

AGE OF THE EMPEROR

— THE GREAT CRUSADE —



THE TEMPUS
FUGITIVES

**IMPERIAL
EDITION**

WARHAMMER
40,000

FINAL



THE AGE OF THE EMPEROR IS A GLORIOUS TIME FOR MANKIND AS THE CHILDREN OF TERRA REACH OUT ONCE MORE TO THE STARS AND RECLAIM THEIR BIRTHRIGHT. HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT HAS BECOME KNOWN AS "THE GREAT CRUSADE"; A CAMPAIGN THAT CHRONICLES MANKIND'S QUEST TO CARVE OUT AN IMPERIUM AMONGST THE STARS 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 Emperor's Children army without Tarvitz or Lucius (or Fulgrim) 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.

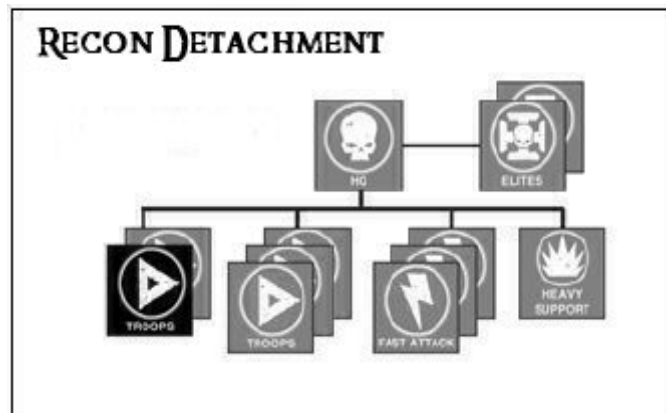
Recon Detachments fight the Capture and Control mission using the Spearhead deployment from the 5th Edition Warhammer 40,000 rulebook.

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, Flyers, Drop Pods, Termites or Land Raiders 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 (except for the Martian Mechanicum, Iron Hands and Salamander Legions who may take a single HQ choice in Artificer or Terminator armour).

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. Astartes Legion armies may include one additional HQ choice than is normally permitted (giving a total of 3 for a Main Battleforce). Imperial Army and Mechanicum forces may field an additional Heavy Support choice (giving a total of 4 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 Valkyrie and Hydra).
- 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 Forge World publication (for example the Griffon), the most recent version must be used.
- Units (including vehicles) carrying Missile Launchers or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to anything that isn't specifically a missile launcher (such as a Whirlwind, Typhoon or Cyclone). These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.





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.

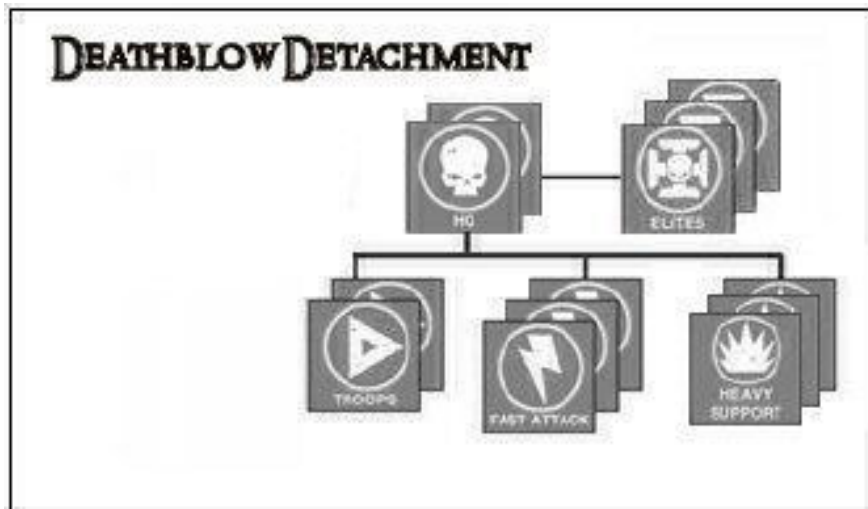
Each player must have no more than 1000 points. Imperial forces must spend at least 400 points on Elites and HQ choices.

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.



Despise the enemy strategically, but take him seriously tactically. – Rogal Dorn

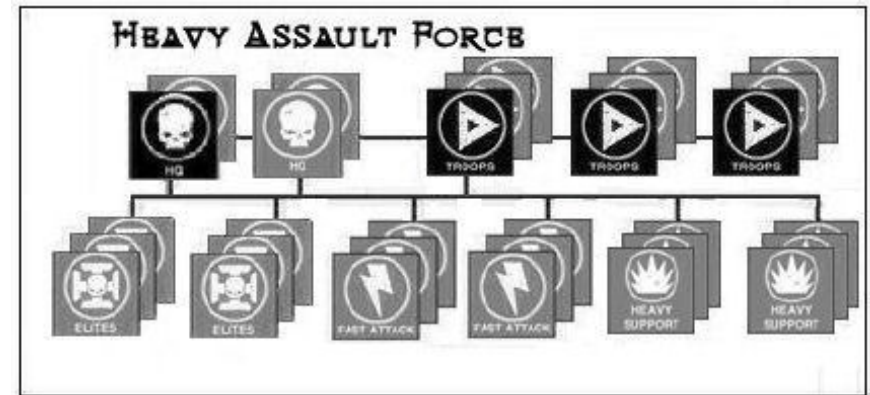
Never interrupt your enemy when he is making a mistake. - Perturabo

When the enemy advances, withdraw; when he stops, harass; when he tires, strike; when he retreats, pursue. - Jaghatai Khan



GAMES 3 & 6 - HEAVY ASSAULT FORCE

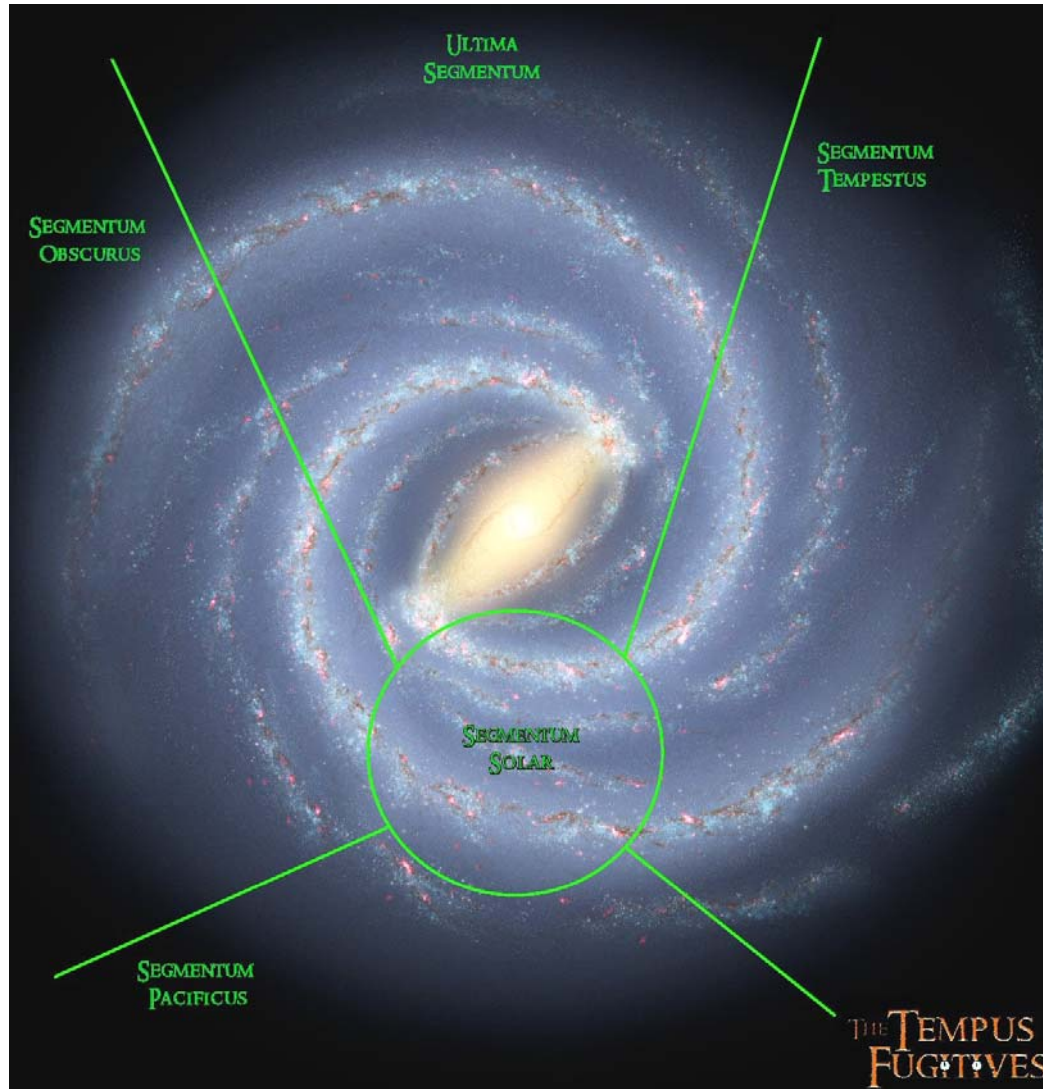
Smashing aside all but the most solidly built defences, the Heavy Assault Force represents conflict on an almost unimaginable scale. The army is subject to the following restrictions:



- 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 a Space Marine player may have Imperial Guard and Cult Mechanicus units but may not include Orks).
- Up to 1000 points of the Heavy Assault Force may include Gargantuan Creatures and 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 Valkyrie and Hydra). 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.
- Units (including vehicles) carrying Missile Launchers or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to anything that isn't specifically a missile launcher (such as a Whirlwind, Typhoon or Cyclone). These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Heavy Assault Force games are played on a 6x4 table for singles and a 12x4 table for doubles games.



RECLAIMING YOUR BIRTHRIGHT



SEGMENTUM SOLAR

Birthplace of humanity and seat of the Emperor of Mankind. It is from here that our Great Crusade has spread across the stars. Soon the galaxy will be compliant under Imperial rule thanks to our firm foundation here in the Segmentum Solar.

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

Located in the galactic West, this unexplored region contains several worlds which bear the ruins of an ancient civilisation. They are being currently menaced by a race of vicious cybernetic creatures the locals know only as the Shriven.

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

Located in the galactic North, this region was once the heart of the Eldar Empire. This decadent civilisation all but collapsed into anarchy and self-destruction centuries ago. The degenerate survivors now prey on the surrounding systems in marauding bands.

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

Located in the galactic East, this vast region is infested with the barbaric alien species known as the Orks. After the Emperor and his Primarchs shattered the Ork Empire at Ullanor the alien generals have carved out their own brutal territories.

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

Located in the galactic South, this unexplored region is believed to be home to a great number of disparate alien races and human renegades both of which refuse to submit to the will of the Emperor.

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.



IMPERIAL EXPEDITION FLEET

Following the success of the Ullanor campaign, the Emperor has appointed the Primarch Horus as Warmaster and given over to him supreme authority over the Imperial Expedition Fleet. The largest assembled human endeavour is now poised to sweep across the galaxy and claim it all in the name of the Emperor of Terra. By the 203rd year of the Great Crusade, War Council logs indicated that there were 4,287 expedition fleets engaged in active exploration 372 expedition fleets engaged in refit and repair and approximately 60,000 detached compliance groups involved in occupation and colonisation. Mankind's galactic dominance had begun.

The lists on the following pages present the participating forces for the Imperial Expedition 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 Imperial Expedition Fleet are: Codex Space Marines and Codex Imperial Guard. 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.

Taskforce Name	Permitted Armies
The Fourth Expedition	Dark Angels and White Scar Legions with attached Imperial Army divisions
The Eighteenth Expedition	Iron Warriors with attached Imperial Army and Martian Mechanicum divisions
The Twenty Seventh Expedition	Imperial Fists, Raven Guard and Night Lords Legions with attached Imperial Army divisions
The Twenty Eight Expedition	Emperor's Children, Alpha Legion and Thousand Sons Legions with attached Imperial Army divisions
The Fifty Second Expedition	Iron Hands and Salamanders Legions
The Sixty Third Expedition	Sons of Horus and Death Guard Legions with attached Imperial Army and Martian Mechanicum divisions
The Hundred and Fortieth Expedition	Blood Angels and Ultramarines Legions with attached Imperial Army and Martian Mechanicum divisions
The Two Hundred and Third Expedition	World Eaters with attached Imperial Army and Martian Mechanicum divisions
The Nine Hundred and Fifty Fourth Expedition	Space Wolves with attached Imperial Army and Martian Mechanicum divisions





EXPEDITION FIGHTING FORCES

An Expedition or Expeditionary Fleet was the standard Imperial exploratory space-faring force during the Great Crusade. Originating from Terra, the Imperial Expeditionary Fleets dispersed all over the galaxy, carrying out the Emperor's vision of uniting known space under the banner of Humanity. Expedition Fleets had a wide remit. Their primary mission was to find lost human colony worlds and bring them into the bosom of the Imperium. Secondary missions involved the exploration of space, the cataloguing of everything found, the claiming of resources in the name of the Emperor and the elimination of any alien threats.

The unification of human worlds did not always proceed without incident, as not all lost worlds showed immediate interest in making themselves subservient to the Imperium. In these cases, compliance with Imperial directives was enacted with the use of military force. These situations, as well as the ever-present alien threat, resulted in Expedition Fleets having a strong armed contingent, and were usually under the command of a military officer of the Imperial Army, a Lord Commander. In addition to a Lord Commander, each Expedition had a Master of the Fleet who was in charge of the Imperial Navy ships in the Expedition. Each of the Primarchs was able to, and often did, command an Expeditionary Fleet, attaching to it the majority of their Legion. Most Fleets had no Astartes presence at all, although some Primarchs split their Legions into small detachments that they parcelled out to various expeditionary forces.

There are several units which may be taken by many of the armies 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 ADEPTUS CUSTODES ENVOY SQUAD

ELITE UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

400 POINTS

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

Unit Composition

- 1 Custodes Envoy Captain
- 3 Custodes Envoy

Unit Type

Infantry

Wargear

- Relic Blade with built in bolt gun
- Artificer Armour
- Frag and Krak Grenades
- Bolt Pistol

Special Rules

- Fearless
- Special Issue Ammunition (C:SM pg 63)
- Eternal Warrior
- Relentless
- Touch of the Emperor (Immune to all Psychic powers and a 4+ Invulnerable save)

Dedicated Transport

May select the Emperor's Gift, a Rhino or 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. A Custodes transport has a BS of 5.

Options

- May include up to six additional Custodes Envoys at +100 points per model
- The Custodes Envoy Captain may take digital lasers for +10 points.
- One Adeptus Custodes may carry the Aquila Standard at +35 points (this counts as a locator beacon and all Imperial units within 18" may re-roll failed leadership tests – including psychic tests).

It was from the Emperor's original group of bodyguards that the first genetically enhanced warriors, superior to all other space marines, were created during the unification wars on Terra. During the Great Crusade, the Custodes always kept a contingent with the Emperor for his protection, but also travelled as envoys spreading his authority throughout the Expedition Fleets.



DEATHSTORM DROP POD

HEAVY SUPPORT CHOICE

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

85POINTS

	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

Wargear

Whirlwind Launchers

Special Rules

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

EMPEROR'S GIFT APC

DEDICATED TRANSPORT UNIT

SISTERS OF SILENCE OR ADEPTUS CUSTODES ONLY

90 POINTS

	BS	FRONT	SIDE	REAR
Emperor's Gift	4	11 (14)	11 (14)	10

Unit Composition

- 1 Emperor's Gift APC

Vehicle Type

- Tank, Skimmer

Transport Capacity: 10

Fire Points: None

Access Points: Rear ramp and two side hatches.

Wargear

Two twin-linked Bolters
Searchlight
Smoke Launchers
Extra Armour
Shield of Terra
By His Decree

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

Shield of Terra: A protective device has been added to the Emperor's Gift. The device generates a powerful energy shield around the speeder. In game terms the field increases the armour value of the Emperor's Gift to 14 on the front and side facings against all shooting attacks. Additionally, the Emperor's Gift can choose to have any result against itself on the Vehicle Damage chart re-rolled if desired. The result of the re-roll must be applied, even if more severe.

