, death came from both above and below. Testimony from the single survivor of the

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



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

Krieg

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

When the onslaught came, this foresight saw the Line Korps survive almost unscathed by the initial attack and once the firestorm had passed, they emerged from their improvised bunkers in their tens of thousands into the smoking ruins, resolute in their determination to drive back the invaders. The Death Korps first dispersed into the wreckage of the industrial plain, sweeping methodically across the shattered ground, engaging the enemy, linking up with other Imperial survivor groups and recovering armour and munitions wherever they could be found. It was Marshal Venner of the Death Korps who took charge of the battlefield at this point, ordering the execution of several senior officers of the Orphean Guard he considered had failed in their duties and

offering others the chance for glorious martyrdom in the front lines. Venner's command quickly grew to encompass over two hundred thousand Guardsmen as well as a dozen scratch-built squadrons of attack aircraft formed from a score of decimated formations, now dispersed into smaller groups for their protection and using cleared roadway concourses designed for macro-crawlers as airstrips.

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

Marshal Venner knew that such gains as his forces had made were at best transitory and with no hope of reinforcements arriving, and with the Necrons in command of much of the planet's surface, it was only a matter of time before his forces were isolated, surrounded and destroyed as soon as they were deemed a sufficient threat. Venner decided that rather than see his command bled and destroyed without gain, he would instead attack and pursue martyrdom in the glorious destruction of the Emperor's enemies. All he needed was a target, and he would soon be provided with one.

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





NECRON 'PYLON' TYPE ARTILLERY CONSTRUCTS

The principal static heavy ordnance deployed by the Necrons is a series of autonomous energy weapon constructs, which display both formidable resilience and adaptability as well as firepower in orders of magnitude up to titan-killing levels at extreme range. The principles of operation of these weapon systems remain outside the capacity of the Adeptus Mechanicus to understand, and reports of their deployment to the battlefield through teleportation devices remain unconfirmed by the Ordo Xenos.

1. Gauss Pylon
2. Sentry Pylon



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

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

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

On the left flank, a squadron of Macharius Omega plasma tanks unleashed blasts like miniature suns towards the defence pylons; heedless of their overheating cannon in their determination to strip the citadel of its defences. While on the right, Centaur carriers sped forth through a storm of gauss fire, which blasted scores of them to shrapnel, in order to deploy their quad launchers as close as possible to the enemy. Thousands fell, tanks erupted into fire and a blizzard of shells was hurled against the black pyramid which began to break and crack, smoke billowing and actinic lightning playing sickly across its splintering surface.

Behind the Imperial lines the companies of troops left behind to defend the artillery position found themselves beset and in a desperate battle to stave off twisted, blade-handed flayers that came for them from the shadows, just as Necron attack craft shrieked from the skies to strafe them into oblivion. The squadrons of Imperial Lightnings and Avengers that tore through the night to intercept the lethal Night Scythes of the Necrons were few, but bravely they dove straight into the heart of the enemy squadrons, their weapons blazing in the darkness, each pilot commending their soul to the Emperor and knowing that this would be their final battle.

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

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

3977992.M41 The Minotaur and the Reaper

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

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

the captains of many battle-hungry destroyers and cruisers balked at the order, they knew that their lives would be forfeit to their own shipboard commissars should they disobey.

With frightening speed the Necron fleet had closed the empty void between them and was entering extreme weapons range before any more orders could be given or carried out. The Imperial armada though was first to speak its wrath. Hundreds of torpedoes spat from the launch tubes of the massed destroyers, frigates and cruisers of the Imperial force, blazing straight and true on pillars of fire towards the black fleet that awaited them. The Necrons came on undeterred, and as the torpedo swarm drew closer they made no attempt to alter course or evade, and as hundreds of thousands of kilometres of distance was eaten away to tens of thousands, no avoidance manoeuvres nor counter-fire issued from the ominous xenos warships.

On the flag bridge of the *Arca Dominus*, all looked on in breathless silence as the torpedoes entered terminal range. Suddenly, where hundreds of blue icons had flicked on the *holo-sphere* tracking the projectiles' flight, red alarm glyphs now flashed frantically and simply disappeared. Scores of torpedoes simply ceased to function, rendered inert and powerless by some agency the Imperial battle auxes could not even detect, while others self-destructed or spun wildly off course as if blinded. The few that flew true were simply avoided with contemptuous ease by the Necron vessels, which sped past them at unguessable velocities, or vented their atomic spite uselessly against the impassive black hulls of the great tomb ships, too few to have any real effect. Still the Necron ships, blacker yet against the darkness of the cold void, came on.

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



LORD ASTERION MOLOC

CHAPTER MASTER OF THE MINOTAURS SPACE MARINES

Commander-in-chief already of the Space Marine forces during the Battle of Amarah, Asterion Moloc had grown to become a dark legend among his kind long before the honors of the Orphean War. Regarded as brutal, ruthless and indefatigable by his peers within the ranks of the Space Marines, he was also marked by his actions in a score of warzones across the 41st Millennium as a byword for slaughter and destruction carried out in the Emperor's name. This legend was further shadowed by rumours of paranoia and brutality seldom evidenced by those who remain in the service of the Golden Throne. As such, by the time of the Orphean War, Asterion Moloc had, to many within the Imperial military hierarchy, come to symbolise and personify the Minotaurs Chapter itself. Their complex reputation both as defenders of the Imperium against the alien and the degenerate served as a counterpoint to darker flame as feared executioners of internal dissenters and wayward Space Marines, and had already assured them a place in Imperial myth before the epic conflict at Amarah had taken place.

Of the true character and history of Asterion Moloc the man little is known to outside observers, even to those in the ranks of the Inquisition and Militaris, save at the higher-most levels, and as with much of his Chapter such tales that abide are shrouded in mystery, rumour and contradiction. What can be said for certain is that he is a powerful combatant and is known to have personally slain several renegade Chapter Masters of the Adeptus Astartes, alongside the ranks of Ork warbosses, xenos corsair princes and champions of the Dark Gods who have fallen before him.

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

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

1. Artificer Terminator Armour

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

2. Heraldic Storm Shield

Further improving his armour's already formidable defences, Moloc carries as part of his wargear a storm shield which generates a defensive energy field capable of annulling tremendous kinetic impacts and electromagnetic energy attacks. The shield bears the heraldry of the Minotaurs Chapter and, as part of this heraldry, archaic Terran Helac glyphs can be seen which find common use in the Chapter. However, these do not translate directly into High or Low Gothic as expected and are likely once again to reflect some arcane and idiosyncratic use by this secretive Chapter.

3. The Black Spear

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



MINOTAURS CHAPTER ARMoured VEHICLES

Below: Mars Pattern Spartan Heavy Assault Tank

"Taratus" attached to the Arcantis Cluster Redemption Force. A relic of the Great Crusade era, the Spartan is an immensely resilient armoured assault carrier. It is used to carry Terminator squads and other elite assault troops into battle and is capable of withstanding fire that would annihilate most armoured vehicles.

Right: Damocles Variant MkIIc Command Vehicle "Scylla"

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





eye had a hope of being able to interpret at such speed. Fully a quarter of his ships were registering as destroyed or crippled already compared to so few of the enemy, so very few. Horrore mounted on horror for the admiral as the Necron fleet, having flown past, arrested its inertia and turned back upon their course, coming right back at the Imperial ships from behind. It was an utter impossibility and yet it happened before his disbelieving eyes.

