

AGE OF THE EMPEROR

— THE GREAT CRUSADE —

WARHAMMER
40,000



THE TEMPUS
FUGITIVES

**OBSCURUS
EDITION**

FINAL



THE AGE OF THE EMPEROR IS A TIME WHEN THE *MONKEIGH* DARE TO STEAL FROM THE ELDAR WHAT HAS RIGHTFULLY BEEN THEIRS FOR MILLENNIA. MANKIND ARROGANTLY CONQUERED MANY STAR SYSTEMS AND RUTHLESSLY EXTERMINATED ALL LIFE THAT DOES NOT FIT THEIR SMALL NARROW VIEW. WORSE IS YET TO COME FOR THEIR ACTIONS WILL SURELY LEAD THEM TO THE GREAT ENEMY AND DOOM US ALL. HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT HAS BECOME KNOWN AS "THE GREAT CRUSADE"; A CAMPAIGN THAT CHRONICLES THE ELDAR PEOPLE AT THE DAWN OF THE 31ST MILLENNIUM...

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 Great Crusade 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 Great Crusade 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 roadmap for 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 15th May 2009

19:00 – 21:00 Pre-Register in Bugmans*

Saturday 16th May 2009

08:30 – 09:30 Arrive & Check-In

09:30 – 10:00 Welcome and Introductions

10:00 – 10:20 Game 1 Briefing

10:20 – 12:30 Game 1: Recon Doubles

12:30 – 13:15 Lunch & Army Nominations

13:15 – 13:30 Game 2 Briefing

13:30 – 16:00 Game 2: Main Battleforce

16:00 – 16:15 Afternoon Break

16:15 – 16:30 Game 3: Briefing

16:30 – 22:30 Game 3: Heavy Assault Doubles

19:00 – 20:00 Dinner *

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

Sunday 17th May 2009

09:00 – 09:15 Doors Open

09:15 – 09:30 Recap & Briefing

09:30 – 11:00 Game 4: Recon

11:00 – 11:15 Morning Break

11:15 – 11:30 Game 5 Briefing

11:30 – 13:00 Game 5: Deathblow

13:00 – 13:45 Lunch & Army Judging

13:45 – 14:00 Game 6 Briefing

14:00 – 17:00 Game 6: Heavy Assault

17:00 – 17:15 Final Break

17:15 – 18:00 Award Ceremony

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*Tickets for Age of the Emperor: The Horus Heresy will be available during Pre-Registration on Friday and after Dinner on Saturday. They will be available to purchase online from Monday 18th May 2009.



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 Edition rulebook.
- 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
- A Tray to carry your models
- Pen and paper

Upon arrival each player will be assigned to a team, called a Task Force, containing up to eight players. You and the other players in your Task Force are allied field commanders fighting as part of the **Imperial Expedition Fleet** or one of the alien domains arrayed against them – **Pacificus**, **Obscurus**, **Tempestus** and the **Ultima**. These domains contain a number of dominant alien factions each with their own agendas and they represent the five sides of the conflict as they battle it out to determine the fate of the galaxy.

The campaign will be fought in six 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.

Each faction has a number of objectives to achieve over the course of the weekend. These objectives will be revealed as the campaign unfolds.

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 the Task Force that has the initiative in the Warzone will receive a Mission Briefing which includes a list of mission objectives. The Taskforce Commander (taking advice from the Taskforce) must then decide upon the objective of the turn and may even 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; players on the opposing side then come over to their assigned Warzone and pair up. Players cannot select tables from outside of their Warzone to fight on.

Deployment and table sides are determined as normal.

Battle Stance

Each round you may set how your taskforce intends to fight – Aggressive, Defensive or Balanced. Aggressive stance awards bonus points for wins but nothing for draws or losses, defensively rewards wins and draws equally. 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. Chose 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.

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.

What You Will Need

You will require a painted Warhammer 40,000 army designed to create four distinct forces, as indicated in the following sections. You will require at least two copies of your army lists. These must include all of the models in your army, their point values, and the points of any upgrades or wargear. One of these you should keep with you during the entire weekend, and the other should be handed in at registration for inspection by a Task Force Marshal.