By His Decree: By command of the Emperor only Sisters of Silence or Adeptus Custodes units and characters may be transported in the Emperor's Gift.





GRAV ATTACK

FAST ATTACK UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

120 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
Twin linked forward facing Missile 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.

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.

Priestley Pattern: The Grav-Attack has its cost reduced to 110 points if the model is converted from an underarm deodorant stick and a medicine spoon (see the Warhammer 40,000 Compendium for details).

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

Unit Composition

- 1 Halcyon Command Rhino

Vehicle Type

- Tank

Transport Capacity: none**Wargear**

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

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

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.



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 (Tank)

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 12 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 Imperial 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

175 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 Lasgun Sponsons

Havoc Launcher

Searchlight

Smoke Launchers

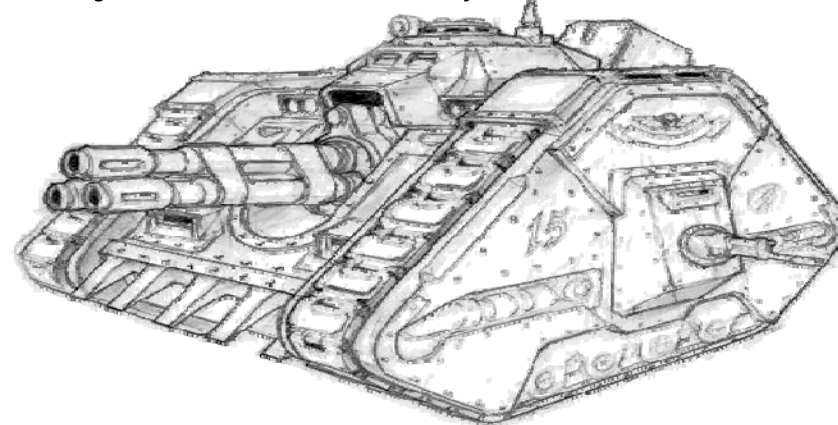
Extra Armour

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

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 Krak Grenades
- 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
- 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 +15 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 gladiatorial chain axes. The Huscarl Templars of Dorn charge into battle alongside their Primarch with mighty sword while the Morlocks of Ferrus Manus are as methodical and ferocious as their progenitor.

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

REMEMBRANCER

UNIT UPGRADE

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Remembrancer	2	2	3	3	1	3	1	6	-

Unit Composition

- 1

Unit Type

- Infantry

Wargear

None

Special Rules

- Embedded Recorder
- Worthy of Remembrance
- Terrified Civilian
- Along for the Ride

Embedded Recorder

A Remembrancer must be attached to an available infantry unit (not characters) deployed at the start of the battle. Any special deployment rules (such as Scout or Infiltrate) may not be used by a unit containing a Remembrancer. They are worth a Kill Point if removed from play.

Terrified Civilian

Units containing one or more Remembrancers receives a -1 penalty to all Pinning checks made as the Remembrancer is far more likely to throw themselves to the ground when under fire and is more difficult to get moving again once they do so.

Worthy of Remembrance

A Remembrancer on the board at the end of the battle reduces the enemy's Kill Point total by one. In games without Kill Points, having any surviving Remembrancer counts as an additional objective for the Imperial side (note that this only generates one objective, regardless of how many Remembrancers survive).

Along for the Ride

Remembrancers do not take up space in a transport. In addition, the first wound allocated to the Remembrancer each turn must be allocated to another model in the unit before any armour saves are made. If they are caught by an exploding vehicle they are wounded as normal and may not redistribute the wound to another model.



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

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 a veteran 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 (counts as two twin-linked autocannon)
- Four pairs of two under wing bomb pylons (two pairs under each wing for eight pylons in total)

Options: May exchange any of its 4 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 two pairs of Bomb Pylons with Hellstrike Missiles (giving it four missiles) it has two pairs of bomb pylons remaining. The Storm Bird in the example may therefore make a bombing run for two turns after which it is out of bombs.





SISTERS OF SILENCE COMPLIANCE TEAM

ELITE UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Oblivion Knight	6	4	3	3	2	4	2	10	3+
Sister of Silence	5	4	3	3	1	4	1	10	3+

Unit Composition

- 1 Oblivion Knight
- 4 Sisters of Silence

Unit Type

Infantry

Wargear

- Power Armour
- Bolt pistol
- Power weapon
- Frag and Krak Grenades

Special Rules

- Fearless
- Pariah (Immune to all Psychic powers and all models within 6" count as having a maximum LD of 7).
- Psyker Bane (All Psykers attempting the cast a psychic power within 12" of an Oblivion Knight suffer a Perils of the Warp on any double).

Dedicated Transport

May select the Emperor's Gift, a Rhino or 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.

Options

- May include up to five additional Sisters of Silence at +17 points per model.
- The Oblivion Knight may replace her power sword with a Relic blade for +10 points or a Thunder Hammer for +15 points. The Oblivion Knight may take digital lasers for +10 points.
- Up to two Sisters may replace their power weapons with a Flamer or melta gun for free or a Relic Blade for +10 points.

The chamber militant of the Adeptus Astra Telepathica. Sisters of Silence seek out the Psyker threat and cull the Imperium of those unworthy of their gifts. Compliance Teams journey with the Expedition Fleets to rapidly respond to any Psyker manifestations found in newly contacted worlds.

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

Crew: Astartes Driver

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 White Scars, Space Wolves and World Eaters Legions, Thunder Rhinos are only in limited use by the Space Marines and so are limited 0-1.



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: immensely 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.

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

Independent Character

Combat Tactics

Eternal Warrior

Fleet

Relentless

Acute Senses

Invulnerable 4+ Save

Feel No Pain

Majestic: Primarchs may be targeted by shooting even if they have joined a unit (unless it he is leading a unit of Primarch Honour Guard). Provided the enemy unit can draw line of sight to the Primarch model and successfully passes a leadership test, any hits are resolved against the Primarch and may not be distributed against the squad he has joined. If the leadership test is failed then any hits are instead allocated against the unit. Majestic also applies to attacks in close combat, however in this case units in base to base contact with a Primarch must pass a leadership test or may not make any attacks against the Primarch. Models that are Fearless or otherwise automatically pass Leadership tests are unaffected by Majestic. Because of the Majesty of the Primarchs this rule regarding targeting them applies even if the attack would normally be able to single them out (Mind War, Eye of Vengeance, etc).

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 +1 Attack. This bonus attack cannot be applied to a Primarch or combined with similar bonuses any other source (such as from another Primarch or a banner of some kind).

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: Instead of making their normal attacks in close combat, the Primarch may instead make a single attack which, if hits, automatically wounds or 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 all but the most determined of attacks can penetrate it. The armour provides a 2+ armour save that may be re-rolled once per phase.

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 Seize Ground and the Capture and Control missions. In Annihilation missions the Primarch counts as two 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.



THE LEGION ASTARTES

Using the Space Marine Legions in the Great Crusade

The following rules are used during all games set during the Age of the Emperor: The Great Crusade. 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 Great Crusade the Legions made heavy use of large infantry formations. Tactical squads may include up to an additional fifteen Space Marines to a maximum unit size of Twenty Marines including the Sergeant. Tactical 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.

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.

Librarians are treated with suspicion by most of the Primarchs and after the Council of Nikea their use is prohibited by the Emperor. The alliance with the Martian Mechanicum does not extend to the level of trust associated with a Master of the Forge. Unless specified otherwise, the only HQ choices permitted from Codex Space Marines are Chaplains, Captains, Chapter Masters and their respective Command Squads and Honour Guard.

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 two twin-linked autocannon.

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 of each Land Raider variant 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 in appropriate Legion colours may be upgraded to a Fellblade for +75 points. It is BS 4 but otherwise remains unchanged.





LEGIO I - DARK ANGELS



The Dark Angels have the honour of being the first Legion created by The Emperor. Like the other Primarchs, Lion El'Jonson was lost while he was still in his infancy. He later turned up on the distant planet of Caliban, which bore some resemblance to early medieval Terra. Luther, who discovered El'Jonson and prevented his death at the hands of his fellow knights, was a member of the Order, an organization of knights, and the two become close friends. The Primarch eventually became the leader of the Order and the whole of Caliban.

Meanwhile, unknown to the people of Caliban, the Emperor was waging his Great Crusade across the galaxy, reuniting humanity and purging entire star systems of their alien oppressors. As the Imperium's wave of conquest advanced across the galaxy, Imperial scouts rediscovered the isolated world of Caliban. It was not long before the Emperor was at last reunited with El'Jonson and was filled with joy as would be a father on finding his lost son. The Emperor's first action was to give Lion El'Jonson control of the I Legion. This legion of Space Marines had been created by the Emperor from its Primarch's DNA samples and had fought alongside the other Imperial forces as the Great Crusade was waged across the galaxy. The I Legion was thereafter named as the Dark Angels, in reference to a Caliban legend that told of great, righteous heroes who held back monsters.

The Ravenwing, keen horsemen became expert hunters on motorcycle and Jetbikes and were an invaluable asset to the Dark Angels as they hunted down their enemies. Members of Lion El'Jonson's favoured officers as well as units from their new homeworld were frequently seen in armour the burnished green of Caliban's forests rather than the Legion's usual black attire. As the Emperor's Great Crusade continued these emerald-clad warriors rose to greater prominence within the I Legion forming an elite and trusted cadre around their Primarch.

LION EL'JONSON – PRIMARCH OF THE DARK ANGELS HQ UNIT

DARK ANGELS LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Lion El'Jonson	9	6	6	6	5	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Lion Sword (+2 Str master crafted Power weapon)
- Lion Helm (4+ Inv Save to any unit he joins)
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Dedicated Transport

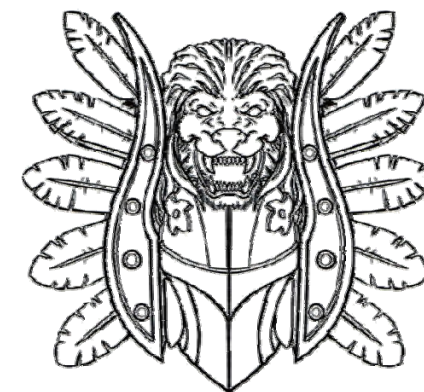
May select a Land Raider of any type as a dedicated transport. (C:SM pg 135) If a Land Raider Crusader or Redeemer is taken these do not count as your 0-1 limit for each vehicle

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Surprise Attack (C:SM pg 85)
- Redeploy d3 friendly units before Scout moves.

Legion Tactics

If you include Lion El'Jonson then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.





LUTHER – SECOND TO THE LION

HQ UNIT

DARK ANGELS LEGION ONLY

240 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Master crafted +1 Str Power Sword
- Artificer Armour
- Combi-Plasma Gun
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Rites of Battle (C:SM pg 85)
- Inspiring Presence (counts as a Chapter Banner)
- Redeploy d3 friendly units before Scout moves.
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Independent Character

Legion Tactics

If you include Luther then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

MERIR ASTELAN – CHAPTER COMMANDER

HQ UNIT

DARK ANGELS LEGION ONLY

215 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Master crafted Relic Blade
- Terminator Armour
- Twin-linked Bolt Gun

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)
- Independent Character

Master of Death's Wing

If you include **Merir Astelan** then Dark Angel Terminator squads and Terminator Assault squads may be taken as Troop choices instead of Elites.

Legion Tactics

If you include **Merir Astelan** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

TARQUIN HESPERIDES – THE FIRST CAPTAIN OF THE RAVENWING

HQ UNIT

DARK ANGELS LEGION ONLY

210 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Tarquin Hesperides	6	5	4	4(5)	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Bike Infantry (Space Marine Captain)

Wargear

- Master crafted Power Sword
- Power Armour
- Frag and Krak Grenades
- Space Marine Bike or Jetbike
- Astartes Grenade Launcher (replaces bike's twin linked bolt guns)

Special Rules

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

Legion Tactics

If you include **Tarquin Hesperides** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Mounted Assault: If the army includes **Tarquin Hesperides**, Dark Angel Space Marine Bike Squads of at least five models may be taken as Troops choices.



THE LORD CYPHER – KEEPER OF THE TRADITIONS OF THE ORDER

REPLACES STERNGUARD VETERAN

DARK ANGELS LEGION ONLY

+130 POINTS

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

Unit Composition: One Sternguard Veteran Squad in the army may replace a veteran with The Lord Cypher

Wargear

- Power Sword
- Power Armour
- Bolt Gun
- Plasma Pistol
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Battle-Forged Heroes (C:SM pg 85)
Applies to his Sternguard Squad
- Inspiring Presence (counts as a Chapter Banner)
- Combat Tactics
- Special Issue Ammunition
- Eternal Warrior



ZAHARIEL EL'ZURIAS – APPRENTICE LIBRARIAN

ELITE CHOICE

DARK ANGELS LEGION ONLY

110 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Librarian)

Wargear

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

Special Rules

- And They Shall Know No Fear
- Eternal Warrior
- Combat Tactics
- Psyker
- Independent Character

Terrorsight: Zahariel may use this psychic power in the shooting phase. Once he has successfully passed a psychic test, nominate a single non-vehicle enemy unit within 18". All his attacks on that unit gain a re-roll to wound until the start of the next Dark Angel turn. All of Zahariel's close combat attacks against the nominated unit ignore armour and invulnerable saves.

Council of Nikea: You may not include Chaplains in an army where Zahariel is present.

SERGEANT NEMIEL

REPLACES TACTICAL SQUAD SERGEANT

DARK ANGELS LEGION ONLY

+45 POINTS

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

Unit Composition

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

Unit Type

- Infantry

Wargear

- Power Armour
- Bolt Pistol
- Power Sword
- Bolt Gun
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Bolter Drill (C:SM pg 91)

More than Battle Brothers

The presence of Nemiel inspires his cousin Zahariel to greater focus of his psychic power. If Nemiel's Tactical squad are joined by Zahariel El'Zurias then when he casts his Terrorsight psychic power, the squad may re-roll failed wounds against his nominated enemy unit.



LEGIO III - EMPERORS CHILDREN



The Legion's history begins with the descent of their Primarch Fulgrim to the resource-poor world of Chemos, where strict rationing and improvisation were necessary to sustain life. It was decided to spare the infant and when Fulgrim grew to manhood he set about reviving his dying world. 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. An accident had destroyed nearly all of the Emperor's Children's gene-seed, leaving only a tiny force of 200 Marines. Fulgrim addressed them upon their first meeting, 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!" The III Legion were named the Emperor's Children from that day, and the Emperor also bestowed on them the right to bear the Imperial Eagle upon their armour, the only Legion allowed to do so. As they were so few in number, the Emperor's Children were placed under the command of the Primarch Horus of the Luna Wolves until they were a large enough formation to crusade independently.

FULGRIM – PRIMARCH OF THE EMPERORS CHILDREN

HQ UNIT

EMPERORS CHILDREN LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Fulgrim	10	6	6	6	5	7	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- *Fireblade* (Master crafted +1 Str Power Sword)
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Special Rules

- Primarch
- Parry (counts as armed with defensive grenades)
- Rites of Battle (C:SM pg 85)
- Deathstrike (Rolls of 6 to wound cause Instant Death)

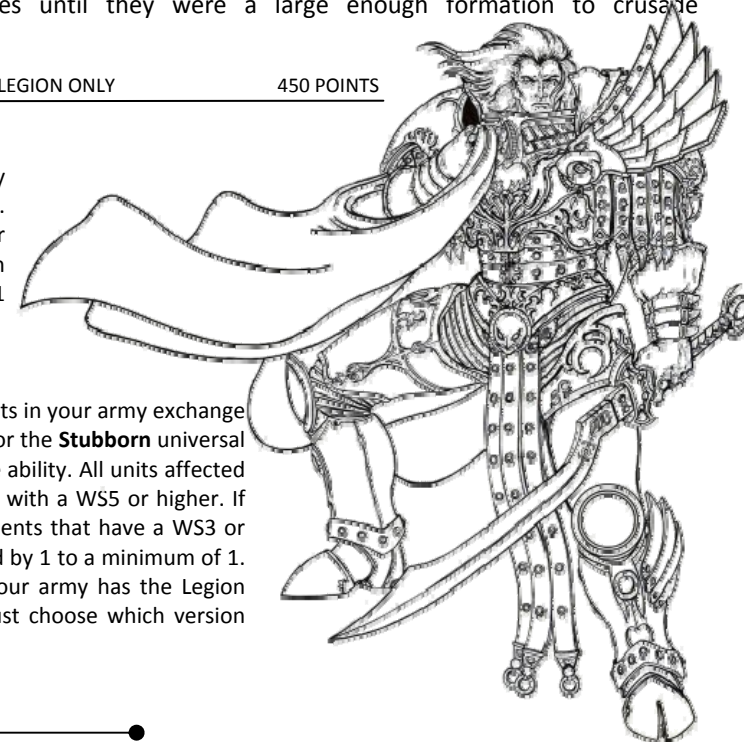
Perfection Through Co-ordination: Any Emperor's Children squad within 12" of Fulgrim may fire bolt guns as if they were stationary. You may not use special ammunition with this ability.