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

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

Through the carnage the Necron ships wheeled and fell like carrion birds at the feast. The two great tomb ships glided majestic and inviolate through the heart of the storm, annihilating anything that came near, while the pilots and crews of lesser craft that drew close were driven mad with fear or found their ships had become cold tombs for them, their power draining away to nothing. It was into this bloody melee that the Minotaurs Chapter fleet plunged headlong.

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



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

A dozen assault craft managed to pierce the hull skin of the Necron flagship and found within a charnel house of stagnant-blood reeking air, darkened corridors and black alien sepulchres. Malevolent scarab-engines were everywhere and wrath-machines phased through the solid walls to assault the attackers as antibodies would attack a virus invading a living body. The Minotaurs, implacable and unrelenting, fought on, battling and bleeding for every inch of ground as every turn of passageway brought fresh enemies looming out of the darkness. One by one the Space Marines fell, their armour blackened and burned by gauss rays, bodies punctured and torn apart by the ghost claws of the tomb ship's defenders, until only one squad remained. Terminator squad Ixthalion, blast-scarred and bloody, at last forced its way into the tomb ship's vast central chamber, a cold and haunted space nearly

a kilometre across that lay beneath the black pyramid that crowned the tomb ship. Here, amid the chill mists and circles of strange obelisks at the centre of ranks of whispering sarcophagi wreathed in corpse-glow, arose a great dais upon which stood the terrifying overlord of the Necrons in a shrouding cloak of raw darkness. It would be the last sight the warriors of squad Ixthalion would see as a phalanx of Necron Praetorians rose up from the shadowed mists and slaughtered them for their transgression. But it would be enough—the signal had been sent.

All but close enough now to crash into the tomb ship, the *Daedelos Krata*, badly wounded and with rents of damage scoring her dense armour, opened fire with her bombardment cannon at point blank range. Their targeting solution identified by squad Ixthalion below, the fusillade of macro-shells ruptured the *Dead Hand's* hull, exposing the vault chamber within to open space in a screaming vortex of decompression. The *Dead Hand* bucked away like a wounded animal, one vast arc of its crescent superstructure catching the *Daedelos Krata* a glancing glow and sending the relic assault ship spinning with the impact. The damage however was done, the seamless shell within the tomb ship—otherwise impenetrable to auspex or targeting solution—was broken, and in that instant the ancient teleporter engines of the *Daedelos Krata* had fired and delivered their baleful cargo.

As the pulsing shockwave of the teleport transit cleared, Asterion Moloc and his bodyguard of thirty of his Chapter's Terminator armoured veterans, alongside two Contemptor Dreadnoughts of the Chapter, stood amid the black gale of venting atmosphere and confronted the lord of the Necron host. Between them there was no preamble, no warrior's salute or declaration of challenge or intent, instead Moloc



merely raised his Black Spear and unleashed its las-blast at the slender figure high on its throne-like dais. The golden-white bolt, strong enough to pierce the armour of a battle tank, struck the machine-creature's shoulder and rocked the figure back, but did no more than elicit an eerie hissing howl, not of pain but of insulted rage. From the cold air a great glittering cleaver-like blade of pale obsidian materialised in the Necron Overlord's outstretched skeletal hand and he threw himself from the dais like a bolt of thunder, slicing open the first Terminator in his path with a savage backhand blow as if the warrior's vaunted armour were as nothing.

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

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


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

The darkness shimmered as the vast shape of the stricken *Dead Hand* turned and blotted out the stars with its transit and began to accelerate away, revealing the burning hulk of the Minotaurs battle barge *Fidelitas Lambda* behind it. The ship's dying aid had been to ram the *Dead Hand* and in doing so it had at last caused enough damage to force the colossal ship's retreat. With their master's vessel on the move, the black fleet disengaged, driven off but hardly defeated, leaving only death and fire behind them, whilst in a move completely unanticipated, the *Sun Killer* and a dozen escorting raiders unexpectedly split from the body of the black fleet and made landing on the night-side of Auric, whose face was soon consumed by dark storms and pulses of unnatural radiance.

The rest of the surviving Necron ships and the wounded *Dead Hand* simply vanished without trace from the auguries of the handful of Imperial warships still able to track them; one second they registered, and the next they were gone. The Necron host, if not defeated, had been checked, but for most of the survivors that was a pyrrhic victory at best. Battlefleet Orpheus was shattered; less than ten per cent of its vessels were still in anything resembling fighting order and every single one carried the scars of the battle. As to the rest of the armada, it lay in vast arcading clouds of still burning hulks and tumbling debris, a pyre for the once glorious defenders of the sector visible across the entire star system.

Amarah Prime, although rid of its principal invasion force, burned still and was now the graveyard for billions; such victories that had been claimed there had been bought at the most terrible price of all. Any surviving Imperial forces were evacuated as quickly as possible from the shambled ruins and pulled back to the outer worlds of Laymon and Calama to regroup, while the remnants of the civilian population there were regrettably left to their fate.

The Battle of Amarah was over.

 The Lords Temporal, Martial and Ecclesiastical of the Most Divine and Righteous Imperium of Mankind, Witness and Obey.

By the express order of the Chamber Mori of the Ordo Xenos of the Inquisition, and under the writ and seal of the Inquisitorial Representative to the High Lords of Terra, should the following Edict Imperialis, henceforth known as the Orphean Decree, be obeyed and enacted.

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

Of the Forces Imperial currently contesting its remaining domains of the aforesaid sector, shall the gift of martyrdom be given with the Emperor's blessing. May their glorious struggles be long and bleed from the foe of humanity its strength and number, and may their souls find their reward in the hereafter. By this decree shall a cordon be enforced between the former sector known as Orpheus, whose stars be forbidden on pain of death, and the sector of Eurydice. Let fortress worlds and places of strength be raised to maintain its watch, under the auspice and direction of the Ordo Xenos unto this sacred charge.

Addendum the First:

That the forces of the Minotaurs Chapter of the Adeptus Astartes and the remaining warships of the Battlefleet Orpheus, upon their immediate refitting and rearming for the purpose of this sole command and onerous duty, enforce the purgation and Exterminatus of the worlds hitherto heretic, scouring them of life and bringing unto ruin any relic or taint of xenos import, lest they provide spur or succour to the enemy in the times to come.

Addendum the Second:

That the Forge World of Myre shall be abandoned and scourged, and its chuntries, data-looms and forges be relocated to the colony world of Jirath, whose system, domains and peoples are ceded henceforth to the Adeptus Mechanicus in compensation for their loss.

Let all this be done.

By the Throne of Terra
0266999.M41

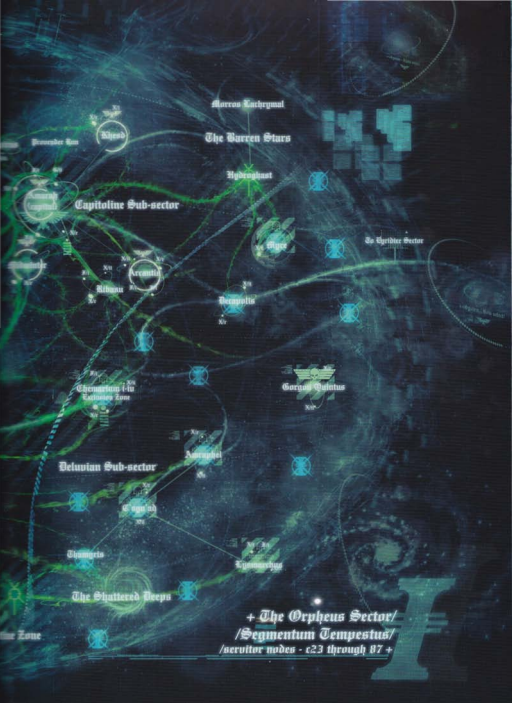
+++ As of 995.M41 the Orphean War has reached an untenable stalemate. Imperial forces remaining at Amarah and Hydroghast have been cut off, and current rates of battlefield attrition holding the line in the conflicts in the Arcantis Cluster have reached 60% without appreciable gain or prospect of improvement. The Chemarium system and several outlying worlds have fallen completely to the sway of the Ruinous Powers, and deep range scans indicate Chaos forces are now engaged in warfare against Necron invasion forces on multiple fronts in the Chemarium enclave, with unknown outcome +++

