

# AGE OF THE EMPEROR

## — THE HORUS HERESY —



THE TEMPUS  
FUGITIVES

ARMIES OF THE  
EMPEROR

WARHAMMER  
40,000

FINAL



IT IS THE 31<sup>ST</sup> MILLENNIUM. THE PROMISE OF THE AGE OF THE EMPEROR NOW FACES ITS GREATEST CHALLENGE AS HORUS, FAVOURED SON OF THE EMPEROR, HAS DECLARED HIMSELF LORD OF MANKIND IN HIS FATHER'S PLACE. HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT HAS BECOME KNOWN AS "THE HORUS HERESY"; A CAMPAIGN THAT CHRONICLES THE EPIC STRUGGLE FOR COMMAND OF THE IMPERIUM...

### IMPORTANT!

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

The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. Once again (all together now) it is **important to remember that the campaign weekend is not a tournament**. If you are expecting anything other than to just have fun – turn back now! The games you play are all connected to part of a greater battle – the Horus Heresy 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](http://www.uk.games-workshop.com)

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

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

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

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

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

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

## WEEKEND SCHEDULE

### Friday 11<sup>th</sup> September 2009

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

### Saturday 12<sup>th</sup> September 2009

08:30 – 09:00 Arrive & Check-In

09:00 – 09:30 Welcome and Introductions

09:30 – 09:45 Game 1 Briefing

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

12:00 – 13:00 Lunch & Army Nominations

13:00 – 13:15 Game 2 Briefing

13:15 – 15:45 Game 2: Planetstrike

15:45 – 16:00 Afternoon Break

16:00 – 16:15 Game 3: Briefing

16:15 – 21:00 Game 3: Heavy Assault Doubles

18:00 – 19:00 Dinner \*

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

### Sunday 13<sup>th</sup> September 2009

09:30 – 10:00 Doors Open

10:00 – 10:30 Recap & Briefing

10:30 – 13:00 Game 4: Planetstrike

13:00 – 14:00 Lunch & Army Judging

14:00 – 14:15 Game 5 Briefing

14:15 – 17:15 Game 5: Heavy Assault

17:15 – 17:30 Final Break

17:30 – 18:00 Award Ceremony

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\*Tickets for Age of the Emperor: The Siege of Terra will be available during Pre-Registration on Friday and after Dinner on Saturday. They will be available to purchase online from Thursday 10<sup>th</sup> September 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 5<sup>th</sup> Ed rulebook and the Planetstrike expansion
- Dice, Templates, objective counters and Tape measure
- Superglue and poly cement
- The appropriate English language version of your Codex and any Imperial Armour material relating to your army. No photocopies!
- At least two copies of your army roster (one to be handed in during registration)
- A Tray to carry your models
- Pen and paper
- Somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0115 915 5330)
- Money for refreshments. Hot drinks and doughnuts are provided in the mornings as part of your ticket as are lunch on both days and dinner on Saturday.

## How the Campaign Works

Upon arrival each player will be assigned to a team, called a Task Force, containing up to **ten** players. You and the other players in your Task Force are allied field commanders fighting as part of the armies loyal to the Emperor of Mankind or the Warmaster Horus as they battle it out to determine the fate of the galaxy.

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

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 Task Forces will receive a Mission Briefing. The Taskforce Commander (taking advice from the Taskforce) must then decide upon the battle stance of the turn and may 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 and sit at the table edge facing towards the stage wall. Players on the opposing side then come over to their assigned Warzone and pair up.**

Deployment is determined as normal unless specified in the mission.

## Battle Stance

Your campaign points determine the outcome of the campaign. Each round you may set how your taskforce intends to fight – Aggressive, Defensive or Balanced (which is the default setting of 3 campaign points for a win and 1 for a draw). Aggressive stance awards 4 campaign points for wins but nothing for draws or losses, defensively rewards wins and draws equally with 2 campaign points. As you must decide your Battle Stance before you play your games each round you have to rely on your judgement as to its outcome. Choose carefully as picking an aggressive stance makes your draws worthless, while defensive stance squanders any bonus from winning. If in doubt choose a balanced stance.

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



# FIGHTING IN THE AGE OF THE EMPEROR

## The Tempus Fugitives

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

## 5<sup>th</sup> Edition Rules of Engagement

The Warhammer 40,000 5<sup>th</sup> 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 5<sup>th</sup> Edition and are of real importance for players taking part.

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

## Campaign Rules of Engagement

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

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

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

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

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

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

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

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

## A NOTE ON UNIQUE UNITS AND NAMED CHARACTERS

The whole point of playing in a 'historical' setting is to allow you to re-enact some of the fantastic battles you have read about in the books and novels. You must include at least one named character in your army. 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.





## 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 be scratch built or at least be based on or comprise of at least 50% Citadel miniature components. **You cannot use a model that does not meet these criteria. If you are planning a conversion that you think may need clarification please contact us before the event.** You cannot represent units with models that are smaller than the Citadel equivalent.

For example, an Epic scale space marine on a 40,000 slottabase is not acceptable.

At the Age of the Emperor: The Horus Heresy 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 Horus Heresy 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!





## GAME 1 VANGUARD DOUBLES

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

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

Each player must have no more than 1000 points.

Vanguard Forces fight the Capture and Control mission using the Spearhead deployment from the 5<sup>th</sup> Edition Warhammer 40,000 rulebook. If sides are tied on Objectives then Kill Points are used to determine the victor. All non-vehicle units count as scoring unless stated otherwise.

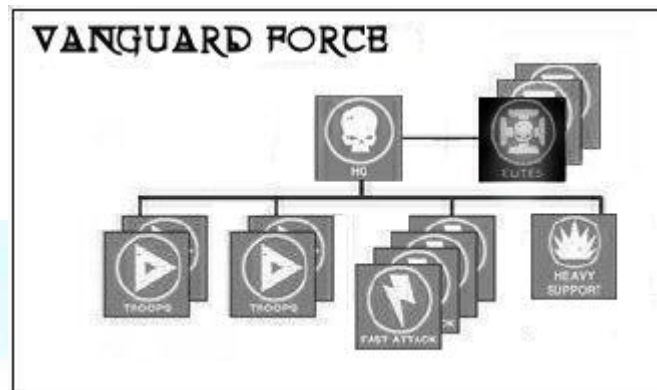
Vanguard Forces must have one Elites choice. You may spend remaining points from anywhere in the Codex subject to the Vanguard Force Organisation chart provided. Vanguard Veterans may be taken as Elites.

No Formations, Legendary Units or units with Structure points

Artillery, Flyers or vehicles with an armour value of 14 may not be taken. Vehicles such as these are not deployed for the type of missions undertaken by a Vanguard Force.