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 as your 0-1 limit for each vehicle

Legion Tactics

If you include **Fulgrim** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule and 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.





EIDOLON – COMMANDER OF THE EMPEROR’S CHILDREN

HQ UNIT

EMPEROR’S CHILDREN LEGION ONLY

230 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Master Crafted Thunder Hammer
- Artificer Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

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)
- Orbital Bombardment (C:SM pg 52)
- Combat Tactics
- Independent Character

Perfection Through Co-ordination: Any Emperor’s Children squad within 8" of Eidolon may fire bolt guns as if they were stationary. You may not use special ammunition with this ability unless the Sternguard unit is led by Odovocar.

Legion Tactics

If you include **Eidolon** then all 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 WS3 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.

CAPTAIN SAUL TARVITZ – LINE OFFICER OF THE EMPEROR’S CHILDREN

HQ UNIT

EMPEROR’S CHILDREN LEGION ONLY

220 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

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

Special Rules

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

Perfection Through Co-ordination: Any Emperor’s Children squad within 8" of Saul Tarvitz may fire bolt guns as if they were stationary. You may not use special ammunition with this ability.

Legion Tactics

If you include **Saul Tarvitz** then all units in your army may exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

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.



LUCIUS – MASTER DUELLIST OF THE EMPEROR’S CHILDREN

ELITE UNIT

EMPEROR’S CHILDREN LEGION ONLY

170 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.

RYLANOR – ANCIENT OF RITES

ELITE UNIT

EMPEROR’S CHILDREN LEGION ONLY

185 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Rylanor	5	4	6	4	3	13	13	10

*Rylanor is the **Ancient of Rites** in the III Legion. Having served with the Great Crusade since its beginning, he was eventually wounded in battle with the Eldar some decades before the battle of Ullanor. His life was saved by his internment into a Dreadnought. He continues to serve in his position of Ancient of Rites and holds responsibility for overseeing the progression of Emperor's Children recruits from novice to one of Fulgrim's Chosen.*

Unit Composition

- 1 (Unique)

Vehicle Type

- Walker

Wargear

Dreadnought Close Combat Weapon with built in twin-linked bolter
Twin-Linked Autocannon
Smoke Launchers

Transport:

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

Options

- May replace his Twin-Linked Bolter with a Heavy Flamer for no additional points.
- May take Extra Armour for +15 points

Special Rules

Battle-Forged Heroes (C:SM pg 85)

Venerable: Rylanor 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.

Perfection Through Co-ordination: Any Emperor’s Children squad within 8" of Rylanor may fire bolt guns as if they were stationary. You may not use special ammunition with this ability.

ODOVOCAR –EQUERRY OF EIDOLON

REPLACES STERNGUARD VETERAN SERGEANT

EMPEROR’S CHILDREN LEGION ONLY

+55 POINTS

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

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Captain **Odovocar**.

Wargear

- Power Armour
- Twin-linked Bolt gun
- Frag and Krak Grenades
- *Rod of Office* (Power Mace)

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Eternal Warrior
- Special Issue Ammunition



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.

PERTURABO – PRIMARCH OF THE IRON WARRIORS 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	2+

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 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) If a Land Raider Crusader or Redeemer is taken these do not count towards your 0-1 limit for each vehicle

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. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



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
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

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
- Counter Attack (applies to squad)
- Combat Tactics

Siege Breaker

If you include **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 **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. 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

220 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)
- Eternal Warrior
- 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 Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts 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. 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

150 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 Arcanum
- 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)
- Eternal Warrior
- 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 counsels 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.



TOURBADON— HEAVY FIRE SERGEANT

REPLACES DEVASTATOR SERGEANT

IRON WARRIORS LEGION ONLY

+190 POINTS

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

Unit Composition

- One Devastator Squad in the army may replace its Sergeant with Heavy Fire Sergeant Tourbadon.

Unit Type

Infantry

Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Missile Launcher with Frag and Vanquisher Pattern krak missiles.
- Servo Arm

Special Rules

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

Glacis Fortification

When deployed, the Tourbadon 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. Tourbadon's squad are free to move away from the cover once the game has begun but must be deployed behind 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.

Heavy Fire Squad

Up to four members of Heavy Fire Sergeant Tourbadon's squad may replace their bolt guns for missile launchers for no additional cost. These missile launchers are armed with Frag and vanquisher pattern krak missiles which are Range 48" Str 8 Ap 1. No other heavy weapon may be taken in this squad.

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+

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 Krak Grenades

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.

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 behind 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.

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 V - WHITE SCARS



After a few years the Great Crusade made planetfall on Mundus Planus (or Chogoris as the natives called it). Six months later, the Emperor arrived and the Primarch Jaghatai Khan knew at once that this man could fulfill his dream, to unite all of the stars above them in one mighty empire. In front of all of his generals, he dropped to one knee and pledged his service to the Emperor, his father. He was given command of the V legion of Space Marines, the White Scars.

The Legion organization of the White Scars quickly began to reflect their new home world's tribal culture. The steppes of Chogoris are inhabited by feuding tribes, from which are chosen the best and most promising young warriors, regardless of tribe. Once a warrior becomes a White Scar, loyalty to his tribe is replaced by loyalty to the Legion, the Primarch and the Emperor.

As Jaghatai Khan did during his campaign to unite the steppes peoples of Chogoris before the arrival of the Emperor, recruits from different tribes are mixed together in squads. Each squad becomes part of a Brotherhood, roughly equivalent to a standard Company. All White Scars bear a long, ritual facial scar, a token of their warrior upbringing. This ferocity is carried over into their preferred fighting style specialising in lightning warfare, and making use of chariots, jet bikes and land speeders.

JAGHATAI KHAN – PRIMARCH OF THE WHITE SCARS

HQ UNIT

WHITE SCARS LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Jaghatai Khan	10	6	6	6	5	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Moonfang (C:SM pg 94)
- Master Crafted Bolt Pistol
- The Horse Bow (counts as sniper rifle)
- Frag Grenades and Melta Bombs

Dedicated Transport

May select a Thunder Rhino or 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.

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Master of the Hunt (C:SM pg 94)
- Eye of Vengeance (C:SM pg 88)

Options

- Jaghatai Khan may ride a Space Marine Bike or Jetbike for +50 points. He may not choose a Dedicated transport if he takes this option. White Scar Primarch Honour Guard in an army led by Jaghatai Khan on a bike or Jetbike may be given Space Marine Bikes or Jetbikes at +20 points each.

Legion Tactics

If you include Jaghatai Khan then all units in your army exchange the **Combat Tactics** special rule for the ability to Outflank. If you deploy a unit using the Outflank rule then their dedicated transport also gains the ability to Outflank. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

JUBAL KHAN – 1st CAPTAIN OF THE WHITE SCARS

HQ UNIT

WHITE SCARS LEGION ONLY

215 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Jubal Khan	6	5	4	4 (5)	3	5	4	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Bike Infantry (Space Marine Captain)

Wargear

- Master crafted Power Sword
- Power Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades
- Space Marine Bike

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Master of the Hunt (C:SM pg 94)
- Independent Character

Legion Tactics

If you include **Jubal Khan** then all units in your army **Combat Tactics** special rule for the ability to Outflank. If you deploy a unit using the Outflank rule then their dedicated transport also gains the ability to Outflank. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Mounted Assault: If the army includes **Jubal Khan**, the White Scar Space Marine Bike Squads of at least five models may be taken as Troops choices.

STORM SEER

ELITE UNIT

WHITE SCARS LEGION ONLY

110 POINTS

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

Unit Composition

- 1

Unit Type

- Infantry (Space Marine Librarian)

Options

- Storm Seers may take a Jump Pack for +20 points or ride a Space Marine Bike or Jetbike for +35 points.
- A Storm Seer may exchange his power weapon for a single lightning claw for free, a power fist for +15 points or a pair of lightning claws for +20 points.

Wargear

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

Special Rules

- And They Shall Know No Fear
- Psyker
- Combat Tactics
- Counter Attack (applies to unit he leads)
- Gift of Prescience (C:SM pg 86).
- Surprise Attack (C:SM pg 85)
- Independent Character

Storm Seers have been part of life on Chogoris since long before the coming of the Emperor. Though their presence does not contravene the law of the Council of Nikea it surely must go against the spirit it was intended. Storm Seers do not cast psychic powers as such. Instead they use their abilities to scry the future and interpret signs and portents to aid the White Scars.

Council of Nikea: You may not include Chaplains in an army where a Storm Seer is present.

SERGEANT KHORMA

REPLACES TACTICAL SQUAD SERGEANT

WHITE SCARS LEGION ONLY

+35 POINTS

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

Unit Composition

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

Unit Type

- Infantry

Wargear

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

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- Counter Attack (applies to Khorma's squad only)



ARIK BOKAI – LANDSPEEDER COMMANDER

FAST ATTACK UNIT

WHITE SCARS LEGION ONLY

160 POINTS

	BS	FRONT	SIDE	REAR
Arik Bokai	5	11	11	10

Unit Composition

- 1 Landspeeder(Unique)

Vehicle Type

- Fast Skimmer

Transport Capacity

None.

Crew: Arik Bokai and co-pilot (counts as being equipped with a Machine Spirit see pg 81 C:SM)

Wargear

Twin Linked Heavy Bolter
Typhoon Missile Launcher (C:SM pg 74)
Searchlight
Extra Armour

Special Rules

- 4+ Invulnerable Save
- Venerable (C:SM pg 65)
- Deep Strike
- Tank Hunter

HUNT SERGEANT KUMBLAI

REPLACES BIKER SERGEANT

WHITE SCARS LEGION ONLY

+50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Hunt Sergeant Kumblai	5	4	4	5	1	4	2	9	3+

Unit Composition

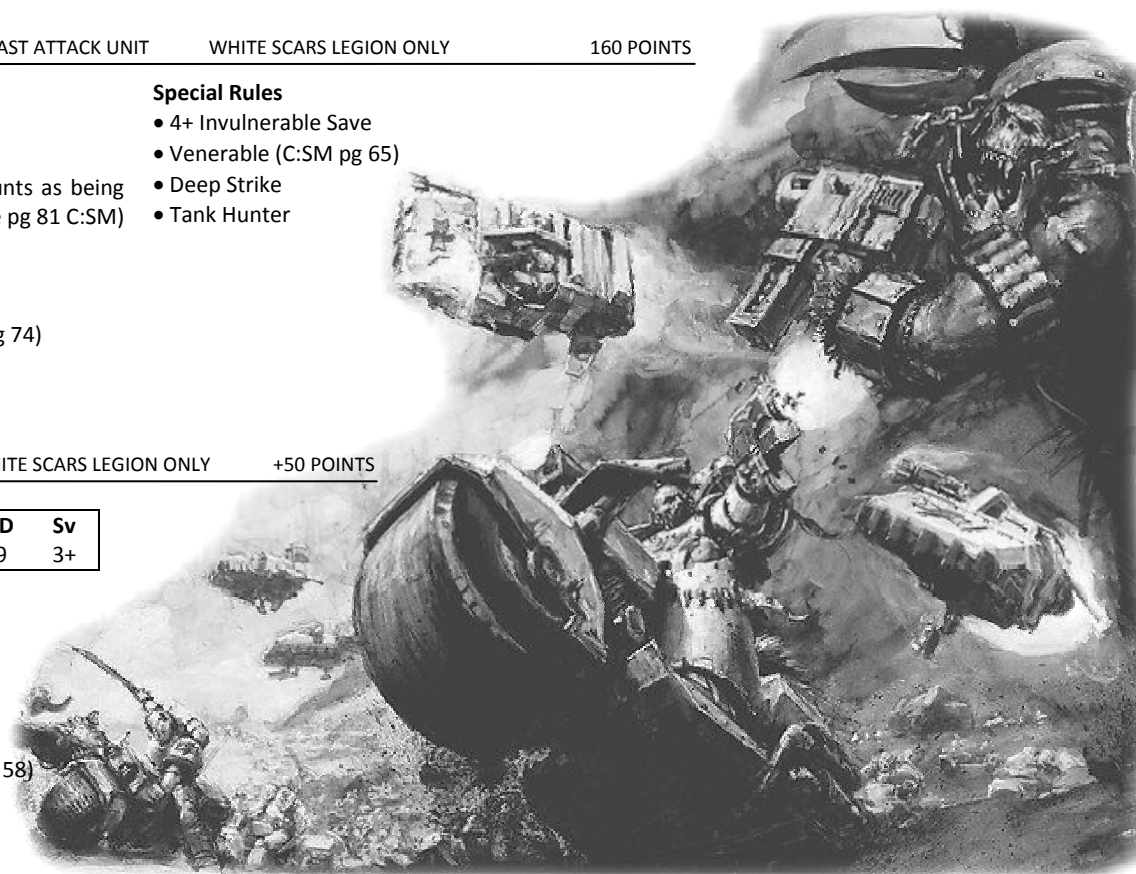
- One Bike Squad in the army may replace its Biker Sergeant with Hunt Sergeant Kumblai. The squad becomes an Elites choice. Once per battle, provided there are no other characters in the unit, the unit may assault after Turbo-boosting.

Wargear

- Power Armour
- Frag and Melta Bombs
- Relic Blade

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Combat Tactics

Unit Type: Bike



LEGIO VI - SPACE WOLVES



When the Primarchs were spread throughout the galaxy, one came to land in the far north west of the galaxy on a remote ice world named Fenris. He was adopted by a Fenrisian she-wolf and raised among the wolves, with his two wolf brothers "Freki" and "Geri". Later in his life, he is said to have been able to turn back whole armies of the king's enemies by himself without a scratch, to tear whole oak trees from the ground and snap them over his back, and to wrestle Fenrisian Mammoths to the ground. When King Thengir died, there was no question as to who should succeed him. Therefore, King Leman Russ took to the throne. He was said to have been the best leader, no one could stand against him and it was not long before the tales came to the Emperor's notice. The Emperor recognized this figure as a Primarch and travelled to Fenris. He entered Russ's court, cloaked in runes of disguise and confusion. The natives shrunk from this new presence. Russ refused to pay him homage as the Master of Mankind.

Russ challenged the Emperor to a series of tests. The first challenge was an eating one. This the Emperor lost. The second challenge was a drinking one. This the Emperor also failed. For the third challenge Russ boasted he could defeat the Emperor in combat. This time, the Emperor defeated Russ, felling him with a blow from his power glove. Leman admitted defeat and swore to serve the Emperor.

Just weeks later, Russ was placed at the head of his VI Legion (newly named the Space Wolves) and joined the Great Crusade. He was armed with a thrice blessed suit of armour and a new sword forged from the maw of the Great Kraken *Gormenjarl* and reputedly, the blade could cleave the ice mountains of Fenris in half.

LEMAN RUSS – PRIMARCH OF THE SPACE WOLVES

HQ UNIT

SPACE WOLVES LEGION ONLY

475 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Leman Russ	10	6	6	6	5	6	5	10	2+
Freki/Geri	5	0	4	4	1	4	2	10	6+

Unit Composition

- 1 Leman Russ (Unique)
- 1 Freki (Unique)
- 1 Geri (Unique)

The unit count as four models for transport purposes.