+++ Necron invasion forces have launched fresh probing attacks against Myre and Amraphel, with probability of subsequent full invasion assault rated as certain. These factors, coupled with mounting losses in Imperial warships resulting in fatal degradation of the remaining fleet strength of the Battle Group Salvation/Battlefleet Orpheus void command, lead the Synod Militaris Tempestus to the following conclusion - the Orpheus Sector cannot be saved without the deployment of massive Crusade forces, estimated to be unavailable for at least three to five decades at projection +++

+++ Recommendation: Activation of Exterminatus Firebreak Protocol by petition of Holy Terra, with concomitant retrenchment of the Eurydice Sector with existing Imperial Guard forces as engaged, plus requisite reinforcements to be sacrificed for achievement of this strategic goal +++

+++ The Emperor Protects +++





Horron Exhymat

The Warren Stars

Hydrophast

Capitoline Sub-sector

So Hyrtiter Sector

Chenagton 4-1a
Eastern Zone

Gorgon Quintus

Deluvian Sub-sector

Amund

W. 100 10

Changris

The Shattered Deep

Chenagton 4-1a

+ The Orpheus Sector/

/Segmentum Tempestus/

/servitor nodes - c23 through 87 +

NECRON PHALANX WARRIORS OF THE ORPHEAN WAR

In multiple warzones large numbers of xenos combatants, particularly of the designated 'warrior' class, belonging to the Necron have been encountered in muted metallic forms possessing only the limited iconography which has more generally become identified with the wider Necron species. These forces often operate alongside others encountered in battle in diverse panoply or variations of form which may be uniquely associated with a particular region of space (and therefore likely a territorial signifier) or a particular dynastic grouping as identified by the Ordo Xenos. It remains unknown whether these 'anonymous' foot soldiers of the xenos retain any particular affiliation, or perhaps a subordinate social rank to their peers, or indeed are vassals of some greater, unseen power whose reach transcends mere locality or dynasty.



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





THE ORPHEAN SALVATION CAMPAIGN

The following section is designed as a campaign 'tool kit' to let you and your friends fight out the dark struggles of the Orphean war in your own exciting tabletop battles of Warhammer 40,000. This campaign is intended to reflect the next stage in the story of the savage Necron assault depicted in the background section of this book, a story in which you and your fellow players get to decide the outcome and create the narrative of the war you will fight. Will the Imperium's counter-attack manage to hold the line against the murderous power of the Necron Mayhem Dynasty or will these ancient nightmares shatter the paltry defences of Mankind and drown ever more worlds in their own blood to re-forged a dark empire that has slumbered forgotten for aeons? It is for you to decide.

CAMPAIGN RULES

"They think to cast us down, to destroy us and enslave us! These vile and soulless beings, these monstrous fabrications of alien hate! Do they not know who we are, my brethren? We are the chosen of the Emperor, the scions of Terra. We are dominion and we are numberless. We are war itself and the death of all who oppose us. We are Humanity and we shall educate our ignorant foes as to the true meaning of that word!"

- Lord Inquisitor Aedrick Mantel of the Ordo Xenos

Address to the Council Militant at the outset of the Orphean Salvation Campaign

The Orphean Salvation campaign is a narrative campaign system designed for use with 6th edition Warhammer 40,000. It is a variant of the popular 'phase' based narrative campaign system provided in earlier Imperial Armour books, and if you have already played our Badab War campaign, for example, there is much here you will find familiar. Rather than fighting a series of battles 'over time' in a sequence of phases however, a number of separate 'warzones' are fought over. These warzones represent the great sweep of warfare and battle taking place across a score of star systems at roughly the same time, and each has their own unique characteristics and particular value. Here then the sides are caught up in a desperate and deadly conflict, the true outcome of which will not be fully known until the results of each warzone's fate is determined, and even then the fickle hand of Fate may undo the overconfident.

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

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

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

What do you need to run this Campaign?

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

HOW THE ORPHEAN SALVATION CAMPAIGN WORKS

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

Note: Because of the campaign's faction structure, in practice, the number of players 'per side' in the campaign doesn't actually have to be equal (although it is somewhat easier to arrange 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, which we're sure no one would view as a hardship! Also, you can have 'guest' players who just drop in and have a 'pick-up' game during the campaign, so long as their results are logged correctly.

THE ARMIES

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

When starting your campaign, you may want to consider how strict (or not) you wish to be in regards to players taking armies from forces other than those listed previously, but you should strive to have a roughly equal number of players on each side. For example, while the Necrons are the great foe that has lain waste to the Orpheus Sector, they have also driven before them a number of raider and corsair forces content to reave havoc on the Imperium, effectively siding with the invaders by simply taking advantage of the anarchy the collapse of Imperial rule has afforded.

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

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

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

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

- Detected; multiple attended systems within 1/4w/sec Chemarrium cordon

Selection of Models

Playing the Orphean Salvation campaign is a great excuse to build a new army or just re-purpose or add to one you already own. There's nothing to stop you going the whole hog and selecting a very specific force from the war that takes your fancy, and using the colour plates and profiles in this book as your guide to create a whole new army for yourself. However, if you already have one, you can of course just proxy an army you happen to already have for one of the forces involved in the conflict for the campaign, and have your own warlords and armies fight the battle!

A Galaxy of War

Alternatively you may wish to play out your version of the events of the Orphean war with an alternative 'cast' or use the campaign system presented here to fight a campaign detailing a different deadly invasion entirely. For example, you could select the assault of Waaagh! Garaghak on the Forsarr Sector, which would see the Orks as the Invaders, and the Raven Guard and Aurora Chapters of the Space Marines alongside Elysian and Mordian Imperial Guard regiments as the Defenders.

It is of course possible to simply use this campaign's framework and adapt it to an entirely different story setting, though this may take considerable extra work. In this case, you may want to be much more open to other army choices taking part or tailor a bespoke set of alliances and events to your particular gaming group and the forces you have available—it is entirely up to you. Whichever approach you take, ultimately don't let too much get in the way of having fun.

THE WARZONES

The Orphean Salvation campaign is divided into five warzones and each of these represents a vital theatre of the conflict. As such each warzone has its own theme and characteristics that carry through the narrative of the war onto the gaming table. The fate of a warzone, which side comes to dominate it and meet with victory there is decided as games are played, or as real world time passes. The outcome of the games played in the struggle to control a particular warzone grant

each side Campaign Points (or CPs). The side with the highest total of Campaign Points when all the games allotted to each warzone have been played out wins victory in that warzone. Once all five warzones have been fought for, the campaign concludes and the overall strategic victory is determined for either the Invader or the Defender.

