

AGE OF THE EMPEROR

THE SIEGE OF TERRA



THE TEMPUS
FUGITIVES

**ARMIES OF THE
WARMASTER**

WARHAMMER
40,000

1.1



IT IS THE 3¹ST MILLENNIUM. THE AGE OF THE EMPEROR HANGS BY A THREAD AS THE FORCES OF THE WARMASTER HORUS HAVE REACHED THE GATES OF TERRA, CRADLE OF HUMANITY. HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT HAS BECOME KNOWN AS "THE SIEGE OF TERRA"; A CAMPAIGN THAT CHRONICLES THE BRUTAL GAMBIT FOR THE THRONE OF THE IMPERIUM...

IMPORTANT!

THIS IS NOT A TOURNAMENT. YOU WILL GET MORE OUT OF THE WEEKEND IF YOU ENJOY THE EXPERIENCE RATHER THAN FOCUS ON THE OUTCOME OF YOUR GAMES. TRY AND PLAY WITH YOUR OPPONENT RATHER THAN AGAINST THEM.

The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. Once again (all together now) it is **important to remember that the campaign weekend is not a tournament. If you are expecting anything other than to just have fun – turn back now!** The games you play are all connected to part of a greater battle – the Siege of Terra by humanity to claim the galaxy from the alien species that dominate it.

Games Workshop has a really fantastic Throne of Skulls Grand Tournament programme and should you want to get involved in a true test of your skill at Warhammer 40,000 please contact Direct Sales on 0115 91 40000 or see the events page at www.uk.games-workshop.com

The Age of the Emperor: The Siege of Terra campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle with.

If you and your opponent have a great game, the actual outcome of the battle becomes less important. Once more (with feeling), you are playing with your opponent – not against them.

The team running the event is there to help describe the campaign story as it unfolds and they will work out what impact your games have upon it. Most importantly they are there to ensure everybody has a great time. **Remember – it's only toy soldiers!**

Games will be driven by the narrative of the campaign. This means that during the course of the event various games may appear a bit one-sided when viewed from the usual gaming perspective.

In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. However, whatever the scenario or battlefield conditions, your game and your story will always count in the big scheme of things; the Tempus Fugitives will always try to make sure that you are not asked to play a game you simply can't win before any dice are cast. There will always be critically important mission objectives that you will need to strive to achieve.

Most importantly remember that, as this is a team event, even if you lose your individual battle your taskforce or faction may still do well overall; don't worry about 'winning', just think about having a good time.

It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.



ACKNOWLEDGMENTS

This weighty tome you hold in your slightly clammy hands is the third exciting instalment in the epic Age of the Emperor saga - the latest Tempus Fugitives Warhammer 40,000 campaign weekend. We have not arrived at this point by mere chance or by some whim; instead we are here because of a number of important people helped us along the way. The bad news is that the list is quite lengthy - so we'll group them together so as to hopefully not leave anyone out.

Most important of all - the Tempus Fugitives would like to thank **Games Workshop** for giving many of us jobs and all of us a grim darkness to play with. Without their universe to run around in, we'd all be playing Risk or Sudoku...

The wives, girlfriends, boyfriends, partners and right hands of the Tempus Fugitives - for letting their worse halves go and play with lead dollies 'up north' several times a year. The Tempus Fugitives are most serious about their work and no fun was had in the preparation of this weekend... Any rumours of 80's disco dancing on the revolving stage in the Reflex bar in Nottingham high street are completely unfounded.

My personal thanks go to **Andrew Fish** for his continued input and creativity both with the campaign packs as well as the website.

The **UK Events team** deserve mention here. The support received over the years from **Brian Aderson** and **Andy Joyce** has meant that we have had the confidence to try and pull these events off.

And last but not least we'd like to thank all those who have visited our website and forums. The feedback and support given to our campaign weekends has encouraged us to try and put together the best Warhammer 40,000 campaign weekend we possibly could.

WEEKEND SCHEDULE

Friday 14th May 2010

19:00 – 21:00 Pre-Register in Bugmans*
(Non-Compulsory)

Saturday 15th May 2010

08:30 – 09:00 Arrive & Check-In

09:00 – 09:30 Welcome and Introductions

09:30 – 09:45 Game 1 Briefing

09:45 – 12:00 Game 1: Invasion Doubles

12:00 – 13:00 Lunch & Army Nominations

13:00 – 13:15 Game 2 Briefing

13:15 – 16:15 Game 2: Cities of Death Doubles

16:15 – 16:30 Afternoon Break

16:30 – 16:45 Game 3: Briefing

16:45 – 20:00 Game 3: Heavy Assault

18:00 – 19:00 Dinner *

20:00 – 23:00 Quiz and relax in Bugmans

Sunday 16th May 2010

09:30 – 10:00 Doors Open

10:00 – 10:30 Recap & Briefing

10:30 – 13:00 Game 4: Cities of Death

13:00 – 14:00 Lunch & Army Judging

14:00 – 14:15 Game 5 Briefing

14:15 – 17:15 Game 5: Heavy Assault

17:15 – 17:30 Final Break

17:30 – 18:00 Award Ceremony

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*Tickets for Age of the Emperor: The Scouring will be available during Pre-Registration on Friday and after Dinner on Saturday. They will be available to purchase online from Thursday 13th May 2010.



OUTLINE OF PLAY

In addition to your fully painted army and this campaign pack you will need the following:

- The English language version of the Warhammer 40,000 5th Ed rulebook and the Cities of Death expansion
- Dice, Templates, objective counters and Tape measure
- Superglue and poly cement
- The appropriate English language version of your Codex and any Imperial Armour material relating to your army. No photocopies!
- At least two copies of your army roster (one to be handed in during registration)
- A Tray to carry your models
- Pen and paper
- Somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0115 915 5330)
- Money for refreshments. Hot drinks and doughnuts are provided in the mornings as part of your ticket as are lunch on both days and dinner on Saturday.

How the Campaign Works

Upon arrival each player will be assigned to a team, called a Task Force, containing up to **ten** players. You and the other players in your Task Force are allied field commanders fighting as armies loyal to the Emperor of Mankind, the Warmaster Horus, the Orks of the Slammadak Empire or the Eldar of the Iyanden Craftworld.

The campaign will be fought in five rounds and take place on a number of Warzones. Each round a series of battles will be fought using the 5th Edition Warhammer 40,000 game rules. Each player within the campaign will take part in each round.

There are a number of Task Forces for each faction each with their own agendas, strengths and weaknesses. When you purchase your ticket you are assigned to a taskforce. Before the first game on Saturday you will be asked to gather at one of the task force muster points and nominate a Task Force Commander. The role of the Task Force Commander is of crucial importance to the team and it is the Commander's responsibility at the end of each game to collate results and hand those back to your Faction Marshal, who will be represented by a member of the event team. **Do not elect an incompetent Taskforce Commander – you will regret it!**

Initiative

The initiative in the first round is determined by the narrative for each Warzone and is indicated under the Warzone description. Initiative in each subsequent round is determined by the results of the previous round.

At the beginning of each round Task Forces will receive a Mission Briefing. The Taskforce Commander (taking advice from the Taskforce) must then decide upon the battle stance of the turn and may have the choice of which mission you will play to achieve them. The mission selected must be the same for the whole Task Force – you cannot change it depending on who your opponent is.

Once they have made their joint decision the players in Task Force with the Initiative must select the tables on which the games will be played and sit at the table edge facing towards the stage wall. Players on the opposing side then come over to their assigned Warzone and pair up. Deployment is determined as normal unless specified in the mission.

Battle Stance

Your campaign points determine the outcome of the campaign. Each round you may set how your taskforce intends to fight – Aggressive, Defensive or Balanced (which is the default setting of 3 campaign points for a win and 1 for a draw). Aggressive stance awards 4 campaign points for wins but nothing for draws or losses and your aggressive strategy does not allow you to seize the Initiative. Defensively rewards wins and draws equally with 2 campaign points and your more patient strategy allows you to seize the Initiative on a 5+. As you must decide your Battle Stance before you play your games each round you have to rely on your judgement as to its outcome. Choose carefully as picking an aggressive stance makes your draws worthless, while defensive stance squanders any bonus from winning. If in doubt choose a balanced stance.

Feint

Once during the campaign, the Task Force Commander may declare his Task Force is making a feint at the point that Battle Stances are declared. At the end of the round, the Task Force Commander may then change the Task Forces Battle Stance to a different stance and receive Campaign Points accordingly.

As your games finish you must report the result (Win, Lose or Draw) to the stage along with your opponent. **You cannot give your results in without your opponent present.**



FIGHTING IN THE AGE OF THE EMPEROR

The Tempus Fugitives

If you have any questions about rules, registration details or the event then either e-mail us at: tfevents@tempusfugitives.co.uk or write to us at:

The Tempus Fugitives
24 Rowan Green East
Brentwood
Essex
CM13 2ED

From the moment of entry into the event the decisions of all Tempus Fugitive event staff (who will be clearly identified at the commencement of the event) in all issues of fair play and health and safety are final. No discussion will be entered into once a decision is made. Players are asked to participate in the Age of the Emperor campaign weekends in a sporting and co-operative manner. Players that fail to do so will be penalised in a simple Yellow and Red card system issued at the Tempus Fugitive event team's discretion. A Yellow Card offence which is repeated will result in a Red Card being given which requires the player to be excluded from the event.

5th Edition Rules of Engagement

The Warhammer 40,000 5th Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website. These errata have been specifically updated for 5th Edition and are of real importance for players taking part.

The Warhammer 40,000 Cities of Death expansion will be used in this campaign.

Campaign Rules of Engagement

Except for the Heavy Assault force, each player will require an army selected from a single army list - see the section entitled Permitted Armies.

All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.

Units (but not formations) from the Apocalypse Expansion, Apocalypse Reload and Imperial Armour: Apocalypse are permitted in this campaign. Home-made Apocalypse datafax are not permitted.

If a vehicle is described in more than one publication (for example the Griffon), the codex takes priority for its rules, if it is not found in your codex, then use its Apocalypse datasheet rules, if it does not appear in a specific Apocalypse datasheet (not including formations) then use Imperial Armour rules. Please contact the Tempus Fugitives if in doubt.

With a few notable exceptions, you may not include Special Characters or special units (such as Legion of the Damned) from any army Codex. Any named characters available to the armies participating in the Siege of Terra will be indicated on the relevant army selection page.

No allies of any kind may be taken in an army (including Kroot Mercenaries, Grey Knights etc). Instead Armies may use the Faction Specific Units instead which are found in this document.

Any reference to 'your army' or 'the entire army' always refers to your specific forces and not those of any player allied to you or playing with you in a doubles game. This avoids confusing issues such as multiple Legion tactics or other such benefits.

Any reference to 'friendly' units or models may be applied to both your units as well as those of any allied players you are battling alongside in a doubles game.

A NOTE ON UNIQUE UNITS AND NAMED CHARACTERS

The whole point of playing in a 'historical' setting is to allow you to re-enact some of the fantastic battles you have read about in the books and novels. You must include at least one named character in your army. A Death Guard army without Typhon the Herald of Nurgle or the Primarch Mortarion just isn't quite as exciting! However, as this is a wargame it is possible that you will either play alongside other players with the same characters or may even pair up with them for the doubles. Just assume that either one of the duplicate characters is just a similar character or pick another partner.



Painting and the Best Army Award

The Age of the Emperor was a time of legends for the fledgling Imperium of Mankind. We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe during this time and doing this will greatly increase everyone's enjoyment of the campaign.

All models **MUST** be painted and representative of the appropriate type of troop. Models must be scratch built or at least be based on or comprise of at least 50% Citadel miniature components. **You cannot use a model that does not meet these criteria. If you are planning a conversion that you think may need clarification please contact us before the event.** You cannot represent units with models that are smaller than the Citadel equivalent. For example, an Epic scale space marine on a 40,000 slottabase is not acceptable.

At the Age of the Emperor: The Siege of Terra Campaign Weekend we will give an award for the Best Army. This is awarded to the player who participates in the weekend with a force that, in the opinion of both players and judges, is the best in terms of painting and character.

To qualify as the 'Best Army' particular attention will be paid to well themed armies which reflect the time of the Siege of Terra as the homeworld of humanity faces its darkest hour.

Because we believe that due credit should go to players that have painted their own armies, only players who have painted their armies themselves may be eligible for the coveted award of Best Army. We ask all participants to be honest if shortlisted.

A number of armies will be shortlisted on the Saturday lunch break and then will be voted on by the players during the Sunday lunch break. The winner will be announced at the end of the Campaign Weekend.

Awards Ceremony

The Age of the Emperor was a time of heroism and the Awards Ceremony is an opportunity to give recognition to those who have made great sacrifice on the altar of war. As soon as possible after the conclusion of the final game we will begin the awards ceremony and we strongly recommend all players to stay for the ceremony to cheer (or commiserate with) those awarded!



The day the Golden Age died - Istvan V Dropsite Massacre



GAME 1 INVASION DOUBLES

Squadrons sent ahead of the main army, Invasion Forces are selected according to the following restrictions. Part of the fun of these small armies is doing something a bit unique that you might not have the time to do with a larger army.

IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST

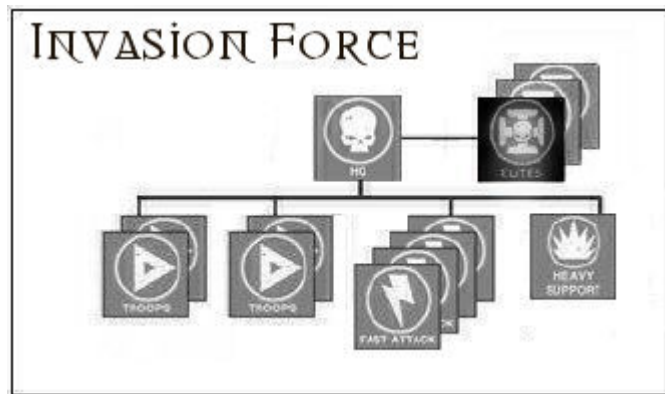
Each player must have no more than 1000 points.

Invasion Forces fight the Capture and Control mission using the Dawn of War deployment from the 5th Edition Warhammer 40,000 rulebook. If sides are tied on Objectives then Kill Points are used to determine the victor. All Primarchs, walkers and non-vehicle Troops and Elites units count as scoring unless stated otherwise.

Invasion Forces must have one Elites choice. You may spend remaining points from anywhere in the Codex subject to the Invasion Force Organisation chart provided.

No Apocalypse Formations, Legendary Units or units with Structure points

Artillery or Ordnance weapons may not be taken. Units such as these are not deployed for the type of missions undertaken by an Invasion Force.



Erebus the Dark Apostle – Word Bearers Legion



GAME 2 & 4 - CITIES OF DEATH

In the nightmare confines of the ruins surrounding the Emperor's Palace, the fate of Terra will be decided. Cities of Death armies are chosen using the following rules:

IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST

- A Cities of Death army must be no more than 2000 points. Cities of Death armies may include models or units from the Invasion Force.
- Each Player has 3 Stratagem Points to spend on Stratagems from the Cities of Death Expansion. Players should provide any terrain which they are given via a Stratagem. If these are not used then the terrain benefits are not applied unless with opponent consent.
- Cities of Death armies fight missions from the Cities of Death expansion for Warhammer 40,000. If sides are tied on Objectives then Kill Points are used to determine the victor. Only non-vehicle Troops choices count as scoring unless stated otherwise.
- Your Cities of Death army may NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations. They may include Legendary Units.
- Any Flyers use the rules for aircraft found in the Apocalypse expansion. All hits against Flyers are glancing and Flyers can never count as obscured.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one publication the most recent version must be used.
- Units (including vehicles) carrying Missile Launchers, Autocannon, or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to any weapon type that has a blast radius. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Each table has a set amount of terrain. The Defender may move (but not remove) any terrain pieces they wish and may arrange them in any way they desire before the game begins.
- The Defender may not add any terrain except for any number of ruins or buildings. For each ruin or building they add the Defender may give a unit in his army either the Move through Cover or Stealth special rule.
- The Attacker may not add any terrain except for any number of ruins or buildings which may only be placed in their deployment zone (if they have one). For each ruin or building they add the Attacker may give a unit in his army either the Move through Cover or Stealth special rule.
- Cities of Death game 2 is a doubles game played on a 12x4 table. Game 4 is a singles game played on a standard 6x4 table.



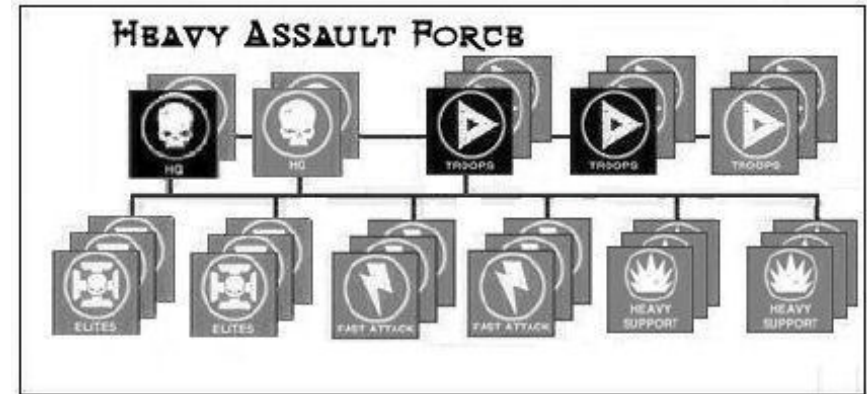
Chemoscion – Emperor's Children Legion



GAMES 3 & 5 - HEAVY ASSAULT FORCE

Smashing aside all but the most solidly built defences, the Heavy Assault Force represents conflict on an almost unimaginable scale. The army is subject to the following restrictions:

IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST



- Must be no more than 3000 points and is selected from the Heavy Assault Force Organisation Chart. They may include Legendary Units (which, unless specified, count as non-compulsory HQ choices).
- Up to 1000 points of the Heavy Assault Force may be spent to include a single Gargantuan Creatures or a single unit with Structure Points. The unit taken counts as a Heavy Support Choice unless otherwise specified. These units use the rules found in the Apocalypse expansion. A destroyed Gargantuan Creature or Super Heavy vehicle is worth d3 Kill Points.
- **ALLIES:** Up to 1000 points of the Heavy Assault Force may be chosen freely from any allied armylist in the same faction but may not take more than one Legion (so an Iron Hands player loyal to the Emperor may have Imperial Guard and Cult Mechanicus units but may not include White Scars or Death Guard). These allied forces cannot be the compulsory HQ or Troop units in the army. Allies still count as selections on the force organisation chart.
- A Heavy Assault Force usually (but not always) fights the Annihilation or Capture and Control missions from page 91 of the 5th Edition Warhammer 40,000 rulebook and deploys using the Pitched Battle rules. Taskforces with the initiative may decide which mission to play to achieve their objectives so make sure your army works in more than one type of mission. All members of the Task Force must play the same mission and they must inform their opponents before the game begins.
- Any Flyers use the rules for aircraft found in the Apocalypse expansion. Each unit taken counts as a Fast Attack Choice unless otherwise specified. All hits against Flyers are glancing and Flyers can never count as obscured.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one publication the most recent version must be used.
- Units (including vehicles) carrying Missile Launchers, Autocannon, or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to any weapon type that has a blast radius. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Heavy Assault games are played on a standard 6x4 table.