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Mjainar (+1 Str Master Crafted Power weapon)
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs
- Freki & Geri

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Epic Charge (+1 Initiative and +2 STR on first turn of combat which gives him a total Strength of +3 in the first round of combat when using Mjainar)
- Counter Attack

Dedicated Transport

May select a Thunder Rhino or 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.

Freki & Geri: Armed with teeth and claws (counts as a single close combat weapon). Freki and Geri have Russ' Epic Charge ability. Leman Russ may still join other units even though accompanied by his wolf brothers.

Legion Tactics If you include Leman Russ then all units in your army exchange the **Combat Tactics** special rule for **Counter Attack** and **Acute Senses** universal special rules. 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.



THENGIR: CHAPTER LORD OF THE SPACE WOLVES

HQ UNIT

SPACE WOLVES LEGION ONLY

205 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Spear of Russ (Master crafted Relic blade that may be fired each turn as a Multimelta)
- Terminator Armour

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)
- Furious Charge
- Independent Character

Master of the Wolf Guard

If you include **Thengir** then Space Wolf Terminator squads and Terminator Assault squads may be taken as Troop choices as well as Elites.

Legion Tactics

If you include **Thengir** then all units in your army exchange the **Combat Tactics** special rule for **Counter Attack** and **Acute Senses** universal special rules. 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.

BJORN – THE FELL HANDED – MASTER OF THE VARANGI

HQ UNIT

SPACE WOLVES LEGION ONLY

205 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Bjorn The Fell Handed	7	5	4	4	3	5	4	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master crafted Lightning Claw
- Power Armour
- Frag and Krak Grenades
- And either a second Lightning Claw or a Master Crafted Bolt Gun

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
- Varangi Lord (May take a Primarch Honour Guard)
- Special Issue Ammunition (C:SM pg 63)
- Independent Character

Legion Tactics

If you include **Bjorn** then all units in your army exchange the **Combat Tactics** special rule for **Counter Attack** and **Acute Senses** universal special rules. 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.

SPACE WOLVES WULFEN PACK

ELITE UNITS

SPACE WOLVES LEGION ONLY

240 POINTS

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

Unit Composition

- 10 Wulfen

Unit Type

- Infantry

Wargear

Two close combat weapons

Options

- The Pack may include up to an additional ten Wulfen for +24 points each.

Special Rules

Fearless
Rending
Rage (ignored if joined by Leman Russ)
Fleet
Counter Attack
Acute Senses

Feral: Wulfen may not be joined by any Independent character other than Leman Russ. They may not be transported in any vehicle.





STALKER SERGEANT JORTAN

REPLACES SCOUT SERGEANT

SPACE WOLVES LEGION ONLY

+50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Jortan	4	5	4	4	1	4	2	9	4+

Unit Composition

- One Scout Squad in the army may replace its Scout Sergeant with Stalker Sergeant Jortan.

Unit Type

Infantry

Wargear

- Scout Armour
- Bolt Pistol
- Frag and Melta Bombs
- Rending Bolt Gun
- Locator Beacon

Special Rules

- Stealth
- And They Shall Know No Fear
- Combat Tactics
- Infiltrate
- Move Through Cover
- Scout
- Eye of Vengeance (C:SM pg 88)

SEEKER SERGEANT SIGFASTI

REPLACES BIKER SERGEANT

SPACE WOLVES LEGION ONLY

+70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sigfasti	5	4	4	5	1	4	2	9	3+

Unit Composition

- One Bike Squad in the army may replace its Biker Sergeant with Seeker Sergeant Sigfasti.

Unit Type

Bike

Wargear

- Power Armour
- Bolt Pistol
- Frag and Melta Bombs
- Power weapon
- Locator Beacon

Special Rules

- Combat Tactics
- Master of the Hunt (C:SM pg 94)
- Honour of the Chapter (C:SM pg 58)



SAEMUNDER RHINO

DEDICATED TRANSPORT UNIT

SPACE WOLVES LEGION ONLY

+55 POINTS

	BS	FRONT	SIDE	REAR
Saemunder Rhino	4	13	11	10

Unit Composition

- 1 Saemunder Rhino

Vehicle Type

- Tank

Transport Capacity: 12**Fire Points:** None

Access Points: A Saemunder Rhino has one access point on each side of the hull and one to the rear.

Wargear

- Searchlight
- Smoke Launchers
- Twin Linked Boltgun
- Assault Vehicle (C:SM pg 81)
- Assault Ram – The Saemunder Rhino can re-roll failed difficult terrain tests. Any tank shock made by the Saemunder Rhino against a non-vehicle target causes d3+1 Strength 10 hits on the victim unit. If the unit chooses to make a death or glory attack it takes a further d3+1 Strength 10 hits.

Dedicated Transport: Any Space Wolf unit which has purchased a Rhino without upgrades may replace it with a Saemunder Rhino for +55 points.

A gift from Ambassador Melgator of the Martian Mechanicum, fourteen Saemunder Rhinos were presented to the VI Legion during the feast celebrating the defeat of Draxian Incursion on Medes 841. Saemunder pattern Rhinos are far more heavily armoured and with a greater carrying capacity, being solely designed to deliver the passengers into the heart of the enemy's battlelines. The hydraulic blades of its assault ram ensure that delivery is all the more powerful.





LEGIO VII - IMPERIAL FISTS



The Great Crusade had reached the Ice Hives of Inwit when Rogal Dorn presented himself to the Emperor for the first time. He arrived at the helm of Phalanx, the great mobile station that was to become the Imperial Fists' fortress-monastery. The ship was his gift to the Emperor and its like had not been seen since the Dark Age of Technology. The size of a small moon, its foredeck could dock a dozen cruisers and its superstructure was a towering forest of spires interlaced with flying buttresses. It shone like a small star, a precious treasure and a momentous portent in the days of the Crusade. The Emperor duly welcomed Dorn and appointed him to the command of the VII Space Marine Legion - the Imperial Fists, returning Phalanx to serve as their Fortress-Monastery.

Like almost all of the Astartes Legions, the VII Legion had been formed on Terra as evidenced by its earliest battle honour 'Roma'. The VII Legion had recruited heavily on Inwit and over 70% of its strength were aspirants. The Imperial Fists were therefore a rarity in that Battle Brothers and Primarch were united very early in their service to the Emperor and quickly formed an unbreakable bond. Born from the same gene-stock, Primarch and Legion had the same uncompromising self-discipline and total commitment to order.

The handful of Terran Battle Brothers brought a tradition of honour duels that was readily embraced by the Legion as a whole. Brothers still duel with swords following the same conventions. No man knows the true age of this form of ritual combat but it binds the brothers together, giving and receiving honour and remembering their Terran heritage even if far from their home.

ROGAL DORN – PRIMARCH OF THE IMPERIAL FISTS

HQ UNIT

IMPERIAL FIST LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Rogal Dorn	9	6	6	6	5	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Dorn's Arrow (C:SM pg 90)
- Primarch Armour
- Fist of Dorn (C:SM pg 91)
- Storm Shield
- Master Crafted Power Weapon
- Frag Grenades and Melta Bombs

Special Rules

- Primarch
- Bolster Defences (C:SM pg 71)
- Rites of Battle (C:SM pg 85)
- Honour or Death (C:SM pg 53)

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.

Legion Tactics

If you include **Rogal Dorn** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

SIGISMUND – 1st CAPTAIN OF THE IMPERIAL FISTS

HQ UNIT

IMPERIAL FIST LEGION ONLY

220 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- The Black Sword (C:BT pg 31)
- Artificer Armour
- Master Crafted Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C:SM pg 52)
- Eternal Warrior
- Liturgies of Battle (C:SM pg 58)
- Rites of Battle (C:SM pg 85)
- Honour or Death (C:SM pg 53)
- Independent Character

Legion Tactics

If you include **Sigismund** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ARCHAMUS – MASTER OF THE HUSCARL TEMPLARS

HQ UNIT

IMPERIAL FIST LEGION ONLY

210 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Dorn's Arrow (C:SM pg 90)
- Power Armour
- Master Crafted Powerfist
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Bolster Defences (C:SM pg 71)
- Inspiring Presence (counts as a Chapter Banner)
- Huscarl Master (May take a Primarch Honour Guard)
- Independent Character

Legion Tactics

If you include **Archamus** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CAMBA DIAZ – TANK COMMANDER

TANK UPGRADE

IMPERIAL FIST LEGION ONLY

125 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Servo Arm
- Power Armour
- Bolt Pistol
- Power Sword
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Tank Commander (C:SM pg 89)
- Iron Halo (cannot be used while embarked)
- Combat Tactics

Armoured Fist

Camba Diaz may command any Tank from Codex Space Marines. Additionally he may command any Imperial super-heavy tank (but not a titan). The tank must be in Imperial Fist heraldry. Due to the large size of the crew on a Super-Heavy vehicle, the tank becomes BS 4 rather than BS 5. This can still be increased if the vehicle has access to targeters. Camba Diaz ignores Gun crew shaken and driver stunned results in Super Heavy vehicles.

Armoured Recon

So used to patrolling in an armoured vehicle, Camba Diaz may take a Predator in Recon even though it would not normally be permitted.

Legion Tactics

If you include **Camba Diaz** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



DAMOCHARIS— CAPTAIN OF THE SOUL DRINKER ASSAULT COMPANY

HQ UNIT

IMPERIAL FIST LEGION ONLY

220 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Space Marine Captain)

Wargear

- Master Crafted Relic Blade
- Auxiliary Grenade Launcher
- Power Armour
- Jump Pack
- Frag Grenades and Melta Bombs

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Combat Tactics
- Independent Character
- Heroic Intervention (applies to any jump pack equipped squad he joins)

Master of the Soul Drinkers

Specialists in storming fortified positions, the Soul Drinkers are Vanguard Veterans. As a result Imperial Fist Vanguard Veterans are scoring units in an army including Damocharis.

Legion Tactics

If you include **Damocharis** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ALEXIS POLUX – WATCH COMMANDER OF THE PHALANX

HQ UNIT

IMPERIAL FISTS LEGION ONLY

220 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Artificer Armour
- Master Crafted Power Fist
- Master Crafted Twin Linked Bolt Gun
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C:SM pg 52)
- Eternal Warrior
- Combat Tactics
- Titanic Might (C:SM pg 84)
- Counter Attack
- Phalanx Bombardment – Orbital Bombardment may be fired once per turn (C:SM pg 52)
- Independent Character

Legion Tactics

If you include **Alexis Polux** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

DRILL SERGEANT CASTOR

REPLACES STERNGUARD VETERAN SERGEANT

IMPERIAL FISTS LEGION ONLY

+75 POINTS

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

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Drill Sergeant Castor.

Wargear

- Power Armour
- Bolt gun
- Power Sword
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Eternal Warrior
- Special Issue Ammunition
- Bolter Drill (see C:SM pg 91)





LEGIO VIII - NIGHT LORDS



A short time into the reign of the Night Hunter, the Emperor's Great Crusade reached the outskirts of the Nostramo system. 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."

Night Hunter quickly adapted to the teachings of the Imperium of Mankind, studying the complex doctrines of the Adeptus Astartes under Fulgrim's tutelage. 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.

KONRAD CURZE – THE NIGHT HUNTER, PRIMARCH OF THE NIGHT LORDS

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	2+

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 and Melta Bombs

Special Rules

- Primarch
- Hit and Run
- I Am the Night (Automatically pass any Night Fighting test)

Legion Tactics

If you include Konrad Curze 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 0-1 restriction on Assault squads with jump packs does not apply to armies led by Konrad Curze. The first turn is always a Night Fight for Night Lord armies. 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 Konrad Curze may be given Jump Packs at +15 points each. If Curze is deployed with a unit of Honour Guard equipped with Jump Packs then he may take a Jump Pack for no additional cost.





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 Hunter

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. Additionally the first turn is always a Night Fight for Night Lord armies. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

VYRIDIDIUM SILVADI – FLEET CAPTAIN OF THE NIGHT LORDS

HQ UNIT

NIGHT LORDS LEGION ONLY

180 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Power Sword
- Combi-Plasma Gun
- Bolt Pistol
- Frag Grenades and Melta Bombs

Special Rules

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

Legion Tactics

If you include **Vyridium Silvadi** 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 for Night Lord armies. 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

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 scoring units 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 for Night Lord armies. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

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

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 for Night Lord armies. 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

Council of Nikea: You may not include Chaplains in an army where Asuramandos is present.

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.

RAPTOR SERGEANT

REPLACES ANY ASSAULT SPACE MARINE SERGEANT

NIGHT LORDS LEGION ONLY

+40 POINTS

	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.

Unit Type: Jump Infantry**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.



LEGIO IX - BLOOD ANGELS



The Blood Angels were created from the genetic material of their Primarch Sanguinius. As with all of the Primarchs, Sanguinius was genetically engineered to be a supreme super-soldier but was cast into the warp during his infancy along with his brothers, and found on the nuclear-blasted world of Baal Secundus. Sanguinius was affected by the warp, and when he was found by one of the few unmutated human tribes on Baal, he had a pair of angelic wings growing from his back. As he matured quickly, he was able to use his superhuman powers and abilities to unite the humans of Baal against the mutants and become their leader.

Sanguinius was reputed to have had some form of psychic powers, principally the gift of foresight. When the Emperor found Baal in his search for the twenty Primarchs, Sanguinius immediately recognized him for who he was and bent down on his knee, pledging his service. In this, Sanguinius was one of the few Primarchs who did not challenge the Emperor upon their reunion. The Emperor took Sanguinius and a number of his best warriors and placed him in command of the IX Space Marine Legion which he named the Blood Angels. During the Great Crusade, the Blood Angels became known as being excellent shock assault troops, and formed a rivalry with the similarly assault-oriented World Eaters Legion.

BAAL PREDATOR

HEAVY SUPPORT UNIT

BLOOD ANGELS ONLY

+35 POINTS

The Blood Angels employ a unique pattern of Predator known as the Baal Predator. During the Great Crusade it was armed with two twin-linked autocannon in the turret. It could replace its Heavy Bolter sponsons with Heavy Flamers at no additional points cost.

SANGUINIUS – PRIMARCH OF THE BLOOD ANGELS

HQ UNIT

BLOOD ANGELS LEGION ONLY

500 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sanguinius	10	6	6	6	5	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Primarch)

Wargear

- Primarch Armour
- Blood Sword (+2 Str Master Crafted Power weapon)
- Frag Grenades and Melta Bombs
- Wings (counts as Jump Pack)

Special Rules

- Primarch
- Furious Charge
- Surprise Attack (C:SM pg 85)
- Gift of Prescience (C: SM pg 86)
- Rites of Battle (C:SM pg 85)

Legion Tactics

If you include Sanguinius then all units in your army lose the **Combat Tactics** special rule. Instead Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Primarch Honour Guard in an army led by Sanguinius may be given Jump Packs at +15 points each.





RALDORON – CHAPTER MASTER OF THE BLOOD ANGELS

HQ UNIT

BLOOD ANGELS LEGION ONLY

215 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Spear of Telesto (Relic Blade that causes Instant Death)
- Artificer Armour
- Master Crafted 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
- Rites of Battle (C:SM pg 85)
- Independent Character

Lord of the Golden Host: Raldoron's forces have a higher proportion of veteran assault troops. Blood Angel Vanguard Veterans count as scoring units in armies including **Raldoron**.

Legion Tactics

If you include **Raldoron** then all units in your army lose the **Combat Tactics** special rule. Instead Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

FURIOSO – 8th CAPTAIN OF THE BLOOD ANGELS

HQ UNIT

BLOOD ANGELS LEGION ONLY

210 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Furioso	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 Power Fist
- Power Fist
- 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

Captain of an Assault Company

The 0-1 restriction on Blood Angel Assault squads with jump packs does not apply to armies including **Furioso**.

Legion Tactics

If you include **Furioso** then all units in your army lose the **Combat Tactics** special rule. Instead Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

SERGEANT VALLERUS

REPLACES TACTICAL SQUAD SERGEANT

BLOOD ANGELS LEGION ONLY

+40 POINTS

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

Unit Composition

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

Unit Type

- Infantry

Wargear

- Power Armour
- Bolt Pistol
- Bolt Gun
- Frag and Krak Grenades
- Power Sword

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Bolter Drill (C:SM pg 91)

One of the few survivors from the massacre on the planet Murder, Vallerus and his squad specialise in closing on their foe and shredding them with a hail of bolter fire before dispatching the survivors in brutal close combat.