No Monstrous or Gargantuan creatures or more than 1 unit with an armour value of 12 or higher on any facing (except dedicated transports)

No models with better than a 3+ save are allowed







## GAME 2 & 4 - PLANETSTRIKE

Once the enemy has been located, larger forces are brought to bear. It is a calculated use of force in a Planetstrike that tries to achieve the objectives of the war before either side can mobilise the heaviest of their armour. Planetstrike armies are chosen using the following rules:

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

- A Planetstrike army must be no more than 2000 points.
- Each Player has 3 Stratagem Points to spend on Stratagems from the Planetstrike Expansion. You may not use the Scorched Skies Stratagem. Only Martian Mechanicum forces may take the Teleport Assault Stratagem.
- Planetstrike armies fight missions from the Planetstrike expansion for Warhammer 40,000. If sides are tied on Objectives then Kill Points are used to determine the victor. All units count as scoring unless stated otherwise.
- Planetstrike armies may include models or units from the Vanguard Force
- Your Planetstrike army is selected using the Attackers or Defender Planetstrike Force Organisation Chart found in the Planetstrike Expansion for the 5<sup>th</sup> Edition of Warhammer 40,000. Players must have an armylist to play as both attacker and defender in Planetstrike. It is *anticipated* that you will use each army at least once in the campaign.
- Your Planetstrike army may NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations. They may include Legendary Units.
- Any Flyers use the rules for aircraft found in the Apocalypse expansion. All hits against Flyers are glancing and Flyers can never count as obscured.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one publication the most recent version must be used.
- Units (including vehicles) carrying Missile Launchers, Autocannon, or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to any weapon type that has a blast radius. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Each table has a set amount of terrain on them. The Defender may remove any terrain pieces they wish and may arrange them in any way they desire before the game begins. They may not add any terrain except for the Planetstrike Fortifications detailed overleaf.
- Players must provide any terrain which they are given via a strategic asset (such as craters from a Firestorm). If these are not used then the terrain benefits are not applied.







# PLANETSTRIKE FORTIFICATIONS

## INDOMITABLE FORTRESS

- Your army may not include an indomitable Fortress.

## BASTIONS

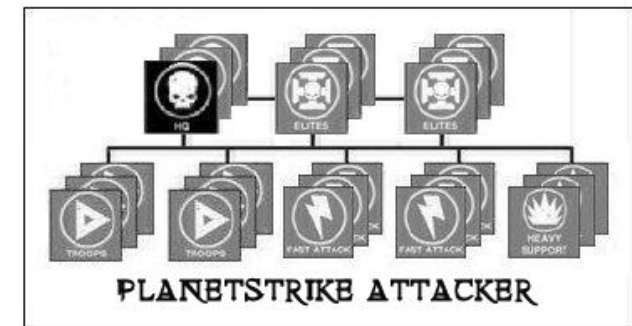
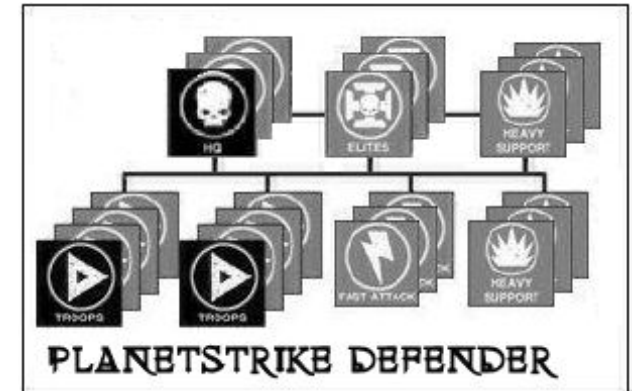
- Your army **must** include a Bastion. This must either be entirely scratch built or be based on the model with **Product Code**: 99120199018. A Bastion is always placed by the Defender as a stronghold during setup. The Bastion model owned by the Attacking player is not used unless the mission played is Desperate Assault.
- Unless specified in the army special rules, all Bastions are armed with four automated Heavy bolters (one per facing). All Bastions are considered to have four Firepoints on the mid-level, an open roof and three Firepoints on the lowest level with one doorway (unless modelled differently and explained to your opponent before the game).
- You may take up to two additional Bastions as the Defender. These additional Bastions may be combined together in a single Bastion which may have either eight automated Heavy bolters (two per facing) or four automated Lascannons.
- The Defending player may exchange either additional Bastion for a Landing Platform.
- Each additional Bastion or Landing Platform included in the Defender's army entitles the Attacker to gain an additional Stratagem point.
- Drop Bastions (purchased as a Defensive Stratagem or given by a mission special rules) do not provide additional Stratagem Points for either player, nor do they count as Additional Bastions for the purposes of defence lines and Landing Platforms. Nice try though.

## INTERCEPTOR GUNS & COMM RELAYS

- Each player may deploy an Interceptor Gun or Comm Relay for each Bastion or Landing Platform they place in the game. This includes Drop Bastions, although the Interceptor Gun or Comm Relay must be mounted on the Drop Bastion.
- An Interceptor Gun or Comm Relay may be placed on each Bastion or may be deployed as a freestanding artillery emplacement with an Armour Value of 10.

## AEGIS DEFENCE LINES

- Your Defending army may include up to 28" of Aegis Defence line for each Bastion in your army.