WARZONES OF THE SIEGE OF TERRA

"SEVEN LONG YEARS, BUT NOW TERRA IS FINALLY WITHIN MY GRASP..." - THE WARMASTER HORUS

CALIBAN

(SEGMENTUM OBSCURUS)



With much of their forces spent in the campaign for the Shield Worlds as well as in the brutal assault on Diamat, Lion El'Jonson commanded his Legion to return to Caliban to resupply before moving on to Terra. But as the Dark Angels' ships moved into orbit over their home world at the end of their arduous voyage, a withering salvo of fire blasted from the planet's surface, sending crippled ships burning into the atmosphere like falling stars. The fleet pulled away from the planet in confusion and Jonson attempted discover the reason for the attack.

Over many decades Luther had turned the warriors Caliban, projecting his bitterness and jealousy onto the Dark Angels left in his care. His powerful oratory had twisted them with an all consuming hatred of those who had stolen their honour and abandoned them to be little more than caretakers. A Primarch's thoughts can only be imagined, but the Lion had fought his way across the galaxy to free countless planets from the taint of Chaos only to find his beloved home world lost to those same forces. Without hesitation he ordered his warriors to destroy those who had betrayed him. The Battle for Caliban had begun...

ARMIES INVOLVED: Dark Angels

WARZONE SPECIAL RULES: With the planet wracked by turmoil both physically and ideologically resupplying in the field has become extremely difficult. While either forces loyal to the Primarch or to Luthor has majority control here all players of that allegiance may force their opponent to re-roll successful to hit rolls for one units shooting for one turn representing them running low on ammunition.



CHONDAX

(ULTIMA SEGMENTUM)



Following on from their successful campaign against the Thousand Sons on Prospero, the embattled Space Wolves soon found themselves engaged on two fronts as they were lured into a prolonged conflict by the Alpha Legion. While supporting the main assault on Chondax with the White Scars Legion, the Primarch Lemar Russ's martial honour was insulted by threats from the Primarch Alpharius of the Alpha Legion. In this way Alpharius drew the Space Wolves into a clash with the Ork Warlord Slamadak and his nascent Ork Empire. With greenskins now assaulting Chondax, it soon became clear that the conflict was becoming far greater than either Russ or Jaghatai Khan of the White Scars had anticipated. When word reached them that the Warmaster was now threatening Terra, Khan was forced to withdraw and the Sons of Russ faced an enemy on two fronts alone. The Wolves soon found their supply lines being sabotaged by Alpha Legion operatives while the Orks met them in open warfare. Even Russ in his rage could see the strength of his warriors being sapped at a time when the Emperor would need them most.

ARMIES INVOLVED: Space Wolves (Emperor); Alpha Legion (Warmaster); Orks

WARZONE SPECIAL RULES: The Wolves are not without guile themselves and Wolf Scouts have been making strikes ahead of the main warzone, targeting key Ork units. The Alpha Legion operations have taken their toll however and it is a fortunate Wolf Lord who can bring his full might to bear. Any force (except for Alpha Legion) attempting to fight in this warzone suffers d6 AP - wounds (or glancing hits) to d3 non-HQ units to represent sabotage prior to battle.



ES-THEA

(ULTIMA SEGMENTUM)



An ancient world by any species' definition, Es-Thea sits in a region of becalmed space in the warp. Accessible by sub-light propulsion only, it takes two weeks to travel from the edge of the phenomena surrounding the system to the planet itself. The Eldar had long laid claim to the region as one of their Exodite Worlds, but during the Great Crusade, forces from the 63rd Expedition Fleet successfully wrested control in the name of the Emperor. Surveyors found the planet to contain the centuries old ruins of a previous human civilisation, thought massacred by the Eldar. Predating those ruins by several millennia lay the half buried arc of a massive Eldar wraith construct, but what purpose it served remained a mystery. Recent history has the planet scarred by ever changing battlelines in a clash between the inscrutable Eldar of Iyanden, the Tzeentch sorcerers of the Thousand Sons. In an attempt to break the deadlock and seize the world they had previously taken for the Emperor, a chapter of the Ultramarines Legion begins their assault, lest the fate of Es-Thea determine the fate of neighbouring Calth.

ARMIES INVOLVED: Ultramarines (Emperor); Thousand Sons (Warmaster); Eldar of Iyanden

WARZONE SPECIAL RULES: Located in the galactic Far East, this ancient world holds secrets which could radically shift mankind into a new destiny. Whichever of the three factions gain majority control here all players loyal to that faction may re-roll a single dice roll once per battle.

“All the *monkeigh* need to know of the world that you call Sixty Three Thirteen is that it is not compliant. It belongs to us. Your kind will find no hidden secrets or mysteries here young ones – only death.”

- Broad spectrum vox communication from xenos identified as Autarch Aeries Iyandath.



MOLECH

(SEGMENTUM TEMPESTUS)



Only a few light years from Terra, the planet Molech was a key staging point for a hundred of the Emperor's loyal Imperial Army regiments as well as three of the Martian Mechanicum's Titan Legions. It was thought that such a massive build up of men and materiel would prove too heavy a cost for a conventional invading force to pay, and so the world would be bypassed in favour of pushing on to Terra. But not all of the Warmaster's allies are of the conventional nature and soon the skies of Molech rained with blood as the four Dark Gods played their hand in the Emperor's downfall. In response, forces from the Iron Hands, Salamanders and Raven Guard rushed to revenge themselves in their first major engagement since the massacre at Isstvan.

ARMIES INVOLVED: Isstvan Veterans (Emperor); Martian Mechanicum (Emperor); Chaos Daemons (Warmaster)

WARZONE SPECIAL RULES: The industrial surface of Molech is pitted with pockets of warp space, a by-product of the mass daemonic summoning that the Word Bearers enacted. Whenever a unit uses the Deep Strike special rule, is transported in a Drop Pod or Termite or makes a Run move, roll a D6. On a roll of a 5+ the unit may assault in the assault phase.



SANGRAAL (SEGMENTUM PACIFICUS)



While Terra continued to be fortified, Imperial Tactica indicated that Sangraal would be the position that the Warmaster would most likely attempt to fortify in his push towards the heart of the Imperium. Previously virus bombed by the Night Lords Legion, the planet Sangraal was a mess of displaced populations and unexploded munitions. Rogal Dorn saw the plight of the Sangraal natives and knew that such a populace could not be abandoned to feed the disquiet that sustained Horus' forces. Already Lorgar's Word Bearers had begun to erect churches in the larger population centres. To smash their hold, in the largest convoy action of the civil war, Dorn commanded Alexis Pollux and nine companies from their legion to form the Crimson Fist; a brotherhood of warriors who took their campaign name from the binding Oath of Moment taken by Pollux and the Primarch. True to his oath, Pollux organised a relief effort of over a thousand transports from his Legion to deliver vaccine to the beleaguered cities. But the roads to Sangraal were long and still preyed on by the Night Lords.

ARMIES INVOLVED: Imperial Fists (Emperor); Word Bearers (Warmaster); Night Lords (Warmaster)

WARZONE SPECIAL RULES: Located in the galactic South, this world is of critical political importance but is hotly contested by dedicated adversaries. This world is a game of cat and mouse played out by intractable foes. After playing a feint, the Task Force commander may retain the ability to play another at a later round on a roll of a 4+.

"I WILL TELL YOU OF SANGRAAL, THE LIES TOLD TO MY FATHER. THERE WAS A TIME THAT HE WOULD ONLY TO HAVE ASKED AND I WOULD HAVE BURNED A THOUSAND WORLDS FOR HIM. BUT THOSE DAYS ARE LONG PAST AND IT WAS NOT BY MY HAND THAT THIS WORLD WAS SCORCHED. MY GOLDEN BROTHER COULD NOT BRING THE PLANET TO COMPLIANCE AND THE FEAR OF DISAPPOINTING OUR FATHER BURNED HIM AS HE WOULD THEN BURN SANGRAAL. BUT LIKE A SPIDER REALISING TOO LATE IT HAS BEEN CAUGHT IN ITS OWN WEB, MY BROTHER REALISED THAT OUR FATHER WOULD NOT THANK HIM FOR A WORLD DELIVERED IN SUCH A MANNER, ESPECIALLY IN LIGHT OF MY CENSURE. AND SO THE SIN BECAME MINE TO BEAR FOR MY BROTHER AND HE COULD ATONE FOR HIS TRANSGRESSIONS AND BECOME MY FATHER'S CHAMPION."

- From the Libre Noctis



YARANT

(ULTIMA SEGMENTUM)



By the time the Warmaster made his push spinward towards Terra, the conflict on Yarant had already been raging for two years. Led by Abaddon and his Justerian Terminators, the Sons of Horus had laid waste to much of the planet in an attempt to secure a staging point to move against Terra. After six months of protracted warfare it became clear to both sides that Yarant would prove too costly a position for either side to hold entirely, but the Warmaster saw great benefit in wearing down the Armies of the Emperor by continuing to push on Yarant. The Blood Angels, fresh from their engagements on Signus Prime and Eurynome, were keen to return to Terra to resupply and assist in Dorn's fortifications. But Dorn, wary of losing Yarant at such a critical stage, asked his brother Sanguinius to take his battered Legion and drive the Sons of Horus from Yarant in a final display of the Emperor's might.

ARMIES INVOLVED: Blood Angels (Emperor); Sons of Horus (Warmaster); Martian Mechanicum (Warmaster)

WARZONE SPECIAL RULES: Located in the galactic Far East, this ancient world holds secrets which could radically shift mankind into a new destiny. Whichever of the three factions gain majority control here all players loyal to that faction may re-roll a single dice roll once per battle.



TERRA

IMPERIAL MARCHES

(SEGMENTUM SOLAR)



The Imperial Marches are the great expanse that leads to the footfalls of the Eternity Wall. Dotted amongst the looming architecture now stand vast cannons capable of pounding even orbiting spacecraft. Though they are in stark contrast to the splendour around them, they are another sign of the great lengths Rogal Dorn has gone to ensure that fortress Terra does not fall. Although Horus and the vast majority of his forces have yet to reach Terra, a constant stream of starships loyal to the Warmaster continue to break against Terra's mighty defences. Though thousands of macro cannons pound the orbital paths, such is the determination of the cult Astartes that several detachments have managed to break through and must be engaged on the ground before they can disable the macro cannon batteries and allow the Warmaster's armies to arrive in force.

ARMIES INVOLVED: White Scars (Emperor); Imperial Fists (Emperor); Death Guard (Warmaster); Emperor's Children (Warmaster); World Eaters (Warmaster)

WARZONE SPECIAL RULES: Debris from the orbiting carnage rains down around the Imperial Marches, obliterating homes and threatening even the mighty Astartes who move through the conurbations. At the start of each turn of any battle in this warzone, place a large blast template in the centre of the board. Roll the scatter dice and 4d6. Any units caught by the blast suffers Strength d6+1 AP3 to represent falling debris.



TERRA

WARZONE OBJECTIVE: +++CLASSIFIED+++

ETERNITY WALL

(SEGMENTUM SOLAR)

TERRA

WARZONE OBJECTIVE: +++CLASSIFIED+++

ULTIMA GATE

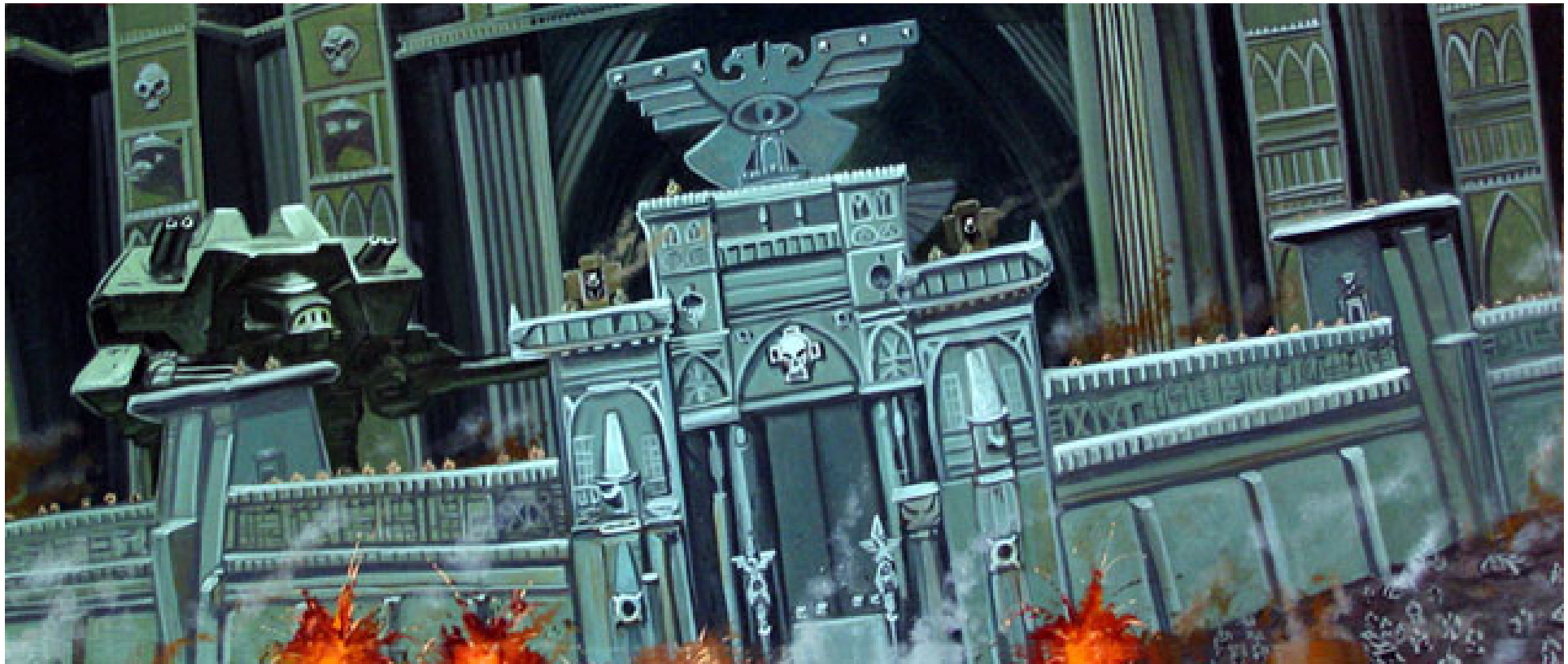
(SEGMENTUM SOLAR)

TERRA

WARZONE OBJECTIVE: +++CLASSIFIED+++

LIONIS SPACEPORT

(SEGMENTUM SOLAR)





FIGHTING FORCES OF THE WARMASTER

The lists on the following pages present the participating forces for the Warmaster's War Fleet. In all cases the most recent edition of the Codex will be used. These are the only armies permitted in this Faction during the weekend. If you have any further questions regarding army selection, please contact the event organisers before the weekend and check the forums at www.tempusfugitives.co.uk.

The published Codices used in this campaign for the Warmaster's War Fleet are: Codex Space Marines; Codex Imperial Guard and Codex Chaos Daemons. Furthermore the Cult Mechanicus Codex found on the Tempus Fugitives website is used to represent the Martian Mechanicum. All supplementary rules to your Codex can be found in this pack.

There are several units which may be taken by many of the armies during the Age of the Emperor: The Siege of Terra. They are detailed on the following pages and are considered fully usable for this campaign weekend. However, they are not to be considered official in any way outside of the Age of the Emperor: The Siege of Terra Campaign Weekend. Where a unit is restricted to one army, it is clearly indicated in the unit entry.



IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST

DAEMON PRINCE OF CHAOS

HQ CHOICE

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

80 POINTS

SEE CODEX CHAOS DAEMONS FOR OPTIONS

The Astartes of the Word Bearers have shown the path through with Daemonic Princes can come to the material world and lend their might to the plans of the Warmaster. But such aid is not without a steep price...

DAEMON PACK

ELITES CHOICE

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE S ONLY

POINTS VARIES

MAY BE TAKEN AS EITHER BLOODLETTERS, DAEMONETTES, PLAGUE BEARERS OR HORRORS - SEE CODEX CHAOS DAEMONS

Packs of Daemonettes and Bloodletters wreak destruction upon the Armies of the Emperor. The Book of Lorgar shows the way and the cost of such support.

Using Chaos Daemons Allies: All Daemon Packs and Daemon Princes enter play using Daemonic Assault and arrive on your first turn, using the Deep Strike rules. They may use Teleport Homers and Locator Beacons to avoid scatter.





DEATHSTORM DROP POD

HEAVY SUPPORT CHOICE

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

95POINTS

	BS	FRONT	SIDE	REAR
Deathstorm Drop Pod	4	12	12	12

Deathstorm Drop Pods are used by both the Astartes Legions and by the Imperial Army to overcome a heavily entrenched enemy.

Unit Composition

- 1 Deathstorm Drop Pod

Vehicle Type: Open Topped

Transport Capacity: none

Special Rules

- Inertial Guidance System (pg 69 C:SM)
- Immobile
- Drop Pod Assault (pg 69 C:SM)
- Automated Weapons

Wargear

Whirlwind Launchers (a weapon destroyed result destroys all weapons)

Automated Weapons: When a Deathstorm drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within 12" of the Deathstorm and in line of sight comes under attack as a hail of missiles sweep the surrounding area. Roll to hit using the Deathstorm's BS4 for either D3 Whirlwind attacks or D3 assault cannon attacks against each target unit.

In subsequent turns the Deathstorm may continue to fire a single weapon, picking a enemy target and resolving the firing as normal.

Options:

- May replace its Whirlwind launcher with assault cannons (almost uniquely these do not count as autocannon) +20 pts

GRAV ATTACK

FAST ATTACK UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

100 POINTS

	BS	FRONT	SIDE	REAR
Grav Attack	3	12	12	10

Unit Composition

- 1 Grav Attack Tank

Vehicle Type

- Fast Skimmer Tank

Transport Capacity: None.

Wargear

Turret mounted Lascannon
Hull Mounted Havoc Launcher
Searchlight
Smoke Launchers
Extra Armour

Options: May take one of the following on a pintle mount:
twin-linked bolter +10 points or Plasma Gun for +15 points.

Priestley Pattern:

The Grav-Attack has its cost reduced to 90 points if the model is converted from an underarm deodorant stick and a medicine spoon (see the Warhammer 40,000 Compendium for details).

The Grav-attack is a standard Imperium design produced in considerable numbers by the weapon-shops of the Martian Mechanicum. The vehicle is powered by a standard graviton reaction motor utilising gravitational counter thrust engines and suspensors. A single jet engine facilitates high-speed forwards movement along roads and other 'safe' flat surfaces. The hull might be made from any of a variety of materials depending on local availability. Ideally, armour comprises a ceramite core overlaid by cellular layers of plastic and an outer coating of silicate. The turret affords all round vision and fire for the lascannon.





HALCYON COMMAND RHINO

NON COMPULSORY HQ CHOICE

REPLACES THE DAMOCLES RHINO - IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

60 POINTS

	BS	FRONT	SIDE	REAR
Halcyon Rhino	4	11	11	10

The Halcyon Rhino is the forbearer to the Damocles Rhino used by the Imperium in later Millennia. During the Horus Heresy it saw wide spread use amongst the Imperial Army as well as the Astartes Legions.

Unit Composition

- 1 Halcyon Command Rhino

Vehicle Type

- Tank

Transport Capacity: none

Wargear

Improved Communications
Orbital Bombardment
Twin-linked Bolt Gun
Searchlight
Smoke Launchers

Options: May purchase Extra Armour at +15 pts.

Improved Communications:

If the Halcyon Command Rhino is deployed on the table then the Imperial player may re-roll a single Reserve roll once per turn. Additionally units may re-roll the Scatter and Distance dice when deploying via Deep Strike. They must accept the re-rolled result.