CAPTAIN AMIT – 2nd CAPTAIN OF THE BLOOD ANGELS

HQ UNIT

BLOOD ANGELS LEGION ONLY

250 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Artificer Armour
- Fleshtearer (Master Crafted Chainfist)
- Combi-Melta
- Frag and Krak Grenades

Special Rules

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

Bullish Commander

Blood Angel Tactical Squads in an army including Amit gain the Stubborn and Furious Charge universal special rules.

Legion Tactics

If you include **Amit** then all units in your army lose the **Combat Tactics** special rule. Instead Assault squads may be taken as Troop choices. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

TERMINATOR SERGEANT SAVIN

REPLACES TERMINATOR SERGEANT

BLOOD ANGELS LEGION ONLY

+50 POINTS

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

Unit Composition

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

Wargear

- Terminator Armour
- Twin Linked Bolt Gun
- Relic Blade

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Furious Charge (applies to squad he leads)
- Heroic Intervention (uses teleporting rather than jump packs - C:SM pg 62)

Unit Type

- Infantry

BAAL'S FIRE CHARIOT SQUAD

HEAVY SUPPORT UNIT

BLOOD ANGELS LEGION ONLY

60 POINTS EACH

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

Unit Composition

- 1-3 Fire Chariots (Unique)

Unit Type

- Bike Infantry Squadron

Wargear

- Power Armour
- Frag and Krak Grenades
- Space Marine Jetbike
- Twin-Linked Heavy Flamers

Special Rules

- And They Shall Know No Fear
- Combat Tactics





LEGIO X - IRON HANDS



The early history of Ferrus Manus is chronicled in the folklore of Medusa. The most popular of these tales is the Cantic of Travels, which details the trials of Ferrus Manus and his ordeal with the Great Silver Wyrms known as Asirnoth. The Cantic is the only tale that even attempts to explain the mystery of how Ferrus Manus came by his living metal hands. Ferrus Manus never united the people of his homeworld in the way other Primarchs had, on the basis that competition grew greater strength. When the Emperor took Manus to become the leader of the X Legion, the Primarch altered his position and became an avid believer and ruthless practitioner of the Emperor's Great Crusade to unite Mankind.

The Iron Hands, as the X Legio became known, have a reputation for being relatively straightforward and incredibly harsh. In the Battle of Thranx, for example, the resources of several depleted clan-companies were pooled for a full frontal assault using five Land Raiders against a facility bristling with anti-tank defences that had made a mockery of previous attempts with whole armoured companies; in the retaking of the Contqual Subsector, one third of the population was summarily executed after a successful campaign simply to demonstrate the price of weakness.

FERRUS MANUS – PRIMARCH OF THE IRON HANDS

HQ UNIT

IRON HANDS LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ferrus Manus	9	6	6	6	5	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Forgebreaker (Master Crafted Thunder Hammer)
- Living Metal hands (his attacks ignore invulnerable saves – cannot be combined with Forgebreaker)
- Servo Arm
- Frag Grenades and Melta Bombs

The Morlocks

Iron Hands Primarch Honour Guard, known as the Morlocks, always wear Terminator Armour.

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Furious Charge
- Master-crafter – d6 selected rapid fire, close combat or assault weapons in the army gain the master crafted rule

Legion Tactics

If you include Ferrus Manus then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule and a 6+ Feel No Pain save. Additionally, an Iron Hands army may take Masters of the Forge as Elite choices. 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 as your 0-1 limit for each vehicle



GABRIEL SANTAR – 1st CAPTAIN OF THE IRON HANDS

HQ UNIT

IRON HANDS LEGION ONLY

240 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Terminator Armour
- Master Crafted Relic Blade
- Twin Linked Bolt Gun
- Servo Arm

Special Rules

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

Master of the Morlocks

If you include **Santar** then you may include a squad of Primarch Honour Guard. Iron Hands Primarch Honour Guard always wear Terminator Armour. Additionally a squad of Iron Hand Terminators or Assault Terminators may be taken as a Troop choice.

Legion Tactics

If you include **Santar** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule and a 6+ Feel No Pain save. Additionally, an Iron Hands army may take Masters of the Forge as Elite choices. They have all the options available to a Master of the Forge. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

YOSEL AXAGORAS – 6th CAPTAIN OF THE IRON HANDS

HQ UNIT

IRON HANDS LEGION ONLY

195 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Artificer Armour
- Thunder Hammer
- Combi-Plasma Gun
- Bolt Pistol
- Frag Grenades and Melta Bombs

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
- Combat Tactics

Legion Tactics

If you include **Axagoras** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule and a 6+ Feel No Pain save. Additionally, an Iron Hands army may take Masters of the Forge as Elite choices. They have all the options available to a Master of the Forge. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

KAARGUL – CLAN COMPANY FOUNDER

HQ UNIT

IRON HANDS LEGION ONLY

185 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Kaargul	5	4	6	4	3	13	13	10

Unit Composition

- 1 (Unique)

Vehicle Type: Walker**Wargear**

Dreadnought Close Combat Weapon with built in twin-linked bolter Plasma Cannon
Smoke Launchers
Extra Armour

Transport:

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

Special Rules:

Battle-Forged Heroes (C:SM pg 85)

Rites of Battle (C:SM pg 85 – Counts as LD 10)

Venerable: Kaargul's Dreadnought armour was crafted by Ferrus himself and as such is extremely resilient to damage. 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.

The Clan Companies of the Iron Hands were each founded by a mighty warrior who embraced the vision of Ferrus Manus and swore fealty. Kaargul was chieftain of one of the last tribes to pledge their support to Ferrus but once his word had been given Kaargul followed his Primarch across the galaxy on the Great Crusade. Though mortally wounded a century ago, he still serves his Primarch with honour.



BANNUS – TANK COMMANDER

TANK UPGRADE

IRON HAND LEGION ONLY

85 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Bannus	4	5	4	4	1	4	2	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Servo Arm
- Power Armour
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Tank Commander (C:SM pg 89)

All Hail the Machine

Bannus may command any Tank from Codex Space Marines. Additionally he may command an Imperial super-heavy tank (but not a titan). The tank must be in Iron Hands heraldry. Due to the large size of the crew on a Super-Heavy vehicle, the tank becomes BS 4 rather than BS 5. This can still be increased if the vehicle has access to targeters. Bannus ignores Gun crew shaken results in Super Heavy vehicles.

MEDUSA GUNSHIP

SUPER-HEAVY TRANSPORT

IRON HANDS LEGION ONLY

800 POINTS

	BS	FRONT	SIDE	REAR
Medusa Gunship	4	12	12	10

Unit Composition

- 1 Medusa Gunship

Vehicle Type: Super Heavy Flyer

Structure points: 5 Structure points

Transport Capacity: 30

Special Rules:

- Hover Mode
- Ceramite Shielding

The Medusa Gunship is a variant of the Storm Bird super heavy transport. It has a smaller carrying capacity with more of the fuselage given over to the weapon systems. The Iron Hands use the Medusa Gunship to lay down suppressive fire against enemy armour so that their own war engines and dreadnoughts can enter the fray unimpeded. Ferrus Manus himself can be found aboard his own personal Gunship when war calls him to the field.

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

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

Wargear

- Two under wing mounted twin linked Las Cannons
- Three twin linked nose mounted Autocannons
- Eight under wing Hellstrike Missiles (four missiles under each wing for eight missiles in total (72" range Strength 8 AP 3 Ordnance)).

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.

CLAN-COMPANY SERGEANT

REPLACES ANY TACTICAL SPACE MARINE SERGEANT

IRON HANDS LEGION ONLY

+35 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Clan-Company Sergeant	4	4	4	4	1	4	2	9	2+

Unit Composition

- Any Space Marine Tactical Squad may replace its Sergeant with a Clan-Company Sergeant.

Unit Type: Infantry

Wargear

- Terminator Armour
- Twin-Linked Bolt Gun
- Power Weapon

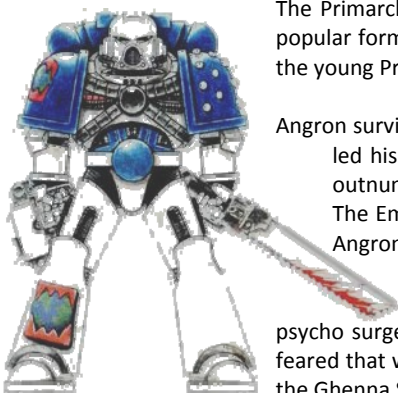
Special Rules

- And They Shall Know No Fear
- Combat Tactics

Options: A Clan-Company Sergeant may replace his power weapon with a power fist or a single lightning claw for +10 points or a chain fist or thunder hammer for +15 points. A Clan-Company Sergeant may take a Servo Arm for +10 points.



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. The most popular form of entertainment for the masses was gladiatorial duels between cyber-enhanced warriors, and destiny had it that one of the gladiator slavers would find the young Primarch. Angron was mortally wounded when he was discovered, almost killed by alien warriors.

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. 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.

ANGRON – PRIMARCH OF THE WORLD EATERS

HQ UNIT

WORLD EATERS LEGION ONLY

450 POINTS

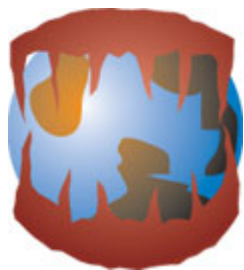
	WS	BS	S	T	W	I	A	LD	Sv
Angron	10	6	6	6	5	6	5	10	2+

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 Power sword
- Master Crafted Plasma Pistol
- Frag Grenades and Melta Bombs

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 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.

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.



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

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

240 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)
- 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
- Cool Headed (units within 8" may ignore Rage)

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.

ARGAS BROND –CAPTAIN OF SQUAD GHARTE REPLACES VANGUARD VETERAN SERGEANT

WORLD EATERS LEGION ONLY

+60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Argas Brond	6	4	4	4	2	4	3	10	3+

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

Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Power Sword

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Furious Charge (applies to squad he leads)
- Iron Halo (C: SM pg 52)

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



SERGEANT DHAUSKE

REPLACES TACTICAL SQUAD SERGEANT

WORLD EATERS LEGION ONLY

+40 POINTS

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

Unit Composition

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

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
 - Battle-Forged Heroes
- (C:SM pg 85 – applies to Dhauske's squad only but may not choose Infiltrate but may choose Furious Charge instead)

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

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.

TERMINATOR SERGEANT GAUSTE

REPLACES TERMINATOR SERGEANT

WORLD EATERS LEGION ONLY

+40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Gauste	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 Gauste.

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 Gauste's squad only but may not choose Infiltrate but may choose Furious Charge instead)

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

Unit Type

- Infantry



LEGIO XIII - ULTRAMARINES



Like all the Primarchs, Roboute Guilliman was separated from the Emperor and came to rest on a distant planet, in this case, Macragge. Roboute's arrival on Macragge was a portentous time, and when he was found by Konor, one of the planet's rulers, he took him in, naming him Roboute, which means "Great One". Roboute showed vast promise, mastering all that Macragge's wisest men could teach him, including the art of war. Roboute was given command of an army and tasked with the mission of pacifying the wild men who lived to the north of Macragge's capital in the mountains.

Not only did Roboute fight a brilliant campaign but he also earned the respect of the wild men who never again threatened the more civilized parts of Macragge. However on his return to the capital Roboute found the city in chaos, as his father's Co-Consul had attempted a coup. Roboute left his men to restore order to the city while he rushed to the Consul House only to find his father close to death surrounded by his loyal bodyguards. Guilliman then set about punishing the treachery, rewarding the hard working rather than the influential. After his father's death Roboute assumed the mantle of sole Consul of Macragge

After the Emperor landed on Macragge and met Roboute Guilliman, Roboute quickly took command of the XIII Legion. During the Great Crusade, the Ultramarines won countless victories, expanding the realm of the Imperium. Due to Roboute's tactical genius, he ensured that all worlds that he took were left more prosperous than before and thus able to contribute to the Imperium.

ROBOUTE GUILLIMAN – PRIMARCH OF THE ULTRAMARINES

HQ UNIT

ULTRAMARINES LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Roboute Guilliman	9	6	6	6	6	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Master Crafted Power Fist or Power Weapon
- Master Crafted Bolt Pistol
- Master Crafted Bolt Gun
- Storm Shield
- Frag Grenades and Melta Bombs

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 as your 0-1 limit for each vehicle.

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- God of War - replaces Inspiring Presence (C:SM pg 84)
- Master Strategist (may add or minus 1 to reserve rolls)
- Special Issue Ammunition (C:SM pg 63)

Legion Tactics

If you include **Roboute Guilliman** then all units in your army with the **Combat Tactics** special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character (with the exception of a brother Primarch) in your army has the Legion Tactics special rule then Roboute's wise council over-rides their Legion tactic ability.





MARIUS GAGE – CHAPTER MASTER OF THE ULTRAMARINES

HQ UNIT

ULTRAMARINES LEGION ONLY

250 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Artificer Armour
- Master Crafted Power Fist
- Master Crafted Power Weapon
- Master Crafted Bolt Pistol
- Master Crafted Bolt Gun
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Iron Halo (C:SM pg 52)
- Eternal Warrior
- Combat Tactics
- Titanic Might (C:SM pg 84)
- God of War (C:SM pg 84)
- Counter Attack
- Orbital Bombardment (C:SM pg 52)
- Independent Character

Legion Tactics

If you include **Marius Gage** then all units in your army with the **Combat Tactics** special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

LYCIUS MYSANDER – REGENT OF ULTRAMAR

HQ UNIT

ULTRAMARINES LEGION ONLY

215 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master crafted Relic Blade
- Terminator Armour
- Twin-linked Bolt Gun

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)
- Independent Character
- Regent of Ultramar

Regent of Ultramar

As representative of Roboute Guilliman, **Mysander** has supreme authority in all matters relating to the Ultramarines sovereign territory and may call upon any warriors in the Legion to aid his goals. You may include a squad of Primarch Honour Guard in an army including Mysander. Additionally Terminator squads and Terminator Assault squads count as scoring units.

Legion Tactics

If you include **Lycius Mysander** then all units in your army with the **Combat Tactics** special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

CAPTAIN ORAR – KNIGHT CHAMPION OF MACRAGGE

HQ UNIT

ULTRAMARINES LEGION ONLY

230 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

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

Special Rules

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

Legion Tactics

If you include **Captain Orar** then all units in your army with the **Combat Tactics** special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



LYSIMACHUS CESTUS – FLEET CAPTAIN OF THE ULTRAMARINES

HQ UNIT

ULTRAMARINES LEGION ONLY

160 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Power Sword
- Bolt Gun
- Bolt Pistol
- 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)
- Orbital Bombardment (C:SM pg 52)
- Independent Character
- Combat Tactics

Legion Tactics

If you include **Lysimachus Cestus** then all units in your army with the **Combat Tactics** special rule keep it and take great comfort that it makes them the most flexible of all the Astartes. They embody all that it means to be a space marine. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

SERGEANT SCIPIO

REPLACES BIKER SERGEANT

ULTRAMARINES LEGION ONLY

+70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sergeant Scipio	4	4	4	5	1	4	2	9	3+

Unit Composition

- One Bike Squad in the army may replace its Sergeant with Sergeant Scipio. The squad becomes an Elites choice.

Wargear

- Power Armour
- Frag and Melta Bombs
- Space Marine Bike

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Combat Squads
- Special Issue Ammunition (applies to unit)

Unit Type: Bike



RECON SERGEANT TELCION

REPLACES TACTICAL SQUAD SERGEANT

ULTRAMARINES LEGION ONLY

+65 POINTS

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

Unit Composition

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

Wargear

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

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Infiltrate (applies to squad he leads)
- Scout (applies to squad he leads)
- Move Through Cover (applies to squad he leads)
- Acute Senses
- Stalker Pattern Bolt Guns

Telcion and his scout squad earned much honour during the conflict on Schtroumpf 58, defeating the shaman Mel'Garg and liberating the Red Father, the native governor. By Guilliman's command the squad were lauded as full battle brothers from that day. They now serve as part of Captain Mysander's company carrying out scouting and reconnaissance missions despite being veterans of over a hundred engagements.