You will need to arrange somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0115 915 5330) and you will need to arrange transport to and from the event. It is also useful to bring some spending money for refreshments.



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.

There are several significant changes to the way the game plays compared to 4th Edition (and on the whole they make for a vastly more enjoyable game!) On the Tempus Fugitives forums and in various playtesting

games several 'interesting' interpretations of the rules came up as well as certain changes to the rules being forgotten and 4th Edition used instead. So here are a few reminders and clarifications to keep in mind as you battle for galactic dominance.

Annihilation Kill Points: Each unit is worth one Kill Point. An important exception is an Imperial Army Infantry Platoon - see Codex Imperial Guard or the Imperial Army section of this pack. Units brought back into play after being destroyed are worth a Kill point each time they are destroyed. Primarchs are worth two Kill points.

Combat Resolution: The winning and losing of close combats is decided purely by the number of unsaved wounds inflicted. There is no more outnumbering, or ratios. If one squad inflicts at least one more wound upon its enemy that it receives, it wins the combat, pure and simple. Furthermore, the losing squad must take a Morale check to remain locked in combat, but taken with a negative modifier equal to the number of wounds by which it lost the combat! (Fearless units who lose close combat must instead take a number of additional wounds, which can be saved, equal to the number of wounds by which it lost the combat!)

You may never move into combat with an enemy unit unless as part of an assault move at the beginning of the assault phase. So no sweeping into an enemy unit after wiping out their next door neighbour, no rolling up the Imperial Army gun-line and no Righteous Zeal moves into combat after their opponents shoot them.

Dawn of War: A marine unit split into Combat Squads count as two Troop choices for Dawn of War deployment.

Deep Striking: If a unit suffers a deep-strike mishap and rolls a 3-4 on the mishap chart, their opponent **MUST** deepstrike the unit in a valid location (not off the table, into impassable terrain or another unit).

You can run after entering play via Deep Strike (but may not assault unless the unit's rules **specifically** state otherwise). Drop Pods may not shoot on the turn they land.

Feel No Pain: Now this ability is ignored by plasma and other AP2 or AP1 weaponry.

Last Man Standing: There is no rule for Last Man Standing in 5th Edition.

Leadership: A unit under half strength no longer receives a penalty of -1 to their leadership.

Pistols: Now Assault 1 and so pistols cannot be rapid fired if you are stationary.

Lightning Claws, Powerfists & Thunder Hammers: You cannot get +1 attack for an additional close combat weapon with these unless that additional weapon is also a Thunder Hammer or Power Fist.

Relic Blades: Grant the user Strength of 6. This cannot be improved in any way or be combined with an additional close combat weapon.





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.

You must have enough models to field your army as a Heavy Assault force.

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.

Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead. Please contact the Tempus Fugitives if in doubt.

No 'VDR' rules are permitted in the campaign.

The Warhammer 40,000 Cities of Death expansion will not be used in this campaign.

With a few notable exceptions, you may not include Special Characters from any army Codex. Any named characters available to the armies participating in the Great Crusade 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.

Should anything particularly notable happen during the course of your game, such as an act of extreme heroism or crushing tragedy, please let your Faction Marshal know about it as your deeds may well become one of the legends of the Age of the Emperor...

Painting and the Best Army Award

The Age of the Emperor was a time of hope and glory 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 at least be based on or include a significant part of a Citadel miniature. **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.**

At the Age of the Emperor: The Great Crusade 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 Great Crusade as humanity pushes outwards from Terra to reclaim the galaxy as their birthright.

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!

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 are actively encouraged to use these units and characters. An Eldar army without Eldrad or a dark Eldar army with Asdrubal Vect 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.



GAMES 1 & 4 RECON DOUBLES

Small forces sent ahead of the main army, Recon Detachments 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.

Each player must have no more than 1000 points.