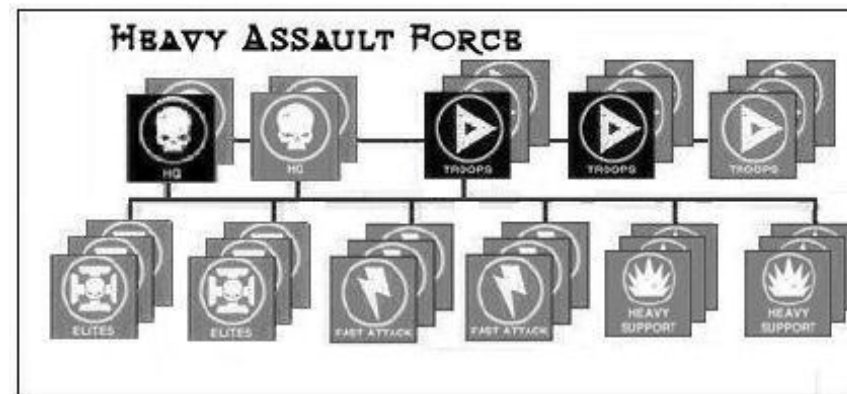




## GAMES 3 & 5 - HEAVY ASSAULT FORCE

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

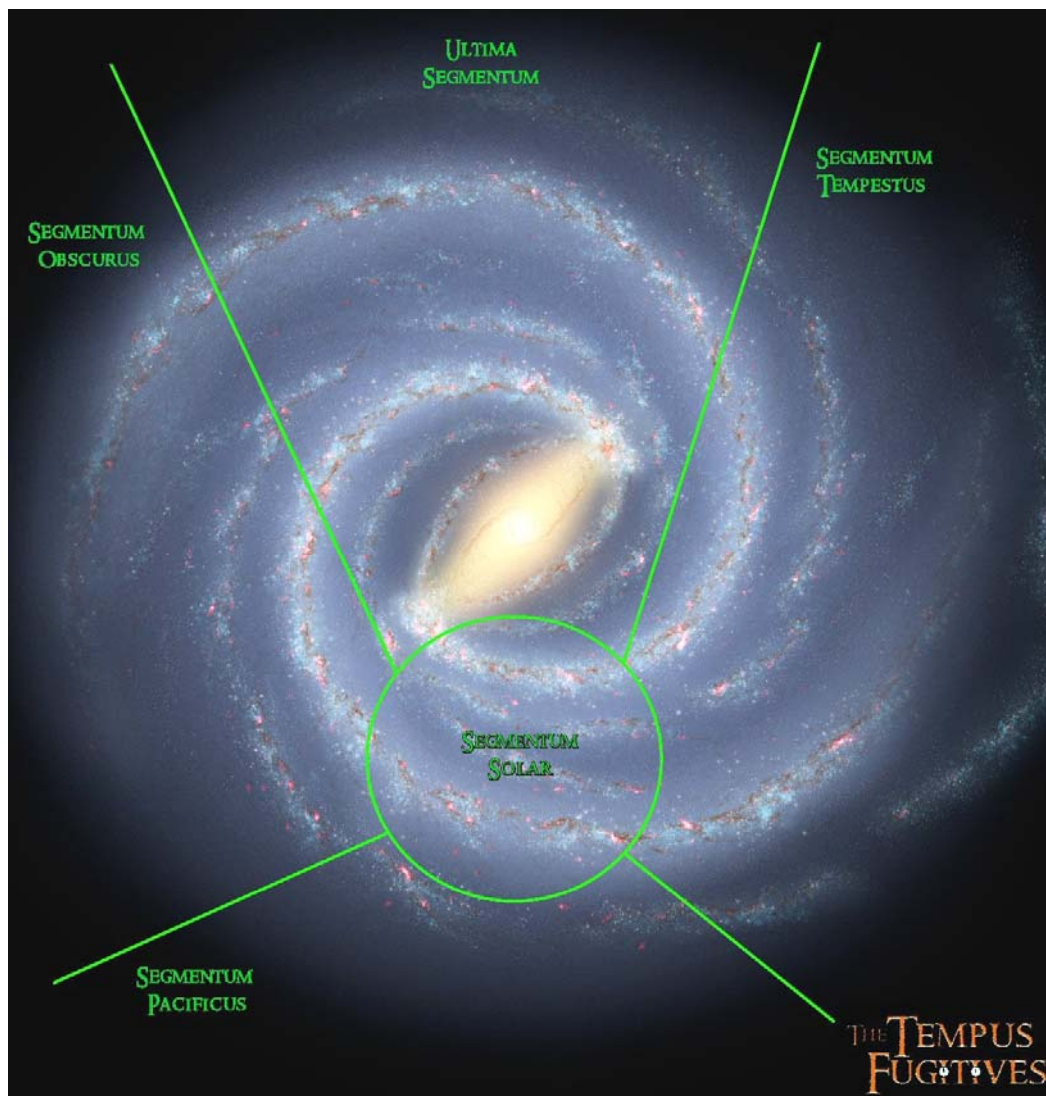
**IMPORTANT: YOU MUST INCLUDE AT LEAST ONE NAMED CHARACTER IN EACH ARMYLIST**



- Must be no more than 2500 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 spent to include a single Gargantuan Creatures or a single unit with Structure Points. The unit taken counts as a Heavy Support Choice unless otherwise specified. These units use the rules found in the Apocalypse expansion.
- **ALLIES:** Up to 1000 points of the Heavy Assault Force may be chosen freely from any allied armylist in the same faction but may not take more than one Legion (so an Iron Hands player loyal to the Emperor may have Imperial Guard and Cult Mechanicus units but may not include White Scars or Death Guard). These allied forces cannot be the compulsory HQ or Troop units in the army. Allies still count as selections on the force organisation chart.
- A Heavy Assault Force usually (but not always) fights the Annihilation mission from page 91 of the 5<sup>th</sup> Edition Warhammer 40,000 rulebook and deploys using the Pitched Battle rules. 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.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one publication the most recent version must be used.
- Units (including vehicles) carrying Missile Launchers, Autocannon, or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. This does not apply to any weapon type that has a blast radius. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Heavy Assault games 3 is a doubles game played on a 12x4 table. Game 5 is a singles game played on a standard 6x4 table.



# A GALAXY IN FLAMES



## SEGMENTUM SOLAR

Birthplace of humanity and seat of the Emperor of Mankind. It is from here that the Emperor's Will still holds in almost absolute terms.

## SEGMENTUM PACIFICUS

Located in the distant galactic West this region is beset by sporadic communication failures and scattered forces whose loyalty has yet to be declared. While a force has majority control here all players of that faction may force their opponent to re-roll a successful reserve roll as the fragmented communication channels are taken advantage of by the occupying forces.

## ULTIMA SEGMENTUM

Located in the galactic East, this region contains the bulk of the Warmaster's fleet and allied forces. As they make their way spinward more disheartened battlegroups once loyal to the Emperor now declare openly for the Warmaster.

The Warmaster's Forces have the Initiative here. While the Warmaster's forces have majority control here all players loyal to the Warmaster may re-roll a single dice roll once per battle.

## SEGMENTUM TEMPESTUS

Located in the galactic South, this vast region is of critical importance to control of the galaxy but is still infested with the barbaric alien species known as the Orks. Any of humanity's forces who are deployed in this region must contend with Ork raids as well as their enemies in this civil war.

This Segmentum counts as two for establishing victory purposes for the campaign. Any force attempting to fight in this warzone suffers d6 AP - wounds (or glancing hits) to d3 random units to represent skirmishes with the Orks prior to battle.

## SEGMENTUM OBSCURUS

Located in the galactic North, this region was once the heart of the Eldar Empire. Though the Great Crusade has driven them to the fringe, the lack of human infrastructure makes resupplying in the field extremely difficult.

While a force has majority control here all players of that faction may force their opponent to re-roll successful to hit rolls for one units shooting for one turn representing them running low on ammunition.





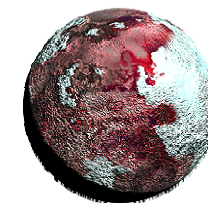
# WARZONES OF THE HORUS HERESY

"WHEN THE TRAITOR'S HAND STRIKES, IT STRIKES WITH THE STRENGTH OF A LEGION." - THE WARMASTER HORUS

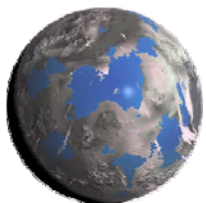


## WARZONE: DIAMAT SEGMENTUM TEMPESTUS

A class I-Ultra Forge World, Diamat is of critical tactical importance to the Warmaster's efforts. If he is to reinforce Isstvan and fuel his warmachines for the coming conflict, he must gain the support of as many of the **Martian Mechanicum's** worlds as he can. Lion El'Jonson and his **Dark Angels** Legion are en-route to Diamat and are planning on assaulting this world with elements of the **Imperial Army** to wrest it from those agents loyal to the Warmaster. The **Dark Angels** expect a fierce fight however as the Warmaster has dispatched a Battlegroup of his **Sons of Horus** to reinforce the planet. The Armies of the Emperor have the Initiative here.



## WARZONE: EURYNOME

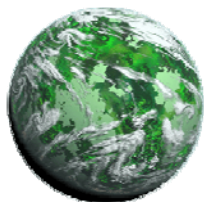


Eurynome is on the distant Eastern Fringe and is of little tactical value to the Warmaster. It is a lush and fertile world which initial surveys by Roboute Guilliman and his **Ultramarines** Legion show as having been inhabited by a primitive civilisation millennia ago. They became extinct after falling to barbarism and cannibalistic cults but their legacy is a series of strange ruins which stud the surface. Planning for a conflict in the Viridian System, Guilliman and several chapters of his Legion are massing near this world before meeting up with their main forces on Calth. With Calth now under attack by the Word Bearers, Guilliman and his forces are preparing to reinforce their brothers when they are attacked by warp creatures summoned by the ruins and the **Word Bearers** legion assisted by elements of the **Emperor's Children** and **World Eaters**. Battle was soon joined by a spearhead of **Blood Angels** fresh from their engagements on Signus Prime. As well as elements from the Expedition force commanded by Guilliman. The Armies of the Warmaster have the Initiative here.