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

- The Nightmare of Amarath
- The Arcantis Cluster
- The Bounty of Hydroghast
- The Ruins of Thamyris
- The Void War

As each of these warzones is being fought over at approximately the same time, there is no particular order in which they must be played out; although for ease of organisation and clarity it is recommended that you play out each warzone's conflicts separately (and the rules presented here assume you will do so throughout), and it is quite possible for you to randomly determine the location of your games. In this case a warzone might 'deactivate' and become unavailable when a certain number of random games have been played with it as a location, the campaign ending only when all the warzones have been exhausted. This latter approach, while somewhat more complex (and needing a bit more by way of bookkeeping), has the advantage of increasing the tension and excitement somewhat by masking the wider results until near the very end of the campaign!

Campaign Length and Warzone Battles

The conflict to control a particular warzone lasts until either an agreed number of games has been played for it, or until a specified length of time has passed. Once either of these conditions has been reached, the battle for that warzone has ended, Campaign Points for both sides are then totalled and the side which has gained dominion over that warzone is determined. The battle for the next warzone then begins.

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The number of games, or maximum time duration spent in a warzone, must be agreed before the start of the campaign and is constant throughout it – you may set the number of games and maximum duration as you like. As a guide, the number of games to play for each warzone works well if it is just below the number of players in the campaign. 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 experience and your player group. So, if you have set your warzones' fate to be decided by three battles each, and you reckon your group can easily play three games in two weeks, set the time limit for the warzone as two weeks. The reason for having both a time limit and number of games to be played in a warzone is that it keeps the campaign moving forwards if there is a brief lull in play.

For example, Ian is running the Orphean Salvation campaign for four of his friends. Between them they reckon they can play roughly three games every two weeks. Ian sets the number of warzone battles needed to decide the fate of a warzone as three games, or until two weeks have passed. In the first week of the campaign the group, seized by excitement, plays five games in a single day. The first warzone's fate has then been decided because more than three games have been played for control of it. In the second warzone the group reaches the end of two weeks with only two games played, and so control of the second warzone is decided based on these two games' outcomes, because the two weeks have passed even though only two games have been played.

Campaign Points

Games played for control over each warzone gain each side Campaign Points (CPs), and when all of the designated battles for that warzone have been fought, the side with the greatest number of Campaign Points has won overall control of that warzone. If both sides have an equal number of Campaign Points at the end of a warzone's designated number of battles, then neither side has achieved advantage enough to have gained control of it and it counts as being Contested (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 warzones than others and some grant Campaign Points for the players meeting certain conditions or achieving outcomes other than winning a clear victory. All of these variations are listed in the Campaign Points section of each warzone.

Each warzone also has a Legendary Mission attached to it. This battle represents a pivotal moment in the ongoing struggle of the Orphean war. These should always be played last in your sequence of battles for each warzone, and victory in a Legendary Mission is worth a large number of Campaign Points, and can be a superb climactic battle for the end of a warzone's conflict.

Other Battles and other Victories

A campaign is made up of games being played between people, and 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, Battletide Gothic, etc, you can do so. The Orphean Salvation campaign can accommodate any type of game and its themes are linked closely to missions in this book, but these missions cannot encapsulate every battle, skirmish or event of a campaign that involved hundreds of thousands of combatants spread across an entire sector. In such a widespread war there is room for you to play any type of game you wish. Victory in any game of this type will grant 1 CP to the victor's side.

Special Rules and Warzone Traits

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

Changing Sides

Sometimes, during a campaign, it is 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 fighting for different warzones 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 played for a particular warzone.

WINNING THE CAMPAIGN

One side or the other achieves victory in the campaign by having the greater number of Strategic Points (SP) at the end of the campaign. Strategic Points are gained by triumphing in each particular warzone and by other factors such as character fatalities and secret campaign objectives should those optional rules be used (see page 68). This is not, however, an entirely equal equation, both because some warzones favour the Invader and some the Defender, while 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!

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

Warzone	Invader	Defender
The Nightmare of Amarah	10+D6	10+D6
The Arcantis Cluster	3D6	3D6
The Bounty of Hydroglast	10+2D6	6+D6
The Ruins of Thamyras	6+D6	10+2D6
The Void War	6+D6	6+D6

OPTIONAL CAMPAIGN RULES

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

OPTIONAL RULE: WARZONE ASSIGNED CHARACTERS

Rather than simply having an open choice as to which independent characters are available in their games, one option is instead to use a finite list, representing the main generals and warlords available in those warzones at the time. Such chosen generals may then only be used within the particular warzone to which they are 'assigned' in advance and not in other ones, and each side only has a finite number of these pivotal characters to employ. This means that while these named characters have benefits, normal 'run of the mill' independent characters do not and once slain or put out of action they may not be used again in the battles for their warzone, and may suffer debilitating injuries between games. In addition, these characters become a finite resource in the campaign and their use can potentially turn the tide of battle.

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

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

- Each side gets one Assigned Character per player, and one additional Assigned Character per warzone to make up their pool of Assigned Characters (eg. in a campaign with five warzones and three players a side, each side can construct a pool of 8 (5+3) Assigned Characters).
- Assigned Characters may be either unique characters eligible for your army's HQ (such as Kutlakh or Asterion Mplach from this book) or standard independent characters eligible to be taken as HQ selections from your army list which are then given Assigned Character Augments (see opposite).
- Assigned Character pools are created after sides have been determined, but before any games are played. In the interests of fair play, a list of each side's Assigned Characters should be given to the opposing side before the campaign begins.
- Other than as Assigned Characters, characters with the 'Unique' type may not be used in games in the campaign, (whereas 'generic' HQ choices may be).
- How Assigned Characters are used in your games, and by who, is entirely up to you over the course of a warzone's battles, but a particular Assigned Character should not be used more than once in any two games being played simultaneously by your group. In the aftermath of a battle where an Assigned Character has been 'killed', roll on the Character Survival chart (see page 69) to determine their fate. The results of the roll should be immediately made known to the opposing side.
- Keep a tally of the battles involving your Assigned Characters across all warzones and whether or not they have been victorious for your side. At the end of the campaign, the side whose Assigned Characters have

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

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

Assigned Character Augments

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

- Roll once on the Assigned Character Augment table and permanently apply the listed effect to the character.
- Select a wargear and options load-out for the character. This must be taken for them throughout the campaign and forms part of their points cost whenever you take the character in your games. The only exceptions to this are eligible Dedicated Transports and special command units, which may be bought on a game-by-game basis.
- Select one of the character's eligible Warlord Traits tables and roll 3D6, re-rolling any duplicate results. You then select one of these Warlord traits to be that of the character's permanently (ie, they will use this trait rather than rolling randomly at the start of each game for the entire campaign).
- The character's points cost is permanently increased by +20 points to reflect their augments.
- The character must be given an appropriate name by which both you and your foes shall know them!

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

Assigned Character Augment Table

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

D6 Effect

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

Assigned Character Survival between Games

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

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

**Note: This includes proxies such as your Imperial Guard regiment's version of Commissar Yarrick, etc. Remember you can never have more than one of each unique character if this rule is being used.*

D6 Result

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

OPTIONAL RULE: THE HIDDEN CAMPAIGN OBJECTIVE – FORTUNES OF WAR

In 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 spilt.

If you opt to use a hidden campaign objective, each side selects a Fortune of War in secret at the start of the campaign before any games are played. In the interests of fair play (and drama) this should be 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 Fortunes of War are unveiled and applied!