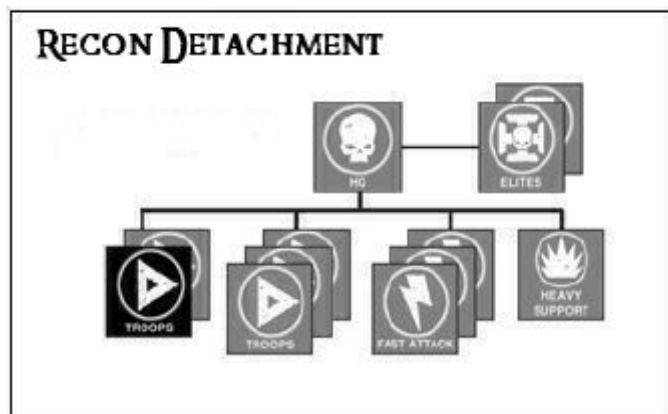
Recon Detachments fight the Capture and Control mission using the Spearhead deployment from the 5th Edition Warhammer 40,000 rulebook.

Recon Detachments must have one troop choice. You may spend remaining points from anywhere in the Codex subject to the Recon Detachment Force Organisation chart provided.

No Formations, Legendary Units or units with Structure points

Artillery or Flyers may not be taken. Vehicles such as these are not deployed for the type of missions undertaken by a Recon Detachment.

No Monstrous creatures, or vehicles with an armour value of 12 or higher on any facing (except dedicated transports)



No ordnance weapons or models with a 2+ armour save are allowed.

One Troop choice without a transport may be deployed as forward sentries. The unit operates in a dispersed formation of up to 3" between each model and gains the Infiltrate universal rule (or stealth if they already have infiltrate). The unit does not count as a scoring unit and always uses the lowest leadership value within the unit for taking morale tests (representing the unit operating away from the command structure).

Up to two units may purchase the Stealth ability for 30 points. This should be modelled appropriately as either a technological or camouflage application). Dedicated transports for units with the Stealth upgrade may also be given the Stealth ability for an extra 30 points. These are in addition to any other units or characters that have the Stealth ability.



GAME 2 - MAIN BATTLEFORCE

Once the enemy has been located, larger forces are brought to bear. It is a calculated use of force in the main Battleforce that tries to achieve the objectives of the war before either side can mobilise the heaviest of their armour. Main Battleforce are chosen as follows:

- Main Battleforce usually (but not always) fights Annihilation missions from page 91 of the 5th Edition Warhammer 40,000 rulebook. Remember: Taskforces with the initiative may decide whether or not to undertake a special mission 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.
- Must be no more than 2000 points.
- May include models or units from the Recon Detachment and the Deathblow Detachment but may not use any of the additional benefits provided by the Recon Detachment or Deathblow Detachment (such as Stealth or Forward Sentries).
- Is selected using the Standard Missions Force Organisation Chart found in the 5th Edition Warhammer 40,000 Rulebook. Eldar armies may include one additional HQ choice than is normally permitted (giving a total of 3 for a Main Battleforce).
- Models with rules in the Apocalypse rulebook or Imperial Armour: Apocalypse MUST be used over those found in other Imperial Armour books (for example the Nightwing or Phoenix).
- 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 Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication the most recent version must be used.
- Units (including vehicles) carrying Eldar Missile Launchers or Shuriken Cannons may be upgraded to AA capability for +10 per weapon. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s. Harlequins may upgrade Shrieker Cannons and Harlequin Missile Launchers in a similar manner.





GAME 5 - DEATHBLOW

On occasion a larger conflict can be prevented by sending in a small elite strike force to annihilate the enemy's command structure. Deathblow Detachments 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.

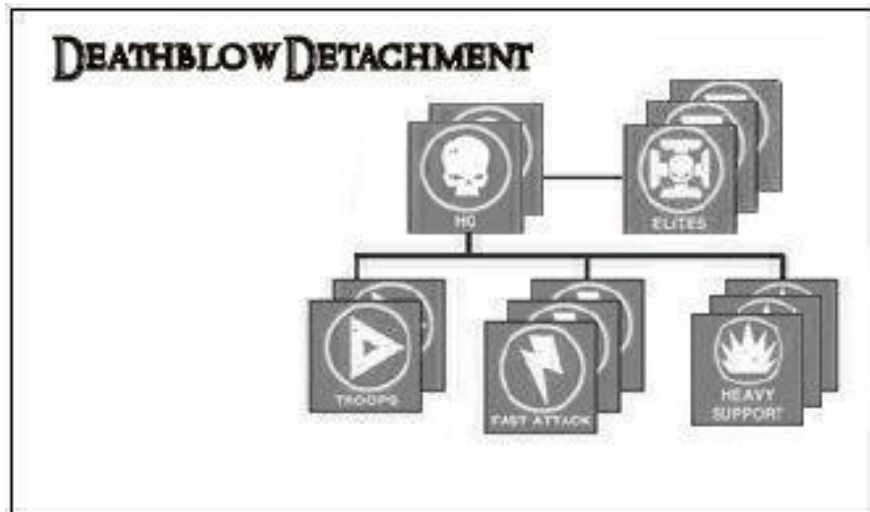
Each player must have no more than 1000 points. At least 400 points must be spent on Elites and HQ choices.

