

AGE OF THE EMPEROR

— THE GREAT CRUSADE —

WARHAMMER
40,000



THE TEMPUS
FUGITIVES

**TEMPESTUS
EDITION**

Revision 3.0



THE AGE OF THE EMPEROR IS A TIME WHEN THE VARIOUS EMPIRES AND CIVILISATIONS OF THE REGION KNOWN AS THE SEGMENTUM TEMPESTUS FOUND THEMSELVES UNDER THREAT OF ANNIHILATION FOR THE IMPERIUM OF MANKIND. THE ALIEN ARE LEFT LITERALLY FIGHTING FOR THEIR VERY EXISTENCE WHILE NEWLY RE-CONTACTED HUMAN EMPIRES ARE GIVEN A SIMPLE ULTIMATUM: COMPLY OR DIE. HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT HAS BECOME KNOWN AS "THE GREAT CRUSADE"; A CAMPAIGN THAT CHRONICLES THE THREAT TO THE NATIONS OF THE SEGMENTUM TEMPESTUS 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.



Stuart M



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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OUTLINE OF PLAY

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

- The Warhammer 40,000 5th Edition rulebook.
- The Apocalypse expansion
- Dice, Templates, objective counters and Tape measure
- Superglue and poly cement
- The appropriate 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 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, the points of any upgrades or wargear **and any Strategic Assets taken**. 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 Imperial Army Infantry Platoon comprising of two Infantry squads, a command squad and a chimera is therefore worth four Kill points. Units brought back into play after being destroyed are worth a Kill point each time they are destroyed.

Apocalypse: In Apocalypse battles all units except for dedicated transports and Independent Characters may capture objectives.

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 Guard gun-line and no Righteous Zeal moves into combat after their opponents shoot them.

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).

Feel No Pain: Now this ability is ignored by plasma and other AP2 or AP1 weaponry. Plague Marines, Praetorian Auxilia and Death Company beware!

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.



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 (bear in mind that 500 points of this can be spent on Strategic Assets).

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.

Legendary units 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 (including Kroot Mercenaries, Grey Knights etc). Instead Armies may use the Faction Specific Units instead which are found in this document.

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!





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.

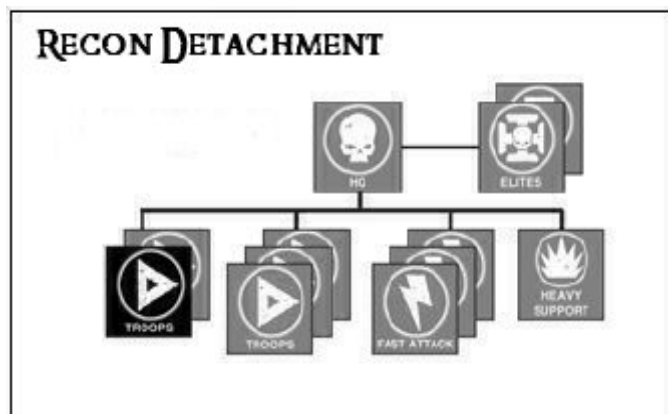
Recon Detachments fight the Capture and Control mission using the Dawn of War deployment from the 5th Edition Warhammer 40,000 rulebook.

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, Gargantuan Creatures, Legendary Units or units with Structure points.

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

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



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

One Troop choice 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.



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) fight Seize Ground, Capture and Control or Annihilation missions from page 91 of the 5th Edition Warhammer 40,000 rulebook. Remember: Taskforces with the initiative may decide which mission to undertake to achieve their objective. 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 NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations.
- 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. Tempestus Armies may include one additional minimum sized Troops Choice for free. The Troops choice may not be given any upgrades.
- 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).
- 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.





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.

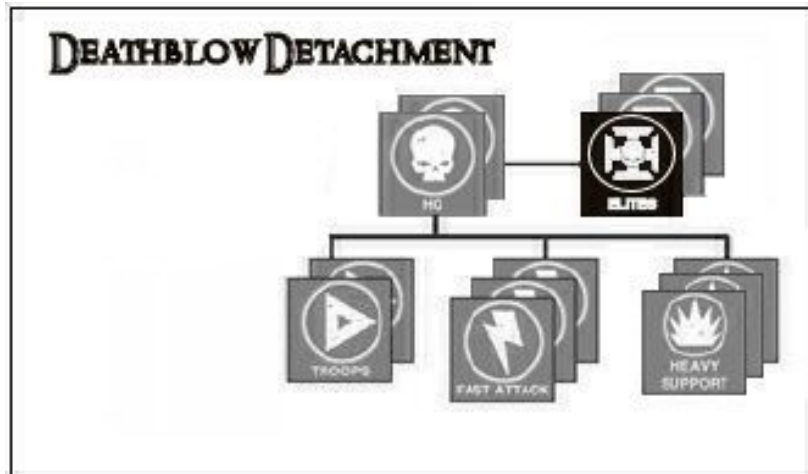
Each player must have no more than 1000 points.