Stalker Pattern Bolt Guns

A Tactical squad containing Recon Sergeant Telcion replaces their Bolt Guns with Stalker Pattern versions (C:SM pg 88).



LEGIO XIV - DEATH GUARD



When Mortarion took command of the Legio XIV, known at the time as the Dusk Raiders, he brought with him the relentlessness, remorselessness and resilience that life on the savage world of Barbarus had taught him. In turn the Legio adopted his retinue's title as their own and henceforth were known as Death Guard. The resulting prowess of the Death Guard was recognised from the moment Mortarion began to instruct them, but the young Primarch never settled in Imperial society outside of battle. Mortarion was a grim, driven Primarch, fixated on reckoning with the oppressors of the galaxy. The easy camaraderie of the other Primarchs was alien to him and he found kindred spirits in only two: Night Haunter, the dread master of the Night Lords, and Horus, the Warmaster of the Imperium, the right hand of the Emperor. Horus above all others recognised the value of the Death Guard. He would often place Mortarion and his Legion in the centre of his battleline, counting on the enemy's inability to oust them so that he could either lever his advance from the rock of Mortarion's bolter firing immovable position, or use it as the anvil upon which the Imperial hammer, in the form of his Luna Wolves, or the Haunter's Night Lords, would break the foe. It was a mercilessly effective combination.

In the charismatic Warmaster, Mortarion found a mentor who seemed to understand his goals and appreciate his methods. So close did Mortarion appear to be to Horus, in fact, it is believed that at least two of the other Primarchs, Roboute Guilliman of the Ultramarines and the ever watchful, ever taciturn Corax of the Raven Guard, approached the Emperor with concerns about where the master of the Death Guard's loyalties lay. The Emperor is said to have dismissed their concerns with a wave; loyalty to Horus was de facto loyalty to the Emperor.

MORTARION – PRIMARCH OF THE DEATH GUARD

HQ UNIT

DEATH GUARD LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Mortarion	9	6	6	6	5	5	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Manreaper (+2 Str Power Weapon, two handed, causes Instant Death)
- Lantern (counts as Master Crafted Plasma Cannon)
- Frag Grenades and Melta Bombs

Special Rules

- Primarch
- Liturgies of Battle (C:SM pg 58)
- Rites of Battle (C:SM pg 85)

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 as your 0-1 limit for each vehicle.

Legion Tactics

If you include **Mortarion** then all units in your army lose the **Combat Tactics** special rule. Instead the Death Guard's tactical style means tactical squads at least ten-strong gain the Bolter Drill ability (see C:SM pg 91). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

The Deathshroud

Death Guard Primarch Honour Guard, known as the Deathshroud, may never have additional members added to their squad. There are always two Deathshroud and the Legion Champion.



CALAS TYPHON – 1st CAPTAIN OF THE DEATH GUARD

HQ UNIT

DEATH GUARD LEGION ONLY

250 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Terminator Armour
- Master Crafted Relic Blade with built in Master crafted Bolt Gun

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Stubborn (applies to all units with 12")
- Eternal Warrior
- Combat Tactics
- Liturgies of Battle (C:SM pg 58)
- Rites of Battle (C:SM pg 85)
- Independent Character

Legion Tactics

If you include **Typhon** then all units in your army lose the **Combat Tactics** special rule. Instead the Death Guard's tactical style means tactical squads at least ten-strong gain the Bolter Drill ability (see C:SM pg 91). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

IGNATIUS GRULGOR – 2nd CAPTAIN OF THE DEATH GUARD

HQ UNIT

DEATH GUARD LEGION ONLY

190 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Thunder Hammer
- Combi-Plasma Gun
- Frag and Krak Grenades

Special Rules

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

Unexpected Bombardment: **Grulgor** may use the Orbital Bombardment (C:SM pg 52) special rule, even in scenarios where it would not normally be permitted (such as a Recon).

Legion Tactics

If you include **Ignatius Grulgor** then all units in your army lose the **Combat Tactics** special rule. Instead the Death Guard's tactical style means tactical squads at least ten-strong gain the Bolter Drill ability (see C:SM pg 91). If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

HAVOC SERGEANT REPLACES ANY DEVASTATOR SPACE MARINE SERGEANT

DEATH GUARD LEGION ONLY

+25 POINTS

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

Unit Composition

- Any Devastator squad Space Marine Sergeant may be replaced by a Havoc Sergeant.

Unit Type: Infantry

Wargear

- Power Armour
- Bolt Gun
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Tank Hunter (applies to squad)

Options: A Havoc Sergeant may exchange his Bolt Pistol for a power weapon or a single lightning claw for +15 points or a power fist for +25 points.

Provided the squad does not contain any heavy weapons, up to four members of a Havoc Sergeant's squad may take a flamer or melta gun at 10 points each or a plasma gun at +15 points each.



NATHANIEL GARRO – BATTLE CAPTAIN OF THE SEVENTH COMPANY

HQ UNIT

DEATH GUARD LEGION ONLY

210 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Master crafted Bolt Gun
- Power Armour
- Libertas (Master Crafted Relic Blade)
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Stubborn (applies to all units with 12")
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Inspiring Presence (counts as a Chapter Banner)
- Rites of Battle (CSM pg 85)
- Combat Tactics
- Battle-Forged Heroes (C:SM pg 85)
- Independent Character

Son of Terra: Garro cannot make use of the Legion Tactics and instead retain the Combat Tactics special rule.



A veteran of many campaigns, Garro had great experience of both enemy forces and his fellow Legions. Notably, he knew Captain Loken of the Sons of Horus legion from fighting alongside him during the Krypt campaign and was the sworn honour-brother of Captain Tarvitz of the Emperor's Children. Both marines had small eagle emblems carved on the vambraces of their armour in such a way that, were they to clasp hands, the eagles would meet.

SOLUN DECIUS

REPLACES COMPANY CHAMPION

DEATH GUARD LEGION ONLY

+50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Solun Decius	5	4	4	4	1	4	2	9	3+

Unit Composition

- One Command Squad in the army may replace its Company Champion with Solun Decius.

Unit Type: Infantry**Wargear**

- Power Armour
- Frag and Melta Bombs
- Power Fist
- Bolt Pistol
- Bolt gun

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Combat Tactics
- Honour or Death

Muse of Glory

The presence of Solun Decius inspires Captain Garro to even greater acts of heroism which in turn drives his men forward to the glory of the Emperor. If Solun Decius and the command squad are joined by Nathaniel Garro then all members of the unit, including Garro, may re-roll failed to hit and wound rolls in close combat





LEGIO XV - THOUSAND SONS



Prospero was, as records go, pure desolation. However, the first settlers of the planet built a city of rarely seen beauty. Inside this citadel, the outcasts devoted themselves completely to the study of their psychic mutation in order to master their powers. Thus, Magnus could freely develop his full potential far from the sight of man. Time passed and Magnus went from student to adept and from adept to master. When he reached adulthood, someone whose coming he had long foreseen arrived on Prospero: the Emperor.

As legend tells, the two recognized each other immediately. The Emperor of course acknowledged the giant to be one of his long-lost sons and thus, granted Magnus primacy of the Thousand Sons. Bearing Magnus's gene-seed, the XV legion had a predisposal towards mutation and a considerable number of their ranks inherited their Primarch's psychic capabilities.

Initially, the Thousand Sons' display of psychic powers was reluctantly tolerated, as it proved to be a powerful weapon during the Great Crusade. Serious suspicion began to surround Magnus as the hate towards mutants and psykers spread through the Imperium. Eventually, the Council of Nikea was held to settle the matter and as a result Magnus vowed never to use sorcery again.

Nevertheless, in secrecy, Magnus still pursued that dark knowledge he so coveted and practiced sorcery, as he firmly believed it would be for the best of mankind. And certainly, had mankind's leader not closed his mind, it would have been for the best. Magnus foresaw an opportunity coming where he could demonstrate how his gifts could avert a catastrophe unlike any the galaxy had witnessed. He need only wait...

MAGNUS THE RED – PRIMARCH OF THE THOUSAND SONS

HQ UNIT

THOUSAND SONS LEGION ONLY

475 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Magnus the Red	9	3	6	6	6	6	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- The Red Staff (Master Crafted Force Weapon)
- Master Crafted Bolt Pistol (AP 3)
- Frag Grenades and Melta Bombs
- Psychic Hood (C:SM pg 56)

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 as your 0-1 limit for each vehicle.

Special Rules

- Primarch
- Master Psyker (C:SM pg 86)
- Psyker
- Rites of Battle (C:SM pg 85)
- Gift of Prescience (C:SM pg 86).
- Surprise Attack (C:SM pg 85)

Channel for the Warp

May cast all psychic powers once each turn but is limited to a single shooting attack as normal. Psychic tests to use the Red Staff are automatically successful.

Legion Tactics

If you include **Magnus the Red** then you may take Space Marine Librarians as HQ choices in your army. Furthermore these Librarians receive the Epistolary upgrade for no additional points cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Thousand Sons armies may not include Chaplains

Cyclops

Because Magnus has a single eye, his lack of depth perception means that even with his superhuman abilities he has a Ballistic Skill of 3 and may not re-roll any shooting attacks.



AHRIMAN – CHIEF LIBRARIAN OF THE THOUSAND SONS

HQ UNIT

THOUSAND SONS LEGION ONLY

250 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ahriman Chief Librarian	5	5	4	4	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Artificer Armour
- Master Crafted Force Weapon
- Frag and Krak Grenades
- Hood of Hellfire (C:SM pg 86)

Special Rules

- Fearless
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Master Psyker (C:SM pg 86)
- Psyker
- Combat Tactics
- Independent Character
- Gift of Prescience (C:SM pg 86)
- Surprise Attack (C:SM pg 85)

Legion Tactics

If you include **Ahriman** then you may take Space Marine Librarians as HQ choices in your army. Furthermore these Librarians receive the Epistolary upgrade for no additional points cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Thousand Sons armies may not include Chaplains

MHOTEP – CAPTAIN OF THE WANING MOON

HQ UNIT

THOUSAND SONS LEGION ONLY

180 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Power Sword
- Combi-Plasma Gun
- Bolt Pistol
- Frag Grenades and Melta Bombs

Special Rules

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

Legion Tactics

If you include **Mhotep** then you may take Space Marine Librarians as HQ choices in your army. Furthermore these Librarians receive the Epistolary upgrade for no additional points cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Thousand Sons armies may not include Chaplains

SORCERER COVEN

ELITE CHOICE

THOUSAND SONS LEGION ONLY

175 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Coven Sorcerer	4	4	4	4	1	4	1	8	3+

Unit Composition

- 5 Coven Sorcerers

Unit Type

- Infantry

Wargear

- Bolt Pistol
- Power Armour
- Force Weapon
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Psyker
- Combat Tactics

Gestalt Casting: The Coven may cast a single Coven power once per turn on a friendly unit within 12". These powers are cast in the Movement phase and do not require a psychic test but the unit may only cast one per turn.

Coven Powers

Warp Vigour – the unit gains the *fleet* universal special rule until the start of the next Thousand Sons turn.

Warp Shroud – the unit gains a 5+ invulnerable save until the start of the next Thousand Sons turn.

Warp Visage: The unit becomes so fearsome that enemy models in assault with it are -2 to their Leadership tests for the next Assault phase.



SERAPHIS - LIBRARIAN DREADNOUGHT

ELITE UNIT

THOUSAND SONS LEGION ONLY

180 POINTS

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

Unit Composition

- 1 (Unique)

Vehicle Type

- Walker

Wargear

Force Weapon and built in Twin-linked Bolter
Plasma Cannon
Smoke Launchers

Transport:

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

Options

- May replace his Twin-Linked Bolter with a Heavy Flamer for no additional points.
- May take Extra Armour for +15 points

The Thousand Sons have been adherents to the path of the Librarian for long enough that this mental fortitude often sees a Librarian such as Seraphis clinging to life when his body lays in ruin. It is not uncommon to see such a hero continue to serve his Legion as a Dreadnought.

Special Rules

Psychic Powers: Seraphis knows any two psychic powers (see page 57 in Codex Space Marines). Seraphis may cast one power each turn and make a psychic test to use his force weapon special rule. Perils of the warp attacks are resolved as an automatic glancing hit. For psychic tests Seraphis has a Leadership of 10.

Venerable: Seraphis 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.

SORCERER SERGEANT

REPLACES ANY SPACE MARINE SERGEANT OR TERMINATOR SERGEANT

THOUSAND SONS LEGION ONLY

+50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sorcerer Sergeant	4	4	4	4	1	4	2	8	X

Unit Composition

- Any Space Marine Sergeant or Terminator Sergeant may be replaced by a Sorcerer Sergeant.

Unit Type

- Infantry

Wargear

- Power Armour (or Terminator Armour if replacing a Terminator Sergeant)
- Force Weapon
- Combi-Plasma gun

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Psyker
- Scion of Magnus

Scion of Magnus

Sorcerer Sergeants know the *Machine Curse* and *Force Dome* psychic powers. He may only use one per player turn following the rules given in the main Warhammer 40,000 rulebook. Using his Force Weapon's Instant Death ability counts as a psychic power.





LEGIO XVI - LUNAR WOLVES \ SONS OF HORUS



Horus, the Primarch of the Luna Wolves, was the first of the Primarchs to be recovered by the Emperor, having been cast much closer to Terra than the others, and was found at a much younger age. As a result, Horus was for many years the Emperor's only son, and there was a great affinity between them. The Emperor spent much time with his protégé, teaching and encouraging him. Horus was soon placed in command of the Luna Wolves legion - ten thousand Space Marines created from his own genetic code. Further Luna Wolves were created using human stock taken from the violent hive gangs inhabiting the planet Cthonia, the place of Horus' discovery. With these warriors to lead, Horus accompanied the Emperor for the first thirty years of the Great Crusade, and together they forged the initial expansion of the young Imperium.

Horus' own Legion had all the glory of being the greatest Primarch's personal guard, and they shared Horus' credo of fighting to be the best. Under his inspiring command, the Luna Wolves were always at the forefront of the latest campaign, pushing the boundaries of the Imperium ever wider, driving further and further into the galaxy and striving to conquer and liberate more worlds than the other Legions.

At the conclusion of the Ullanor Crusade, the Emperor declared it the greatest victory yet for his mighty Imperium and was said to bestow much praise upon the Luna Wolves and Horus for their part in the campaign. At the subsequent Triumph of Ullanor, the Emperor himself bestowed upon Horus the title of Warmaster, making him the supreme commander of the Emperor's forces. The Emperor also suggested, before he returned to Terra and left the rest of the Crusade to Horus, that Horus should rename his legion to cement his position as Warmaster.