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

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

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

The Ashes of Martyrdom

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



THE WARZONES OF THE ORPHEUS SECTOR

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

1. The Nightmare of Amarah

Invasion 10+D6, Defender 10+D6

2. The Arcantis Cluster

Invasion 3D6, Defender 3D6

3. The Bounty of Hydroglast

Invasion 10+2D6, Defender 6+D6

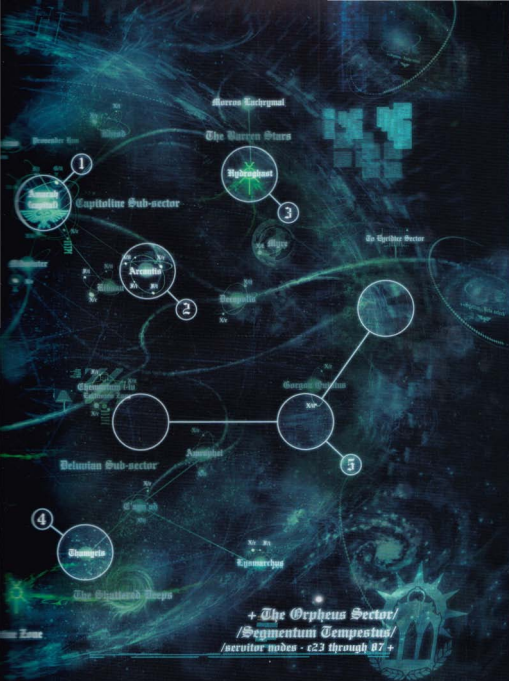
4. The Ruins of Thamyris

Invasion 6+D6, Defender 10+2D6

5. The Void War

Invasion 6+D6, Defender 6+D6





Macro Echrymal

The Warren Stars

Hydrophos

Capitoline Sub-sector

Arctus

Perseus

Sp. Helix Sector

Beluvian Sub-sector

Gorgon Vortex

Changris

The Shattered Deep

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



++ WARZONE ONE: THE NIGHTMARE OF AMARAH ++



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

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

Thematic Terrain

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

Battles

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

D6	Result
1-2	Crusade
3-4	Purge the Alien
5	The Scouring
6	The Emperor's Will

Optional Battle

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

Warzone Traits – Battle Missions

Roll a D6 at the start of the game:

D6 Result

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

Campaign Points

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

Legendary Mission – City of the Damned

6 CP for a victory

Optional Mission – The Blood of Martyrs

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

Purge the Alien

4 CP for a victory
0 CP for a draw

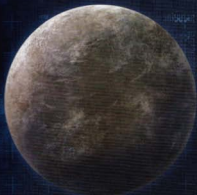
Other Battle Missions

3 CP for a victory
1 CP for a draw

All Other Games

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

++ WARZONE TWO: THE ARCANTIS CLUSTER ++



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

Thematic Terrain

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

Battles

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

D6 Result

- | | |
|-----|-----------------|
| 1-3 | The Scouring |
| 4 | Purge the Alien |
| 5 | The Relic |
| 6 | Crusade |

Warzone Traits – Battle Missions

Roll a D6 at the start of the game:

D6 Result

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

Campaign Points

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

Legendary Mission – The Walking Dead

5 CP for a victory

The Scouring

4 CP for a victory
2 CP for a draw

Other Battle Missions

3 CP for a victory
1 CP for a draw

All Other Games

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

++ WARZONE THREE: THE BOUNTY OF HYDROGHAST ++



Hydroghast is a strange world, and one vital to the Orpheus Sector's surviving human inhabitants. A massive planet, equalling many gas giants in size and caught between the gravitational forces of three suns, it is a place of roaring oceans hundreds of kilometres deep, and its only land masses are swamp and fen-riven polar continents where Imperial agn-stations process the bounty of the oceans into vital food supplies for the hungry masses of distant worlds.

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

Thematic Terrain

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

Battles

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

D6 Result

- | | |
|-----|-------------------------|
| 1-2 | The Emperor's Will |
| 3-4 | The Big Guns never Tire |
| 5 | Crusade |
| 6 | Purge the Alien |

Warzone Traits – Battle Missions

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

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

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

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

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

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

Campaign Points

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

Legendary Mission – From the Depths

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

The Emperor's Will

- 4 CP for a victory
- 2 CP for a draw

Other Battle Missions

- 3 CP for a victory
- 1 CP for a draw

All Other Games

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

++ WARZONE FOUR: THE RUINS OF THAMYRIS ++

Battles

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

D6	Result
1-3	Purge the Alien
4	Crusade
5	The Scouring
6	The Relic

Warzone Traits – Battle Missions

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

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

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

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

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

Campaign Points

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

Legendary Mission – The Haunted Palace

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

Purge the Alien

- 3 CP for a victory
- 0 CP for a draw

Other Battle Missions

- 2 CP for a victory
- 1 CP for a draw

All Other Games

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

Thamyris is a barren dead world where no Imperial settlement has ever succeeded in fully taking root, despite the valuable isotopes detected across its surface that have proved ever elusive to human prospectors lured there. Since the Necron onslaught, Thamyris has taken on greater significance and dark hindsight has supplied the Imperium with wisdom regarding this ancient world. Strange megaliths and obelisks have risen from its shifting sands and auguries have detected waves of strange and esoteric energy blasting out from its surface into the void, while weird aurora trouble its skies.

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

Thematic Terrain

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

++ WARZONE 5: THE VOID WAR ++



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

Thematic Terrain

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

Battles & Warzone Traits

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

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

Optional Battle

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

Campaign Points

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

Legendary Mission – Tomb Raid

- 6 CP for a Defender victory
- 2 CP for an Invader victory

Zone Mortalis Missions

- 3 CP for a victory
- 1 CP for a draw

Scour the Starfort

- 4 CP for a victory
- 0 CP for a draw

Battlefleet Gothic

- 2 CP for a victory
- 1 CP for a draw

All Other Games

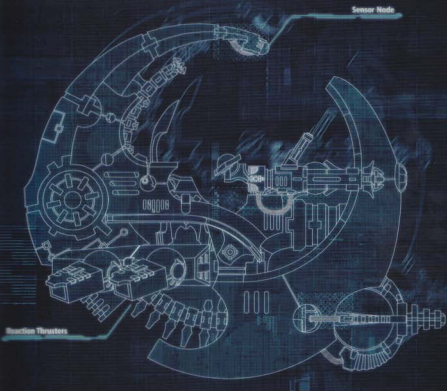
- The victor gains 1 CP for their side
- 0 CP for a draw

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++ Tesseract Ark ++//

//Ordo Xenos Designation Necron War Engine Omega 12//32//Null</p>



Anomalous War Engine Reported/Confirmed Amarah Warzone

Observation of this war machine classifies it as a mobile ordnance carrier/siege unit of unknown firepower capacity and method of function.

Auspex and cogitator analysis reveals likelihood of [Access Forbidden] force containment considered impossible by the wit of the Imperium and the Adeptus Mechanicus.

[Query/Error] Primary weaponry able to project gravitic and electromagnetic wave form energy discharges of Terminus Threat Level.

Ark exhibits extreme durability with maximal resistance to projectile and energy weapons fire. This protection is attributed to non-Euclidean function Necron material technology in combination with terradyne-magnitude controlled gravity distortion emanating from vehicle.

Tactical Recommendation: Engage at long range with saturation ordnance/airstrike or at medium range with super-heavy battlefield assets. If forced into close range engagements, fatality level of assaulting troops is likely to be extreme and victory not guaranteed regardless of strategic advantage.

>>Warning - Extreme Hazard!<<

LEGENDARY MISSION – CITY OF THE DAMNED

WARZONE – THE NIGHTMARE OF AMARAH

The Amarah system was the scene of some of the most apocalyptic battles of the Orphean war, its three hive worlds, which had served as the seat of the sector's government for millennia, all being torn asunder at an incalculable cost in lives. It was here though that the Necron onslaught was first halted in savage stalemate and for the remainder of the conflict Amarah was a place of unrelenting battle, a meat-grinder of broken cityscapes, while void space above them was littered with storms of debris which rained down on the already ravaged world, bringing even more destruction indiscriminately on the combatants below.