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

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

May NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations.

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

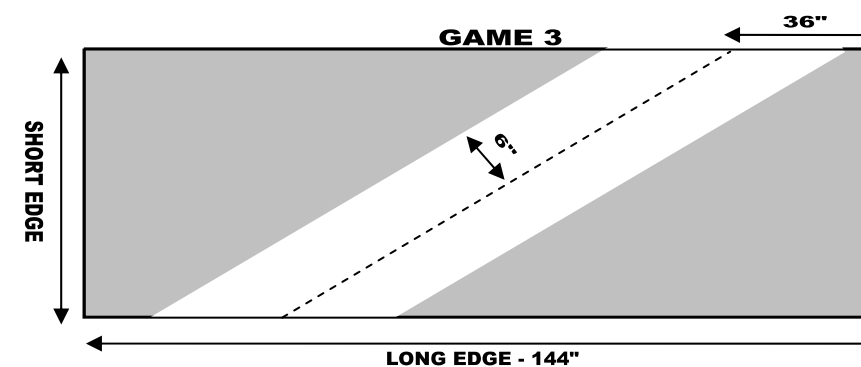
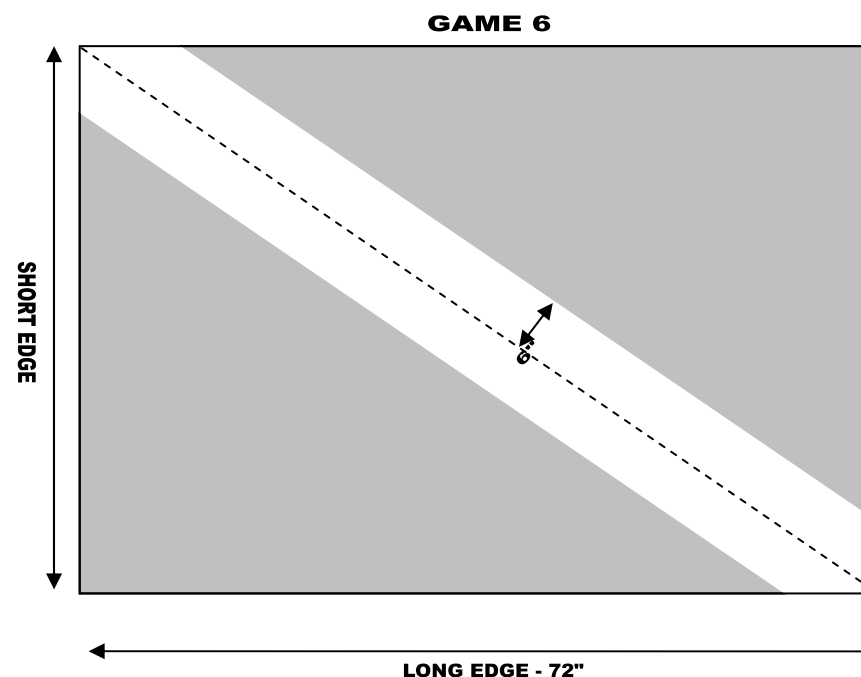