## ULTIMA SEGMENTUM



## WARZONE: GRAIA

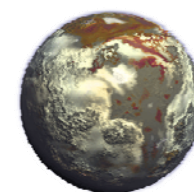


A verdant agri-world, Graia is home to several Imperial Army Regiments as well as a major producer of foodstuffs and supplies for much of the Emperor's forces in the Segmentum. **Still raided by Eldar corsairs**, the build up of Imperial forces make it a key staging ground for the Segmentum. The Warmaster has ordered Perturabo to lead a force of **Iron Warriors**, **Alpha Legion** and **World Eaters** to seize the planet for their own. The Phalanx, the vast space fortress of **Rogal Dorn** and his **Imperial Fists** is first to respond to the Iron Warriors assault and soon both forces are locked in a brutal ground war. The Armies of the Warmaster have the Initiative here.

## SEGMENTUM OBSCURUS

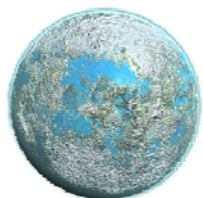
## WARZONE: ISSTVAN V

The Emperor has ordered the deployment of seven full Space Marine Legions under the overall command of Ferrus Manus. They are tasked with assaulting the Warmaster's command centre on Isstvan V. Unknown to the Emperor of Mankind, the **Night Lords** of Konrad Curze, the **Iron Warriors** of Perturabo, the **Word Bearers** of Lorgar, and the **Alpha Legion** of Alpharius and Omegon had already pledged support for the Warmaster in secret, forming a "fifth column" which would strike at the most decisive moment against the **Salamanders** lead by Vulkan, the **Raven Guard** under Corax and Ferrus and his **Iron Hands**. The Armies of the Warmaster have the Initiative here.



## ULTIMA SEGMENTUM

## WARZONE: PROSPERO



### SEGMENTUM PACIFICUS

The homeworld of the **Thousand Sons** Legion, Magus and his sons have long studied the art of sorcery here. The Emperor has commanded that Leman Russ and his **Space Wolves** bring the red cyclops to heel and bring him to Terra. However, the Warmaster has had those orders changed to an edict seemingly from the Emperor ordering that Magnus and his **Thousand Sons** are to be utterly destroyed. The City of Light, Tizca, is the location Russ has targeted for Planetstrike. Supporting his efforts are the forces of Jaghatai Khan and his **White Scars** who are engaging in a series of hit and run attacks on the outlying worlds in the system in an attempt to deny the sorcerers much needed aid while the Wolves of Fenris go about their bloody work. The Armies of the Emperor have the Initiative here.





# FIGHTING FORCES OF THE EMPEROR

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](http://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.

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



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

### CONSTANTIN VALDOR – CHIEF CUSTODIAN

HQ UNIT

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

325 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Constantin Valdor	9	6	5	5	4	6	5	10	2+

#### Unit Composition

- 1 (Unique)

#### Unit Type

- Infantry

#### Wargear

- Artificer Armour or Terminator Armour
- Master Crafted Relic Blade with built in bolt gun
- Master Crafted Power Sword
- Frag Grenades and Melta Bombs
- Storm Shield

#### 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.

#### Special Rules

- Rites of Battle (C:SM pg 85)
- God of War (C:SM pg 84)
- Fearless
- Special Issue Ammunition (C:SM pg 63)
- Eternal Warrior
- Relentless
- Touch of the Emperor (Immune to all Psychic powers)
- 4+ Invulnerable save
- Independent Character

#### Master of the Legio Custodes

If you include **Constantin Valdor** then all Custodes units (except Kataphracts) lose their 0-1 restriction and units of Custodes Envoy Squads may be taken as Troops choices.







## AMON TAUROMACHIAN – CUSTODES INFILTRATOR

ELITE UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

150 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

Infantry

**Wargear**

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

**Special Rules**

- Fearless
- Special Issue Ammunition (C:SM pg 63)
- Eternal Warrior
- Relentless
- Immune to all Psychic powers
- Independent Character
- Counter Attack
- 4+ Invulnerable save
- Infiltrate (only when deploying with a unit)

**Master Infiltrator:** If Amon Tauromachian is deployed with an Adeptus Custodes Envoy unit, then their armour save is reduced to 3+ but they gain the Infiltrate special rule. Otherwise Amon Tauromachian is deployed using the Ambush rule detailed below.

**Ambush:** Amon Tauromachian deploys using the Deep Strike rule, regardless of mission, to represent him concealing himself prior to battle. He must always Deep Strike into a piece of area terrain. If this terrain is classed as Impassable, Amon Tauromachian will not be destroyed but is instead placed within 1" of the terrain. If the Deep Strike roll would take Amon Tauromachian out of the boundaries of the chosen area terrain, he must be placed as close to the point indicated as possible without any part of his base leaving that terrain piece. Amon Tauromachian may move and Assault on the turn he enters play.





## 0-1 ADEPTUS CUSTODES ENVOY SQUAD

ELITE UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

420 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
- Immune to all Psychic powers
- Counter Attack
- 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 in the army 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).
- Any model may carry a Storm Shield for +20 points per model.
- Any unit may be equipped with Jump Packs for +25 points per model.

*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.*







## 0-1 ADEPTUS CUSTODES JETBIKE SQUAD

FAST ATTACK UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

380 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Custodes Jetbike Capt.	6	5	4	4 (5)	2	5	4	10	2+
Custodes Jetbike	5	5	4	4 (5)	2	5	3	10	2+

**Unit Composition**

- 1 Custodes Jetbike Captain
- 2 Custodes Jetbikes

**Unit Type**

Jetbike

**Special Rules**

- Fearless
- Special Issue Ammunition (C:SM pg 63)
- Eternal Warrior
- Relentless
- Immune to all Psychic powers
- Counter Attack
- 4+ Invulnerable save
- Deep Strike

**Wargear**

- Relic Blade
- Twin-linked Bolt Gun
- Jetbike

**Options**

- May include up to seven additional Custodes Jetbikes at +120 points per model
- The Custodes Jetbike Captain may take digital lasers for +10 points.
- Up to two Custodes Jetbikes may be equipped with a Heavy Flamer for +10 points, a Multi-Melta for +15 points or an assault cannon (not a twin-linked autocannon) for +25 points.