The City of the Damned is a large scale Warhammer 40,000 Battle mission representing a major meeting engagement on the deadly battlefields of Amarah, where forces clash head-on amidst the ruins. As such it is also suitable for use as a team game if desired, as well as a large head-to-head match-up (with the force total on each side split evenly between the players).

THE ARMIES

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

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

THE BATTLEFIELD

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

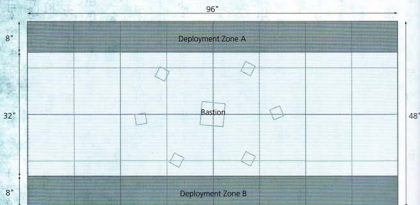
Objective Scenery Placement: A single Bastion or similarly sized structure should be placed at the centre point of the table before any other terrain is placed. The players should then take turns placing a total of six ruins or buildings or similar large terrain pieces on the table. Each of these special pieces of terrain must be placed no further than 18" away from either the central Bastion or another of their kind, and no closer than 8" away from either the central bastion, another of their kind or the long table edges of the battlefield. These terrain pieces are subject to the rules for Mysterious Structures provided later in this mission.

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

DEPLOYMENT

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

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



FIRST TURN

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

GAME LENGTH

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

VICTORY CONDITIONS

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

Primary Objectives

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

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

Secondary Objectives

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

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

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

MISSION SPECIAL RULES

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

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

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

MYSTERIOUS STRUCTURE TYPE TABLE

D6 Mysterious Structure Type

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

LEGENDARY MISSION: THE WALKING DEAD

WARZONE – THE ARCANIS CLUSTER

The colony worlds of the Arcantis Cluster were largely unprepared for the horror that was to befall them, spared as they had been up until then by the Necron onslaught. When the attack came, the insidious and nightmarish means the Necrons chose was to turn the former defenders of lost worlds against their erstwhile comrades in a series of surprise assaults with devastating consequences. These 'walking dead' were hideous flesh-puppets reanimated and directed by infestations of mindshackle scarabs and formed from the stitched together and mutilated remains of the Imperium's dead.

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

THE ARMIES

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

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

THE BATTLEFIELD

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

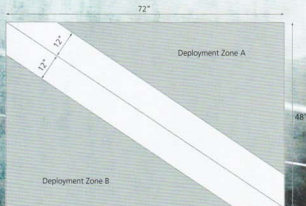
The table represents a military staging area on an important colony world, and so intact buildings, heavy machinery or refinery type structures, statuary, comms towers, fuel dumps and landing areas are all appropriate terrain, as well as natural features such as woods and hills, etc, depending on your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

DEPLOYMENT

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

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

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



FIRST TURN

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

GAME LENGTH

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

VICTORY CONDITIONS

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

Primary Objectives

The three objective markers are worth 3 Victory points each.

Secondary Objectives

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

First Blood: The first unit destroyed in the game is worth 1 Victory point to the side that destroys it.

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

MISSION SPECIAL RULES

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

Murder in the Dark: The Necrons have prefigured their attack by infiltrating swarms of bloodswarm scarabs into the area, infecting systems with corrosive energy surges and landing murderous players in the midst of their enemy. At the start of the first turn, the Necrons player may select D3+1 targets to suffer a Murder in the Dark attack.

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

The Walking Dead: The Walking Dead army must be chosen from one of the armies available to the Defender in the campaign. However, all units, other than vehicles, lose all special rules not originating from their wargear and instead gain the Fearless, Slow and Purposeful (replacing Relentless if present) and Feel No Pain (6+) special rules. Their Weapon Skill and Ballistic Skill characteristics are reduced by -1 (to a minimum of 1), and their Initiative scores are reduced to 2 in all cases. Models taken from a Walking Dead army may not use Psychic powers.

Example: A Terminator squad chosen from Codex Space Marines as part of a Walking Dead force retains the ability to Deep Strike and their invulnerable save (as these are provided by their Terminator armour), but lose their listed rules of And They Shall Know No Fear, Combat Squads and Combat Tactics, while gaining Fearless, Slow and Purposeful and Feel No Pain (6+).



LEGENDARY MISSION: FROM THE DEPTHS

WARZONE — THE BOUNTY OF HYDROGHAST

The vast bounty of food resources that Hydroghast provides was vital to the Imperial war effort, but Hydroghast itself was a far from hospitable world for human life and colonisation efforts there were limited to reinforced outposts, often isolated from each other for long periods by powerful monsoon storms. When Necron advance forces conducted their first surprise attacks there, they did so unexpectedly, rising from the black swamps during the midst of a massive storm.

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

THE ARMIES

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

THE BATTLEFIELD

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

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

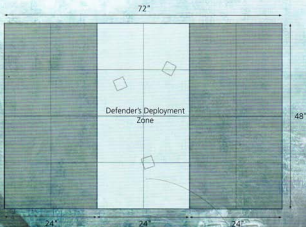
The remaining two areas should each feature D3+2 terrain features appropriate to Hydroghast, such as sinkholes, jungle trees, rock piles, marshes and ruins set up in a mutually agreed fashion.

DEPLOYMENT

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

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

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



FIRST TURN

The Attacker always has the first turn in this mission.

GAME LENGTH

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

VICTORY CONDITIONS

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

Primary Objectives

The goal of this mission is annihilation for the Attacker and survival for the Defender. At the end of the game, the Attacker receives 1 Victory point for each enemy unit that has been completely destroyed. The Defender gains 2 Victory points for each of their units that survived the battle. Units that are falling back at the end of the game or that are in reserve count as having been destroyed.

Secondary Objectives

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

MISSION SPECIAL RULES

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

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

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

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

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



LEGENDARY MISSION: THE HAUNTED PALACE

WARZONE – THE RUINS OF THAMYRIS

The ancient and dead ruins of Thamyris have long been the location of many dark myths and sinister legends in the Orpheus Sector, and many expeditions to mine its barren surface have ended in failure and disaster. With the coming of the Necron invasion, the truth of what slumbers beneath the sands is only now apparent, and the Imperium has dispatched a taskforce to prevent the Necrons from waking what awaits them there.

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

THE ARMIES

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

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

THE BATTLEFIELD

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

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

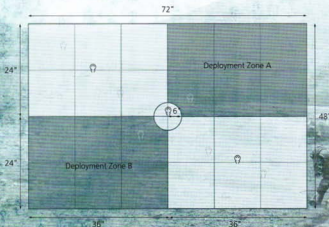
DEPLOYMENT

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

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

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

After the forces have been deployed (including any infiltrators), two objective markers are placed at the centre of each non-deployment table quarter, and an additional objective marker is placed in the very centre of the table. These are then each separately scattered 2D6" in a random direction from their starting location. If this would leave any objective marker less than 6" away from any other, within impassable terrain, or a terrain feature designated as a building, or off the table, then scatter it again.



Objective Start Points – each scatters 2D6"

FIRST TURN

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

GAME LENGTH

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

VICTORY CONDITIONS

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

Primary Objectives

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

Secondary Objectives

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

First Blood: The first unit destroyed in the game is worth 1 Victory point to the side that destroys it.