HORUS – THE WARMASTER

HQ UNIT

LUNAR WOLVES \ SONS OF HORUS LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Horus	10	6	6	6	6	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Talon of Horus (Master Crafted Lightning Claw with Twin-linked Bolt Gun)
- Master Crafted Plasma Pistol
- Frag Grenades and Melta Bombs

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Master Strategist (may add or minus 1 to reserve rolls)
- Surprise Attack (C:SM pg 85)
- Battle-Forged Heroes (C:SM pg 85)
- Lupercal – Counts as a Locator Beacon
- Special Issue Ammunition (C:SM pg 63)

Legion Tactics: Spear Tip

If you include **Horus** then instead of rolling for deployment type the Lunar Wolves \ Sons of Horus army may choose Spearhead deployment. All Drop Pods in an army led by **Horus** must Deep Strike on the first turn (this overrides 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

THE MOURNIVAL – COUNCIL OF THE WARMASTER

HQ UNIT

LUNAR WOLVES \ SONS OF HORUS LEGION ONLY

800 POINTS

The Mournival was the advisory council of four captains of the Luna Wolves legion, the authority of its members second only to Horus himself within the Legion. At the height of the Great Crusade, it was composed of Ezekyle Abaddon, 'Little' Horus Aximand, Tarik Torgaddon and Garviel Loken. Their duties were to advise Horus in all aspects of warfare and diplomacy, to provide political posturing when he required it, to watch over the moral shape of the Legion and to guide its philosophy. **Ezekyle Abaddon, Horus Aximand, Tarik Torgaddon and Garviel Loken may be taken as a single HQ unit. They may act independently on the battlefield.**

EZEKYLE ABADDON – 1st CAPTAIN OF THE SONS OF HORUS

HQ UNIT

LUNAR WOLVES \ 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+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Terminator Armour
- Master Crafted Relic Blade
- Master Crafted Twin linked Bolt Gun

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
- **Mournival** (May take a Primarch Honour Guard)

Legion Tactics: Spear Tip

If you include **Ezekyle Abaddon** then instead of rolling for deployment type the Lunar Wolves \ Sons of Horus army may choose Spearhead deployment. All Drop Pods in an army led by **Abaddon** must Deep Strike on the first turn (this overrides 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

TARIK TORGADDON – 2nd CAPTAIN OF THE SONS OF HORUS

HQ UNIT

LUNAR WOLVES \ SONS OF HORUS LEGION ONLY

185 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Master Crafted Power Sword
- 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
- **Mournival** (May take a Primarch Honour Guard)

Legion Tactics: Spear Tip

If you include **Tarik Torgaddon** then instead of rolling for deployment type the Lunar Wolves \ Sons of Horus army may choose Spearhead deployment. All Drop Pods in an army led by **Torgaddon** must Deep Strike on the first turn (this overrides 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

GARVIEL LOKEN – 10th CAPTAIN OF THE SONS OF HORUS

HQ UNIT

LUNAR WOLVES \ SONS OF HORUS LEGION ONLY

215 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

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

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Rites of Battle (CSM pg 85)
- Combat Tactics
- Independent Character
- Battle-Forged Heroes (C:SM pg 85)
- **Mournival** (May take a Primarch Honour Guard)
- Parry (counts as armed with defensive grenades)

Legion Tactics: Spear Tip

If you include **Garviel Loken** then instead of rolling for deployment type the Lunar Wolves \ Sons of Horus army may choose Spearhead deployment. All Drop Pods in an army led by **Loken** must Deep Strike on the first turn (this overrides 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

HORUS AXIMAND – 5th CAPTAIN OF THE SONS OF HORUS

HQ UNIT

LUNAR WOLVES \ 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
- 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
- **Mournival** (May take a Primarch Honour Guard)

Legion Tactics: Spear Tip

If you include **Horus Aximand** then instead of rolling for deployment type the Lunar Wolves \ Sons of Horus army may choose Spearhead deployment. All Drop Pods in an army led by **Aximand** must Deep Strike on the first turn (this overrides 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

IACON QRUZE – 3rd CAPTAIN OF THE LUNAR WOLVES

HQ UNIT

LUNAR WOLVES \ SONS OF HORUS LEGION ONLY

180 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

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

Special Rules

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

Son of Terra: Veteran of the Unification Wars Qruze is seen as slightly out of step with the rest of the Legion. As a result a drop pod containing Qruze may be held in reserve as normal and does not have to be deployed at the start of the first turn.

KALUS EKADDON –CAPTAIN OF CATULAN REAVER SQUAD

REPLACES VANGUARD VETERAN SERGEANT

LUNAR WOLVES \ 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
- Power Sword

Special Rules

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

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

FALKUS KIBRE –CAPTAIN OF JUSTAERIN TERMINATOR SQUAD

REPLACES TERMINATOR SERGEANT

LUNAR WOLVES \ SONS OF HORUS ONLY

+50 POINTS

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

Unit Composition: One Terminator Squad in the army may replace its Sergeant with Captain **Falkus Kibre**.

Wargear

- Terminator Armour
- Twin-Linked Bolt Gun
- Relic Blade

Special Rules

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



LEGIO XVII - WORD BEARERS



Lorgar's youth was plagued by visions of a mighty warrior in gleaming bronze armour coming to his homeworld of Colchis, a cyclopean giant in blue robes standing beside him. At one point, the visions reached such intensity that Lorgar claimed that the prophesied return of Colchis' god was soon to occur. He began to preach this news to the people of Colchis, causing disruptions to the rule of the government as people converted to his beliefs. Lorgar's enemies saw this as the opportunity they had been waiting for to remove the threat that Lorgar was to the status quo, declaring him a heretic. A holy war of immense proportions erupted, eventually forcing the entire population of the world to choose a side.

Less than a year after the victory of Lorgar's people, a landing craft carrying the Emperor and Magnus the Red, along with two Tactical Squads of Thousand Sons Space Marines descended from orbit and landed near the temple. Lorgar was said to immediately recognise these people as the ones in his visions, and swore his fealty to his father and creator.

Every facet of the Covenant's belief structure was reorganised towards the worship of the Emperor as their saviour, and the people of Colchis united behind their new god. The elaborate celebrations and displays of piety lasted for months, although it was said that the Emperor did not approve of this, wishing to rejoin the Great Crusade as soon as possible. At the conclusion of the celebrations, Lorgar was made commander of the XVII Legion, which came to be known as the Word Bearers.

Lorgar led his Legion throughout the Great Crusade, the Word Bearers seeking to eliminate all blasphemy and heresy within the new Imperium. Ancient texts and icons were burned. The construction of vast monuments and cathedrals venerating the Emperor was supervised. The greatest Chaplains of the Word Bearers produced enormous works on the divinity and righteousness of the Emperor, and gave grand speeches and sermons to the masses. The progress of the Word Bearers was slow, but domination of the defeated was complete. However, the Emperor was not pleased with the lack of progress the Word Bearers were showing, and was even more dismayed at their religious zeal; one of the main goals of the Great Crusade was to free Humanity from the ignorance of religion. And so the Emperor personally reprimanded Lorgar, informing him that the mission of the Space Marines was for battle, not faith. Lorgar was said to mourn the Emperor's command for a month, speaking to nobody, wearing only hairshirt robes. The Emperor was about to reprimand the Legion again for their lack of action when news reached him that the Word Bearers had gone back on the offensive, and this time, worlds fell before them in rapid order.

LORGAR – THE URIZEN PRIMARCH OF THE WORD BEARERS HQ UNIT

WORD BEARER LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Lorgar	9	6	6	6	5	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- *Purifier* (Master Crafted Power Sword. May be used as either +2 Str in combat or as a Flamestorm Cannon in the shooting phase)
- *Lectitio Divinitatus* (All friendly units within 12" have Preferred Enemy)
- Frag Grenades and Melta Bombs

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Liturgies of Battle (C:SM pg 58)
- Battle-Forged Heroes (C:SM pg 85)
- God-like – With gold leaf on his skin and an classical form, Lorgar is the vision of a living god. All Majesty tests are at -2 Leadership.

Legion Tactics

If you include **Lorgar** then all units in your army exchange the **Combat Tactics** special rule for the **Fearless** universal special rule. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



EREBUS – FIRST CHAPLAIN OF THE WORD BEARERS

HQ UNIT

WORD BEARER LEGION ONLY

220 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chaplain)

Wargear

- Crozius of Lorgar (Master crafted Power Mace)
- Power Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Rosarius (C:SM pg 58)
- Eternal Warrior
- Liturgies of Battle (C:SM pg 58)
- Combat Tactics
- Independent Character
- Parry (counts as armed with defensive grenades)
- Battle-Forged Heroes (C:SM pg 85)

Legion Tactics

If you include **Erebus** then all units in your army exchange the **Combat Tactics** special rule for the **Fearless** universal special rule. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. Erebus already has these upgrades.

KOR PHAERON – ARCH-COMMANDER

HQ UNIT

WORD BEARER LEGION ONLY

230 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Master crafted Relic Blade
- Terminator Armour
- Twin-linked Bolt Gun

Special Rules

- Fearless
- Iron Halo (C: SM pg 52)
- Eternal Warrior
- Inspiring Presence (counts as a Chapter Banner)
- Anointed of Lorgar (May take a Primarch Honour Guard)
- Rites of Battle (C:SM pg 85)
- Combat Tactics
- Independent Character

Legion Tactics

If you include **Kor Phaeron** then all units in your army exchange the **Combat Tactics** special rule for the **Fearless** universal special rule. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

ZADKIEL – FLEET CAPTAIN OF THE WORD BEARERS

HQ UNIT

WORD BEARERS LEGION ONLY

170 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Captain)

Wargear

- Power Armour
- Power Sword
- Combi-Melta Gun
- Bolt Pistol
- Frag Grenades and Melta Bombs

Special Rules

- Fearless
- Iron Halo (C:SM pg 52)
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Orbital Bombardment (C:SM pg 52)
- Independent Character
- Combat Tactics

Legion Tactics

If you include **Zadkiel** then all units in your army exchange the **Combat Tactics** special rule for the **Fearless** universal special rule. Any Chaplains taken as HQ choices gain +1 Initiative and +1 Attack at no additional cost. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



JARULEK – CORYPHAUS TO KOR PHAERON

ELITE UNIT

WORD BEARERS LEGION ONLY

150 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chaplain)

Wargear

- Crozius Arcanum
- Power Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Rosarius (C:SM pg 58)
- Eternal Warrior
- Furious Charge
- Independent Character
- Coryphaus

Coryphaus

As the Coryphaus to Kor Phaeron, Jarulek spreads the word of the Emperor's divinity alongside his master. At the start of each Word Bearer turn Jarulek may invoke the protection of the Emperor on a single friendly unit within 12". The unit receives an invulnerable 5+ save. This ability lasts until the start of the next Word Bearer turn.

BAELANOS – ASSAULT CAPTAIN OF THE WORD BEARERS

REPLACES VANGUARD VETERAN SERGEANT

WORD BEARERS LEGION ONLY

+65 POINTS

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

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

Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Power Sword

Special Rules

- And They Shall Know No Fear
- Furious Charge (applies to unit)
- Iron Halo (C: SM pg 52)

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

SOL TALGRON – CAPTAIN OF THE 34th COMPANY

REPLACES STERNGUARD VETERAN SERGEANT

WORD BEARERS LEGION ONLY

+75 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sol Talgron	6	4	4	4	2	4	3	10	3+

Unit Composition: One Sternguard Veteran Squad in the army may replace its Sergeant with Captain **Sol Talgron**.

Wargear

- Power Armour
- Twin-linked Bolt gun
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Eternal Warrior
- Special Issue Ammunition
- Deep Strike (unit may teleport)



PRIEST SERGEANT

REPLACES ANY SPACE MARINE SERGEANT OR TERMINATOR SERGEANT

WORD BEARERS ONLY

+40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Priest Sergeant	4	4	4	4	1	4	2	9	X

Unit Composition

- Any Space Marine Sergeant or Terminator Sergeant may be replaced by a Priest Sergeant.

Unit Type

- Infantry

Wargear

- Power Armour (or Terminator Armour if replacing a Terminator Sergeant)
- Crozius Arcanum (C:SM pg 58)
- Combi-Flamer

Special Rules

- Fearless
- Combat Tactics
- Liturgies of Battle (C:SM pg 58)



LEGIO XVIII - SALAMANDERS



The people of Nocturne were frequently raided by the alien species known as the Primuls. After Vulkan arrived on Nocturne as an infant he soon began to inspire courage in the populace. With a primarch leading the defence, the people of the town decisively defeated the Primuls. Within weeks the leaders of the seven largest towns on Nocturne had travelled to meet Vulkan, and they soon swore never again to hide from the raiders. In celebration of the Primarch's victory, a tournament was decided to be held. Unexpectedly, a stranger arrived in the middle of the festivities. When he announced that he could best anyone in the town, the people laughed at this outlander. Who could possibly beat Vulkan in any feat of intellect, strength, craftsmanship or endurance? Nonetheless, Vulkan and the stranger wagered that whoever lost the tournament would forever serve the victor. In the final event, both contestants were given a day to construct a weapon, before using said weapon to hunt down and slay the largest salamander they could find. Climbing a high mountain, the two each went out to find a drake. Vulkan quickly found and killed a very large Fire Drake. However, on his way back, the mountain he was standing on - which coincidentally was a volcano - erupted, casting Vulkan over a cliff. Hanging there for hours, Vulkan's strength eventually ebbed away until he knew he must decide between the drake and his life. At that moment however, the stranger arrived, carrying his own drake. Even from the edge of the cliff, the Primarch could tell that the outlander's drake was indeed bigger. Seeing Vulkan in distress, the stranger acted quickly, tossing his drake into a lava flow that separated them and using it as a bridge to cross to the Primarch. After hoisting Vulkan out of his mortal predicament, the stranger walked with him back to town, leaving his own drake to burn in the river of molten rock. Though the outlander's Drake had been superior in size, he had thrown it away to save Vulkan, and when he returned to town with the Primarch empty-handed, Vulkan was declared the victor. To the amazement of his people however, Vulkan knelt before the stranger and said that any man who would value life over pride was worthy of his service. At this moment, the outlander cast off his illusionary disguise was revealed to be the Emperor of humanity. Thus it was that Vulkan and his father were reunited. It was decided that the XVIII legion of Space Marines would henceforth be known as the Salamanders, in honour of the beast that had united them.

VULKAN – PRIMARCH OF THE SALAMANDERS

HQ UNIT

SALAMANDERS LEGION ONLY

475 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Vulkan	9	6	7	6	5	5	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- *Deathfire* (Master crafted Power weapon. If it causes a wound it reduces opponent to Initiative 1 for the next round of combat)
- *Gauntlet of the Forge* (C:SM pg 93)
- *Kesare's Mantle* (C:SM pg 93)
- Frag Grenades and Melta Bombs
- *Song of Entropy* (Shooting attack. One use per battle. All enemy units in line of sight take pinning test. Vulkan may not move or assault in the same turn as using the *Song*)

Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- *Vulkan's Sigil* (Counts as a Locator Beacon)
- Master-crafter – d6 selected rapid fire, close combat or assault weapons in the army gain the master crafted rule

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 as your 0-1 limit for each vehicle

Legion Tactics

If you include **Vulkan** then all units in your army lose the **Combat Tactics** special rule. Instead all thunder hammers in your army will count as master crafted, and all flamer, heavy flammers, melta guns and multi-meltas count as twin-linked. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



CORTAN IGNATIUS – CHAPTER MASTER OF THE SALAMANDERS

HQ UNIT

SALAMANDERS LEGION ONLY

220 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chapter Master)

Wargear

- Artificer Armour
- *Spear of Vulkan* (C:SM pg 93)
- Master crafted Combi-Melta
- Master Crafted Bolt Pistol
- Frag and Melta Bombs

Special Rules

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

Legion Tactics

If you include **Ignatius** then all units in your army lose the **Combat Tactics** special rule. Instead all thunder hammers in your army will count as master crafted, and all flamer, heavy flammers, melta guns and multi-meltas count as twin-linked. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

XAVIER – FIREDRAKE CHAPLAIN

HQ UNIT

SALAMANDERS LEGION ONLY

180 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Space Marine Chaplain)

Wargear

- Terminator Armour
- Crozius Arcanum
- Thunder Hammer

Special Rules

- Honour of the Chapter
- Liturgies of Battle
- Deep Strike
- Rosarius
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Independent Character
- Combat Tactics

Firedrakes

If you include **Xavier**, Thunder Hammer and Storm Shield armed Salamander Terminator Assault squads count as scoring units. Furthermore all Salamander Terminators are Stubborn.

Legion Tactics

If you include **Xavier** then all units in your army lose the **Combat Tactics** special rule. Instead all thunder hammers in your army will count as master crafted, and all flamer, heavy flammers, melta guns and multi-meltas count as twin-linked. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

LIBRAM TAGE– WATCHER OF THE ANCIENTS

HQ UNIT

SALAMANDERS LEGION ONLY

190 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Master of the Forge)

Wargear

- Artificer Armour
- Combi-Melta Gun
- Thunder Hammer
- Servo Harness (C:SM pg 71)
- Frag and Krak Grenades

Special Rules

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

Marshal of the Armoury If you include **Libram Tage** then Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices in a Salamander army.