Deathblow Detachments fight the Annihilation mission using the Dawn of War deployment from the 5th Edition Warhammer 40,000 rulebook.

Deathblow Detachments are selected according to the Deathblow Detachment Force Organisation chart provided.

No Formations or units with Structure points. They may include Legendary Units.

Flyers may not be taken. Units such as these are not deployed for the type of missions undertaken by a Deathblow Detachment.

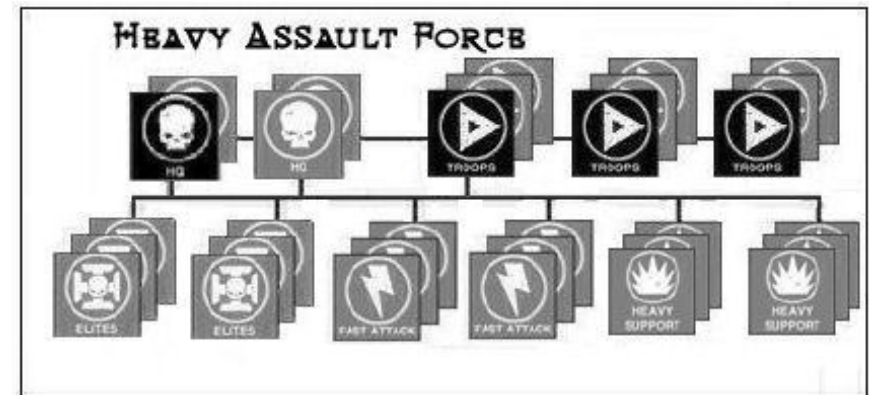




GAMES 3 & 6 - HEAVY ASSAULT FORCE

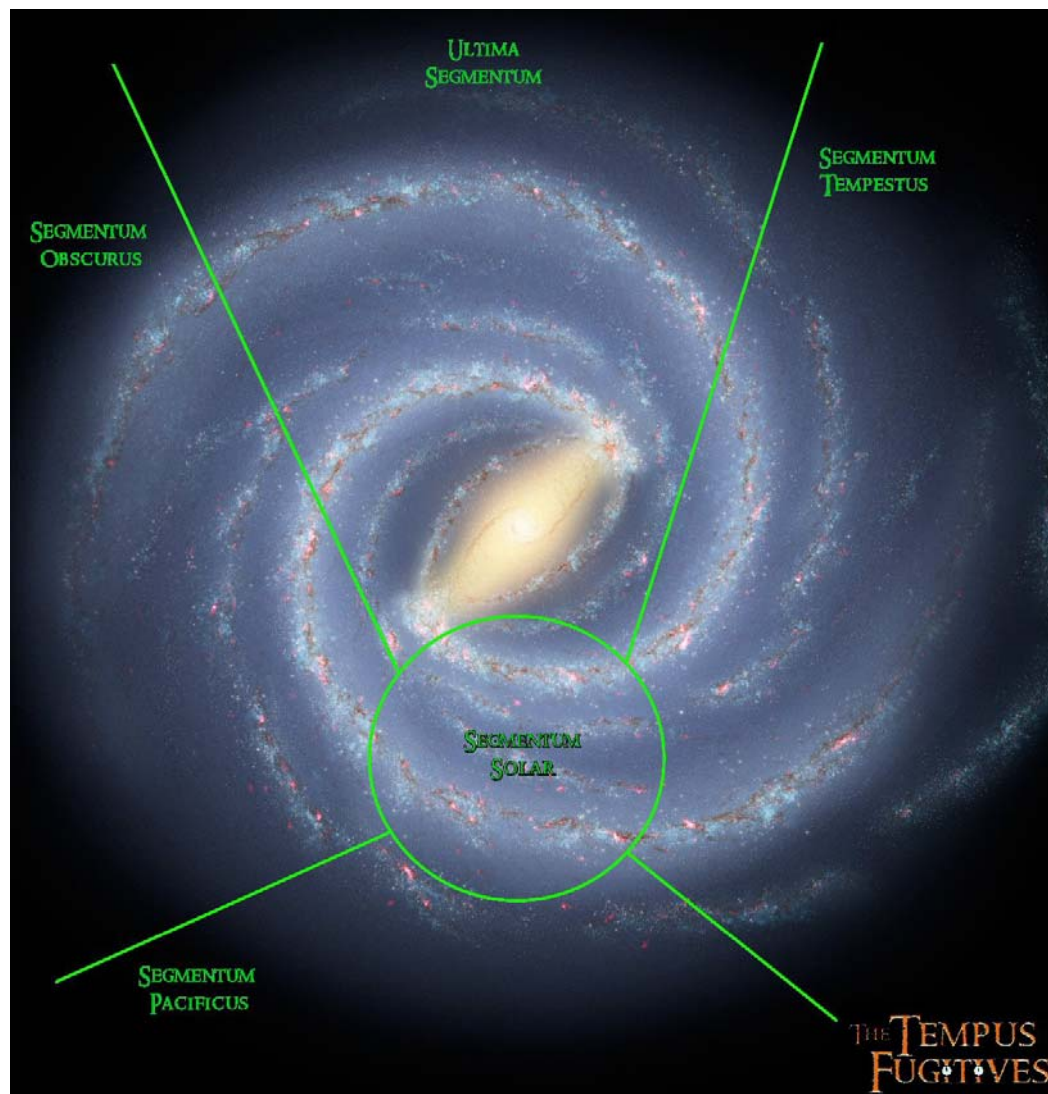
Smashing aside all but the most solidly built defences, the Heavy Assault Force represents conflict on an almost unimaginable scale. The army is subject to the following restrictions:

- 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 HQ choices).
- Up to 1000 points of the Heavy Assault Force may be chosen freely from any armylist in the same faction (so an Exodite player may have Craftworld Eldar and Dark Eldar units but may not include Space Marines).
- Up to 1300 points of the Heavy Assault Force may include units with Structure Points. Each unit taken counts as a Heavy Support Choice unless otherwise specified. These units use the rules found in the Apocalypse expansion.
- A Heavy Assault Force usually (but not always) fights the Seize Ground missions from page 91 of the 5th Edition Warhammer 40,000 rulebook. Remember: Taskforces with the initiative may decide whether or not to undertake a special mission 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.
- Models with rules in the Apocalypse rulebook or Imperial Armour: Apocalypse MUST be used over those found in other Imperial Armour books (for example the Nightwing and Pheonix). Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication, the most recent version must be used.
- Units (including vehicles) carrying Eldar Missile Launchers or Shuriken Cannons may be upgraded to AA capability for +10 per weapon. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s. Harlequins may upgrade Shrieker Cannons and Harlequin Missile Launchers in a similar manner.
- Heavy Assault Force games are played on a 6x4 table for singles and a 12x4 table for doubles games.





THEIR IGNORANCE WILL DOOM THEM



SEGMENTUM SOLAR

The birth world of the monkeigh lies here. All things must end.

Imperial Forces have the Initiative here. While Imperial forces have majority control here all Imperial players may re-roll a single dice roll once per battle.

SEGMENTUM PACIFICUS

The machine slaves of the soulless ones are beginning to stir. Too soon! We are not ready!

Necron Forces have the Initiative here. While Necron forces have majority control here all Necron players may re-roll a single dice roll once per battle.

SEGMENTUM OBSCURUS

We are but a shadow of our former glory, yet we still endure.