Orbital Bombardment: A Halcyon Command Rhino has the authority to call down a bombardment from a Strike Cruiser. This ability can be used once per game in its Shooting phase, providing that the Halcyon Rhino did not move in the preceding Movement phase. Calling down an orbital bombardment otherwise counts as firing a ranged weapon and uses the following profile:

Range: Unlimited Str. 10 AP 1 Type Ordnance, Large Blast, Barrage

Note that an orbital bombardment will always scatter the full 2D6" and cannot be modified by the crew's Ballistic Skill.

0-1 LAND RAIDER SPARTAN

HEAVY SUPPORT CHOICE

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

300 POINTS

	BS	FRONT	SIDE	REAR
Spartan	4	14	14	14

The Spartan is a rare variant of the Phobos pattern Land Raider. It is distinguishable by its battlement style armoured top deck and its extended hull which projects ahead of the track units. With greatly reduced firepower, the Spartan was designed purely as an infantry delivery vehicle. It is rarely deployed outside of the Sons of Horus and Emperor's Children Legions as its lack of firepower make it a poor assault vehicle unless properly supported by a detailed battlefield strategy.

Unit Composition

- 1 Land Raider Spartan

Vehicle Type

- Tank

Transport Capacity: Twenty

Wargear

Forward Facing Pintle Mounted Heavy Bolter
Rear Facing Pintle Mounted Heavy Bolter
Two Lascannon side sponsons
Searchlight
Smoke Launchers
Extra Armour
Venerable
Ceramite Shielding
Assault Ramp

Heavy Bolters: The Heavy Bolters cannot be fired from within the Spartan and may only be operated by passengers using the top fire point.

Fire Points: The Spartan is designed for its passengers to be able to use their own weapons in its defence with formidable protection. Up to six models may use the battlements with surround the castle-like top deck of the Spartan as a fire point. They may fire their own weapons or may use the forward and rear facing Heavy Bolters. The vehicle remains enclosed and the passengers cannot be harmed unless the vehicle is destroyed.

Ceramite Shielding: In order to resist the heat of melta weapons and thermal blasts the Spartan is armoured with thick ceramite shielding. Melta Bombs and weapons with the 'Melta' special rule never roll an extra dice for armour penetration against a Spartan.

Venerable: Only one in ten Land Raider hulls are worthy of adapting into Spartans and it is a task that the Martian Mechanicum take great pains over. The Vehicles Machine Spirit is tasked with its self repair and the preservation of its passengers rather than the ballistic duties demanded of it in other patterns. The Spartan is extremely hard to cripple and whenever they suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.



MARTIAN MECHANICUM TERMITE

DEDICATED TRANSPORT UNIT

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

+20 POINTS

	BS	FRONT	SIDE	REAR
Termite	3	12	12	-

Unit Composition

- 1 Termite

Unit Type

- Vehicle

Special Rules

- **Fire Points** none
- **Access Points - 2:** The Termite has two side hatches which are used as access points by the passengers. Once deployed, a Termite cannot be embarked upon.
- **Buried:** The Termite has no rear armour value as it is underground, instead resolve a rear attack onto a side facing.

Transport Capacity: May carry up to 14 models.

Dedicated Transport: Any unit which has purchased a Rhino may replace it with a Martian Mechanicum Termite for +20 points.

Wargear

Twin-Linked forward facing Meltagun mounted in hull
Drill mounted in the hull
Searchlight

Subterranean Assault: At the beginning of the controlling player's first turn, you may choose up to half (rounding up) of the Termites kept in reserve to make a Subterranean Assault move. Termites making this move arrive on the player's first turn using the Deep Strike rules. The arrival of the remaining units held in reserve is rolled for as normal.

Movement: Once emerged, the Termite capsule becomes permanently immobile.

Termites, like their larger cousins the Mole and Hellbore, are used as subterranean transports to deliver units across the battlefield under enemy entrenchments and defences.

Drill Attack: Any model assaulting the Termite in its front arc takes a S8 hit from the drill on a 4+ before any attacks are made. The hit ignores armour saves and penetrates vehicles on 2d6.

Tunneller: Termite Capsules enter play from reserve, even if reserves are not normally allowed by the scenario being played. When the capsule arrives you may place the pod anywhere on the table as long as it is not in impassable terrain or within 1" of an enemy model. Roll a Scatter dice, if a hit results the capsule emerges on target otherwise it scatters 2D6" in the direction shown. If this movement would take it into impassable terrain or within 1" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them. Once the capsule has emerged, the exit doors blast open and all passengers immediately disembark. The passengers may not move or assault that turn. They may shoot or run but count as moving.

PERTURABO STORM TANK

FAST ATTACK UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

185 POINTS

	BS	FRONT	SIDE	REAR
Perturabo Storm Tank	3	14	13	10

Unit Composition

- 1 Perturabo Storm Tank

Vehicle Type

- Fast Tank

Transport Capacity

None.

Crew: Imperial Army

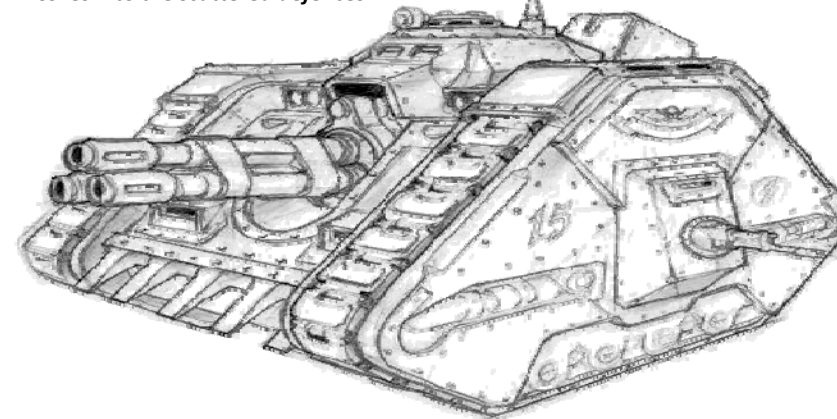
Wargear

Rotary Lascannon (d3 shots)
Two Hot-Shot Lasgun Sponsons
Havoc Launcher
Searchlight
Smoke Launchers
Extra Armour
Machine Spirit (pg 81 C:SM)

Options

- May take one of the following on a Pintle Mount: twin-linked bolter +10 points or Plasma Gun for +15 points.

Based on partial STC data retrieved by the Legio IV on Onassi Prime, the Perturabo Storm Tank is perfect for smashing through enemy defence lines and hurling havoc missiles into the scattered defences.





PRIMARCH HONOUR GUARD SQUAD

HQ UNIT

IMPERIAL ARMY AND SPACE MARINE FORCES ONLY

230 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Legion Champion	6	5	4	4	2	5	4	10	2+
Primarch Honour Guard	5	5	4	4	2	5	3	10	2+

Unit Composition

- 1 Legion Champion
- 2 Primarch Honour Guard

Unit Type

Infantry

You may only ever include one Primarch Honour Guard squad in your army. This does not count against your HQ allowance. You must have either a Primarch or a model that permits you to take Primarch Honour Guard.

Wargear

- Relic Blade
- Frag and Melta Bombs
- Iron Halo (C: SM pg 52)
- Artificer Armour with Bolt Pistol and Bolt Gun **or**
- Terminator Armour with twin linked Bolt Gun

Special Rules

- Fearless
- Combat Tactics
- Relentless
- Honour or Death - Legion Champion (C:SM pg 53)

Dedicated Transport

May select a Drop Pod or Rhino if in Artificer armour or a Land Raider of any type as a dedicated transport if in Artificer or Terminator armour. (C:SM pg 135)

Options

- May include up to seven additional Primarch Honour Guards at +75 points per model
- The Legion Champion may replace his relic blade with a Thunder Hammer for +5 points. The Legion Champion may take digital lasers for +10 points.
- One Primarch Honour Guard may carry the Legion Banner at +25 points (counts as a Chapter Banner).
- Any member of the squad may purchase a storm shield for +10 points.

Primarch Honour Guard appear as characterful as their masters. Though they are all Primarch Honour Guard, the Phoenician Guard carry their Relic Blades as graceful halberds while the Deathshroud (of which there should be only two and the Champion) carry massive scythes and Angron's Devourers carry massive gladiatorial chain axes.

Important: Primarchs lose the Majestic special rule for being targeted by shooting attacks while in a unit of Primarch Honour Guard.

O-1 SABRE TANK HUNTER

HEAVY SUPPORT UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

145 POINTS

	BS	FRONT	SIDE	REAR
Sabre	4	13	11	10

Unit Composition

- 1 Sabre Tank Hunter

Vehicle Type

- Tank

Transport Capacity

None.

Crew: Imperial Army with Targeters or Astartes

Wargear

Neutron Laser Projector
Searchlight
Smoke Launchers
Extra Armour

Options

- May take one of the following on a Pintle Mount: twin-linked bolter +10 points **or** Plasma Gun for +15 points.

The sabre Tank Hunter was a rarely seen variant initially used by the forces loyal to the Emperor to combat the phalanxes of warmachines and armour employed by Horus' forces. However as the Heresy rolled onwards many fell into the hands of the Warmaster's forces. A variant of the Vindicator siege tank, it replaces the demolisher cannon with a Neutron Laser Projector. This marvel of technology was hard to maintain outside of the Martian Mechanicum and in prolonged campaigns most Sabres were converted to the more easily maintainable Vindicators.

Neutron Laser Projector

Range 60" Str 10 AP 2 Ordnance 1, Blast

Shock Pulse: The pulse of the neutron laser overwhelms vehicle systems and electronics. Any non super-heavy vehicle hit by a neutron laser suffers an automatic Crew Stunned result in addition to any damage caused normally by the weapon.



STORM BIRD

SUPER-HEAVY TRANSPORT

MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

800 POINTS

	BS	FRONT	SIDE	REAR
Storm Bird	4	12	12	10

Unit Composition

- 1 Storm Bird

Vehicle Type

- Super Heavy Flyer

Structure points: 5 Structure points

Transport Capacity: 60 (even Assault Marines and Terminators only count as a single model aboard a Storm Bird)

Access points: One access hatch on each side and a front and rear assault ramp (units disembarking from a Storm Bird may assault on the same turn it lands).

Special Rules:

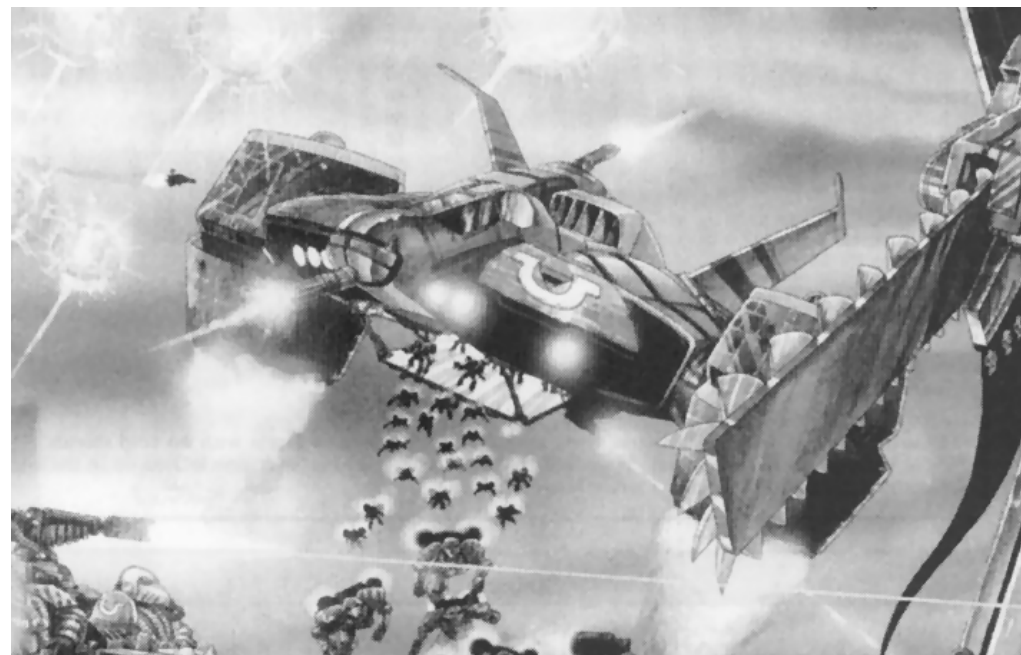
- Hover Mode
- Ceramite Shielding

The Storm Bird is a super-heavy transport capable of transporting six squads of Astartes from an orbiting warship to the battlefield below. At nearly twice the mass of the newer Thunder Hawk gunships, the Storm Birds are veterans of the Unification Wars and are slowly falling out of favour with the Astartes. Their large size and requirement for a larger landing field makes them more vulnerable to enemy fire and more difficult to insert into the heart of the warzone where the Astartes can excel. That said it is a design which has stood the Armies of the Emperor well on countless battlefields for over three centuries.

Wargear

- Two under wing mounted twin linked Autocannon
- Nose mounted rotary Autocannon (this counts as two twin-linked autocannon)
- Turret mounted rotary Autocannon (this counts as two twin-linked autocannon)
- Two pairs of under wing bomb pylons (a pair under each wing for four pylons in total)

Options: May exchange any of its 2 pairs of bomb pylons with two Hellstrike missiles (72" range Strength 8 AP 3 Ordnance)



Large Target: Because of its size and relative speed for atmospheric flight shooting attacks against the Storm Bird are made using the firer's normal BS rather than hitting on 6s.

Ceramite Shielding: In order to resist the heat of atmospheric entry a Storm Bird has thick ceramite shielding. Melta Bombs and weapons with the 'Melta' special rule never roll an extra dice for armour penetration against a Storm Bird.

Bombing Run: For each bombing run the Storm Bird may drop a pair of bombs which is resolved as a Str 6 AP 4 Apocalyptic barrage (6) weapon. This can be done once per pair of bomb pylons, after which the Storm Bird is out of bombs. Example: If the Storm Bird has replaced a pair of bomb pylons with Hellstrike Missiles (giving it two missiles) it has a pair of bomb pylons remaining. The Storm Bird in the example may therefore make a bombing run for a single turn after which it is out of bombs.

The Ultima Pattern switches the large wings and engine nacelles for large directional turbines. During key stages of the Heresy, many damaged Storm Birds were retrofitted to the Ultima Pattern by both sides and used as drop ships at Istvan, Calth and Prospero.



0-1 THUNDER RHINO

DEDICATED TRANSPORT UNIT

SPACE MARINE LEGIONS ONLY

+10 POINTS

	BS	FRONT	SIDE	REAR
Thunder Rhino	4	11	10	10

Unit Composition

- 1 Thunder Rhino

Vehicle Type

- Tank, Fast, Open Topped

Transport Capacity: 12

Wargear

- Searchlight
- Smoke Launchers
- Twin Bolt Guns

Options

May take a Plasma Gun on a pintle mount for +15 points.

Dedicated Transport: Any unit which has purchased a Rhino may replace it with a Thunder Rhino for +10 points.

Limited availability: With the exception of the World Eater Legion, Thunder Rhinos are only in limited use by the Space Marines and so are 0-1.

'THE RED ANGEL'

HEAVY SUPPORT UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
'The Red Angel'	5	3	6	5	5	5	D6	10	4+

Currently residing in the body of Sanguinius former Equerry whom was slain at Signus Prime, 'The Red Angel' is an ancient daemoniac entity that has manipulated events on a thousand worlds for his own purposes. Swearing allegiance to no particular Chaos Power, his aid is given to those armies which battle to achieve his own mysterious goals.

Unit Composition

- 1 'The Red Angel' (Unique)

Unit Type

Infantry

Special Rules

- Fearless
- Invulnerable 4+ Save
- Psyker
- Eternal Warrior

Wargear

- Daemoniac Claws (ignore armour saves)

Transport

- 'The Red Angel' may not be transported.

Psyker

'The Red Angel' must attempt to cast a psychic power at the start of its movement phase. If the power is successfully cast it randomly manifests one of the following powers. 'The Red Angel' may choose to cast additional powers after each successful power is generated. All powers are generated in the beginning of the Movement phase but some may only come into effect later that turn. Each additional power generated (re-roll duplicates) causes 'The Red Angel' to suffer an unsavable wound each time.

1 Terrify – All enemy units with a model within 12" of 'The Red Angel' immediately take a Pinning test.

2 Re-Knit Host – 'The Red Angel' immediately regains d6 wounds (cannot exceed starting wounds).

3 Teleport – Immediately remove 'The Red Angel' from the battlefield and Deep Strike anywhere on the table and may assault after arrival. The 'Red Angel' cannot benefit from any ability that affects deploying via Deep Strike (such as a Locator Beacon).

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over 'The Red Angel'. All models touched by the template (including 'The Red Angel') take an immediate Str 5 AP 3 hit.

5 Timeshift – 'The Red Angel' may assault 12" this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to 'the Strength and Toughness of The Red Angel.





THE PRIMARCHS

The Primarchs were the twenty genetically-engineered "sons" of the Emperor. The Emperor used his own DNA in their creation, and they were designed to be far superior to the average human: larger, stronger, hardier, faster, and smarter. They were also incredibly charismatic, as their main role was to be generals and leaders of the Imperial military. They were created in a secret underground laboratory on Luna under tightest security. However, the forces of Chaos managed to spirit them away just prior to their maturation. These were scattered across the galaxy, beyond the Emperor's reach, and all of them landed on different worlds. The Emperor could sense that the Primarchs were alive, but was unable to reach them. The genetic material of each one of them was used to found a single Space Marine Legion, twenty in total. As the Emperor found them, he was generally pleased by their actions, and quickly gave them the leadership of their respective legion. Now that several of the Primarchs have turned from the Emperor it is the grim duty of these brothers to wage war and slay one another.

All models with the designation *Primarch* count as two models for transport purposes (except Magnus who count as three due to his size). Primarch's benefit from the following special rules:

Independent Character
Eternal Warrior

Relentless
Acute Senses

Deep Strike
Fleet

Invulnerable 4+ Save
Feel No Pain

Majestic: Primarchs may be targeted by shooting even if they have joined a unit (unless he is leading a unit of Primarch Honour Guard).

Inspiring Presence: The Primarch and any allied Space Marine units within 12" of the Primarch are Fearless. In addition, all models in a unit containing a Primarch gain the Counter Attack special rule.

Titanic Might: Such is the power of the Primarchs that they may re-roll all failed rolls to wound with close combat and shooting attacks.

Heroic Strike: Primarchs always roll 2d6 and pick the highest for armour penetration rolls. Instead of making their normal attacks in close combat, the Primarch may instead make a single attack which hits and wounds automatically. Against vehicles it causes an automatic penetrating hit against its target. The Heroic Strike is AP 1.

Primarch Armour: The artifice incorporated into the armour of the Primarchs means that none but the most determined of attacks can penetrate it. The armour provides a 1+ armour save (remembering that a roll of a 1 is always a failure).

Fallen Hero: Should a Primarch be reduced to 0 wounds or be taken out of the game in some manner, do not remove the model from the table. Instead place the model on its side (as practically possible). The model now forms an additional objective in missions that use objectives. In missions that use Kill Points the Primarch counts as D3 kill points. Furthermore all allied Imperial units that remain within 6" of the gravely wounded Primarch gain the Counter Attack and Fearless universal special rules and all Astartes of the Primarch's Legion on the battlefield are Fearless.