GAMES 3 & 6 - HEAVY ASSAULT FORCE

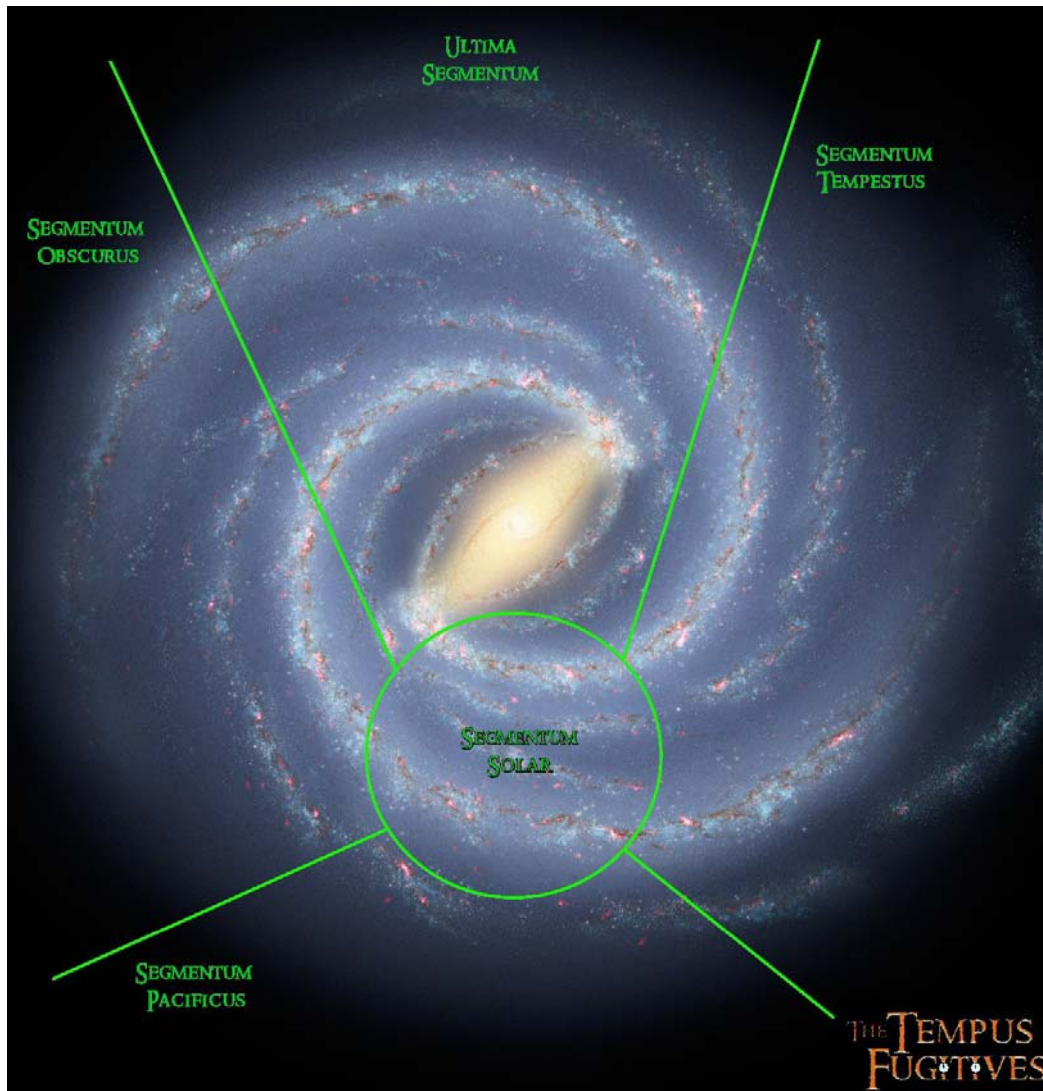
Smashing aside all but the most solidly built defences, the Heavy Assault Force represents conflict on an almost unimaginable scale. The army is subject to the following restrictions:

- Except where noted below, all rules from the Warhammer 40,000 Apocalypse Expansion are used when playing with a Heavy Assault Force (including the free strategic asset). The Strategic Asset cannot be changed between games and must be included on the army list.
- A Heavy Assault Force comprises of the 2000 point Main Battleforce used in Game 2 and 5 (including the free minimum sized Troop choice) and a Heavy Reinforcement Detachment of 1000 points. As a result of fielding these two armies together, a Heavy Assault Force is 3000 points.
- The Heavy Reinforcement Detachment may include models from the Recon Detachment and may include Gargantuan Creatures and units with Structure Points. Up to 500 points of the Heavy Reinforcement Detachment may be spent on Strategic Assets (at a cost of 250 points per Strategic Asset). Strategic Assets cannot be changed between games and must be included on the army list.
- The Heavy Assault Force may not include Apocalypse Formations.
- Units in the Heavy Reinforcement Detachment 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).
- Heavy Assault Force games deployment is different depending on whether it is a single player or doubles game. See the chart opposite for deployment. The no mans land is the diagonal across half of board – it does not scatter, unlike in normal games of Apocalypse.
- All of the 2000 point Main Battleforce must be deployed at the beginning of the game unless they come in as reserves as part of an ability (such as Deep Strike). The player's dice off to see who deploys first, you do not bid for deployment.