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

MISSION SPECIAL RULES

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

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

D6 Result

- 1 **Shattered Relic:** The objective is worthless, remove it from play.
- 2-3 **Archeotech Artefact:** See page 106 of the *Warhammer 40,000* rulebook. This objective is worth 2 Victory points.
- 4 **Deathtrap:** All units within 2D6" must pass a Leadership test or be removed from play. Vehicles instead suffer a single Haywire hit. Afterwards, the objective is worth 1 Victory point.
- 5-6 **Resurrection Node:** Necron models within 6" may re-roll failed Resurrection Protocol tests. Imperial units in possession of this objective at the start of their player turn may instead opt to destroy the node by rolling a 4+ on a D6. If this is done the objective is removed from play. The objective is worth 3 Victory points if held by either side, or 5 Victory points to the Imperial player if destroyed.



LEGENDARY MISSION: TOMB RAID

WARZONE – THE VOID WAR

The desperate battles of the Orphean war saw many incidences of insane bravery and death-defying raids conducted into the very heart of the enemy army by Imperial forces. Such raids were conducted most often where it was believed that vital control nodes or nexuses of command had been located either deep within a tomb complex or on-board a warship in battle, whose destruction might turn the tide and snatch victory from the jaws of certain defeat.

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

THE ARMIES

The Imperial force, which takes on the role of the Attacker here, has 1,000 points available to it, with the usual restrictions imposed on the Attacker in a Zone Mortalis Assault mission (see page 216). This force should be divided into a spearhead force and a reserve, as per a standard Zone Mortalis Assault mission.

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

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

THE BATTLEFIELD

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

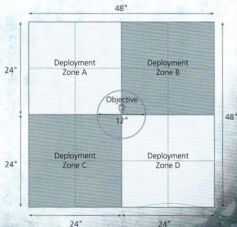
A single objective marker representing a vital component of the Necron tomb or invading vessel, etc, is placed in the centre of the open central zone.

DEPLOYMENT

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

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

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



CLASSIFYING THE ENTRIES IN THIS BOOK

As part of this book, we have included vehicle and unit profiles for many of the forces involved in the Fall of Orpheus so they can be used as official additions to your games. Some of these units and formations are intended for use in Apocalypse games, whilst others are more suited for standard Warhammer 40,000 games. In order to make it clear at a glance which are which, you will find a number of 'stamps' used on the entries in this book. These are as follows:



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



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

FIRST TURN

The Necrons player has the first turn by default in this mission, but the Imperial player may Seize the Initiative by rolling a 6 on a D6, taking the first turn instead.

GAME LENGTH

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

VICTORY CONDITIONS

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

Primary Objectives

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

Secondary Objectives

First Blood: The first side to destroy an enemy unit gains 1 Victory point.

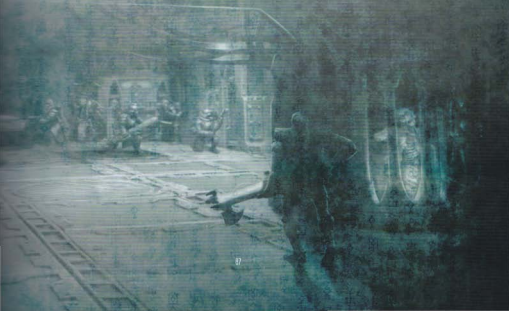
Attrition Assault: The side which has destroyed the most enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

Cold Void: See page 215.

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

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



Canoptek Construct: Ordo Xenos Designation: 'Acanthrite'

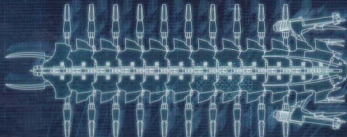
Although this subject has been featured in unconfirmed reports elsewhere previously, the Orphean War has witnessed the widespread deployment of these highly distinctive and unique construct war machines. Capable of extended periods of anti-grav sustained flight, and operating in a manner analogous to predatory insect swarms, their principal armament is a short range and highly powerful thermal cutting beam which they may use both for the destruction of armoured vehicles and troops, as well as the systematic and rapid dismemberment of bunkers and fortifications. This armament, in combination with their size and speed, has led the Acanthrite to be classified as a primary threat target.

Gravitational Distortion Generators



Dimensionally Phased Blade

Canoptek Construct: Ordo Xenos Designation: Tomb Stalker



One of the most powerful constructs thus far encountered by the Imperium, and until recently thankfully rare, the Canoptek Tomb Stalker takes the form of an articulated robotic arthropod of huge size and possesses great durability and strength. This construct has demonstrated the ability to phase through solid matter, travelling at extreme speeds, rendering it an unquantifiable battlefield threat against which conventional defences are useless. Although previous encounters with this construct have limited them to the role of guardians of the largest Necron tomb structures, they have been reported in large numbers during the Amarah invasion operating as shock weapons.



++ Vict Capture /// Deep Range Angury /// Epirus System Infiltration ++



THE DARK HARVEST

At the dark fringes of the Segmentum Tempestus, the Necrons wake; a legion of unliving constructs bent on reclaiming their ancient empires and slaughtering those that have usurped their fallen realms.

THE UNDYING LEGIONS OF THE NECRON DYNASTY OF MAYNARKH

Death stars at the edge of the galaxy, death in the shape of a faceless legion of unfeeling metal. Driven by madness and sins committed in a lost age of horror aeons before humanity's first ancestors crawled from the seas of Ancient Terra, the Necrons now arise. The stars are right and a plan laid by the Silent King sixty million years ago has come to its ordained awakening, summoning forth finally and fully the dread dynasty of Maynarkh from its sleep of oblivion.

Unleashed, these conquerors and exterminators—an ancient force even many of their own kind would have preferred to let dream forever in darkness—have set about their work, the systematic annihilation of any form of life they perceive as a threat to the Necrons' rightful dominance over all material existence. The first stage of this cause—programmed into their personality matrixes and fractured memories during biotransference and as inescapable as time—is the reclamation of what were the outer fringes of their ancient domain, a volume of space that long ages later has become part of the further reaches of the Orpheus Sector of the Imperium.

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

Touched by Madness

The Necron race possesses a scale of power unrivalled by any of the younger races that now squabble over the carcass of the galaxy. Having given themselves up to the devil's bargain of biotransference—immortality in a cold android shell—they retain a nightmarish echo of life, but one beyond the petty frailties of flesh. Their millennia-long slumber too has led to slow decay and in some cases outright contamination and catastrophe. Even those, such as the powerful Sautekh Dynasty, who have survived the sleep of sixty million years largely unscathed and have resumed the ways of Necron civilisation and warfare unchanged after out-sitting eternity, harbour those among their hierarchy whose minds have become eroded or who have been corrupted mentally by the weight of aeons. Some are subject to delusions of what once was, are amnesiac or suffer from sudden bouts of paranoia or

outright lunacy. Others hunger with hollow obsession for the flesh they gave up and the feelings and pleasures now utterly denied to them. Then there are those who have awoken undone in mind or body and, angered and despairing over their lot, have succumbed to violent nihilism as epitomised by the Destroyers, who abandon their humanoid form entirely, or become the most abhorred amongst the Necrons, the Flayed Ones. Within these terrifying creatures is a madness made manifest, caused by a strange and terrible curse which forces them to feast uselessly on the flesh of the fallen, their minds wholly in the grip of an insane bloodlust that also corrupts their self-repair protocols so that they re-fashion their bodies into forms more suited to their murderous proclivities. It is to this latter and most terrible curse that the Maynarkh have long been most singularly prey.

Long before the War in Heaven, the dynasty of the Maynarkh held a sinister reputation among its brethren. While their honour and courage was unquestioned, there was a savagery and malice about them that the other Royal Courts found distasteful and uncivilised. Such malignance and obsessive ruthlessness was, however, of great use to the Silent King and biotransference did not purge the darkness within them but rather deepened it, emptying them of anything wholesome that may once have kept it in check. Due to the tyranny of the command protocols implanted during their transformation, the Maynarkh therefore remained unflinching soldiers in the war against the C'tan and the red-handed agents of the Silent King's will.