THE LEGION ASTARTES

Using the Space Marine Legions in the Siege of Terra

The following rules are used during all games set during the Age of the Emperor: The Siege of Terra. These rules override any conflicting text found in individual army codices. All Space Marine Legions use Codex: Space Marines.

Tactical and Devastator squads may replace any Missile Launcher with an Autocannon at no additional cost.

All Storm Bolters must be replaced by Twin-Linked Bolters. Sternguard Veterans may not purchase Storm Bolters or Twin-Linked Bolters (but nice try for thinking it!)

During the Horus Heresy the Legions made heavy use of large infantry formations. Tactical and Devastator squads may include up to an additional fifteen Space Marines to a maximum unit size of Twenty Marines including the Sergeant. Squads of ten or more models may use the Combat Squads rule and must be split into two equal sized squads and so may only use this rule if the squad is of an even number of models. Special Weapon and Heavy Weapon options that are available if the squad numbers ten models are available for a second time if the squad numbers twenty models.

Only one unit of Assault Marines in the army may be equipped with Jump Packs. Vanguard Veterans have no such restriction.

Vengeance rounds are not available to Sternguard Veterans or any other unit with access to Special Ammunition.

Unit types that are listed as Space Marine Captains may take a Command squad as per page 132 of Codex Space Marines. Command squads may be equipped with jump packs for +50 points for the unit. The Legions loyal to the Warmaster have abandoned the Council of Nikea. You may include as many Librarians as you wish (subject to normal force organisation restrictions).

Any unit armed with Assault Cannons must replace them with a twin-linked autocannon (also known as a Reaper Autocannon). If the Assault Cannon is twin-linked then it is replaced with a quad-gun (see pg 18 of the Planetstrike rulebook).

Any vehicle that may be armed with Extra Armour may be armed with a Havoc Launcher: The havoc launcher fires a cluster of high explosive missiles. The launcher has the following profile – Range 48”, Strength 5, AP5, Heavy 1 Blast Twin Linked. A Havoc Launcher costs 15 points.

Though in the 41st Millennium vehicles such as the Razorback, Land Raider Crusader, Land Raider Helios, Land Raider Redeemer and Predator Annihilator are commonplace, they remain either undiscovered or awaiting further testing during the Age of the Emperor. However, on occasion vehicles with similar capabilities were employed during the Age of the Emperor, though in far smaller numbers. As a result only two Razorbacks, one Land Raider Helios, one Land Raider Redeemer, one Land Raider Crusader, one Land Raider Prometheus and one Predator with a twin-linked lascannon turret may be included in an army.

Any Space Marine Bike squadron may be upgraded to Jetbikes at +5 points per model. Any Attack Bikes may be upgraded to Jetbikes at +5 points per model (although they are known as Chariots). Any character that may purchase a Space Marine Bike may instead purchase a Jet Bike for +40 points. Jetbikes are armed with a twin linked bolter. If a Captain is mounted on a Jetbike his Command Squad may purchase Jetbikes for +130 points for the squad.

A single Baneblade, Hellhammer or Shadowsword in appropriate Legion colours may be upgraded to a Fellblade, Fellhammer or Fellsword for +50 points. It is BS 4 but otherwise remains unchanged.



LEGIO XVI - THE SONS OF HORUS



The Horus Heresy truly began after Horus was wounded on the moon of Davin, a place that was cursed by the foul Chaos Gods. The wound caused by the blade refused to heal, despite Horus' super-enhanced immune system or the efforts of the Sons of Horus' best apothecaries. While ill, Horus was taken for healing by the Davinites.

During the rituals, Horus' spirit was transferred into the Warp where the Chaos Gods portrayed themselves as the victims of the Emperor's psychic might who had no interest themselves in controlling the material world. Horus, already having grown jealous and deeply resentful of his perceived poor treatment at the hands of his father, the Emperor, proved all too willing to accept the Ruinous Powers' false visions of an Emperor determined to make himself a god at Horus' expense. Horus had decided that if anyone deserved to be worshipped as a god it was he, and not the Emperor. He accepted the offer of the Chaos Gods to join their cause and in return they healed his wound and granted him the powers of the Warp. The Chaos Gods' pact with Horus was simple: "Give us the Emperor and we will give you the galaxy".

After seven long years, the Warmaster's black crusade has taken him finally to the heart of the Imperium he helped create. Now more removed from the day to day conflict, Horus prepares for the battle he knows will determine the fate of the galaxy – the duel with his father, the Emperor.

EZEKYLE ABADDON – 1st CAPTAIN OF THE SONS OF HORUS

HQ UNIT

SONS OF HORUS LEGION ONLY

240 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ezekyle Abaddon	7	5	4	4	4	5	4	10	2+

Special Rules

- Fearless
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Inspiring Presence (counts as a Chapter Banner)
- Combat Tactics
- Battle-Forged Heroes (C:SM pg 85)
- Independent Character

Lord of the 1st Company

If you include **Ezekyle Abaddon** then one you may take the Justaerin Terminator squad as a Troop choice instead of Elites.

Legion Tactics: Spear Tip

If you include **Ezekyle Abaddon** then at least half of all Drop Pods in an army arrive via Deep Strike on the first turn (this overrides the limit in the Drop Pod Assault special rule). Additionally, the first Drop Pod to land may be used as a Locator Beacon. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

Unit Composition

- 1 (Unique)

Wargear

- Terminator Armour
- Master Crafted Relic Blade or a Wolf Claw
- Twin linked Bolt Gun or a Wolf Claw

Unit Type

- Infantry (Space Marine Captain)

Wolf Claw: During the early days of the Great Crusade, the Primarch Leman Russ made a gift to Horus of a magnificent pair of clawed gauntlets, sheathed in energy. These Wolf Claws were said to be superior to even the Warmaster's own artificer's skill. Some time later, finely wrought copies were gifted by the Warmaster to several of his more ferocious assault captains. The Wolf Claw thereafter became both a badge of favour as well as a potent weapon. In game terms all models armed with Lightning Claws in a Sons of Horus army may declare at the start of each close combat that they are re-rolling their failed hits in close combat rather than their failed wound rolls.



HORUS AXIMAND – 5th CAPTAIN OF THE SONS OF HORUS

HQ UNIT

SONS OF HORUS LEGION ONLY

185 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Horus Aximand	6	5	4	4	3	5	4	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Wolf Claw or Relic Blade
- Bolt Gun
- Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Independent Character
- May take a Primarch Honour Guard

Legion Tactics: Spear Tip

If you include **Horus Aximand** then, except in Planetstrikes, the Sons of Horus army may choose Spearhead deployment. At least half of all Drop Pods in an army arrive via Deep Strike on the first turn (this overrides the limit in the Drop Pod Assault special rule). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

MALOGHURST – THE TWISTED

ELITE UNIT

SONS OF HORUS LEGION ONLY

135 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Maloghurst	5	4	4	4	2	4	2	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Wolf Claw or Master Crafted Power weapon
- Power Armour
- Bolt Pistol
- Combi-Melta Gun
- Frag and Krak Grenades

Special Rules

- Stubborn
- And They Shall Know No Fear
- Eternal Warrior
- Independent Character
- The Twisted
- May take a Primarch Honour Guard

The Twisted

As the Equerry to the Warmaster, Maloghurst commands with the authority of Horus himself. At the start of each Sons of Horus turn Maloghurst may invoke the command of the Warmaster on a single friendly unit within 12". The unit becomes Fearless and receives the Preferred Enemy special rule. This ability lasts until the start of the next Sons of Horus turn.

VALUED COUNCIL

HQ UNIT OR SQUAD UPGRADE

SONS OF HORUS LEGION ONLY

POINTS VARIES

The Warmaster has long advocated sharing the skill set and abilities of his brother Primarchs and their Legions with his own. He saw that only by learning from his brothers could he understand them and be better positioned to earn their trust. A Sons of Horus army may include a single independent character (including another Primarch) or squad sergeant upgrade from any other Legion in the Army of the Warmaster. The character may not use a Legion tactic but all other abilities may be used on Sons of Horus units as though they were of the character's Legion.

KALUS EKADDON – CAPTAIN OF CATULAN REAVER SQUAD

REPLACES VANGUARD VETERAN SERGEANT

SONS OF HORUS ONLY

+50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kalus Ekaddon	6	4	4	4	2	4	3	10	3+

Unit Composition: One Vanguard Veteran Squad in the army may replace its Sergeant with Captain **Kalus Ekaddon**.

Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Twin Wolf Claws

Special Rules

- And They Shall Know No Fear
- Stubborn
- Iron Halo (C: SM pg 52)
- Heroic Intervention

Options: May take any of the wargear options available to the Vanguard Veteran Sergeant he replaces.



0-1 JUSTAERIN TERMINATOR SQUAD

ELITE UNIT

SONS OF HORUS LEGION ONLY

235 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Falkus Kibre	6	4	4	4	2	4	3	10	2+
Justaerin Terminators	5	4	4	4	1	4	2	10	2+

Clad in black armour, the Justaerin were rightly feared for their unrelenting nature and fierce determination to be the first to reach their objective.

Unit Composition

- 1 Falkus Kibre
- 4 Justaerin Terminators

Unit Type

Infantry (Unique)

Special Rules

- And They Shall Know No Fear
- Stubborn
- Relentless
- Combat Tactics
- Combat Squads
- 5+ Invulnerable save
- Deep Strike

Wargear

- Master Crafted Relic Blade (Falkus Kibre)
- Wolf Claw (Justaerin Terminators)
- Twin-linked Bolt Gun
- Terminator Armour

Dedicated Transport

May select a Land Raider of any type as a dedicated transport. (C:SM pg 81).

Options

- May include up to five additional Justaerin Terminators at +40 points per model
- Any Justaerin Terminator may replace their twin-linked Bolt Gun with a Wolf Claw for +10 points or with a Storm Shield or a Power Weapon for +5 points.
- Any Justaerin Terminator may replace a Wolf Claw with a Power Fist for +5 points or a Thunder Hammer or Chain Fist for +10 points.
- Up to two Justaerin Terminators may be armed with a Cyclone Missile Launcher for +20 points or may replace their Twin-Linked Bolt Gun with a Heavy Flamer for +5 points or a Twin-Linked Autocannon or a Multi-Melta for +15 points.



LEGIO III - EMPERORS CHILDREN



The Legion's history begins with the descent of their Primarch Fulgrim to the resource-poor world of Chemos. Old technology was restored, lost areas reclaimed, and the people of Chemos were able to spend time on art and culture. Fulgrim took pride in this, as he harboured a love of perfection in all things.

When the Emperor first arrived on Chemos Fulgrim swore fealty to him instantly, and was placed at the head of his Legion. Fulgrim addressed them, stating that they would go out into the Galaxy and spread the wisdom of the Emperor. "We are His children," he told them, "Let all who look upon us know this. Only by imperfection can we fail him. We will not fail!" Allied with the Warmaster Horus for much of the Crusade, the influence of the Dark Gods has twisted their quest for perfection and pride and has led them far from their Emperor's side. Now they stand against Him along with their brothers.

While the other Legions fight for concepts of greed, power or worship, the Emperor's Children are driven by the sensations shown to them by the Dark Prince Slaanesh. As the Legio III swept towards Terra, millions of civilians were debased and rendered for their amusement and satisfaction. The Warmaster has already given over much of the population of Terra to his brother Fulgrim to gain his support in the coming battle, but even Horus doubts there is enough innocent flesh in the galaxy to sate the now totally corrupted legion.

EIDOLON – CHAMPION OF SLAANESH

HQ UNIT

EMPEROR'S CHILDREN LEGION ONLY

230 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Eidolon	6	5	4	4	3	6	4	10	2+

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Combat Tactics
- Independent Character
- Sensationalist

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score.

Sensationalist: The corruption of the III Legio is most keenly felt in Eidolon's warriors. Noise Marines are scoring units in an army including Eidolon.

Corrupted Legion Tactics – Lost in Sensation

If you include **Eidolon** then all units in your army exchange the **Combat Tactics** special rule for the **Lost in Sensation** ability. All units affected gain +1 Initiative and +1 to sweeping advance rolls as they are caught up in the orgy of violence. All affected units on the table must re-roll successful pinning checks as they bask in the sensations of battle. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Master Crafted Thunder Hammer
- Artificer Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades
- Unearthly Scream
(counts as Heavy Flamer and causes pinning at -2 leadership).



FULGRIM - DAEMON PRIMARCH

HQ UNIT

EMPERORS CHILDREN LEGION ONLY

500 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Fulgrim – Daemon Primarch	10	5	6	6	5	9	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Beast (Primarch)

Wargear

- Artificer Armour
- *The Laeran Blade* (power weapon)

Special Rules

- **Deep Strike**
- **Eternal Warrior**
- **Acute Senses**
- **3+ Feel No Pain**
- **Quicksilver:** Fulgrim counts as armed with Assault and Defensive grenades and has an Invulnerable 4+ Save. Additionally he rolls 3d6 for his run move and picks the highest.
- **Soulstrike:** (If all attacks hit a single target, all wound rolls with the Laeran Blade cause Instant Death even on models with Eternal Warrior).
- **Prince of Chaos:** Thanks to the Chaos Gods, Fulgrim considers himself far more than an Astartes, or even a Primarch. He may not join a unit or be joined.
- **Martial Pride**
Fulgrim gains +1 Attack if fighting any foe with a WS5 or higher. If only fighting opponents that have a WS3 or less Fulgrim's are reduced by 1 as he literally fights with an arm behind his back.
- **Inspiring Presence:** Fulgrim and any Emperor's Children units within 12" are Fearless.
- **Titanic Might:** Such is the power of the Primarchs that they may re-roll all failed rolls to wound with close combat and shooting attacks.
- **Heroic Strike:** Fulgrim always roll 2d6 and pick the highest for armour penetration rolls. Instead of making their normal attacks in close combat, Fulgrim may instead make a single attack which hits and wounds automatically. Against vehicles it causes an automatic penetrating hit against its target. The Heroic Strike is AP 1.
- **Fallen Hero:** Should Fulgrim be reduced to 0 wounds or be taken out of the game in some manner, do not remove the model from the table. Instead place the model on its side (as practically possible). The model now forms an additional objective in missions that use objectives. In missions that use Kill Points Fulgrim counts as D3 kill points. Furthermore all allied Emperor's Children units that remain within 6" of the gravely wounded Primarch gain the Counter Attack universal special rule and all Emperor's Children on the battlefield are Fearless.



By the time the Emperor's Children made planetfall of Terra, their Primarch was clearly transformed by his pact with the Chaos God Slaanesh. The extent of the transformation varied wildly. At times he was said to represent a gigantic serpent with many arms each carrying a blade. At other times he was said to be much like he was during the Great Crusade, but with glowing eyes and reflexes incredibly evolved beyond physical possibility. Most outlandish were the reports of Fulgrim being able to kill astartes in their dreams and emerging from their disembowelled corpses. What ever the case, no other soul claimed as many lives on Terra as the Daemon-Primarch Fulgrim.

Corrupted Legion Tactics – Lost in Sensation

If you include **Fulgrim** then all units in your army exchange the **Combat Tactics** special rule for the **Lost in Sensation** ability. All units affected gain +1 Initiative and +1 to sweeping advance rolls as they are caught up in the orgy of violence. All affected units on the table must re-roll successful pinning checks as they bask in the sensations of battle. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



JULIUS KAESORON – CAPTAIN OF THE 1ST COMPANY

HQ UNIT

EMPEROR'S CHILDREN LEGION ONLY

220 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Julius Kaesoron	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master Crafted Lightning Claws
- Artificer Armour
- Frag and Krak Grenades

Perfection Through Co-ordination: Any friendly Emperor's Children squad within 8" of Julius Kaesoron may fire bolt guns as if they were stationary.

Special Rules

- Fearless
- Fleet
- Iron Halo (C: SM pg 52)
- Furious Charge
- Combat Tactics
- Independent Character

First Amongst Equals: After a victory, an Emperor's Children player may take up to one campaign point from another player in their taskforce who has the same score.

Lord of the 1st Company

If you include **Julius Kaesoron** then either one Emperor's Children Terminator squad, one Terminator Assault squad or one Sternguard Veteran squad may be taken as Troop choices instead of Elites.

Corrupted Legion Tactics – Lost in Sensation

If you include **Julius Kaesoron** then all units in your army exchange the **Combat Tactics** special rule for the **Lost in Sensation** ability. All units affected gain +1 Initiative and +1 to sweeping advance rolls as they are caught up in the orgy of violence. All affected units on the table must re-roll successful pinning checks as they bask in the sensations of battle. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

"That was quite exquisite..."
Julius Kaesoron

LUCIUS – MASTER DUELLIST OF THE EMPEROR'S CHILDREN

ELITE UNIT

EMPEROR'S CHILDREN LEGION ONLY

165 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Lucius	7	5	4	4	2	5	4	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master crafted Power Sword
- Power Armour
- Master Crafted Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Parry (counts as armed with defensive grenades)
- Independent Character
- Deathstrike (Wound rolls of 6 are Instant Death)
- Honour or Death

Martial Pride

Lucius gains +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1.

FABIUS – CHIEF APOTHECARY OF THE EMPEROR'S CHILDREN

REPLACES APOTHECARY

EMPEROR'S CHILDREN LEGION ONLY

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Apothecary Fabius	4	4	4	4	2	5	2	10	3+

Unit Composition

- One Command Squad in the army may replace its Apothecary with Chief Apothecary Fabius.

Unit Type

- Infantry (Space Marine Apothecary)

Wargear

- Power Armour
- Narthecium (C:SM pg 55)
- Power weapon
- Bolt Pistol
- Frag and Krak Grenades
- Servo Harness (C:SM pg 71)

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Eternal Warrior
- Combat Tactics
- Perfection Through Medication

Perfection Through Medication: If you include **Apothecary Fabius** then he and his command squad make use of his combat drugs in his quest for perfection. The squad gain the Furious Charge and Counter Attack universal special rules as their aggression is increased.



MARIUS VAIROSEAN – THE FIRST NOISE MARINE

UNIT UPGRADE

EMPEROR'S CHILDREN LEGION ONLY

+125 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Marius Vairosean	6	5	4	4	3	6	3	10	3+

Special Rules

- Fearless
- Iron Halo (C: SM pg 52)

Unit Composition

- One Noise Marine Squad in the army may replace its Choral Champion with Marius Vairosean.

Wargear

- Relic Blade
- Power Armour
- Instrument of Maraviglia
- Unearthly Scream (see Eidolon)
- Frag and Krak Grenades

Unit Type

- Infantry (Space Marine Captain)

Instrument of Maraviglia

Rng: 36" Str 6 AP 3 Type: Assault 3, Pinning, Ignores Cover

Choral Blasters

Rng: 24" Str 4 AP 5 Type: Assault 2, Pinning, Ignores Cover

NOISE MARINES

ELITE UNIT

EMPEROR'S CHILDREN LEGION ONLY

125 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Choral Champion	4	4	4	4	1	5	3	10	3+
Noise Marines	4	4	4	4	1	5	2	10	3+

Captain Marius Vairosean was the first Astartes to lift the daemonic instruments of the Maraviglia and play it, discovering its unusual effects could be directed, and the sensations wielding its power produced. In that moment Marius became the first Noise Marine.

Marius inspired a cult of his fellow Astartes and the Noise Marines took weaponised instruments to war with them, first to Isstvan and now to Terra itself.

Unit Composition

- A Choral Champion and 4 Noise Marines

Lost in Sensation: Noise Marines gain +1 to sweeping advance rolls as they are caught up in the orgy of violence. Despite being Fearless they automatically fail pinning checks as they bask in the sensations of battle.