BEHOLD THE MYRIAD



SEGMENTUM SOLAR

The totalitarian regime of their Emperor means that the Imperium must be stopped.

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

A race of machine beings known as the Shriven raid neighbouring star clusters from here.

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

The noble Eldar live in this part of the galaxy, they are both a friend and an enemy. That is their way.

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

Avoid the savage Orks, though brutal their cunning should not be underestimated.

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

Along with the Orks, many races have carved out communities and empires here. The Imperium threatens the fragile balance that has been maintained for centuries.

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



THE MILLION WORLDS OF THE TEMPESTUS SEGMENTUM

In terms of sheer size and volume this is the smallest Segmentum and is heavily infested with several Ork empires. The various other races inhabiting the Tempestus Segmentum have carved out their own agreed borders and nations and until the arrival of the Imperium, lived in relative peace (aside from the occasional Ork Waaagh). The arrival of the Emperor's Expedition Fleet to the planet Kiavahr and its moon of Deliverance heralded not only a father being reunited with one of the last of his Primarch sons, but also the main focus of the Great Crusade pouring into the Segmentum and sweeping away all who opposed them.

The nations of the Segmentum Tempestus are by no means united in so kind of grand alliance, rather they are all under simultaneous and immediate threat by the war fleets of Mankind. Some of those nations may be human themselves, but in the face of the armies of the Imperium they face a simple choice – accept Compliance or die. The nations of the Tempestus Segmentum may have advanced technology or powerful alien physiology but against the sheer unrelenting force of the 'benevolent' Emperor and his cruel Imperium.

The lists on the following pages present the participating forces which are found amongst the various taskforces from the Tempestus Segmentum and beyond. 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 various races in the Segmentum Tempestus are: Codex Chaos Daemons, Codex Imperial Guard, Codex Tau Empire, Codex Tyranids and Codex Witch Hunters. All supplementary rules to your Codex can be found in this pack.





THE AURETIAN TECHNOCRACY

The Auretian Technocracy is a Human government that developed after Mankind's expansion across the stars. Warmaster Horus discovered the Auretian Technocracy where he met with an honour guard the Fabricator Consul of this Human splinter government. During the discussions, Horus learnt that the people had made use of knowledge gained from STC technology. This statement coincided with the Warmaster spotting that the Fabricator Consul's staff contained a weapon to assassinate the Warmaster. Horus quickly turned his pistol and killed the Fabricator Consul and ordered the Sons of Horus to exterminate the Brotherhood guards that assembled which prompted the war against the Technocracy. The Auretian military force are known as the Brotherhood who made use of power armoured suits similar to that of the Adeptus Astartes.

The Auretian Technocracy are represented in the Great Crusade by Codex Witch Hunters. In Heavy Assault Forces, only units from the Imperium may be taken.

THE INTEREX AND THE KINEBRACH

The Interex are a highly advanced Human civilisation first encountered by the Luna Wolves Legion after the Ullanor Campaign. The Interex maintained a close alliance with alien races such as the Kinebrach. The technology of the Interex was in many ways more advanced than that of the Imperium's, but was not as strongly focused on the waging of war. Devoted to fighting chaos, they regarded the 63rd expedition sceptically, as they thought they might be tainted by it.

The Interex are represented in the Great Crusade by Codex Tau Empire. In Heavy Assault Forces, only units from Codex Tau Empire may be taken. All units in an Interex army have a 6+ invulnerable save. The following units are available in Interex armies during the Great Crusade.

HQ – Crisis Suit Commander, Commander Shadowsun

Troops – Fire Warriors

Elites – Crisis Suits (count as Kinebrach), Stealth Suits (all may take Fusion guns to represent Interex Immortals)

Fast Attack – Pathfinders, Piranha.

Heavy Support – Hammerhead, Sky Ray, Sniper Drones.