Eldar Forces have the Initiative here. While Eldar forces have majority control here all Eldar players may re-roll a single dice roll once per battle.

ULTIMA SEGMENTUM

The savage Orks have already faced the human Imperium and been decimated, but their kind will return to blight the galaxy.

Ork Forces have the Initiative here. While Ork forces have majority control here all Ork players may re-roll a single dice roll once per battle.

SEGMENTUM TEMPESTUS

Many species call this region home. Not all are hostile to us but we must be wary.

Tempestus Forces have the Initiative here. While Tempestus forces have majority control here all Tempestus players may re-roll a single dice roll once per battle.



ECHOES OF PAST GLORIES

It has been many centuries since the Fall, but it still burns bright in living memory. Our kin are divided. Many of us follow the Way on the dozens of Craftworlds that dot the galaxy. Others of our kind have banded together in the dark city-realm of Commorragh so to better protect themselves by embracing pain and torture like a lover. The Exodites have abandoind much of that which we accomplished in our glory and have embraced a simpler way of life, communing with the beasts on their lands and remaining pure in their hearts. The Harlequins dance between our three groups like bright petals on a wind, not settling for too long amongst us before flitting through the webway to another disparate colony or kindred. But the actions of the monkeigh threaten all of us and we must stand as united as our paths permit. Though our methods and ideologies stand in contrast to each other, the fate of humanity will doom us all unless we strike them down.

The lists on the following pages present the participating forces for the Eldar Taskforces. 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 Eldar are: Codex Eldar; Codex Dark Eldar and the Tempus Fugitives Exodite and Harlequin army lists. All supplementary rules to your Codex can be found in this pack.

Taskforce Name	Permitted Armies
Ghost Walkers	Eldar, Dark Eldar, Harlequins, Exodites
Tears of Blood	Eldar, Dark Eldar, Harlequins, Exodites





THE FOUR PATHS

THE CRAFTWORLD ELDAR

In the Great Crusade the Craftworld Eldar live in their gigantic world ships, each surrounded by many hundred smaller craft. These rag-tag fleets are all that remains of the once proud Eldar Empire. But many of the traditions of the Eldar have remained unchanged for millennia and as cataclysmic as the Fall was, the patterns of life on the Craftworlds will continue as they are now until beyond the Forty-First Millennium. The Eldar army presented in Codex Eldar is perfectly usable in the Age of the Emperor: The Great Crusade. With the exception of Prince Yriel, all of the characters featured in Codex Eldar are active during the Great Crusade.

THE DARK ELDAR

The remaining Eldar were forced to decide a way to survive after the Fall. The Eldar split into two factions: The Eldar of the Craftworlds fortunate enough to escape the Fall decided to resist Slaanesh, and follow a path of restraint and balance. The few young survivors in the core Eldar worlds refused to surrender their lives of hedonism. The survivors rallied around those ruthless enough to rule their kin. The newly-formed Kabals escaped to within the Webway itself and founded the city of Commorragh, escaping the predations of Slaanesh through the protection of the Webway and the suffering of their victims. To differentiate these Eldar from their more benign kin, they are called the 'Dark Eldar'. The Dark Eldar army presented in Codex Dark Eldar is perfectly usable in the Age of the Emperor: The Great Crusade. All of the characters featured in Codex Dark Eldar are active during the Great Crusade. **Models armed with Splinter rifles count as being equipped with two close combat weapons in a Dark Eldar army.**

THE EXODITE ELDAR

In the millennia before the Fall, some of the more powerful Seers among the Eldar predicted the coming of the Great Enemy who would be born of the decadence of the Eldar. These doomsayers preached abstinence from the hedonism engulfing the Eldar worlds. Over the centuries, they gradually gained followers who referred to themselves as members of the Cult of the Exodus, a body dedicated to persuading the Eldar to change their lifestyle and flee the empire. Seen as deluded puritans by most, their cries for restraint were ignored. Once it became clear that their pleas were going unheard amidst the depravity, the cult's leaders ordered the Exodus to begin, launching their ships to known worlds as far from the empire as possible. For many, it wasn't far enough. The Exodite army presented in the Tempus Fugitives Exodite Armylist is perfectly usable in the Age of the Emperor: The Great Crusade.