Unit Type

Infantry

Icons of Slaanesh: Noise Marines count as Locator Beacons for Emperor's Children Terminators; Daemonettes, Seekers and Keeper of Secrets.

Special Rules

- Fearless
- Combat Tactics

Dedicated Transport

May select a Rhino or Drop Pod as a dedicated transport. (C:SM pg 135).

Wargear

- Choral Blasters
- Power Armour
- Bolt Pistol
- Frag and Krak Grenades

Options

- May include up to seven additional Chorus Marines at +25 points per model
- The Choral Champion may replace his Choral Blaster with a Power weapon and an Unearthly Scream for +20 points or an Instrument of Maraviglia or Power Fist for +15 points.
- Up to two Noise Marines in the squad may replace their Choral Blaster with an Instrument of Maraviglia for +10 points





LEGIO IV - IRON WARRIORS



Almost immediately upon being placed under the command of their primarch, Perturabo, the IV Legion found itself being plunged into a seemingly never-ending series of campaigns. Quickly recognised as experts in the art of siege warfare, the Iron Warriors were regularly called upon to exercise their skills in cracking open enemy defences.

Switched from one combat zone to another, the legion also found itself constantly diminishing in active crusading size as units from it were detached to act as garrison troops watching over worlds in the process of Compliance. The most famous of these garrisons was that of the Iron Keep on Delgas II, where one 10-man squad of Iron Warriors watched over a disgruntled population of 130 million.

It is unknown why the Iron Warriors were so often selected for such assignments, or why Perturabo always accepted such orders without protest, but it began to inflict serious damage to the legion's morale. This growing disillusionment would eventually translate into a tragic explosion of despair and rage as the Iron Warriors learned that their own homeworld, Olympia, had revolted against Imperial rule.

Briefed on the situation by the Warmaster Horus himself, Perturabo drew his legion away from the extermination campaign they were waging upon the Hrud and led them homewards, falling upon the world with no mercy. The planet was battered into submission, with over 5 million of the inhabitants killed. In the aftermath, the legion as a whole seemed aghast at their actions, aware that they had committed an unforgivable atrocity.

After their actions on Istvan, there is no going back for the Iron Warriors. Now Perturabo will see for himself whether Dorn's precious defences on Terra can stand up to the siege masters of the Iron Warriors.

THE PRIMARCH PERTURABO

HQ UNIT

IRON WARRIORS LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Perturabo	9	6	6	6	5	5	5	10	1+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Foebreaker (Master crafted Seismic Hammer C:SM pg 65)
- Left Siege Gauntlet Twin-linked Meltagun
- Right Siege Gauntlet Twin-linked Flamer

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Bolster Defences (C:SM pg 71)
- Orbital Bombardment (C:SM pg 52)
- Tank Hunter

Eye of the Storm: All Perturabo Storm Tanks and Thunderstrike Batteries are +1 BS in an army including Perturabo.

Dedicated Transport

May select a Land Raider of any type as a dedicated transport. (C:SM pg 135)

Legion Tactics

If you include Perturabo then all units in your army lose the **Combat Tactics** special rule. Instead all Ordnance may re-roll the scatter dice if desired and all ten-man Devastator squads gain the **Tank Hunter** universal special rule. All Iron Warrior vehicles may be give Siege Shields for +10 points each. Iron Warriors have Preferred enemy against Imperial Fists. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.





CASTLEMAYN FORRIX – 1st GRAND CAPTAIN OF THE IRON WARRIORS

HQ UNIT

IRON WARRIORS LEGION ONLY

215 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Castlemayn Forrix	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Terminator Armour
- Master Crafted +1 Str Lightning Claw
- Twin Linked Bolt Gun

Fated: Aeneas Rynn loses the Eternal warrior ability while in combat with Castlemayn Forrix. Instead of his normal attacks Forrix may make a single Strength 8 attack on Rynn.

Special Rules

- And They Shall Know No Fear
- Stubborn
- Iron Halo (C:SM pg 52)
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Independent Character
- Tank Hunter
- Combat Tactics

1st Captain

If you include **Castlemayn Forrix** then Iron Warriors Thunder Hammer and Storm Shield armed Terminator Assault squads may be taken as Troop choices as well as Elites

Legion Tactics

If you include **Castlemayn Forrix** then all units in your army lose the **Combat Tactics** special rule. Instead all Ordnance may re-roll the scatter dice if desired and all ten-man Devastator squads gain the **Tank Hunter** universal special rule. All Iron Warrior vehicles may be give Siege Shields for +10 points each. Iron Warriors have Preferred enemy against Imperial Fists. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

FERROUS IRONCLAW– MARSHAL OF THE ARMOURY

HQ UNIT

IRON WARRIORS LEGION ONLY

210 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ferrous Ironclaw	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Conversion Beamer (C:SM pg 70)
- Power Armour
- Thunder Hammer
- Servo Harness (C:SM pg 71)
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Stubborn
- Iron Halo (C:SM pg 52)
- Combat Tactics
- Bolster Defences (C:SM pg 71)
- Orbital Bombardment (C:SM pg 52)
- Independent Character

Marshal of the Armoury If you include **Ferrous Ironclaw** then all types of Dreadnought may be taken as Heavy Support choices as well as Elites choices in an Iron Warriors army.

Legion Tactics

If you include **Ferrous Ironclaw** then all units in your army lose the **Combat Tactics** special rule. Instead all Ordnance may re-roll the scatter dice if desired and all ten-man Devastator squads gain the **Tank Hunter** universal special rule. All Iron Warrior vehicles may be give Siege Shields for +10 points each. Iron Warriors have Preferred enemy against Imperial Fists. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply

RASTIGAN – EQUERRY TO PERTURABO

ELITE UNIT

IRON WARRIORS LEGION ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Rastigan	5	4	4	4	2	4	2	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chaplain)

Wargear

- Crozius Aquilum (+1 Str Power Weapon)
- Power Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Rosarius (C:SM pg 58)
- Furious Charge
- Independent Character
- Iron Hearted

Iron Hearted

As Perturabo busies himself with the task of breaking sieges and fortifying worlds, he is often represented in counsel by the dour Rastigan. A skilled orator, Rastigan often rouses his fellow Iron warriors into a cold rage before unleashing them on the battered defences of their enemies. At the start of each Iron Warrior turn Rastigan may invoke the pent up frustration in a unit of his fellow Iron Warriors within 12". The unit receives the Furious Charge special rule. This ability lasts until the start of the next Iron Warrior turn.



NIZPAL – TRACKSMITH

ELITE UNIT

IRON WARRIORS LEGION ONLY

155 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Nizpal	5	5	4	4	2	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Plasma Pistol
- Frag and Krak Grenades
- Servo Arm (C:SM pg 71)

Special Rules

- And They Shall Know No Fear
- Stubborn
- Iron Halo (C: SM pg 52)
- Combat Tactics
- Independent Character
- Tank Commander (C:SM pg 89)

Tracksmith

Known by his enemies and allies alike as the Tracksmith, Nizpal's record in the Great Crusade of tank kills was unsurpassed. In an army that includes Nizpal you may include 1 – 3 Grav Attacks, Sabres, Perturabo Storms, Thunderstrikes, Predators, Whirlwinds or Vindicators as a vehicle squadron. The tanks in the squadron must be of the same type and count as a single Heavy Support Choice. Nizpal must command one of the tanks in the squadron and all tanks count as having Siege Shields for no additional points cost.

VALOROUS – SIEGE BREAKER DREADNOUGHT

ELITE UNIT

IRON WARRIORS LEGION ONLY

180 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Valorous	5	5	6	4	2	12	12	11

Unit Composition

- 1 (Unique)

Vehicle Type

- Walker

Wargear

Chain Fist and built in Melta Gun
Flamestorm Cannon
Havoc Launcher & Teleport Homer

Options

- May take Extra Armour for +15 points

Siege Breaker

If you include **Valorus** then a single Siege Berzerker squad may be taken as a Troop choice.

Special Rules

Deep Strike: Frequently teleported into the heart of the enemy, Valorous may enter play via Deep Strike.

Venerable: Valorous is extremely hard to kill and whenever he suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

Valorous is an expert at tearing down enemy strongpoints and putting the survivors to the flame. Perturabo values his unrelenting nature and has been known to deploy him unsupported to demonstrate how poorly constructed an enemies defences truly are.

THUNDERSTRIKE ASSAULT GUN

HEAVY SUPPORT UNIT

IRON WARRIORS LEGION ONLY

185 POINTS

	BS	FRONT	SIDE	REAR
Thunderstrike	2	11	11	10

Unit Composition

- 1 Thunderstrike Assault Gun

Vehicle Type

- Open Topped

Transport Capacity

None

Wargear

Thunderstrike Cannon
Searchlight
Smoke Launchers

Options

- May take Extra Armour for +15 points

Thunderstrike Assault Guns are iconic vehicles from Iron Warrior's arsenal. Regarded with disdain by their brother Legions, the Thunderstrike indiscriminately bombards the enemy with high capacity shells. Not as accurate as other weapons, they are ideally suited for Perturabo's attitude to warfare.

Thunderstrike Cannon

A quad barrelled artillery piece, each turn the Thunderstrike Cannon may be fired in one of three ways. The reduced BS of the vehicle represents the indiscriminate nature of the weapon. If Nizpal commands a gun he may use his BS as normal.

Conqueror Rounds

Range: 72" Strength: 7 AP: 4 Type: Heavy 3 Blast

Infernus Rounds

Range: 72" Strength: 6 AP: 5 Type: Heavy 3 Blast, Ignore Cover Saves

AT Rounds

Range: 72" Strength: 8 AP: 1 Type: Heavy 3



SIEGE BERZERKERS

ELITE UNIT

IRON WARRIORS LEGION ONLY

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Siege Breaker	5	4	4	4	1	4	3	9	3+
Siege Berzerker	5	4	4	4	1	4	2	8	3+

A siege is a lengthy, drawn out process where warriors can work methodically, but with little adrenaline for many months and then, when the siege is broken, end all that effort in a few minutes of unfettered destruction at close quarters. Is it any surprise that some Iron Warriors find service with a Dark God who revels in such bursts of death and destruction?

Unit Composition

- A Siege Breaker and 3 Siege Berzerkers

Unit Type

Infantry

Special Rules

- Fearless
- Combat Tactics

Wargear

- Two Chain Fists
- Terminator Armour
- Frag Launcher

Icons of Slaughter: Siege Berzerkers count as Locator Beacons for Valorous; Blood Thirsters, Blood Letters, Blood Crushers and Flesh Hound units.

Frag Launcher: The Terminators have a shoulder mounted frag launcher. They count as being armed with Assault Grenades.

Bring It Down: On a turn that they assault into ruins or a building, the unit may strike in initiative order with their Chain Fists.

Dedicated Transport

May select a Land Raider as a dedicated transport. (C:SM pg 135).

Options

- May include up to twelve additional Siege Berzerkers at +50 points per model
- The Siege Breaker may replace a Chain Fist for a Multi-Melta for free.

SIEGE SERGEANT

REPLACES ANY TACTICAL SPACE MARINE SERGEANT

IRON WARRIORS LEGION ONLY

+70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Siege Sergeant	4	4	4	4	1	4	2	9	3+

Iron Warrior Siege Sergeants train their squads in fortifying their position and weathering the enemy's attacks before moving forward in a decisive assault to break the enemies resolve.

Unit Composition

- Any Tactical squad Space Marine Sergeant may be replaced by a Siege Sergeant.

Unit Type: Infantry

Wargear

- Power Armour
- Bolt Gun
- Bolt Pistol
- Servo Arm
- Frag and Melta Bombs

Special Rules

- And They Shall Know No Fear
- Stubborn (applies to unit)
- Combat Tactics
- Glacis Fortification

Glacis Fortification

When deployed, the Siege Sergeant and his squad may place a single 6" barricade in front of them (the resin Imperial barricades made by Games Workshop are ideal). The barricade provides any unit with a 4+ cover save while behind it. The Siege Sergeant's squad are free to move away from the cover once the game has begun but must be deployed within 3" of it at the start of the game. No other unit may be deployed in cover with the barricade. The Fortification may be deployed in other cover (such as woods) but the unit only benefits from the highest cover save provided. Alternatively they may reinforce a single 5" section of Aegis Defence line giving it +1 to its cover saves.

Options: A Siege Sergeant may exchange his Bolt Pistol for a twin-linked bolter or combi-melta for +5 points, a power weapon or a single lightning claw for +15 points or a power fist for +25 points.



LEGIO VIII - NIGHT LORDS



The coming of the Emperor of Man was an event that had been prophesied in Nostramo's history: an event that would lead to the planet's downfall. The Emperor landed on Nostramo, and led a delegation to the centre of Nostramo Quintus on foot. At the end of the broad road leading to Night Hunter's palace, the Primarch stood, waiting for the delegation to approach. As they did, he succumbed to a vision so potent and horrifying that he tried to claw his own eyes out, but was stopped by the Emperor. "Konrad Curze, be at peace, for I have arrived and intend to take you home." Night Hunter then looked at the Emperor "That is not my name, Father. I am Night Hunter, and I know full well what you intend for me."

Konrad Curze was soon incepted as the leader of the VIII Legion, which he named the Night Lords. Although he and his Legion excelled in many theatres of war, a tendency soon became apparent. It never occurred to the Night Lords to use anything other than total and decisive force to achieve their goals. Over the first few years, the Night Lords were moulded by their Primarch into an efficient, humourless force. Night Hunter encouraged his legion to decorate their armour with images designed to inspire fear in the enemy, a tactic that proved incredibly effective.

Soon, rumours of the impending presence of the Night Lords would cause a system to pay all outstanding tithes, cease all illegal activities and put to death any mutants and suspected heretics. Reinforcements to replace the Night Lords that fell in battle were selected from the population of Nostramo, but in Night Hunter's absence, the population of the planet collapsed back into the corrupt and decadent ways that had prevailed before his arrival. The ruthless criminals were the only ones to remain healthy and strong, so it was these men who were recruited for the Legion.

Destroying Nostromo as an example that rebellion would not be tolerated Night Hunter now prepares to bring fear to the heart of the Imperium.

THE PRIMARCH NIGHT HAUNTER

HQ UNIT

NIGHT LORDS LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Night Hunter	10	6	6	6	5	7	5	10	1+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- *The Long Knives* (Master Crafted +1 Strength Lightning Claws)
- Corona Nox – Gift of Prescience (C:SM pg 86)
- Frag Grenades

Special Rules

- Primarch
- Hit and Run
- I Am the Night (Gains the Stealth special rule)

Fear Incarnate: Enemy units engaged in combat by the Night Hunter may not use the Stubborn or Fearless abilities and instead use And They Shall Know No Fear. These abilities return to the units once they are no longer in close combat with the Night Hunter.

Legion Tactics

If you include Night Hunter then all units in your army exchange the **Combat Tactics** special rule for the **Acute Senses** and **Move Through Cover** universal special rules. The first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Raptor Lord: Primarch Honour Guard in an army led by Night Hunter may be given Jump Packs at +15 points each. If Night Hunter is deployed with a unit of Honour Guard equipped with Jump Packs then he may take a Jump Pack for no additional cost. Additionally the 0-1 restriction on Assault squads with jump packs does not apply to armies led by Night Hunter.





SHANG – EQUERRY TO THE NIGHT HAUNTER

HQ UNIT

NIGHT LORDS LEGION ONLY

195 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Shang	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master crafted Relic Blade
- Artificer Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Rites of Battle (C:SM pg 85)
- Independent Character

Equerry to The Night Haunter

You may include a squad of Night Lord Primarch Honour Guard in an army including Shang.

Legion Tactics

If you include **Shang** then all units in your army exchange the **Combat Tactics** special rule for the **Acute Senses** and **Move Through Cover** universal special rules. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ZSO SAHAAL – 3rd CAPTAIN OF THE NIGHT LORDS, THE TALONMASTER

HQ UNIT

NIGHT LORDS LEGION ONLY

220 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Zso Sahaal	7	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Space Marine Captain)

Wargear

- Power Armour
- Pair of master Crafted Lightning Claws
- Frag and Krak Grenades
- Jump Pack

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Stealth (applies to squad he leads)
- Hit and Run
- Independent Character
- The First Raptor
- Heroic Intervention (applies to any jump pack equipped squad he joins)

The First Raptor

As Zso Sahaal's company were the first to train with Jump Packs, his forces have a higher proportion of veteran assault troops. Night Lord Vanguard Veterans count as Troops choices in armies including **Zso Sahaal**.

Legion Tactics

If you include **Zso Sahaal** then all units in your army exchange the **Combat Tactics** special rule for the **Acute Senses** and **Move Through Cover** universal special rules. Additionally the first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ASURAMANDOS – NIGHT LORD LIBRARIAN

ELITE UNIT

NIGHT LORDS LEGION ONLY

140 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Asuramandos	5	4	4	4	2	4	2	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Space Marine Librarian)

Wargear

- Power Armour
- Force weapon
- Bolt Pistol
- Frag and Krak Grenades
- Jump Pack
- Psychic Hood (C:SM pg 56)

Special Rules

- And They Shall Know No Fear
- Eternal Warrior
- Combat Tactics
- Psyker
- Gift of Prescience (C:SM pg 86)
- Independent Character

Fear the Dark: Asuramandos' psychic talent lies with the gift of foresight (like his Primarch and the ability to fill his enemies with a terrifying darkness in their hearts and minds. The psychic power is used in the shooting phase instead of firing a weapon. Every enemy unit within 12" of the Librarian not in combat must take a Morale check with a -1 modifier. Every enemy unit within 6" of the Librarian not in combat must take a Morale check with a -2 modifier. Units that fail their Morale check must fall back as normal. Fearless units automatically pass their Morale check Stubborn units ignore the modifier.



KRIEG ACERBUS – 4th CAPTAIN OF THE NIGHT LORDS, THE AXEMASTER

HQ UNIT

NIGHT LORDS LEGION ONLY

220 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Krieg Acerbus	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Space Marine Captain)

Wargear

- Power Armour
- Master Crafted Relic Blade
- Bolt Pistol
- Frag and Krak Grenades
- Jump Pack

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Furious Charge (applies to squad he leads)
- Combat Tactics
- Independent Character
- Heroic Intervention (applies to any jump pack equipped squad he joins)

Death From Above

Krieg believes in victory achieved from a swarm of assault troops descending on the enemy, regardless of casualties. The 0-1 restriction on Night Lord Assault squads with jump packs does not apply to armies including **Krieg Acerbus**.

Legion Tactics

If you include **Krieg Acerbus** then all units in your army exchange the **Combat Tactics** special rule for the **Acute Senses** and **Move Through Cover** universal special rules. Additionally the first turn is always a Night Fight. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

RAPTOR SERGEANT

REPLACES ANY ASSAULT SPACE MARINE SERGEANT

NIGHT LORDS LEGION ONLY

+30 POINTS OR FREE IF REPLACES A VANGUARD VETERAN SERGEANT

	WS	BS	S	T	W	I	A	LD	Sv
Raptor Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- Any Assault squad Space Marine Sergeant may be replaced by a Raptor Sergeant. For +30 points or any Vanguard Veteran Squad Sergeant may be replaced by a Raptor Sergeant. For free.

Wargear

- Power Armour
- Chainsword
- Bolt Pistol
- Jump Pack
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- Furious Charge (applies to squad)
- Counter Attack (applies to squad)

Options: A Raptor Sergeant may exchange his chainsword for a power weapon or a single lightning claw for +15 points or a pair of lightning claws or a power fist for +25 points.