## 0-1 ADEPTUS CUSTODES KATAPHRACT SQUAD

HQ UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

375 POINTS

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

**Unit Composition**

- 3 Custodes Kataphract

**Unit Type**

Infantry

**You may only ever include one Adeptus Custodes Kataphract squad in your army. This does not count against your HQ allowance. You must have either a Primarch or Constantin Valdor in your army to take an Adeptus Custodes Kataphract squad.**

**Special Rules**

- Fearless
- Special Issue Ammunition
- Eternal Warrior
- Relentless
- Immune to all Psychic powers
- Counter Attack
- 4+ Invulnerable save
- Deep Strike

**Wargear**

- Relic Blade with Aux. Grenade Launcher
- Twin-linked Bolt Gun
- Terminator Armour

**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. A Custodes transport has a BS of 5.

**Options**

- May include up to seven additional Custodes Kataphracts at +125 points per model
- Up to two Custodes Kataphract may replace their Twin-Linked Bolt Gun with a Heavy Flamer for +5 points or a Twin-Linked Autocannon or a Multi-Melta for +15points.
- Any Custodes Kataphract may take digital lasers for +10 points; may replace their Relic blade and Aux. Grenade Launcher with a Thunder Hammer, Power Fist or Chain Fist for free; may replace their twin-linked Bolt Gun with a Storm Shield for + 10 points.



*Veteran Custodes have access to the entirety of mankind's vast armoury and, at the Emperor's command, have been presented with the finest suits of Tactical Dreadnought Armour by the Martian Mechanicum as part of the treaty between Terra and Mars.*



## ADEPTUS CUSTODES ANCIENT

HEAVY SUPPORT UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

185 POINTS

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

## Unit Composition

- 1

## Vehicle Type

- Walker

## Wargear

Dreadnought Close Combat Weapon with built in twin-linked bolter  
Multi-Melta  
Smoke Launchers

**You may only ever include one Adeptus Custodes Ancient for each unit of Custodes Envoys in your army.**

## 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 and/or a Hunter Killer Missile for +15 points each
- May replace his Multi-Melta with a Rotary Lascannon (d3 shots) for +30 points.

## Special Rules

Special Issue Ammunition (C:SM pg 63)  
Counter Attack

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

## 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.





## DEATHSTORM DROP POD

HEAVY SUPPORT CHOICE

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

95POINTS

	BS	FRONT	SIDE	REAR
Deathstorm Drop Pod	4	12	12	12

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

**Unit Composition**

- 1 Deathstorm Drop Pod

**Vehicle Type:** Open Topped

**Transport Capacity:** none

**Special Rules**

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

**Wargear**

Whirlwind Launchers (a weapon destroyed result destroys all weapons)

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

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

**Options:**

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

## GRAV ATTACK

FAST ATTACK UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

100 POINTS

	BS	FRONT	SIDE	REAR
Grav Attack	3	12	12	10

**Unit Composition**

- 1 Grav Attack Tank

**Vehicle Type**

- Fast Skimmer Tank

**Transport Capacity:** None.

**Wargear**

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

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

**Priestley Pattern:**

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

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







## HALCYON COMMAND RHINO

NON COMPULSORY HQ CHOICE

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

60 POINTS

	BS	FRONT	SIDE	REAR
Halcyon Rhino	4	11	11	10

**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 Horus Heresy 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.

## LAND RAIDER SPARTAN

HEAVY SUPPORT CHOICE

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

300 POINTS

	BS	FRONT	SIDE	REAR
Spartan	4	14	14	14

**Unit Composition**

- 1 Land Raider Spartan

**Vehicle Type**

- Tank

**Transport Capacity:** Twenty**Wargear**

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

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

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

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

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

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



## MARTIAN MECHANICUM TERMITE

DEDICATED TRANSPORT UNIT

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

+20 POINTS

	BS	FRONT	SIDE	REAR
Termite	3	12	12	-

**Unit Composition**

- 1 Termite

**Unit Type**

- Vehicle

**Special Rules**

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

**Transport Capacity:** May carry up to 14 models.**Dedicated Transport:** Any unit which has purchased a Rhino may replace it with a Martian Mechanicum Termite for +20 points.**Wargear**

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

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

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

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

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

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

## 0 – 1 PERTURABO STORM TANK

FAST ATTACK UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

185 POINTS

	BS	FRONT	SIDE	REAR
Perturabo Storm Tank	3	14	13	10

**Unit Composition**

- 1 Perturabo Storm Tank

**Vehicle Type**

- Fast Tank

**Transport Capacity**

None.

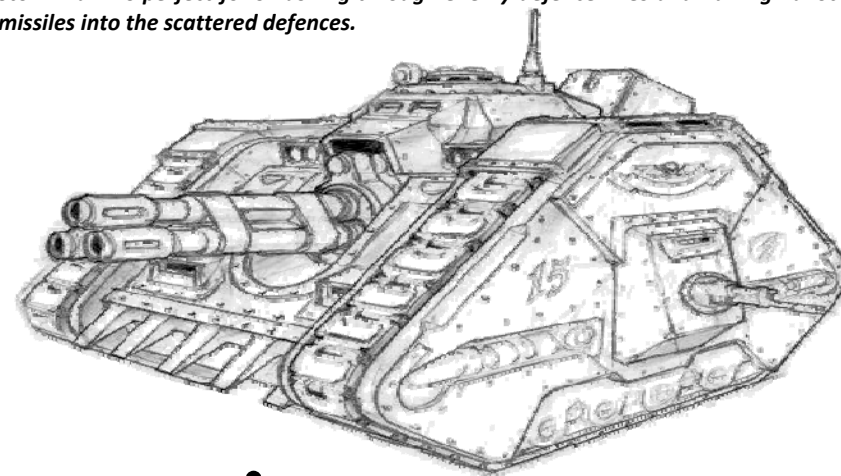
**Crew:** Imperial Army**Wargear**

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

**Options**

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

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





## PRIMARCH HONOUR GUARD SQUAD

HQ UNIT

SPACE MARINE FORCES ONLY

230 POINTS

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

## Unit Composition

- 1 Legion Champion
- 2 Primarch Honour Guard

## Unit Type

Infantry

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

## Wargear

- Relic Blade
- Frag and Melta Bombs
- Iron Halo (C: SM pg 52)

- Artificer Armour with Bolt Pistol and Bolt Gun
- or**

- Terminator Armour with twin linked Bolt Gun

## Special Rules

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

## Dedicated Transport

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

## Options

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

*Primarch Honour Guard appear as characterful as their masters. Though they are all Primarch Honour Guard, the 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.

## SABRE TANK HUNTER

HEAVY SUPPORT UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

145 POINTS

	BS	FRONT	SIDE	REAR
Sabre	4	13	11	10

## Unit Composition

- 1 Sabre Tank Hunter

## Vehicle Type

- Tank

## Transport Capacity

None.