Not even the great overlords of the Necron crownworlds well remember the battles against the star gods, for causality itself was damaged by the forces unleashed to dismember the C'tan, and the Silent King was wont to remove the knowledge of the dreadful weapons employed from his warriors after the fact in fear of what might later be done with them. But legend has it that it was at the hands of the Maynarkh, and by the will of the Silent King, that the C'tan known as Llandu'gor, the Flayer, was not merely shattered but obliterated, and at the moment of his death he visited a curse upon his betrayers, who were infected with an echo of this dark entity's terrible hunger for life.

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

enforced on his soulless race by the Silent King there were those, among them the Phaerons, the Sautekh and the Atun, that secretly counselled for the Maynarkhs' destruction, so eager were their brethren to be rid of them once and for all. The Silent King, however, had use for them yet and ensured their crownworld was hidden not merely from interlopers, but from the other Necron dynasties as well.

Engines of Destruction

For all the canker that festers within their machine-minds and lurks ready to erode them into horror, the Maynarkh are both numerous and strong. Counted not far behind the mightiest dynasties in terms of direct military might, they were hampered in their advancement and supremacy by the distrust of others of their kind and their ill-fame. Such indeed was this infamy that long term rivals would set aside feuds and grievances, however temporarily, to ensure that the Maynarkh in turn did not over-prosper in the endless rounds of power-plays, vendettas and intrigues that typified the Necron civilisation both before and after they gave up their natural lives. This in turn led the Maynarkh to take what they wanted through naked, unrelenting aggression where more subtle means were barred to them, and what client dynasties the Maynarkh took to their power they did with the threat of extermination.

Whereas the nemesors of other dynasties might have condemned the Maynarkh's legions and nobles for lack of subtlety and strategic elegance, none could deny the brutal effectiveness of the armies of the Maynarkh Dynasty.

However, matters worsened as time progressed and increasing numbers of the Maynarkh's upper echelons (far more, in fact, in proportion than the near-mindless lower orders they ruled) began to fall to the Curse of the

Flayer, devolving into insensible beasts of blood-spattered metal. Those of the Royal Court of Maynarkh that did not succumb outright instead began a tortuously slow descent into homicidal madness, until only the twisted echoes of the ancient war codes and vaunted honour of the Necrons remained. Lost like ghosts in the matrixes of their android systems, the ritualised patterns of warfare to which they had once fanatically adhered now formed compulsions to be dealt with before a fresh genocidal slaughter could be enacted. Meanwhile, the Maynarkh Overlords themselves demanded ever greater numbers of a bewildering variety of war machines from their Cryptek servants with which to wage war and maintain their outward strength against their many enemies.

Dreaming in Darkness

It might have been supposed, not least of all by the Maynarkh themselves, that the Great Sleep when it came might spell the long, slow death knell of their dynasty. That, in the silence of the stasis-crypts over immeasurable time the curse would have its way and what would awaken at last would be no more than a tide of mindless ghoul-automata without cause or reason but to slake a hunger that could never be satisfied. This indeed had happened unexpectedly elsewhere through the vicissitudes of dark fate, such as with the Bone Kingdom of Drazak or, in the case of the benighted Oroskh Dynasty, by the insidious instigation of the Eldar. This was not, however, to be.

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



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

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

Onslaught

The Maynarkh coreworlds awoke and hungered. While thousands rose from their millennia-long slumber screaming and insane for blood and flesh, many more quickly succumbed in the aftermath of the great revivification of the stasis-crypts, forming ravening packs of Flayed Ones that haunted the shadows in a fruitless quest for slaughter. However, hundreds of thousands of Maynarkh, from warrior to tychoguard, were spared that immediate fate and rose from their armoured tombs in serried ranks ready for war. The Curse of the Flayer had not undone them all, but instead in many of its nobles and Crypteks it had sank into the depths of their cybernetic consciousnesses, subsuming its malignancy into twisted reflections of itself and corrupting what remained of the personalities and drives of the once proud warriors of the Maynarkh Dynasty.

Perhaps through their own inherent bloodlust, some of the Maynarkh had some strange kinship, and thereby resistance, to the terrible affliction, or perhaps they were simply condemned to a longer span of suffering. For some the curse would take hold in mere hours, in some years and in others it would perhaps take centuries or millennia to come to fruition, but all bore the Mark of the Flayer upon them like a stain. However, in the mind of each Necron Lord and Cryptek came the clawing cold realisation that even the distant dream of a return to whole life in an organic form might well be denied to them by the curse of blood they carried and the horror which had overtaken them, and truly they were lost.

Many fled from this realisation into delusion and madness; some embraced a nihilistic hatred of all life, while others gave themselves over to carnage wholesale, embracing their own end. But what saved the Maynarkh Dynasty from falling into a spiral of self-destructive anarchy was the inviolable will of its rulers as the deepest and most heavily protected tombs opened at last and names were uttered aloud for the first time in sixty million years that the mention of which had once made whole worlds tremble in fear and would soon do so again: Ixatotekh the Jackal Regent—Lord-hunter of the void; Tlazolt the Faceless—Nemesor of Tayroc; Maktian Kutlakh—the World Killer, and finally Phaerakh Xun'baky—the Mother of Oblivion.

With brutal willpower they brought order to the awakening tomb worlds and took counsel from the corroded and time-worn Praetorians who had stood vigil down the corridor of time and their Chronomancers who called on their strange devices to pierce the veils of space and distance. In airless black vaults of killing cold they took stock of their domains and the upstart vermin which had infested the stars in the age in which they had awoken. Slumbering tomb worlds of other dynasties nearby would either bend the knee or be labelled as enemies themselves and dealt with accordingly—the Silent King's command protocols were gone, and nothing would stop the Maynarkh from attaining supremacy now.

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

NECRON SENTRY PYLON

Molecular Disruption 'Gauss' Weapon



Thermic Ray Weapon



Particle Disintegration Weapon



The Orphean War provided the Ordo Xenos with the first confirmed and detailed reports of the 'Sentry Pylon' Necron war engine. Smaller than the heavy defensive pylon weapons previously encountered in defence of Necron worlds and major invasion forces, Sentry Pylons fill the role of tactical artillery support and localised air defence units. They are entirely autonomous, self-sustaining and capable of limited battlefield mobility and self-repair, making for a formidable weapons platform, while their firepower, as with many observed Necron war machines, vastly exceeds any equivalent Imperial design of similar size.

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

Field Emitter

Particle Radiator

Field Emitter

Excavation System





Inconceivable

/Magnaeth Dynasty Schematic

/Unknown Silicate Alloy Fabrication

/Allegorical Historic Data: Veracity Unknown

/Magnaeth Dynasty Glyph

**+Necron Artifact - 007-w/
/Located/Acquired/Decoding+**



NECRON WARRIOR: AMARAH PRIME WARZONE

The majority of the Necron forces operating in the invasion of the Amarah system has been identified by the Ordo Xenos as belonging to the Necron dynasty of Maynarkh. This dynasty is believed to be the ruling military faction of the Orphean Sector invasion, with over two million Necron Phalanx warriors of this type estimated to be operating in the Orpheus Sector. Necron forces connected with this dynasty have been identified as displaying a preference for mass infantry attrition assault and the extensive use of Canoptek constructs, many of which have no previous analogue in prior Imperial encounters with the Necron foe.