Unit Type: Jump Infantry

SCREAMING SCULPTURES

HEAVY SUPPORT UNIT

NIGHT LORDS LEGION ONLY

90 POINTS

	BS	FRONT	SIDE	REAR
Screaming Sculpture	0	12	12	12

Unit Composition

- 1 – 3 Screaming Sculpture Drop Pod

Vehicle Type: Open Topped

Transport Capacity: none

Special Rules

- Inertial Guidance System (pg 69 C:SM)
- Immobile
- Drop Pod Assault (pg 69 C:SM)
- Screaming Sculptures

Screaming Sculpture Drop Pods are used by the Night Lords to sow misery and fear amongst their foes. The Night Lords make use of almost all of their prisoners in this fashion. The prisoners find it strange when these terrifying warriors keep them fed and healthy, loading them into the drop pods aboard their strike cruisers. It is only when the pod lands and the razor sharp blades punch through their limbs and intestines that the prisoners finally learn of their true purpose. The Pod doors swing outwards and the impaled prisoners are hoisted up by pneumatic pistons so that their agonising screams are projected by vox casters across the battlefield. Medication and stimulants injected into the prisoners ensure that by the time they finally expire, the battle has long been won by the Night Lords.

Wargear

Screaming Sculptures (a weapon destroyed result destroys all sculptures)
Locator Beacon

Screaming Sculptures: Each drop pod is deployed separately and acts as a separate unit in all cases. Once the pod lands its unfortunate occupants begin to scream. All enemy units within 18" suffer a -1 Leadership Penalty. Those within 12" suffer a -2 leadership modifier and those within 6" suffer a -3 modifier. This penalty is not cumulative.



LEGIO XII - WORLD EATERS



The Primarch Angron was stranded on a technologically advanced planet with a poor and downtrodden population ruled over by an elite class of nobles. Angron survived, and over the next years would become the greatest gladiator the planet had ever seen. A discontent one, having plotted his escape for years he finally led his fellow warriors in an armed revolt. A revolt doomed to fail, however, as the newly arrived Emperor warned him, for the forces under the nobles vastly outnumbered the gladiator band. Angron with his martial pride refused to listen to or receive aid from his father; preferring an honourable death to outside help. The Emperor did not accept this, and teleported Angron to his Battle Barge the night before the last battle. The gladiatorial army was slaughtered to a man and Angron's honour was blemished. It is said he never forgave his father for the incident.

The World Eater Legion was already active by the time Angron joined them, known as the War Hounds. They would soon be influenced by his thirst for battle, amplified by the use of psycho surgery similar to that Angron had received during his gladiator training. These implants turned the already fierce Space Marines into frenzied berserkers so feared that whole systems would eventually surrender rather than face them in battle. The technology was unstable, however and was forbidden by the Emperor after the Ghenna Scouring, in which the World Eaters wiped out an entire planet during one night. After Isstvan, the Emperor's decrees were meaningless for the World Eaters and by the time they had reached Terra, more than half the Legion were frothing Berzerkers. They would fall on the defenders of Terra like a mighty Chain Axe and none could stand against them and their God-Tearing Primarch.

ANGRON – PRIMARCH OF THE WORLD EATERS

HQ UNIT

WORLD EATERS LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Angron	10	6	6	6	5	6	5	10	1+

Special Rules

- Primarch
- Furious Charge (applies to any unit he leads)
- Rage
- Liturgies of Battle (C:SM pg 58)

Legion Tactics

If you include **Angron** then all units in your army except Scout and Devastator squads exchange the **Combat Tactics** special rule for the **Rage** and **Fearless** universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolt Guns for Chainswords. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Dedicated Transport

May select a Land Raider of any type as a dedicated transport. (C:SM pg 135) If a Land Raider Crusader or Redeemer is taken these do not count towards your 0-1 limit for each vehicle.

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- *God Tearer* (A Two handed power axe, +2 strength. God-Tearer can split into two power axes which gives Angron +1 A for an additional close combat weapon but are +1 Strength)
- Master Crafted Plasma Pistol
- Frag Grenades



Chain Axe: The savage nature of the World Eaters has given rise to favouring a particular type of chain weapon. Based on the gladiatorial weapons of Desh'ea, the Chain Axe is a mighty blade of whirling teeth capable of cleaving its foe with a single blow. In game terms a 25% (rounding down) of all models in a unit armed with Chainswords may replace them with Chain Axes for +10 points per model. Models armed with Chain Axes gain +1 STR and the rending special rule.



CRULL – CHAPTER MASTER OF THE WORLD EATERS

HQ UNIT

WORLD EATERS LEGION ONLY

240 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Crull	7	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- *Triskele* (Three bladed Relic Blade that may be thrown as a Str 6 Melta gun in the shooting phase. It returns to Crull at the start of the Assault phase.)
- Artificer Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Iron Halo (C: SM pg 52)
- Rage
- Eternal Warrior
- Furious Charge (applies to any unit he leads)
- Fearless
- Independent Character

Veteran Slaughterer

If you include **Crull** then either one World Eaters Terminator squad, one Terminator Assault squad or one Vanguard Veteran squad may be taken as Troop choices instead of Elites.

Legion Tactics

If you include **Crull** then all units in your army except Scout and Devastator squads exchange the **Combat Tactics** special rule for the **Rage** and **Fearless** universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolt Guns for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

KHARN – 8th CAPTAIN OF THE WORLD EATERS, EQUERRY OF ANGRON

HQ UNIT

WORLD EATERS LEGION ONLY

245 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kharn	7	5	4	4	3	5	4	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

Gorechild (Master crafted +1 Str Power Axe with 2D6 armour penetration)
Power Armour
Master Crafted Plasma Pistol
Frag and Krak Grenades

Special Rules

- Fearless
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Furious Charge
- Liturgies of Battle (C:SM pg 58)
- Independent Character
- Focussed Aggression (units within 8" may ignore Rage)

Gets Carried Away: Kharn must always attempt Death or Glory when Tank Shocked. If he fails to destroy the vehicle he automatically loses a wound and is then carried along with the vehicle until it finishes its movement at which point he is placed 1" away from the vehicle's hull. This move can cause him to leave a squad he is currently part of.

Legion Tactics

If you include **Kharn** then all units in your army except Scout and Devastator squads exchange the **Combat Tactics** special rule for the **Rage** and **Fearless** universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolt Guns for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



TERMINATOR SERGEANT KYNE

REPLACES TERMINATOR SERGEANT

WORLD EATERS LEGION ONLY

+40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kyne	4	4	4	4	1	4	2	9	2+

Unit Composition

- One Terminator or Assault Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Kyne.

Wargear

- Terminator Armour
- Twin Linked Bolt Gun
- Relic Blade

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Battle-Forged Heroes (C:SM pg 85 – applies to Kyne’s squad only but may not choose Infiltrate but may choose Furious Charge instead)

Sons of Terra: Veterans of the Unification Wars, Kyne and his squad cannot make use of the Legion Tactic and instead retain the Combat Tactics special rule.

Unit Type

Infantry

FLEISTE AND HIS BLACK BLADES

REPLACES AN ASSAULT SPACE MARINE SERGEANT

WORLD EATERS LEGION ONLY

+30 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Fleiste	4	4	4	4	1	4	2	9	3+

Unit Composition

- One Assault squad Space Marine Sergeant in the army may be replaced by Sergeant Fleiste.

Wargear

- Power Armour
- Chainsword
- Bolt Pistol
- Jump Pack
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- Furious Charge (applies to squad)
- Focussed Aggression (units within 8” may ignore Rage)

Options: Fleiste may exchange his chainsword for a Chain Axe for +10 points, a power weapon or a single lightning claw for +15 points or a pair of lightning claws for +25 points.



COMMANDER SKANE – SKULL CHAMPION

HQ UNIT

WORLD EATERS LEGION ONLY

220 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Commander Skane	6	4	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Wargear

- Power Armour
- Master Crafted Relic Blade
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C:SM pg 52)
- Feel No Pain
- Eternal Warrior
- Rage
- Furious Charge
- Independent Character
- Honour or Death (C:SM pg 53)

Legion Tactics

If you include **Captain Skane** then all units in your army except Scout and Devastator squads exchange the **Combat Tactics** special rule for the **Rage** and **Fearless** universal special rule and gain +1 WS. Any tactical squad members may exchange their Bolt Guns for close combat weapons. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



SERGEANT KHARNAK

REPLACES TACTICAL SQUAD SERGEANT

WORLD EATERS LEGION ONLY

+40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kharnak	4	4	4	4	1	4	2	9	3+

Unit Composition

- One Tactical Squad in the army may replace its Sergeant with Sergeant Kharnak.

Unit Type

- Infantry

Wargear

- Power Armour
- Bolt Pistol
- Bolt Gun
- Frag and Krak Grenades
- Master Crafted Power Axe

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Focussed Aggression (units within 8" may ignore Rage)

BALE - BERZERKER DREADNOUGHT

ELITE UNIT

WORLD EATERS LEGION ONLY

185 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Bale	6	4	6	4	3(4)	13	13	10

A veteran of the Unification Wars and Commander of the XII Legion before the coming of Angron, Bale was mortally wounded in the World Eaters forlorn hope on Ariggata. Angron commanded his loyal First Captain be installed in a Dreadnought so he could continue to fight at his Primarch's side. The near death state combined with the psycho-surgery he had received at Angron's hand resulted in an insatiable bloodlust in Bale. This burning hunger sees him collecting skull sand having the Legion artificers attach them to his sarcophagus in tribute. Who this tribute is for, Bale will not say, but it is presumably to his Primarch – for who else would appreciate such a display?

Unit Composition

- 1 (Unique)

Vehicle Type

- Walker

Wargear

Two Dreadnought Close Combat Weapons with built in twin-linked bolters
Smoke Launchers

Transport:

- May be deployed in a Drop Pod for +35 points.

Options

- May replace either of his Twin-Linked Bolters with Heavy Flamers for no additional points.
- May take Extra Armour for +15 points

Special Rules

Furious Charge Rage

Venerable: Bale is extremely hard to kill and whenever he suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

WORLD EATER BERZERKERS

ELITE CHOICE

WORLD EATERS LEGION ONLY

176 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
World Eater Berzerker	5	3	4	4	1	4	D6	10	4+

Unit Composition

- 8 Berzerker

Unit Type

- Infantry

Wargear

- Bolt Pistol
- Gladiator Armour (4+ Save)
- Chain Axe
- Frag and Krak Grenades

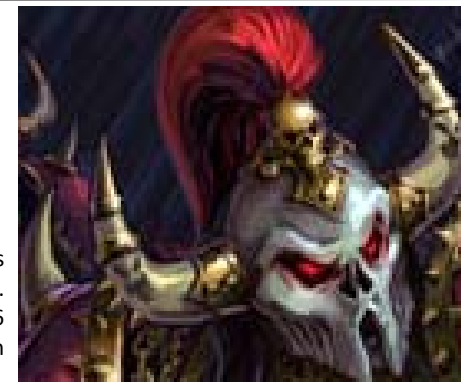
Options

- May include up to eight additional Berzerkers at +22 points per model

Special Rules

- Fearless
- Furious Charge
- Feel No Pain
- Scout
- Combat Drugs
- Rage

Combat Drugs: Each model takes a Dangerous Terrain test in each of their movement phases. Provided the model survives it may make D6 attacks in the assault phase. They do not gain an additional bonus for charging or an extra weapon.





LEGIO XX - ALPHA LEGION



The greatest secret about the Alpha Legion Primarch is apparently told to none outside the Legion, and has always been thus. For, unlike any of the other Primarchs, Alpharius has an identical twin: Omegon. Alpharius and Omegon are both the Primarch of the Legion, although 'Alpharius' is the public face and appears as the more senior of the two. Though as both are identical it is possible for them to switch roles and have 'Omegon' play the public role. They have been described as one soul in two bodies and collectively have been referred to as simply Alpharius Omegon.

The last Legion created, work on the XX Legion was begun only some few decades before the discovery of their Primarch, Alpharius. As a result, when Alpharius/Omegon took command of the Legion, it was young, zealous and completely committed to embracing the Primarch's directions. Alpharius believed that secrecy and fluidity brought success, and taught his Legion to apply all such military techniques to both their training and their operations. The Legion's victories in the Great Crusade all feature some form of subterfuge, misdirection or rapid, unexpected movement. Such victories required great skill and dedication to achieve, and the Alpha Legion quickly became an insular and proud formation.

After Alpharius' disagreements with Roboute Guilliman, the Alpha Legion threw themselves even further into their preferred method of operations, largely cutting themselves off from standard Imperial practices and orchestrating greater and greater victorious examples of their approach to the Crusade, even when more conventional attacks would have been more efficient. When asked why the Legion had not taken simpler strategy, Alpharius is reported to have replied that they avoided it as it would have been too easy. This brought him censure from almost his entire brother Primarchs; only Horus, always impressed by Alpharius and his work, praised the Alpha Legion's skill.

The first batch of Alpha Legionaries were notably tall and strong even for members of the Astartes, physical attributes which suited Alpharius' focus on misdirection. For the Primarch put into place a directive that, as far as possible, all Alpha Legion marines had to attempt to look alike; and the visage they patterned themselves on was that of Alpharius/Omegon. As a result, all Alpha Legionaries were at the very least shaven headed, with many going so far as to have cosmetic surgical alteration. Their height also made it easier for them to be confused with the Primarch, although the twins were still the tallest in the Legion. When asked by non-Legion members, all Legionaries gave their names as "Alpharius", even when more than one was present. This was an extension of the Legion's philosophy that they were a body of one that could strike in many places at once.

0-2 THE PRIMARCHS ALPHARIUS & OMEGON

REPLACES ANY ALPHA LEGIONNAIRE IN ARMY

ALPHA LEGION ONLY

425 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Alpharius/Omegon	9	6	6	6	5	6	5	10	1+

Unit Composition

- 1 Alpharius **or** Omegon

Wargear

- Primarch Armour
- As base model

Unit Type

- Infantry (Primarch)

Legion Tactics

If you include either **Alpharius or Omegon** then all units in your army, except those in Terminator armour, exchange the **Combat Tactics** special rule for the **Infiltrate** universal special rule. Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

I'm Alpharius: Alpharius and Omegon do not start play like a normal unit. Instead, at the start of any allied turn, the Alpha Legion player may declare that any friendly Alpha Legion infantry model (including a named character but not including Omegon or Alpharius) on the table is in fact Alpharius or Omegon. This decision does not need to be made before hand and the model chosen can have suffered wounds and be engaged in assault. Immediately replace the selected model with a model representing Alpharius or Omegon. Replaced models count as slain. The model now has the exact profile indicated here and even though wounds may have been suffered or other abilities impaired they are immediately restored. Weapons are those of the model Alpharius or Omegon has replaced (so choose carefully!) but all special rules and other wargear are replaced by the Primarch special rule. The Alpha Legion Primarchs wear Primarch Armour.

Cell Objective (Alpharius): Once the mission has been determined, roll again for the mission on page 91 of the 5th Edition Warhammer 40,000 rulebook. This additional mission is worth an extra campaign point if the Alpha Legion Player completes it by the end of the game. If the mission generated is the same as the main mission, then the Alpha Legion player gains two extra campaign points for completing the main mission.

Deceive Your Foes (Omegon): Redeploy d3 enemy units before Scout moves and Planetstrike Firestorms. Cannot be used on embarked units or units in Bastions.



INGO PECH – 1st CAPTAIN OF THE ALPHA LEGION

HQ UNIT

ALPHA LEGION ONLY

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ingo Pech	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Master crafted Power Sword
- Artificer Armour
- Master Crafted Bolt Pistol
- Master Crafted Combi-Melta Gun
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Combat Tactics
- Independent Character
- Hydra Master (May take a Primarch Honour Guard)
- Stealth (applies to unit)

Legion Tactics

If you include **Ingo Pech** then all units in your army, except those in Terminator armour, exchange the **Combat Tactics** special rule for the **Infiltrate** universal special rule. Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

MATHIAS HERZOG – 2nd CAPTAIN OF THE ALPHA LEGION

HQ UNIT

ALPHA LEGION ONLY

190 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Mathias Herzog	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master Crafted Relic Blade
- Power Armour
- Bolt Pistol
- Bolter
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Independent Character
- Stealth (applies to unit)
- Cluster Mines (C:SM pg 67)

Operative Controller

Operative Cells count as Troop Choices in an army that includes Mathias Herzog.

Legion Tactics

If you include **Mathias Herzog** then all units in your army, except those in Terminator armour, exchange the **Combat Tactics** special rule for the **Infiltrate** universal special rule. Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

PROTOSS – CELL SUPPORT DREADNOUGHT

ELITE UNIT

ALPHA LEGION ONLY

180 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Protoss	5	5	6	4	2	12	12	10

Unit Composition

- 1 (Unique)

Vehicle Type: Walker

Wargear

Dreadnought close combat weapon and built in Twin-linked Bolter
Twin-Linked Autocannon with built in Cerberus Grenade Launcher

Transport:

- May be deployed in a Drop Pod for +35 points.

Options

- May replace his Close Combat Weapon and Twin-Linked Bolter with a Hurricane Bolter or a twin-linked Autocannon for +5 points
- May take Extra Armour for +15 points

Special Rules

Venerable: Protoss is extremely hard to kill and whenever he suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

Cerberus Launcher: A single unit nominated by Protoss each assault phase within 12" suffers a -2 Leadership penalty in close combat until the end of the assault phase. Firing the Cerberus launcher is not a shooting attack.

Protoss specialises in using his Cerberus grenade launcher to support Alpha Legion assaults. In combat himself he has proven to be a formidable adversary, but it is his belief that his greater purpose is in supporting the objectives of the Cell he is assigned to.



OPERATIVE CELL

FAST ATTACK CHOICE

ALPHA LEGION ONLY

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Operative Sergeant	3	4	3	3	1	3	2	9	4+
Operative	3	4	3	3	1	3	1	8	4+

Squad Composition

- 1 Operative Sergeant and 4 Operatives

Unit Type

- Infantry

Wargear

- Hot Shot Las-gun (C:IG pg 46)
- Carapace Armour (4+ Save)
- Frag and Krak Grenades
- Melta Bombs (Sergeant only)

Options

- May include up to seven additional Operatives at +16 points per model
- The Operative Sergeant may exchange his Hot-Shot Las-gun for a Hot-Shot Las-pistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +5 points.
- Any of the squad may replace their Hot-Shot Las-gun with a Combat Shotgun (Range 18" Str 4 AP 5 Assault 2) or Sniper Rifle for free.
- Up to two Operatives may replace their Hot-Shot Las-guns with a Flamer or Grenade Launcher for free or Melta Gun for +5 pts or a Plasma Gun +10 pts.

Special Rules

- Stubborn
- Scout
- Move Through Cover

Dedicated Transport: May purchase a Valkyrie (C:IG pg 56) or if the squad numbers 5 it may take a Landspeeder Storm (C:SM pg 75) for +60 points. The Storm is BS 4.

The XX Legion makes a habit of recruiting non-Astartes specialists in every theatre and campaign they enter, commonly members of the Imperial armed forces. These operatives often remained in their original position, ready to respond to Alpha Legion commands. Operatives are tattooed with a small hydra symbol.

TERMINATOR SERGEANT SHEED RANKO

REPLACES TERMINATOR SERGEANT

ALPHA LEGION ONLY

+30 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sheed Ranko	4	4	4	4	1	4	2	9	2+

Unit Composition

- One Terminator or Assault Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Ranko.