**Crew:** Imperial Army with Targeters or Astartes

## Wargear

Neutron Laser Projector  
Searchlight  
Smoke Launchers  
Extra Armour

## Options

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

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

## Neutron Laser Projector

Range 60" Str 10 AP 2 Ordnance 1, Blast

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





## STORM BIRD

SUPER-HEAVY TRANSPORT

MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

750 POINTS

	BS	FRONT	SIDE	REAR
Storm Bird	4	12	12	10

**Unit Composition**

- 1 Storm Bird

**Vehicle Type**

- Super Heavy Flyer

**Structure points:** 5 Structure points

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

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

**Special Rules:**

- Hover Mode
- Ceramite Shielding

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

**Wargear**

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

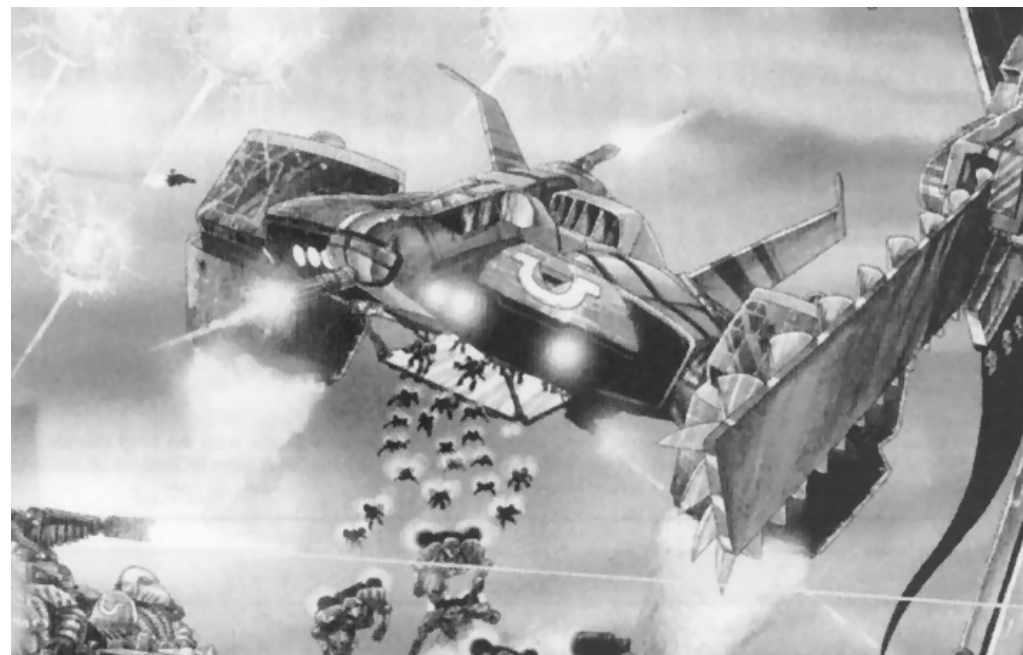
**Options:** May exchange any of its 2 pairs of bomb pylons with two Hellstrike missiles (72" range Strength 8 AP 3 Ordnance)

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

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

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

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





## JANETIA KROLE – COMMANDER OF THE SILENT SISTERHOOD

HQ UNIT

IMPERIAL ARMY AND SPACE MARINE LEGIONS ONLY

235 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry

**Wargear**

- Artificed Carapace Armour
- Master Crafted Relic Blade
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

**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.

**Special Rules**

- Rites of Battle (C:SM pg 85)
- Fearless
- Eternal Warrior
- 3+ Invulnerable save
- Independent Character
- Pariah (Immune to all Psychic powers and Sorcery and all models within 6" count as having a maximum Leadership of 7).
- Psyker Bane (All Psykers attempting the cast a psychic power or Sorcery within 12" of Janetia Krole suffer a Perils of the Warp on any double).

**Commander of the Silent Sisterhood**

If you include **Janetia Krole** then all Sisters of Silence units lose their 0-1 restriction and units of Sisters of Silence Witchseekers may be taken as Troops choices.



## 0 -1 SISTERS OF SILENCE WITCHSEEKER TEAM

ELITE UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

90 POINTS

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

**Unit Composition**

- 1 Oblivion Knight
- 4 Sisters of Silence

**Unit Type**

- Infantry

**Wargear**

- Carapace Armour
- Bolt pistol or Bolt Gun
- Power weapon
- Frag and Krak Grenades

**Special Rules**

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

**Dedicated Transport**

May select the Emperor's Gift or a Rhino as a dedicated transport. (C:SM pg 135).

**Options**

- May include up to five additional Sisters of Silence at +16 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. Witchseeker Teams journey with the Battle Fleets to rapidly respond to any Psyker manifestations found in newly contacted worlds. With Magnus the Red reported to have turned against the Emperor, hundreds of units have been dispatched to Prospero to combat the Thousand Sons Sorcery.*



## 0-1 SISTERS OF SILENCE OBLIVION TEAM

ELITE UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

90 POINTS

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

**Unit****Composition**

- 3 Oblivion Knights

**Unit Type**

Infantry

**Wargear**

- Carapace Armour
- Bolt pistol
- Relic Blades
- Frag and Krak Grenades

**Special Rules**

- Fearless

• Pariah (Immune to all Psychic powers and Sorcery and all models within 6" count as having a maximum LD of 7).

• Psyker Bane (All Psykers attempting the cast a psychic power or Sorcery within 12" of an Oblivion Knight suffer a Perils of the Warp on any double).

**Dedicated Transport**

May select the Emperor's Gift or a Rhino as a dedicated transport. (C:SM pg 135)

**Options**

- May include up to seven additional Oblivion Knights at +30 points per model.
- Any Oblivion Knight may take digital lasers for +10 points.







## 0 - 1 SISTERS OF SILENCE PROSECUTOR TEAM

ELITE UNIT

IMPERIAL ARMY, MARTIAN MECHANICUM AND SPACE MARINE LEGIONS ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Oblivion Knight	6	4	3	3	2	4	2	10	4+
Prosecutor	5	4	4	3	1	4	D6	10	4+

**Unit Composition**

- 1 Oblivion Knight
- 3 Prosecutors

**Wargear**

- Carapace Armour
- Bolt pistol
- Close Combat Weapons
- Relic Blade (Oblivion Knight)
- Frag and Krak Grenades
- En-Dogs (Prosecutors)

**Unit Type**

Beasts

**Special Rules**

- Fearless
- Pariah (Immune to all Psychic powers and Sorcery and all models within 6" count as having a maximum LD of 7).
- Psyker Bane (All Psykers attempting the cast a psychic power or Sorcery within 12" of an Oblivion Knight suffer a Perils of the Warp on any double).
- Options
  - May include up to three additional Prosecutors at +30 points per model. Each Prosecutor is equipped with an En-Dog.
  - Any Oblivion Knight may take digital lasers for +10 points.
  - The En-Dogs of two Prosecutors can be armed with a Flamer for +5 points or a Melta Gun for + 10 points.

**En-Dogs**

Sometimes the crude, unrelenting savage fury of the En-Dog can bring down a difficult target when no other method would suffice. Drug injectors and surgery by the Cult Mechanicus ensures that these creatures are able to carry out the mandate of the Prosecutors. No infiltrating units may be deployed within 18" of a Prosecutor with an En-Dog. Additionally, the Prosecutor Team may re-roll their Sweeping Advance test when pursuing a fleeing enemy. Attacks from Prosecutors with En-Dogs count as rending. When the last Prosecutor is slain, the unit loses this ability.





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

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

**Independent Character**

**Eternal Warrior**

**Relentless**

**Invulnerable 4+ Save**

**Deep Strike**

**Fleet**

**Acute Senses**

**Feel No Pain**

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

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

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

**Heroic Strike:** Instead of making their normal attacks in close combat, the Primarch may instead make a single attack which hits and wounds automatically. Against vehicles it causes an automatic penetrating hit against its target. The Heroic Strike is AP 1.