Legion Tactics

If you include **Libram Tage** then all units in your army lose the **Combat Tactics** special rule. Instead all thunder hammers in your army will count as master crafted, and all flamer, heavy flammers, melta guns and multi-meltas count as twin-linked. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



0-1 AR KAN PATTERN LANDSPEEDER SQUADRON

FAST ATTACK UNIT

SALAMANDERS LEGION ONLY

120 POINTS EACH

	BS	FRONT	SIDE	REAR
Ar Kan Landspeeder	4	11	11	10

Unit Composition

- 1-3 Landspeeders

Vehicle Type

- Fast Skimmer

Crew: Two Space Marines**Wargear**

Astartes Grenade Launcher
Flamestorm Cannon
Searchlight

Special Rules

- Deep Strike
- Machine Spirit (C:SM pg 81)

An example of Vulkan's artisan, the Ar Kan Pattern Landspeeder incorporates heavier armour and a more powerful version of the heavy flamer to enable the vehicle to burn a path through the enemy lines to allow their battle brothers to follow in their wake. Each Ar Kan Speeder is individually finished by the Primarch himself and to crew such a vehicle is the greatest honour a Salamander Landspeeder crew can have.

SERGEANT HARMOKAN

REPLACES DEVASTATOR SERGEANT

SALAMANDERS LEGION ONLY

+120 POINTS

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

Unit Composition

- One Devastator Squad in the army may replace its Sergeant with Sergeant Harmokan.

Unit Type

Infantry

Wargear

- Artificer Armour
- Bolt Pistol
- Frag and Krak Grenades
- Multi-melta or Heavy Flamer

Special Rules

- And They Shall Know No Fear
- Stubborn (applies to squad)
- Combat Tactics
- Combat Squads

Up to four members of Sergeant Harmokan's squad may replace their bolt guns for multi-meltas or heavy flamers for no additional points cost. No other heavy weapon may be taken in this squad.



PROMETHEAN SERGEANT

REPLACES ANY SPACE MARINE SERGEANT

SALAMANDERS LEGION ONLY

+35 POINTS

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

Unit Composition

- Any Space Marine Sergeant may be replaced by a Promethean Sergeant.

Unit Type: Infantry**Wargear**

- Artificer Armour
- Combi-Flamer or Combi-Melta Gun
- Bolt Pistol
- Frag Grenades and Melta Bombs

Special Rules

- And They Shall Know No Fear
- Stubborn (applies to squad)
- Combat Tactics
- Combat Squads

Options: A Promethean Sergeant may replace his bolt pistol or combi weapon with a power weapon for +10 points or a thunder hammer for +20 points.



LEGIO XIX - RAVEN GUARD



Corax was discovered on Deliverance, the desolated moon of the technologically advanced Forge planet Kiavahr. It is said that the Emperor appeared on Deliverance the day Corax liberated the slaves of Deliverance and overthrew the tech-guard of Kiavahr. After a day and a night with his son the Emperor appointed him Primarch of the XIX Legion, the Raven Guard. During the Great Crusade Corax's talents for planning and sabotage were of great effect and the Raven Guard, fighting frequently under the orders of Horus, became renowned for an unmatched ability with covert ops, sabotage, infiltration and lightning strikes.

The right shoulder guard trim denotes the company of the Raven Guard that the marine fights in. Red denotes Captain Blackshadow's third Company for example. The Raven Guard are known for hitting weak points in enemy defences hard and they perform lightning strike upon locations of tactical importance to cripple their enemy. The Raven Guard disdain the notion of recklessly charging into enemy ranks. This differentiates their tactics from those of Legions such as the World Eaters. The Raven Guard rely heavily on their Scouts for pinpointing enemy positions and to scout for good drop sites. Because of their hit and run tactics they also make extensive use of Assault Squads and along with the Night Lords were amongst the first to field test jump packs. The Tactical Squads of the Raven Guard are often deployed via Stormbirds, Thunderhawks or Drop Pods.

CORAX – PRIMARCH OF THE RAVEN GUARD

HQ UNIT

RAVEN GUARD LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Corax	9	6	6	6	5	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- Frag Grenades and Melta Bombs

Either

- *Deliverer* (Master Crafted + 1 Str Power Weapon, Rending)
- Master Crafted Plasma Pistol
- Master Crafted Bolt Gun

Or

- *The Raven's Talons* (C:SM pg 92)
- Jump Pack
- Becomes Jump Infantry

Special Rules

- Primarch
- Hit and Run (applies to squad he leads)
- Rites of Battle (C:SM pg 85)
- Stealth (applies to squad he leads)
- Scout (applies to squad he leads)
- See, But Remain Unseen (C:SM pg 92)
- Deliverance Strike - Requires Jump Pack, may join a Deliverance Squad and enter play with them.

Legion Tactics

If you include **Corax** then all units in your army exchange the **Combat Tactics** special rule for the **Fleet** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Primarch Honour Guard in an army led by Corax with a Jump Pack may also be given Jump Packs at +15 points each.



VINCENT BLACKSHADOW – 3rd CAPTAIN OF THE RAVEN GUARD

HQ UNIT

RAVEN GUARD LEGION ONLY

225 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Vincent Blackshadow	6	5	4	5(4)	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Bike Infantry (Space Marine Captain)

Wargear

- Master crafted Power Sword
- Artificer Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades
- Space Marine Bike

Special Rules

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Rites of Battle (C:SM pg 85)
- Combat Tactics
- Independent Character
- Scout (applies to squad he leads)

Legion Tactics

If you include **Vincent Blackshadow** then all units in your army exchange the **Combat Tactics** special rule for the **Fleet** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Mounted Assault: If the army includes **Vincent Blackshadow**, Raven Guard Space Marine Bike Squads of at least five models may be taken as Troops choices.

DELIVERANCE SQUAD

HEAVY SUPPORT CHOICE

RAVEN GUARD LEGION ONLY

230 POINTS

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

	BS	FRONT	SIDE	REAR
Deathstorm Drop Pod	4	12	12	12

Unit Composition

- 1 Deathstorm Drop Pod
- 1 Space Marine Sergeant
- 4 Veterans

Vehicle Type: Open Topped

Unit Type: Jump Infantry

Transport Capacity: none

Drop Pod Wargear

- Whirlwind Launchers
- Locator Beacon

Squad Wargear

- Power Armour
- Bolt Pistol
- Frag Grenades and Melta Bombs
- Chainsword (sergeant instead has Power Sword)
- Jump Packs

Special Rules (Drop Pod)

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

Special Rules (Squad)

And They Shall Know No Fear
 Combat Tactics
 Deliverance Strike
 Combat Squads

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 an enemy target and resolving the firing as normal.

Deliverance Strike: The Deliverance Squad are not deployed at the start of the battle. Instead, after the Deathstorm Drop Pod lands and opens fire as per the Automated Weapons rule above, immediately deploy the Deliverance squad within 6" of the Drop Pod. They may run or may shoot but may not assault on the turn they land. So specialised is their assault method, Deliverance Squads may not be joined by any character except Corax.

Options:

- The Deathstorm Drop Pod may replace its Whirlwind launcher with assault cannons for +20 pts
- May include up to five additional Veterans at +30 points per model
- The Sergeant may replace his power sword with a lightning claw for free, a power fist for +10 points or a thunder hammer or relic blade for +15 points.
- Any model may replace his bolt pistol and/or chainsword with a power sword, lightning claw, plasma pistol or storm shield for +15, a power fist for +25 points or a thunder hammer for +30 points.



AGAPITO TALON – ASSAULT CAPTAIN OF THE RAVEN GUARD 5th COMPANY

HQ UNIT

RAVEN GUARD LEGION ONLY

205 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Space Marine Captain)

Wargear

- The Raven's Talons (C:SM pg 92)
- Power Armour
- Frag and Krak Grenades
- Bolt Pistol
- Jump Pack

Special Rules

- See, But Remain Unseen (C:SM pg 92)
- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Combat Tactics
- Eternal Warrior
- Independent Character

Legion Tactics: If you include **Agapito Talon** then all units in your army exchange the **Combat Tactics** special rule for the **Fleet** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Death From Above

The 0-1 restriction on Raven Guard Assault squads with jump packs does not apply to armies including **Agapito Talon**. Furthermore Raven Guard assault squads with jump packs count as scoring units.

INSTRUCTOR SERGEANT ALENPO

REPLACES SCOUT SERGEANT

RAVEN GUARD LEGION ONLY

+ 50 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Alenpo	5	6	4	4	1	4	2	9	4+

Unit Composition

- One Scout Squad in the army may replace its Scout Sergeant with Instructor Sergeant Alenpo.

Unit Type

Infantry

Wargear

- Scout Armour
- Bolt Pistol
- Frag and Krak Grenades
- Stalker Patter Boltgun (C:SM pg 88)
- Signum
- Locator Beacon

Special Rules

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

SHADOW SERGEANT GALLOVAX

REPLACES TACTICAL SQUAD SERGEANT

RAVEN GUARD ONLY

+50 POINTS

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

Unit Composition

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

Unit Type

- Infantry

Wargear

- Power Armour
- Power Fist
- Bolt Gun
- Bolt Pistol
- Frag and Krak Grenades
- Auxiliary Grenade Launcher

Special Rules

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





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 ALPHARIUS/OMEGON – PRIMARCHS OF THE ALPHA LEGION

REPLACES ANY ALPHA LEGIONNAIRE IN ARMY

ALPHA LEGION ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Alpharius/Omegon	9	6	6	6	5	6	5	10	2+

Unit Composition

- 1

Unit Type

- Infantry (Primarch)

Wargear

- Primarch Armour
- As base model

Legion Tactics

If you include **Alpharius/Omegon** then all units in your army, except those in Terminator armour, exchange the **Combat Tactics** special rule for the **Infiltrate** universal special rule. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

Special Rules:

I'm Alpharius: Alpharius/Omegon does 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) on the table is in fact Alpharius/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/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/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.



Deceive Your Foes- Redeploy d3 enemy units before Scout moves.

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 Captain)

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. 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

- 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 scoring units 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. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

OPERATIVE CELL

FAST ATTACK CHOICE

ALPHA LEGION ONLY

75 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

- Hellgun (see Imperial Army Storm Troopers)
- Carapace Armour (4+ Save)
- Frag and Krak Grenades
- Melta Bombs (Sergeant only)

Options

- May include up to seven additional Operatives at +13 points per model
- The Operative Sergeant may exchange his Hell gun for a Hell pistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +10 points.
- Any of the squad may replace their Hellgun with a Combat Shotgun (Range 18" Str 4 AP 5 Assault 2) for free or a Sniper Rifle for +2 pts each.
- Up to two Operatives may replace their Hellguns with a Flamer or Grenade Launcher for + 5 points or Melta Gun for +10 points or a Plasma Gun +15 points.

Special Rules

- Stubborn
- Outflank

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. Compromised operatives were not discarded if it could be avoided, and Alpha Legionaries would go to great lengths to retain them or hide their existence, lengths that included the fatal silencing of other Imperials. 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.

Unit Type

- Infantry

Wargear

- Terminator Armour
- Twin Linked Bolt Gun
- Lightning Claw

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.

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.

STEALTH SERGEANT DECIMUS

REPLACES TACTICAL SQUAD SERGEANT

ALPHA LEGION ONLY

+50 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)
- Signum
- 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 Great Crusade such as the Archite Palatines, Byzant Janizars, Geno Five-Two Chilliad and Outremar.



Using the Imperial Army in the Great Crusade

Armies must be selected using Codex Imperial Guard (product code 60030105003) 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 deployed under the command of the Astartes Legions. As a result your army's first HQ choice must always be a Space Marine Captain from Codex Space Marines (which entitles you to include a Command Squad from Codex Space Marines). The Space Marine Captain replaces the Command Platoon and as such Imperial Army forces do not have a compulsory HQ choice.

You **must** specify which Legion your Space Marines are from and as such can take characters and upgrades from the Astartes section of this campaign pack. Benefits (such as Legion Tactics or Rites of Battle) apply only to the Astartes and **not** to members of the Imperial Army.

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.

Infernus Shells taken for Griffon mortars must use the rules contained in Imperial Armour: Volume 5.

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 Land Raider variants.

Any Imperial Guard unit that may purchase a Chimera may instead purchase a Rhino as a dedicated transport (C:SM pg 76) for +35 points. It may be given any vehicle options available to the Rhino as laid out in Codex Space Marines but has a Ballistic Skill of 3.

Imperial Army forces may take Armoured Fist squads as compulsory Troop choices in Recon Detachments. They do not require a parent Infantry Platoon to do this. Infantry Platoons and Heavy Weapon Platoons count as a Kill point for destroying the command squad and a Kill point for the rest of the platoon – not for each squad in the platoon. Dedicated transports and units in a Command Section are worth a Kill point each as normal.

Any Imperial Army Command Squad may be equipped with Jetbikes at +35 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.

Storm Trooper Squads (not Grenadiers) may take jump packs at +10 points per model. They may not infiltrate if they do so. Storm Trooper squad Hell Guns are Range 18", Str 3 AP 3 Rapid Fire. Hell Pistols are Range 6", Str 3 AP 3 Pistol. Grenadiers are equipped as per Codex Imperial Guard.

Chimeras in an Imperial Army have a reduced cost of +55 points each and come with a hull mounted heavy bolter and turret mounted multi-laser as standard. All other options are priced as listed in Codex Imperial Guard (except the hull mounted heavy flamer which may replace the heavy bolter for free).



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

WargearPlasma Cannon
Heavy Bolter
Searchlight

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+

*Some Imperial Army regiments 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 view 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. If the Clone Trooper squad is destroyed or removed from play again you may bring them back as described above but they do not award further Kill Points and no longer count as scoring.**Its Okay, We're Only Clones:** Clone Troopers have little value for their own lives. They are Fearless.**Detached Duty:** Their unique creation making them feel forever an outcast from humanity, Clone Trooper squads cannot receive the benefit of any Doctrines.

GRAV ATTACK STORM

FAST ATTACK UNIT

IMPERIAL ARMY ONLY

120 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.

WargearTurret 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 110 points if the model is converted from an underarm deodorant stick and a medicine spoon (see the Warhammer 40,000 Compendium for details).



GENE TROOPER SQUAD

TROOP UNIT

IMPERIAL ARMY ONLY

90 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 +40 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.

Detached Duty: Their unique surgery making them feel forever apart from humanity, Gene Trooper squads cannot receive the benefit of any Doctrines.

IMPERIAL ARMY COMMISSARIAT SQUAD

ELITE CHOICE

IMPERIAL ARMY ONLY

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Commissar Arbitrator	4	4	3	3	1	3	1	8	4+
Commissar Proctor	4	4	3	3	1	3	2	9	4+
Cyber Mastiff	4	0	4	3	1	4	1	5	4+

Special Rules
Stubborn

Squad Composition

- 1 Proctor and 7 Arbiters

Unit Type

- Infantry

Wargear

- Combat Shotgun (Rng 18" Str 4 Ap 5 Assault 2)
- Shock Maul (Counts as Poisoned 3+)
- Carapace Armour (4+ Save)
- Frag Grenades

Options

- The Squad may be joined by a Cyber Mastiff for +15 points
- Any of the squad may replace their Shotgun with a Suppression Shield or Bolter at +5 points each.
- Up to two Arbiters may replace their Shotguns for a Flamer or Grenade Launcher for + 5 points or a Heavy Stubber for +10 points.
- The Proctor may exchange his Shock Maul for a Power weapon and bolt pistol for +5 points.

To assist with compliance of the civilian populace, the Army Commissariat can decree martial law and take control until a suitable command can be established, generally under an Imperial Army force. They are authorized to arrest, interrogate, and execute Planetary Governors should the occasion warrant it, and can do the same to officers of the Imperial Army. And so compliance is ensured...

Cyber Mastiffs Often employed to sniff out any fugitives fleeing compliance. No infiltrating units may be deployed within 18" of a unit containing Cyber Mastiffs. Additionally, the Commissariat Squad may re-roll their Sweeping Advance test when pursuing a fleeing enemy.

Suppression Shield This large armoured pavise gives the model a 3+ Armour Save.

Transport: The Squad may purchase a Repressor as a dedicated transport (see Imperial Armour Vol 2). The Repressor may take the vehicle upgrades listed.

Detached Duty: Their protocols making them a breed apart for the Imperial Army, Commissariat squads cannot receive the benefit of any Doctrines.



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 Great Crusade

Armies must be selected using the Great Crusade 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!)





THE GREAT CRUSADE REGISTRATION FORM

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