Wargear

- Terminator Armour
- Twin Linked Bolt Gun
- Master Crafted Lightning Claw

Unit Type

- Infantry

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Heroic Intervention (C:SM pg 62 – except it is by teleporting rather than jump pack use)
- Combat Squads

Ranko and his Terminator squad are specialists in surprise assaults, teleporting out of thin air and overpowering nearby fortified positions. Ranko was honoured by Alpharius with joining the Terminator elite for his key role in the campaign on Tesstra Prime, where the Alpha Legion, instead of taking the opportunity to capture the planetary capital and force the world's surrender, allowed the enemy to dig in and defend it so that they could then expertly take the defending forces apart in a number of different ways.

ERYTHRON – FERROKINETIC SLICER

ELITE UNIT

ALPHA LEGION ONLY

160 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Erythron	5	4	4	4	2	4	2	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Librarian)

Wargear

- Artificer Armour
- Force Weapon
- Frag and Krak Grenades
- Psychic Hood
- Servo Harness

Special Rules

- And They Shall Know No Fear
- Psyker
- Combat Tactics
- Independent Character
- 5+ Invulnerable
- Blessings of the Ommissiah (C:SM pg 71)

Librarian

Erythron may use his Force Weapon and cast a psychic power each turn. He must choose Machine Curse from Codex Space Marines.

Cell-Mate

Erythron may be given Terminator Armour in place of his Artificer Armour if the army includes his Cell-Mate Sheed Ranko.



STEALTH SERGEANT FORTRONUS

REPLACES TACTICAL SQUAD SERGEANT

ALPHA LEGION ONLY

+50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Fortronus	4	4	4	4	1	4	2	9	3+

Unit Composition

- One Tactical Squad in the army may replace its Sergeant with Stealth Sergeant Fortronus.

Unit Type

- Infantry

Wargear

- Power Armour
- Power Fist **or** Power Weapon
- Bolt Gun
- Bolt Pistol
- Frag and Krak Grenades
- Locator Beacon

Special Rules

- Stealth (applies to unit)
- And They Shall Know No Fear
- Combat Tactics
- Combat Squads

Tactical Stealth teams such as the one led by Sergeant Fortronus are the cornerstone of Alpharius' philosophy of warfare. Alpharius believes that secrecy and fluidity brings success, and teaches his Legion to apply all such military techniques to both their training and their operations. The XX Legion's victories in the Great Crusade all feature some form of subterfuge, misdirection or rapid, unexpected movement. Such victories required great skill and dedication to achieve, and the Alpha Legion have quickly become an insular and proud formation.

MATTHIAS TRAKKAR – MOBILE ARMoured STRIKE COMMANDER

HEAVY SUPPORT UNIT

ALPHA LEGION ONLY

160 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Matthias Trakkar	6	5	4	4	2	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Relic Blade
- Power Armour
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Independent Character
- Tank Commander (C:SM pg 89)

Mobile Armoured Strike Cell

Matthias Trakkar commands a highly mobile strike cell. In an army that includes Matthias Trakkar you may include 1 – 5 Grav Attacks, Sabres, Perturabo Storms, Predators, Whirlwinds or Vindicators as a vehicle squadron. The tanks in the squadron must be of the same type and count as a single Heavy Support Choice with Mathias Trakkar. Matthias must command one of the tanks in the squadron.

Legion Tactics

If you include **Mathias Trakkar** then all units in your army, except those in Terminator armour, exchange the **Combat Tactics** special rule for the **Infiltrate** universal special rule. Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

STEALTH SERGEANT DECIMUS

REPLACES TACTICAL SQUAD SERGEANT

ALPHA LEGION ONLY

+55 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Decimus	4	4	4	4	1	4	2	9	3+

Unit Composition

- One Tactical Squad in the army may replace its Sergeant with Stealth Sergeant Decimus.

Unit Type

- Infantry

Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Stalker Patter Bolt gun (C:SM pg 88)
- Phosphor Grenades (Defensive Grenades)
- Jamming Beacon (C:SM pg 75)

Special Rules

- Stealth (applies to unit)
- And They Shall Know No Fear
- Combat Tactics
- Move Through Cover (applies to unit)
- Acute Senses
- Eye of Vengeance (C:SM pg 88)
- Combat Squads

Another Veteran of the Tesstra Prime campaign, Stealth Sergeant Decimus co-ordinated a series of attacks and assassinations so that after a week of suffering seemingly random mishaps as well as brutal ambushes, the defenders were forced to capitulate, having taken 90% casualties from the attacks by units like Decimus' Tactical Stealth team.



THE IMPERIAL ARMY

When the Emperor left Terra on the Great Crusade, it is said that he would expect the inhabitants of the worlds he conquered to maintain defences and armed forces for their own safety, against internal rebellion and external invasion. It is out of these forces that the Imperial Army was first formed. Initially used as garrison forces, they were quickly pushed to the forefront of the Crusade. Many regiments became renowned during the wars of the Horus Heresy such as the Archite Palatines, Byzant Janizars, Geno Five-Two Chilliad and Outremar.



Using the Imperial Army in the Siege of Terra

Armies must be selected using Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.

IMPORTANT: The Imperial Army is normally deployed under the command of the Astartes Legions. As a result your army's first HQ choice must always be an Independent Character from Codex Space Marines or this campaign pack. Space Marine Independent Characters taken in this way may issue up to 2 orders a turn exactly like a Company Commander and count as being equipped with a vox.

You **must** specify which Legion your Space Marines are from and as such can take 0-2 characters and upgrades from the Astartes section of this campaign pack. This includes an HQ choice if taken from the Astartes Legion section. Benefits (such as Legion Tactics or Rites of Battle) apply only to the Astartes and **not** to members of the Imperial Army. You cannot take Astartes units from more than one Legion.

You may take Tactical or Assault Squads from Codex Space Marines as Elites choices. The Marine units have the options available to them from their Codex including Rhinos and Drop Pods. You may not include any Astartes units other than those mentioned here.

You may use the rules for Imperial Guard variant army lists found in Imperial Armour except for Armoured Battlegroups.

Though in the 41st Millennium vehicles such as Hellhound and Leman Russ variants are commonplace, they remain either undiscovered or awaiting further testing during the Age of the Emperor. However, on occasion vehicles with similar capabilities were employed during the Age of the Emperor, though in far smaller numbers. As a result only one squadron of Hellhound, Bane Wolf, Devil Dog, Leman Russ Punisher or Leman Russ Annihilators may be included in an army. All Imperial Army tank squadrons may include up to five vehicles

The 'Bring It Down' order applies to shots against Primarchs and Primarch Honour Guard.

Imperial Army forces may take Land Raiders (C:SM pg 81) as Heavy Support choices for +240 points per Land Raider. Land Raiders bought for the Imperial Army may be given any vehicle options available to the Land Raider as laid out in Codex Space Marines but have a Ballistic Skill of 3. They may not take other Land Raider variants.

Any Imperial Army Company Command Squad may be equipped with Jetbikes at +15 points per model. Each model receives +1 T and has an armour save of 4+. Models equipped with Jetbikes count as Jetbikes rather than Infantry. Imperial Jetbikes are armed with twin-linked bolt guns.

Veteran squads or Storm Trooper squads may take jump packs at +50 points per squad.



FOHRSTE – ABHUMAN LIAISON CAPTAIN OF THE ALPHA LEGION

HQ UNIT

IMPERIAL ARMY ONLY

190 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Fohrste	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master Crafted Power Weapon
- Power Armour
- Bolt Pistol
- Bolter
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Independent Character

Ogryn Commander

Ogryn units count as Troop Choices in an army that includes Captain Fohrste.

Legion Tactics

If you include **Fohrste** then all Alpha Legion units in your army, except those in Terminator armour, exchange the **Combat Tactics** special rule for the **Infiltrate** universal special rule. Additionally, you gain +1 to reserve rolls and may re-roll Outflanking deployment. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

SIGVALD – MARCH CAPTAIN OF THE EMPEROR’S CHILDREN

HQ UNIT

IMPERIAL ARMY ONLY

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sigvald	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master Crafted Relic Blade
- Power Armour
- Bolt Pistol
- Bolter
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Independent Character

First Amongst Equals: After a victory, an Imperial Army force led by Sigvald may take up to one campaign point from another player in their taskforce who has the same score.

Perfect Copies

Clone Trooper squads are no longer 0-2 in an army that includes Captain Sigvald. All compulsory Troop choices must be Clone Troopers.

Legion Tactics

If you include **Sigvald** then all Emperor’s Children units in your army exchange the **Combat Tactics** special rule for the **Martial Pride** ability. All units affected gain +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



RUKHSANA SAIID— UXOR OF THE GENO FIVE TWO CHILIAD

REPLACES COMPANY COMMANDER

IMPERIAL ARMY ONLY

+70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Rukhsana Saiid	5	4	3	3	3	4	4	9	4+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Company Commander)

Wargear

- Hotshot Las Pistol
- Carapace Armour
- Power Sword
- Frag and Krak Grenades

Special Rules

- Eternal Warrior
- Inspirational Hero (C:IG pg 63)
- Fleet (applies to squad)
- Move Through Cover (applies to squad)

Geno Five Two Chiliad

Your compulsory Troop choices must be Gene Troopers in an army including Rukhsana Saiid. Gene Trooper squads are no longer 0-2 may take carapace armour at +20 points per squad. Each Gene Trooper squad counts as having a Vox Caster.

Company Commander

An Imperial Army led by Rukhsana Saiid does not require a Space Marine character to lead it. She may issue the same orders as a Company Commander.

DAVIT BRAY – BEASTMAN WARLEADER

HQ UNIT

IMPERIAL ARMY ONLY

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Davit Bray	6	3	4	3	3	4	5	10	4+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Company Commander)

Wargear

- Master Crafted Plasma Pistol
- Carapace Armour
- Power Sword
- Frag and Krak Grenades

Special Rules

- Eternal Warrior
- Independent Character
- Infiltrate
- Fleet
- Furious Charge

Warleader

Your compulsory Troop choices must be Beastmen Herds in an army including Davit Bray. Beastman Herds are no longer 0-2 and count as Troop Choices in an army that includes Davit Bray.

Company Commander

An Imperial Army led by Davit Bray does not require a Space Marine character to lead it. He may issue the same orders as a Company Commander. Orders may only be issued to Beastman units

AKSHUB – HIGH PRIESTESS OF THE SERPENT LODGE

HQ UNIT

IMPERIAL ARMY ONLY

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Akshub	4	3	3	3	3	3	4	10	4+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primaris Psyker)

Wargear

- Carapace Armour
- Force Weapon
- Las Pistol
- Frag and Krak Grenades
- Psychic Hood

Special Rules

- Eternal Warrior
- Independent Character
- Psyker
- Furious Charge

High Priestess

Your compulsory Troop choices must be Davinite Cults in an army including Akshub. Davinite Cults are no longer 0-2 and count as Troop Choices in an army that includes Akshub.

Psyker

Akshub may cast the Lightning Arc and Nightshroud psychic powers exactly like a Primaris Psyker. She may be accompanied by a unit of Davinite Acolytes which are taken as a Psyker Battle Squad and count as an additional HQ unit that does not use up any slots on the Force Organisation Chart.



HIGH PALATINE MIKA VOGELTHAL

ONE LEMAN RUSS TANK MAY BE UPGRADED

IMPERIAL ARMY ONLY

+75 POINTS

Special Rules

- Leman Russ Tank Ace (C:IG pg 58)
- Crack Shot (C:IG pg 58 – also applies to shooting against Primarchs)
- All Leman Russ in the Squadron gain the Scout special rule.



Vogelthal joined in the Great Crusade, dreaming of fighting for the Emperor and liberating humanity, as the Emperor had liberated his people on Sebastus IV. Vogelthal was assigned to the Tobruskan Raiders, a mechanised regiment. After the Emperor returned to Terra, the Torbruskan Raiders were reduced to a scouting force and assigned to flanking duties during the campaign on Prosul.

During the battle for Steel Forge, Vogelthal received a commendation in the field and was promoted to the position of tank commander for his squadron. By the end of the campaign, he was commanding a squadron of Leman Russ Demolishers and had earned his twentieth confirmed kill.

During the assault on Lostik, Vogelthal was placed in command of a squadron of Leman Russ Punishers that were designated to protect the back line of the Basilisk Companies from enemy infantry and other obstacles. It was here that his insistence on firing while on the move and pushing the vehicles faster than they were designed to be pushed earned him the respect of the men and the enmity of the tech adepts.

The following spring, Vogelthal left his Punisher support section and took command of a Vanquisher company during Operation Citadel. On the first day of action, Vogelthal destroyed two anti-tanks guns and thirteen main battle tanks while saving an Astartes detachment that had come under heavy fire. During the push on the Citadel Vogelthal's Vanquishers destroyed thirty enemy tanks along with twenty-eight artillery pieces.

Decorated as a Palatine of the 63rd Expedition Fleet's armoured division, he received a commendation from the Warmaster's Equerry during the protracted six-week running battle which saw his Vanquishers destroy twenty alien warmachines along with twenty three infantry and anti-tank guns. That winter, Vogelthal took part in numerous engagements and destroyed a number of enemy tanks and guns. Which saw him receive the accolade of Knight' Commander for his outstanding service to the Great Crusade.

Prior to the Planetstrike on Isstvan III, Vogelthal received a visit from the Warmaster, flanked by his Mournival. The Primarch placed a small box in Vogelthal 's hands and said "In appreciation of your heroic actions in the battle for the future of our people, I award you the Laurel Wreath to the Knight Commander's Cross and name you my High Palatine. I trust that when called upon by your Warmaster, your armoured divisions will be available to us in the great battles to come."

CORVINE SLEIGHT – AMBASSADOR OF DESTRUCTION

REPLACES VETERAN SERGEANT

IMPERIAL ARMY ONLY

+60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Corvine Sleight	4	4	4	3	1	3	2	8	5+

Unit Composition: One Veteran Squad in the army may replace its Sergeant with Sergeant **Corvine Sleight**.

Wargear

- Flak Armour
- Twin-Linked Autocannon
- Bolt Pistol
- Frag and Krak Grenades
- Close Combat Weapon

Special Rules

- Stubborn (applies to unit)
- Suspensor Rig (Relentless – does not apply to squad)
- Its Up To Us Lads (C:IG pg 59).

Squad may take doctrines, the benefits of which also apply to Sergeant **Corvine Sleight**.



0-2 DAVINITE SERPENT CULT

TROOPS UNIT

IMPERIAL ARMY ONLY

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Davinite Cultists	4	2	3	4	1	3	2	5	-
Davinite Warpriest	4	2	4	4	1	3	3	10	-

The Serpent Lodge is a group of Chaos cultists on the planet of Davin. The Davinites were clearly of human gene-stock, but this offshoot of humanity had diverged into a species almost all of its own. They display a wide spacing of their features. The dark eyes without pupils and the excessive, almost simian volume of thick hair on their faces. Their warriors are feral in nature, devolving into a ferocious breed, immune to fear and dedicated to their Dark Masters.

Squad Composition

- 1 Davinite Warpriest and 9 Davinite Cultists

Unit Type

- Infantry

Wargear

- Autopistol (counts as Las Pistol)
- Close Combat Weapon
- Frag Grenades

Options

- The Cult may be joined by up to 10 additional Cultists at +10 points each.
- The Warpriest may replace his Close Combat Weapon with a Power Weapon at +15 points. The Warpriest may take a Demolition Charge for +15 points.

Special Rules

- **Allies (may not be compulsory Troops)**
- **Furious Charge**
- **Fearless**
- **Subhuman** (May only be joined by Davinite Characters)

0-2 CLONE TROOPER SQUAD

TROOP UNIT

IMPERIAL ARMY ONLY

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Clone Trooper	3	3	3	3	1	3	1	8	5+
Clone Sergeant	3	3	3	3	1	3	2	8	5+

Imperial Army regiments on Biotech-Worlds make use of cloning facilities to give them a near limitless supply of manpower. Not all Imperial worlds have access to this technology and there are many in the Imperium who views its wanton use suspiciously.

Squad Composition

- 1 Clone Sergeant and 9 Clone Troopers

Unit Type

- Infantry

Wargear

- Lasguns
- Flak Armour (5+ Save)
- Frag and Krak Grenades

Options

- Up to two Clone Troopers may replace their Lasguns for a Flamer or Grenade Launcher for + 5 points or a Heavy Stubber for +10 points.
- The Clone Sergeant may exchange his Lasgun for a Las pistol and close combat weapon for no additional cost or a Power weapon and Las pistol for +5 points.

We are Legion: Any Clone Trooper squad of three models or less may be removed from play at the start of the Imperial Army Movement phase. It counts as being destroyed by the opposing player and the first time it is removed it awards a Kill Point if the mission requires it. Once a squad of Clone Troopers is destroyed it may be immediately brought back into play as a new unit held in reserve. When reserves become available it is deployed as per the mission. Clone Trooper squads brought back into play do not award further Kill Points and no longer count as scoring. They arrive with as many models and exactly the same armaments as its full strength predecessor.

Its Okay, We're Only Clones: Clone Troopers have little value for their own lives. They are Fearless.

Transport: The squad may take a Chimera as a dedicated transport for +55 points (C:IG pg 99)



0-2 GENE TROOPER SQUAD

TROOP UNIT

IMPERIAL ARMY ONLY

85 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Gene Trooper	3	3	3	3	1	3	1	8	5+
Gene Sergeant	3	3	3	3	1	3	2	8	5+

Some Imperial Army regiments make use of genetic engineering facilities to improve their troops to cope with the myriad of battlefields they face across the galaxy. Not all Imperial worlds have access to this technology and there are many in the Imperium who views its use as a poor copy of the Emperor's work on the Astartes Legions.

Squad Composition

- 1 Gene Sergeant and 9 Gene Troopers

Unit Type

- Infantry

Wargear

- Lasguns
- Flak Armour (5+ Save)
- Frag and Krak Grenades

Options

- Up to two Gene Troopers may replace their Lasguns for a Flamer or Grenade Launcher for +5 points or a Meltagun for +10 points.
- The squad may take war pikes for +30 points. The unit gains the Furious Charge and Counter Attack special rules.
- The Gene Sergeant may exchange his Lasgun for a Las pistol and close combat weapon for no additional cost or a Power weapon and Las pistol for +5 points.

Fleet: Their oversized adrenaline glands and enhanced metabolism allows the Gene Troopers to put on bursts of speed when needed. They benefit from the Fleet universal special rule.

Altered Metabolism: Due to their implanted organs and bio-chemical modifications Gene Troopers count as Stubborn.

Nimble: All Gene Troopers possess the Move through Cover universal special rule.

Transport: The squad may take a Chimera as a dedicated transport for +55 points (C:IG pg 99)

0-2 BEASTMAN HERD

FAST ATTACK UNIT

IMPERIAL ARMY ONLY

90 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Beastman	4	2	3	3	1	3	1	6	6+
Herd Bray	4	2	3	3	1	3	2	7	6+-

Certain feral worlds have given rise to stable-bred mutants some regiments employ known commonly as Beastmen. They are crude creatures with the intelligence to swing a sword or fire a clumsy rifle. But not much else. The actual appearance of these beasts varies widely, however, and the Imperial Expedition Fleets have exterminated almost all of their kind across the galaxy. However, in the dark times of the Heresy, every resource is put at the disposal of the Warmaster, even these creatures...