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

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





# THE LEGION ASTARTES

## Using the Space Marine Legions in the Horus Heresy

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

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

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

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

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

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

Unit types that are listed as Space Marine Captains may take a Command squad as per page 132 of Codex Space Marines. Command squads may be equipped with jump packs for +50 points for the unit.

Librarians are treated with suspicion by most of the Primarchs and after the Council of Nikea their use is tightly controlled by the Emperor. No more than 1 un-named Librarian may be included in any army loyal to the Emperor. The presence of Chaplains makes Librarians even harder to deploy. You may not include un-named Chaplains and un-named Librarians in the same army.

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

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

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

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

A single Baneblade or Shadowsword in appropriate Legion colours may be upgraded to a Fellblade or Fellsword for +75 points. It is BS 4 but otherwise remains unchanged.



## THE FLIGHT OF THE EISENSTEIN



The Flight of the Eisenstein is a symbol that the Warmaster's treachery was not blindly followed by all of the Legions at his command. The Eisenstein was a frigate of the Death Guard Legion commanded by Battle-Captain Nathaniel Garro, one of the few commanders in the Traitor Legions that remained loyal to the Emperor. Their heroic story details the Eisenstein's escape from Istvaan III and its voyage across the galaxy to reach the Emperor. Similarly heroes such as Garviel Loken and the Ancient Rylanor could not stand by and allow the Great Crusade to turn into the Horus Heresy unchallenged. A Flight of the Eisenstein army allows players to field these doomed heroes in their struggle against the forces of the Warmaster. Their fight is the bravest of all as they flight not only their brother Astartes, but literally turn against all that they held dear to stand by the Emperor in his darkest hour.

**Flight of the Eisenstein armies always use the Planetstrike Attackers Force Organisation Chart and may not include any independent characters or models with an armour value (except dedicated transports and those units listed here).**

**Flight of the Eisenstein lists may only include units from the Iron Warriors, Lunar Wolves, Thousand Sons, Alpha Legion, Word Bearers, Emperor's Children, Death Guard, World Eaters and Night Lords. It may not include any other units found in the Armies of the Emperor Campaign packs. If the army includes a unit of Thousand Sons it may include a single Sorcerer-Sergeant from the Armies of the Warmaster pack to represent Mhotep.**

**Themed Lists:** Though there are many options presented here, for some players they may wish for more themed lists that are true to the background of the Horus Heresy. Normally you can create a Flight of the Eisenstein army from models painted in the scheme of any of the traitor Legions. Certain characters specifically state which Legion they are from and so the units in question should be painted appropriately.

These are the following themed lists (and if taken automatically generate the player an additional campaign point each round, regardless of outcome (mainly because your games will be extremely tough!) You may ONLY take the units listed under each themed list and may not take any others!

**The Heroes of Istvan III:** Garviel Loken, Tarik Torgaddon, Saul Tarvitz, Nero Vipus, Ullis Temeter, Ehrlen, Solomon Demeter, Argas Brond, Letharton, Rylanor, Huron-Fel, Gauste, Dhauske, 0-1 Command Squad, Tactical Squads, Assault Squads, Devastator Squads, Bike Squads, Attack Bike Squads, Sternguard Veterans, Vanguard Veterans, Terminator Squads, Terminator Assault Squads and Rhinos. Units may only be painted in the uniforms of the Death Guard, Lunar Wolves, World Eaters or Emperor's Children. All units have Counter Charge unless otherwise noted. Models may not Deep Strike, even in Planetstrike missions.

**The Warning to the Emperor:** Nathaniel Garro, Solun Decius, Iacton Qruze, 0-1 Command Squad, Tactical Squads, Devastator Squads, Sternguard Veterans, Vanguard Veterans (without Jump Packs) and Drop Pods. Units may only be painted in the uniforms of the Death Guard with the exception of Iacton Qruze. All units are Stubborn unless otherwise noted.



## GARVIEL LOKEN OF THE LUNAR WOLVES

HQ UNIT

FLIGHT OF THE EISENSTEIN FORCES 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 (C:SM pg 85)
- Combat Tactics
- Independent Character
- Battle-Forged Heroes (C:SM pg 85)
- Parry (counts as armed with defensive grenades)

## TARIK TORGADDON OF THE LUNAR WOLVES

ELITE UNIT

FLIGHT OF THE EISENSTEIN FORCES ONLY

175 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
- 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



## SERGEANT NERO VIPUS

REPLACES A LUNAR WOLF TACTICAL SQUAD SERGEANT

FLIGHT OF THE EISENSTEIN FORCES ONLY

+55 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Nero Vipus	4	4	4	4	2	4	2	9	3+

**Unit Composition**

- One 10 Man Lunar Wolves Tactical Squad in the army may replace its Sergeant with Sergeant Nero Vipus

**Unit Type**

- Infantry

**Wargear**

- Power Armour
- Bolt Pistol
- *Prestige Chainsword* (Rending)
- Frag and Krak Grenades
- Bolt gun

**Special Rules**

- And They Shall Know No Fear
- Combat Tactics
- Move Through Cover (applies to squad)
- Company of Wolves

**Company of Wolves**

A 10 man tactical squad containing Sergeant Vipus gains the Special Issue Ammunition rules for their Bolt Guns(C:SM pg 63). If Garviel Loken leads the squad, all the squads bolt guns count as twin-linked.

Note: This character may instead be used to represent **Ullis Temeter** of the Death Guard in which case it is a Death Guard Tactical Squad. The squad gains no benefit from being led by **Loken**.





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

HQ UNIT

FLIGHT OF THE EISENSTEIN FORCES 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
- 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)
- 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.



## EHRLLEN – LAST CAPTAIN OF THE WAR HOUNDS REPLACES STERNGUARD VETERAN SERGEANT

FLIGHT OF THE EISENSTEIN FORCES ONLY

+50 POINTS

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

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

Note: This character may instead be used unmodified to represent **Skraal** of the Wold Eaters or to represent **Solomon Demeter** of the Emperor’s Children in which case it is an Emperor’s Children Sternguard Squad. in which case he gains And They Shall Know No Fear and Perfection Through Co-ordination (see Saul Tarvitz) but loses Furious Charge and Fearless.

**Wargear**

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

**Special Rules**

- Fearless (applies to squad he leads)
- Furious Charge (applies to squad he leads)
- Iron Halo (C: SM pg 52)
- Special Issue Ammunition
- Combat Squads

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

## LETHARTON – VANGUARD CAPTAIN

REPLACES VANGUARD VETERAN SERGEANT

FLIGHT OF THE EISENSTEIN FORCES ONLY

+60 POINTS

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

**Unit Composition:** One Emperor’s Children Vanguard Veteran Squad in the army may replace its Sergeant with Captain Letharton.

Note: This character may instead be used to represent **Argas Brond** of the World Eaters in which case it is a World Eaters Vanguard Squad.

**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 WORLD EATERS TACTICAL SQUAD SERGEANT

FLIGHT OF THE EISENSTEIN FORCES 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 World Eaters 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)

## TERMINATOR SERGEANT GAUSTE

REPLACES WORLD EATERS TERMINATOR SERGEANT

FLIGHT OF THE EISENSTEIN FORCES 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 World Eater Terminator or Assault Terminator Squad in the army may replace its Terminator Sergeant with Terminator Sergeant Gauste.