THE MEGARACHNIDS OF MURDER

The Megarachnids are a fearsome and violent alien race, resembling giant spiders and winged insects. They possessed long sword-like claws which appeared to be made from an organic metallic substance, and lived and worked in large swarms. In the distant past, they fought a terrible war against the Interex but were ultimately defeated. Rather than exterminate their foes, the benevolent Interex exiled the Megarachnids to the planet Urisarach and removed all means of interstellar travel from them. The 63rd Expeditionary Fleet answered the call some time later, and took heavy losses during attacks from the Megarachnid warriors once they reached the surface. The planet was nicknamed Murder as during the distress call Blood Angels Captain Khitas Frome said "This. World. Is. Murder".

Megarachnids are represented in the Great Crusade by Codex Tyranids. No model taken may have a ranged weapon or extended carapace. The Synapse rule does not apply but all models instead are Fearless and have Feel No Pain. In Heavy Assault Forces, only units from Codex Tyranids may be taken. The following units are available in Megarachnid armies during the Great Crusade.

HQ – Tyranid Warriors

Troops – Tyranid Warriors

Elites – Lictors, Carnifex (limited as normal for Elite choices)

Fast Attack – Winged Tyranid Warriors

Heavy Support – Raveners, Megarachnid Trees

Apocalypse – Scythed Hierodule, Barbed Hierodule, Hierophant, Trygon.

MEGARACHNID TREES

HEAVY SUPPORT UNIT

MEGARACHNIDS ONLY

60 POINTS

| | BS | FRONT | SIDE | REAR |
|------------------|----|-------|------|------|
| Megarachnid Tree | 0 | 10 | 10 | 10 |

The tree-like structures of the Megarachnids serve several purposes. In addition to being a skewer to store their enemies on for food, the trees emit an invisible field that affects the atmosphere of the worlds they seed.

Squad Composition

Up to three Megarachnid Trees may be purchased per Heavy Support choice for the points cost indicated. In all other respects, they are separate units, and do not operate as a squadron.

Vehicle Type

Immobile Artillery – MUST be deployed in the deployment phase.

Wargear

Storm Generator

Storm Generator

While a Megarachnid Tree is present on the battlefield every turn of the game is subject to the Night Fighting special rules. These rules cease to apply at the start of the turn after their destruction. Enemy models attempting to deepstrike within 18" of a Megarachnid Tree scatter 4d6 rather than the usual 2d6. Teleport Homers or Locator Beacons may not be used within 24" of a Megarachnid Tree.



THE WARP SPAWN OF SIGNUS PRIME

The Blood Angels Legion was sent to quell an uprising on the planet of Signus Prime. They discovered that the planet was infested by warp creatures known by some of the attached Remembrancers as daemons.

During the conflict Sanguinius was nearly killed by a mighty creature who called himself Ka'Bandha, Arch Daemon and Lord of all the Bloodthirsters. After an apocalyptic struggle, the Primarch's legs were crushed and broken, but instead of killing the defenceless Primarch, the daemon said "Your legs will heal but this wound will always fester." Then, as Sanguinius was powerless to help them, several companies of the Blood Angels were slaughtered.

The Warp Spawn are, unsurprisingly, represented in the Great Crusade by Codex Chaos Daemons. In Heavy Assault Forces, only units from Codex Chaos Daemons may be taken.





THE HUMAN FREE TRADE STATES

The Human Free Trade States are various single system or small sector empires that peacefully trade with each other and the neighbouring alien races. They have fought long and hard to establish their nations and are now facing certain destruction at the hands of the ferocious Warmaster and his legions. The Human Free Trade States are represented in the Great Crusade by Codex Imperial Guard. In Heavy Assault Forces, only additional units from the Imperial Guard may be taken.

THE REALM OF THE NASCENT

The Realm of the Nascent are a newly emerged galactic power. Having come to some prominence in their own star cluster they now spread their influence out in peaceful co-existence with neighbours such as the Auretian Technocracy and the Interex. The Realm of the Nascent is represented in the Great Crusade by Codex Tau Empire and may not include any Kroot or Vespide units. In Heavy Assault Forces, only additional Tau units may be taken.

THE HERD SWARMS OF THE ZOAT

The Zoat Herd Swarms had become trapped behind a great energy storm many centuries earlier until the forces of the Imperium becalmed the storm and struck a blow at the Zoat outlying colonies. In a savage outpouring of grief the Zoat have sworn that all the interlopers will die. The Herd Swarms of the Zoat are represented in the Great Crusade by Codex Tyranids. In Heavy Assault Forces, only additional Tyranid units may be taken.



THE GREAT CRUSADE REGISTRATION FORM

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