Squad Composition

- 1 Herd Bray and 9 Beastmen

Unit Type

- Infantry

Wargear

- Two Close Combat Weapons
- Frag Grenades

Options

- The Herd may be joined by up to 10 additional Beastmen at +8 points each.
- The Herd Bray may replace his Close Combat Weapons with two handed close combat weapon (+2 Strength) for +5 points or an Eviscerator (counts as a powerfist with 2D6 armour penetration) for +25 points.
- The Beastmen (not including the Bray) may replace their Close Combat Weapons with two handed close combat weapon (+2 Strength) for +40 points

Special Rules

- **Furious Charge**
- **Fleet**
- **Infiltrate**
- **Subhuman** (May only be joined by Beastman Characters)





0- 2 OPERATIVE CELL

ELITE CHOICE

IMPERIAL ARMY ONLY

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Operative Sergeant	3	4	3	3	1	3	2	9	4+
Operative	3	4	3	3	1	3	1	8	4+

Squad Composition

- 1 Operative Sergeant and 4 Operatives

Unit Type

- Infantry

Wargear

- Hot Shot Las-gun (C:IG pg 46)
- Carapace Armour (4+ Save)
- Frag and Krak Grenades
- Melta Bombs (Sergeant only)

Options

- May include up to seven additional Operatives at +16 points per model
- The Operative Sergeant may exchange his Hot-Shot Las-gun for a Hot-Shot Las-pistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +5 points.
- Any of the squad may replace their Hot-Shot Las-gun with a Combat Shotgun (Range 18" Str 4 AP 5 Assault 2) or Sniper Rifle for free.
- Up to two Operatives may replace their Hot-Shot Las-guns with a Flamer or Grenade Launcher for free or Melta Gun for +5 pts or a Plasma Gun +10 pts.

Special Rules

- Stubborn
- Scout
- Move Through Cover

Dedicated Transport: May purchase a Valkyrie (C:IG pg 56) or if the squad numbers 5 it may take a Landspeeder Storm (C:SM pg 75) for +60 points. The Storm is BS 4.

The XX Legion makes a habit of recruiting non-Astartes specialists in every theatre and campaign they enter, commonly members of the Imperial armed forces. These operatives often remained in their original position, ready to respond to Alpha Legion commands. Operatives are tattooed with a small hydra symbol.

IMPERIAL ARMY LANDSPEEDER SQUADRON

FAST ATTACK UNIT

IMPERIAL ARMY ONLY

65 POINTS EACH

	BS	FRONT	SIDE	REAR
Army Landspeeder	3	10	10	10

Crew: Two Imperial Pilots

Special Rules
Deep Strike

Imperial Army Landspeeders are used to quickly respond to battlefield threats and use heavy firepower to neutralise them if possible or harry them until heavy support arrives.

Unit Composition

- 1 -3 Landspeeders

Vehicle Type

Fast Skimmer Open topped

Wargear

Plasma Cannon
Heavy Bolter
Searchlight

GRAV ATTACK STORM

FAST ATTACK UNIT

IMPERIAL ARMY ONLY

100 POINTS

	BS	FRONT	SIDE	REAR
Grav Attack	3	12	12	10

The Grav-attack Storm is a lighter reconnaissance version of the more common Grav Attack. It combines the original design's speed and manoeuvrability but sacrifices much of its firepower for an enlarged communications and scanning suite.

Unit Composition

- 1 Grav Attack Tank

Wargear

Turret mounted Autocannon
Searchlight
Smoke Launchers
Jamming Beacon (C:SM pg 75)
Orbital Uplink (Re-roll any failed reserve rolls)

Options

May take one of the following on a pintle mount: twin-linked bolter +10 points or Plasma Gun for +15 points.

Priestley Pattern: The Grav-Attack Storm has its cost reduced to 90 points if the model is converted from an underarm deodorant stick and a medicine spoon (see the Warhammer 40,000 Compendium for details).

Transport Capacity

None.



CHAOS DAEMONHOSTS

ELITE UNIT

IMPERIAL ARMY ONLY

95 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Daemonhost	4	4	5	4	4	4	D6	10	4+

A Daemonhost is a living mortal body used as a receptacle to bind a daemon, differing from a Possessee in that the creature has no control over the mortal body, but is "wielded" by another mortal.

Unit Composition

- 1 – 5 Daemonhosts (act independently)

Unit Type

Infantry

Special Rules

- Fearless
- Invulnerable 4+ Save
- Deep Strike
- Eternal Warrior
- Psyker

Wargear

Daemonic Claws (Rending)

Options

An additional four Daemonhosts may be purchased for +95 points each. They may be deployed and act independently from each other and are considered separate units. They may not be transported in vehicles.

Psyker

The Daemonhost must attempt to cast a psychic power at the start of its movement phase. If the power is successfully cast it randomly manifests one of the following powers. The Daemonhost may re-roll the random power but suffers an unsaveable wound each time it does so.

1 Terrify – All enemy units with a model within 12" immediately take a Pinning test.

2 Re-Knit Host – Regain all lost wounds.

3 Teleport – Immediately remove from the battlefield and Deep Strike anywhere on the table and may assault after arrival. Daemonhosts cannot benefit from any ability that affects deploying via Deep Strike (such as a Locator Beacon).

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over the Daemonhost. All models touched by the template (including the Daemonhost) take an immediate Str 4 AP 3 hit.

5 Timeshift – The Daemonhost may move and assault 12" this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to the Daemonhost's Strength and Toughness for the turn.

MERHYLL – BEAST OF PHYRIA

ELITE UNIT

IMPERIAL ARMY ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Merhyll	5	4	4	3	1	4	2	10	4+
Warhound	5	0	4	3	1	4	1	5	6+

A terrifying killer, Merhyll put the world of Phyria to the torch in the name of the Dark Gods. Known as the Beast of Phyria, she is accompanied into battle by a pack of ferocious warhounds that rip apart her enemies.

Unit Composition (Unique)

- 1 Merhyll
- 3-10 Warhounds

Unit Type

Beasts

Special Rules

Rending
Fleet
Furious Charge

Wargear

Merhyll

- Carapace Armour
- Bolt pistol
- Close Combat Weapon
- Frag and Krak Grenades

Warhounds

- Teeth and claws (count as a close combat weapon)

Options

- May include up to seven additional warhounds at +13 points per model.

Beasts of Phyria

The terrifying product of selective breeding, torture, drug injectors and surgery, the savage fury of the warhounds can tear apart their foes in seconds. No infiltrating units may be deployed within 18" of a Warhound. Additionally, Merhyll and her Warhounds may re-roll their Sweeping Advance test when pursuing a fleeing enemy. Attacks from the unit count as rending. When the last Warhound is slain, Merhyll loses these abilities.





THE MARTIAN MECHANICUM

"Toll the Great Bell once! Pull the Lever forward to engage the Piston and Pump... Toll the Great Bell twice! With push of Button fire the Engine and spark Turbine into life... Toll the Great Bell Thrice! Sing praise to the God of All Machines!"

Using the Martian Mechanicum in the Siege of Terra

Armies must be selected using the Horus Heresy edition of Codex Cult Mechanicus found on the Tempus Fugitive's website. Please contact us at the Tempus Fugitives if you do not understand this point. Martian Mechanicum forces use their units and weapons as exactly stated in the Codex Cult Mechanicus and are not altered for this campaign (so assault cannons really do count as assault cannons!)

REGULUS, ARCHITECT OF MORAVEC HQ UNIT

MARTIAN MECHANICUM ONLY

75 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Regulus	4	5	4	3	3	4	3	10	4+
Dread Magi	4	3	3	3	1	4	2	9	4+

Representing Kelbor Hal and the forces of the Mechanicum loyal to the Warmaster, Regulus and the Architects of Moravec are at the heart of the Great Paradigm. They are privy to the secrets of the Vaults of Moravec on Mars and have looked upon the face of their true master. They plot tirelessly to achieve mastery of the daemonic and the machine – a mastery that has, so far, been denied them...

Unit Type

- Infantry

Coven Composition

- 1 Regulus (Unique)
- 0-5 Dread Magi

Wargear

- Bolter
- Pair of Lightning Claws
- Carapace Armour (4+ Save)
- Phase Shifter (4+ Inv)

Special Rules

- Skitarii
- Servo Arm
- Invulnerable 4+ Save (Regulus and Dread Magi)
- Fearless
- Eternal Warrior (Regulus)

Coven:

Regulus may be joined by up to five Dread Magi for +30 points each. They are equipped with a bolt pistol, lightning claw and servo-arm. Senior priests in the Dark Mechanicum, each Dread Magi in Regulus' retinue add +1 to the dice when rolling to repair damage (see Blessings of the Omnissiah special rule).

Options:

- Regulus may replace his Servo Arm with a Servo Harness for +25 points.

"I have not come this far to turn back, Regulus," stated Kelbor-Hal.

"Moravec was branded a witch," said Regulus. "Did you know that?"

"A witch? No I did not, but what difference does it make? After all, any sufficiently advanced technology is likely to be mistaken for magic by the



KELBOR HAL – FABRICATOR GENERAL OF MARS

HQ UNIT

MARTIAN MECHANICUM ONLY

235 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kelbor Hal	4	5	4	4	3	3	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

Infantry

High Priest of the Ommissiah

A skilled orator and infected with Scrapcode, Kelbor Hal can fill his Skitarii with the unrelenting determination of the Ommissiah. At the start of each Mechanicum turn Hal may invoke the Spirit of the Machine God in a Skitarii unit within 18". The unit receives the Furious Charge and Feel No Pain special rule. This ability lasts until the start of the next Mechanicum turn

Wargear

- Relic Blade
- Power Armour
- Servo Harness
- Frag and Krak Grenades
- Heavy Bionics

Special Rules

- Skitarii
- Blessings of the Ommissiah
- Eternal Warrior
- Independent Character
- Icon of the Machine God
- Masterwork Phase Shifter (3+ Inv)

Fabricator General

As Fabricator General of Mars, Kelbor Hal may call upon many of the Divisios of the Mechanicum and as such an army including him has the following benefits:

Biologis – Land Crawlers are no longer 0-1. Kelbor Hal increases his Feel No Pain roll to 4+.

Cybernetica – Legio Cybernetica Cohorts are no longer 0-1 and may re-roll failed Mindlock tests if within 12" of Kelbor Hal.

Mandati – A master tactician, the army may re-roll the dice to Seize the Initiative at the start of the battle and while Hal is on the battlefield may re-roll one reserve roll each turn.

Militaris – A Hypaspist maniple gains the Tank Hunter or Counter Attack universal special rule.

Reductor – Thunderfire and Rapier Batteries are no longer 0-1. Mechanicum artillery units are improved to AV 11.

Technicus – A Hypaspist maniple gains Heavy Bionics.

ATHENA, SISTER OF CYDONIA

ELITE UNIT

MARTIAN MECHANICUM ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Athena	5	5	4	4	3	5	3	10	4+

Coven Composition

- 1 Athena (Unique)

Unit Type

- Infantry

Wargear

- Neuro Gauntlet
- Plasma Gun
- Frag Grenades
- Melta Bombs

Special Rules

- Fearless
- Move Through Cover
- Feel No Pain
- Relentless
- Infiltrate
- Dodge (5+ Invulnerable save)

Athena, like all Cydonian assassins of the Machine-God, is rightly feared throughout the Mechanicum. Their skills are less widely known beyond the Red Planet but it is because of their protocol of not leaving witnesses that this is so...

Neuro-Gauntlet: This is a close combat weapon. Roll to hit as normal, but don't roll to wound. Instead each hit causes one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no Armour save allowed (Invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armour value.

Combat Drugs: Athena can charge 12" in the Assault phase (or double the distance of the dice roll if moving through difficult terrain). When Athena charges into combat, she gains an extra D6 Attacks rather than just +1 Attack.

Bio-Meltdown! If Athena is killed, place a Blast marker centred over the model. So terrible are the energies released by a dying Sister of Cydonia that any model touched by the template takes an automatic Strength 5 hit, with no armour saving throws allowed. Athena is then removed from play.



DATA-DAEMONS

ELITE UNIT

MARTIAN MECHANICUM ONLY

165 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Data-Daemon	4	3	5	5	2	1	2	5	3+

The Legio Cybernetica is one of the oldest parts of the Mechanicum. Its records stretch back to the times before the Imperium. The Legio has a long history, and its members found amongst the armies of the Warmaster regard themselves as an elite battle force priding themselves that they were first amongst the Mechanicum to declare for Horus during the Great Heresy. Binding Data-Daemons to the frames of their robots, these cybernetic constructs are powerful shock troops able to wade into the fiercest of opposition without flinching.

Cohort Composition

- 3 Data-Daemons.

Unit Type

- Infantry – Data-Daemons count as two models for transport purposes.

Special Rules

- Fearless
- Relentless
- Scrapcode
- Abominable Intelligence

Wargear

- Lightning Claw
- Servo Arm

Options

- The Cohort may include up to an additional two Data-Daemons for +55 points each.
- Any Data-Daemon may replace its Servo Arm with one of the following weapons: a heavy flamer at no additional points cost, an autocannon, missile launcher or multi-melta at +10 points, a lascannon at +15 points or plasma cannon at +20 points.
- Any Data-Daemon may purchase an additional Lightning Claw at +10 points.
- Any Data-Daemon may replace either Lightning Claw with a power fist at +10 points or a thunder hammer at +15 points each.

Abominable Intelligence: Possessed as they are by malign spirits, the Data-Daemons are unrelenting in their pursuit of their prey. Data Daemons may re-roll failed to hit rolls in the first turn of an assault where they charged.

Scrapcode: Data Daemons in combat with a vehicle may exchange their normal close combat attacks for a single attack using the corrupting tech-language known as scrapcode. Instead of making its normal attacks, the Data Daemon may make a single roll against the targeted vehicle on the table below: **1-3: No effect, 4-5: A single Glancing Hit, 6: A single penetrating hit**

THE KABAN MACHINE

HEAVY SUPPORT UNIT

MARTIAN MECHANICUM ONLY

280 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kaban Machine	4	4	6	7	5	3	3	10	3+

Coven Composition

- 1 Kaban Machine (Unique)

Unit Type

- Monstrous Creature

Wargear

- Rotary Lascannon (d3 Shots)
- Executioner Plasma Cannon
- Punisher Gatling Cannon
- Servo Harness

Special Rules

- Fearless
- Move Through Cover
- Phase Shifter (4+ Inv)
- Feel No Pain

Terrifying Presence: Enemy units that lose combat in which the Kaban Machine is engaged take their leadership tests at -1.

“Evil? That’s nonsense. What do machines know of evil?”
– Zouche Chahaya – Machinist of Mars



THE CHAOS DAEMONS



To understand Chaos, which is in itself impossible, one must first understand the warp. The warp is a dimension adjacent to ours, in which emotions and thoughts can become living things, which can manipulate the warp and indeed the minds of mortals. These creatures are sustained by the thoughts of mortals, and seek more and more of these thoughts. For these creatures to gain this, specifically thoughts which taste fine to them, mortals must worship them, and in return those who worship a certain god are gifted with abilities and powers beyond imagination, for instance those gifted by Tzeentch are granted powers over sorcery and arcane knowledge, while those gifted by Nurgle are granted viral based mutations, such as extra limbs or other such things. It should be known, however, that too many blessings can often result in the person becoming a warp spawn, forever mindless and feral.

Planets can become caught midway between our realm and the Realm of Chaos. These Daemon Worlds fall under the rule of terrible daemon lords such as Kyriss the Perverse, Greater Daemon of Slaanesh and Ka'Bandha, Arch Daemon and Lord of all the Bloodthirsters. They raise for themselves vast palaces and daemon hordes rampaged across the surface, utterly destroying hundreds of years of civilization. The entire populace is butchered, enslaved, or corrupted.

Using the Chaos Daemons in the Siege of Terra

Armies must be selected using the most recent edition of Codex Chaos Daemons with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.

Daemonic Characters found in Codex Chaos Daemons may be taken in this campaign.

GIDA'LJAL – SPAWN OF SLAANESH

ELITE UNIT

CHAOS DAEMONS ONLY

300 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Gida'ljal	D6+2	3	D6+3	6	X	D6+1	2D6	10	3+

Unit Composition

- 1 (Unique)

Daemonic Gifts

- Pavane of Slaanesh
- Chaos Icon
- Soporific Musk

Special Rules

- Daemon
- Feel No Pain
- 3+ Invulnerable save
- Fleet
- Aura of Acquiescence

Unit Type

- Monstrous Creature

Mesh of Flesh: Do not deploy Gida'Ljal using the Demoinic Assaulty rules. Instead, when it becomes available as a reserve, nominate a non-vehicle enemy unit anywhere on the battlefield. That unit takes 2d6 Str 4 AP 3 hits. Once casualties are resolved, add up the total number of unsaved wounds caused. Place Gida'Ljal 1" away from the targeted unit with wounds equal to one plus the number of unsaved wounds caused. Gida'Ljal may act as normal in the assault phase.

Writhing Mutation: Gida'Ljal is forever shifting to the whim of Slaanesh. Each time a characteristic is used, randomly generate it as required. That characteristic remains at that value until the end of that phase.



KA'BANDHA – LORD OF BLOODTHIRSTERS HQ UNIT

CHAOS DAEMONS ONLY

550 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ka'Bandha	10	4	9	6	6	5	2d6	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Monstrous Creature

Daemonic Gifts

- Iron Hide
- Daemonic Flight
- Chaos Icon
- Blessings of the Blood God
- Death Strike
- Axe of Khorne – Causes Instant Death

Special Rules

- Daemon
- Feel No Pain
- Furious Charge
- 3+ Invulnerable save
- Skystrike
- Bloodfeeder
- Fleet

Lord of Bloodthirsters: An army including Ka'Bandha may take Bloodthirsters as Elite or Heavy Support choices provided that no Daemons other than Khorne Daemons are present.

Skystrike: Ka'Bandha may assault after Deep Striking.

Bloodfeeder: So ferocious are Ka'Bandha's attacks that he makes 2d6 attacks each turn. However, should he roll any double his assault is so blood crazed that he causes himself an automatic wound with no saves permitted.

Pride of the Gods: Ka'Bandha will not share power with a daemon of near equal power. You may not include Kyriss or a Daemon which counts as a Gigantic Creature in the same army as Ka'Bandha.

KYRISS THE PERVERSE HQ UNIT

CHAOS DAEMONS ONLY

500 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Kyriss	9	4	7	6	6	10	7	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Monstrous Creature

Daemonic Gifts

- Pavane of Slaanesh
- Daemonic Flight
- Chaos Icon
- Soporific Musk
- Transfixing Gaze
- Soul Devourer

Special Rules

- Daemon
- Feel No Pain
- 3+ Invulnerable save
- Aura of Acquiescence
- Fleet
- Skystrike

Skystrike: Kyriss may assault after Deep Striking.

Pride of the Gods: Kyriss the Perverse will not share power with a daemon of near equal power. You may not include Ka'Bandha or a Daemon which counts as a Gigantic Creature in the same army as Kyriss.

KA'LOK – SERIAL SLAUGHTERER HQ UNIT

CHAOS DAEMONS ONLY

130 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ka'Lok	6	3	4	4	3	5	2d6	10	5+

Unit Composition

- 1 (Unique)

Unit Type

- Beast

Daemonic Gifts

- Iron Hide
- Blessings of the Blood God
- Hellblade

Special Rules

- Daemon
- Furious Charge
- 5+ Invulnerable save
- Bloodfeeder
- Fleet

Bloodfeeder: So ferocious are Ka'Lok's attacks that he makes 2d6 attacks each turn. However, should he roll any double his assault is so blood crazed that he causes himself an automatic wound with no saves permitted.

Blood-Twins: Ka'Bandha and Ka'Lok are bloody aspects of Khorne, but uniquely seem to draw their power from each other. Should both be present in the same army; if either suffers a wound from the Bloodfeeder special rule, then both suffer the wound.