THE HARLEQUIN ELDAR

The Harlequins are a faction of the Eldar, and the most enigmatic of that mysterious race. They roam the Webway, fighting Chaos and its influence. Their main purpose is to seek out their most hated enemy, Chaos, and destroy it wherever they can while protecting the craftworlds. As a corollary to this mission, they also compile all knowledge about Chaos, the source of its power, and how to defeat it. This knowledge is kept in the Black Library. Harlequins must pass a trial known only as "The Ritual" upon initiation into a Harlequin band. The details of this trial are not known to outsiders, however, this ritual is said to free them of the fear of the Chaos god Slaanesh, the eternal enemy of the Eldar race. Unlike the other Eldar, when they die their souls become part of the Laughing God, rather than falling prey to Slaanesh. The Harlequin army presented in the Tempus Fugitives Harlequin Armylist is perfectly usable in the Age of the Emperor: The Great Crusade.



ARMIES OF THE ELДАР

There are several units which may be taken by the Eldar during the Age of the Emperor: The Great Crusade. 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 Great Crusade Campaign Weekend. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

0-1 TEARS OF ISHA ELITE UNIT

CRAFTWORLD ELДАР, EXODITES OR HARLEQUINS

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Tear of Isha	4	3	3	3	1	4	1	9	5+

Special Rules

- Fearless
- Fleet
- Preferred Enemy: The Imperium

Eldar with the gift of foresight may come from many of the paths the Eldar tread. Knowing the woe that mankind's corruption will visit upon them, these Eldar have banded together into a cult known as the Tears of Isha. These brave warriors fight against destiny with a fierce hatred reserved for only the Eldar's deadliest foes.

Unit Composition

- 10 Tears of Isha

Unit Type

Infantry

Wargear

- Shuriken Pistol
- Rune Armour (4+ Invulnerable Save)
- Close combat weapon
- Krak and Plasma Grenades

Webway Assault: The Tears of Isha appear without warning in the heart of the enemy's battle line. They must always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played. The squad always arrives at the start of the Eldar player's first turn and may re-roll the scatter dice and distance rolled. They may assault on the turn they enter play.

Marked by Destiny: Tears of Isha count as scoring units.

Options

- The Squad may include up to ten additional Tears for +12 points per model.
- Up to three Tears may replace their close combat weapon with a power weapon for +10 points each.
- Up to three Tears may replace both their shuriken pistol and close combat weapon for a fusion gun for +10 points each or flamer for + 5 points each.





0-1 BLACK LIBRARY WARDENS ELITE UNIT

DARK ELDAR, CRAFTWORLD ELDAR, EXODITES OR HARLEQUINS ONLY

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Black Library Warden	5	0	5	5	2	4	1+1	10	3+

Unit Composition

- 5 Black Library Warden

Unit Type

Infantry

Wargear

- Two Wraithswords

Webway Assault: The Black Library Wardens appear from the Webway to thwart any attempt to access the secrets of the Black Library. They must always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played. The squad always arrives at the start of the Eldar player's first turn and may re-roll the scatter dice and distance rolled. They may assault on the turn they Deep Strike.

Special Rules

- Fearless

The oldest and most powerful Solitaires ultimately become the guardians of the Black Library, virtually invincible warriors with one of the most important tasks in the universe. One of the tools at their disposal are the Wardens, wraithbone constructs which stride purposefully from the Webway to slay any who oppose them.

Options

The Squad may include up to five additional Black Library Wardens for +40 points per model.

0-1 SOLITAIRE

HQ UNIT

DARK ELDAR, CRAFTWORLD ELDAR OR EXODITES ONLY

130 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Solitaire	8	5	3	3	2	8	4	10	-

Unit Composition

- 1 Solitaire

Unit Type

Infantry

Wargear

- Shuriken Pistol
- Close combat weapon
- Haywire and Plasma Grenades
- Flip Belt (ignores difficult terrain)

Solitary: Although the Solitaire is not an Independent Character it may never join a unit or be joined by one.

Merciless

The Solitaire may re-roll all failed rolls to hit and wound.

Special Rules

- Fearless
- Fleet
- Independent Character
- Infiltrate
- Dance of Death
- Eternal Warrior
- Terrifying Visage
- Merciless
- Supernatural Dodge (3+ Inv Save)

One of the most important and most feared positions within a Harlequin troupe is that of the Solitaire. The Solitaires seek out potential members from the populations of the various other Eldar factions. They are greatly feared and yet pitied by the other Harlequins. A Solitaire lives apart from the rest of the Harlequins at all times and this isolationist nature is also evident on the battlefield, as a Solitaire always fights alone. The reason for this is that during the much rarer version of their already rare performances about the Fall, it is only the Solitaire who is able to play the role of the Great Enemy of the Eldar, Slaanesh. This also means that when the Solitaire dies, his soul is damned to eternal torment by the Great Enemy.

Terrifying Visage. Units in close combat with the Solitaire must take a Leadership test at the start of each Assault phase and if failed attacks will only hit the Solitaire on a 6. This does not extend to vehicles, fearless models or any other model without a Leadership characteristic.

Options

- The Solitaire may replace its shuriken pistol with a fusion pistol for +15 points.
- The Solitaire may replace its close combat weapon with a Harlequin Kiss for +10 points or a Power Weapon for +10 points.
- The Solitaire may be equipped with Power Blades for +15 points.



WARP HAG ELITE UNIT

DARK ELДАР ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Warp Hag	6	5	3	3	3	6	3	10	5+
Slave Psyker	2	2	3	3	1	3	1	3	-

Unit Composition

- 1 Warp Hag
- 9 Slave Psykers

Unit Type

Infantry

Wargear

- Mesh Armour (Hag only)
- Splinter Pistol (Hag only)
- Agoniser Staff (Hag only)

Special Rules

- Fearless (what terrors can death hold?)
- Soul Shields
- Psyker

Dedicated Transport

May select a Raider for +50 points.

Soul Shields - Each time the Warp Hag casts a psychic power make a psychic test. On a roll of any double d6 Slave Psykers have their souls consumed by Slaanesh and are removed from play. The Warp Hag herself is immune to Perils of the Warp until she runs out of Slaves. At that point she quite sensibly ceases to use her psychic talent and retires from the battlefield (remove her from play). At that point the unit counts as destroyed.

Psyker – May cast one of the following each shooting phase:

Mind Lash: Range 48" Str 9 Ap 1 Causes Instant Death

Black Horror: Range 36" Str 6 Ap 4 Large Blast

Despair: All enemy models within 24" -2 Ld
(not cumulative)

Options

- May include up to ten additional Slave Psykers at +5 points per model.

The fear of Slaanesh consuming their souls is usually enough to steer Dark Eldar from developing their prodigious psychic talent (as all Eldar have). But a few exceptionally powerful psykers seek alternative methods to bring their talents to further their Kabal or Cult's goals. Surrounding themselves with enslaved psykers and binding their souls to hers prior to battle ensures that any unwanted attention from the Great Enemy is directed at her them rather than on the Hag herself.

0-1 WRAITHSEER

HQ UNIT

CRAFTWORLD ELДАР ONLY

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Wraithseer	4	4	10	7	3	4	1	10	3+

Unit Composition

- 1 Wraithseer

Unit Type

- Monstrous Creature

Wargear

Two Shuriken Catapults
Wraithsword
Runes of Warding
Runes of Witnessing
Ghosthelm

Options

- May replace one or both of its Shuriken Catapults with Flamers for free.
- Must choose between two and four of the Farseer psychic powers from pg 28 in Codex Eldar at the following cost: Fortune +30 points; Doom +25 points; Guide +20 points; Mind War +20 points; Eldritch Storm + 20 points.

Special Rules

- **Fearless**
- **Psyker** – A Wraithseer may attempt to cast two different psychic powers each per turn. They must be on the same target if they are shooting attacks.
- **Invulnerable** – The Wraithseer's save is invulnerable



THE GREAT CRUSADE REGISTRATION FORM

Player Name	
Postal Address	
Contact Number	
E-Mail Address	
Army Taken	
Army List Used	
Any Special Requirements:	
Requests/Notes:	