## Unit Type

- Infantry

## 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)
- Cannot Deep Strike

## RYLANOR – ANCIENT OF RITES

ELITE UNIT

FLIGHT OF THE EISENSTEIN FORCES ONLY

200 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Rylanor	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  
Twin-Linked Autocannon  
Smoke Launchers

**Note:** This character may instead be used to represent **Huron-Fal** of the Death Guard in which case he loses Perfection Through Co-ordination and instead gains Move Through Cover and Extra Armour.

*Rylanor is the **Ancient of Rites** of the Emperor's Children. 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. Though his Legion has abandoned the Emperor, Rylanor never will.*

## 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.



## NATHANIEL GARRO – BATTLE CAPTAIN OF THE SEVENTH COMPANY

HQ UNIT

FLIGHT OF THE EISENSTEIN FORCES 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

## SOLUN DECIUS

REPLACES DEATH GUARD COMPANY CHAMPION

FLIGHT OF THE EISENSTEIN FORCES 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 Death Guard 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



*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.*

## IACON QRUZE – THE HALF HEARD

ELITE UNIT

FLIGHT OF THE EISENSTEIN FORCES ONLY

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Iacon Qruze	6	5	4	4	3	4	3	10	2+
Remembrancer	2	2	2	3	1	3	-	5	-

**Unit Composition**

- 1 Iacon Qruze (Unique)
- 3 Remembrancers

**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

**Protect the Innocent, Uphold the Lore**

Iacon Qruze may still join other units even though accompanied by the Remembrancers. He may not leave the Remembrancers. All hits against the Remembrancers must be taken on Qruze instead.

**Worthy of Remembrance**

A Remembrancer on the board at the end of the battle turns a draw into a win for the Flight of the Eisenstein army. If all the Remembrancers are slain, a Draw counts as a Loss for the Flight of the Eisenstein army.





# 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 keen horsemen of the Order known as the Ravenwing, 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 a favoured cadre around their Primarch.

## THE PRIMARCH LION EL'JONSON

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	1+

### 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

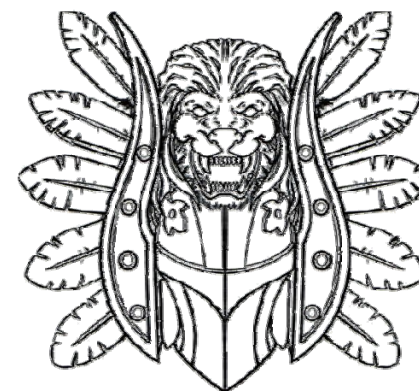
May select a Land Raider of any type as a dedicated transport. (C:SM pg 135) If a Land Raider Crusader or Redeemer is taken these do not count as your 0-1 limit for each vehicle

### Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Surprise Attack (C:SM pg 85)
- Redeploy d3 friendly units before Scout moves but after Firestorm.
- Master Strategist (the army may add or minus 1 to reserve rolls)
- Favouritism (all Favoured units with 12" gain +1 Attack in combat)

### Legion Tactics

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





## BROTHER REDEMPTOR NEMIEL

HQ UNIT

DARK ANGELS LEGION ONLY

160 POINTS

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

## Unit Composition

- 1 (Unique)

## Unit Type

- Infantry (Space Marine Chaplain)

## Wargear

- Crozius Aquilium (Master Crafted Power Weapon)
- Power Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

## Special Rules

- Honour of the Chapter (C:SM pg 58)
- Rosarius (C:SM pg 58)
- Eternal Warrior
- Independent Character
- Redemptor
- Favoured (applies to any unit he joins)

## Redemptor

Nemiel inspires his brothers to greater acts of glory in the name of the Lion. At his side even the most powerful of attacks can be turned aside. At the start of each Dark Angels turn Nemiel may invoke the protection of the Emperor on a single friendly infantry unit within 12". The unit receives an invulnerable 5+ save. This ability lasts until the start of the next Dark Angels turn.

## TARQUIN HESPERIDES – THE FIRST CAPTAIN OF THE RAVENWING

HQ UNIT

DARK ANGELS LEGION ONLY

220 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
- Bolt Pistol
- 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
- Favoured (applies to any unit he joins)

## Legion Tactics

If you include **Tarquin Hesperides** then all units in your army keep the **Combat Tactics** 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.

## BATTLE SERGEANT KHOL

REPLACES STERNGUARD VETERAN SERGEANT

DARK ANGELS LEGION ONLY

+65 POINTS

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

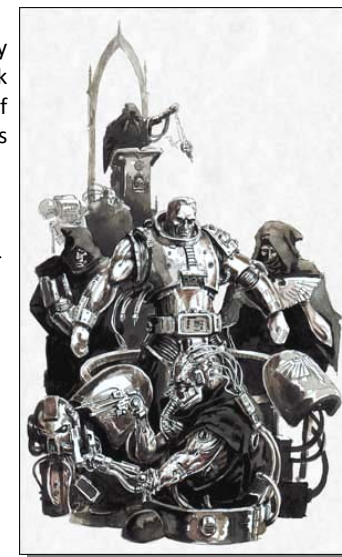
**Unit Composition:** One Sternguard Veteran Squad in the army may replace its Sergeant with Battle Sergeant Khol.

## Wargear

- Power Armour
- Bolt gun
- Bolt Pistol
- 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)
- Favoured (applies to unit)





## 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 +2 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 but after Firestorm.
- 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.

**Fallen from Favour:** Luther may not be included in an army that includes Lion El'Jonson or any Favoured units.

## 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

**Fallen from Favour:** Astelan may not be included in an army that includes Lion El'Jonson or any Favoured units.

**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 keep the **Combat Tactics** 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 LORD CYPHER – KEEPER OF SECRETS

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

**Fallen from Favour:** The Lord Cypher may not be included in an army that includes Lion El'Jonson or any Favoured units.

**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
- Rotary Bolt Pistol (d3 shots)
- 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

**Fallen from Favour:** Zahariel may not be included in an army that includes Lion El'Jonson or any Favoured units.

**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.

## TITUS – ANCIENT OF RITES

ELITE UNIT

DARK ANGELS LEGION ONLY

175 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Titus	5	4	6	4	2	13	13	10

*Titus is a powerful Dreadnought and Favoured by Lion El'Jonson in his campaign on Diamat. Outfitted with the finest weaponry and armour the Legion artificers can provide, Titus is a fearsome opponent and against the traitors discovered in Horus' forces, his vengeance knows no limits.*

## Unit Composition

- 1 (Unique)

## Vehicle Type

- Walker

## Wargear

Dreadnought Close Combat Weapon with built in twin-linked bolter Assault Cannon (does not count as a twin-linked autocannon)  
Smoke Launchers  
Searchlight

## 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

**Venerable:** Titus 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.

## Favoured

## TECHMARINE ASKELON

REPLACES A STERNGUARD VETERAN

DARK ANGELS LEGION ONLY

+60 POINTS

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

## Unit Composition

- One Dark Angels Sternguard Squad in the army may replace a Veteran with Techmarine Askelon

## Unit Type

- Infantry

## Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Servo Harness
- Melta Bombs
- Signum

## Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Blessing of the Omnissiah
- Bolster Defences
- Favoured (applies to unit)





## 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 fulfil 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.

### THE PRIMARCH JAGHATAI KHAN

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	1+

#### 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 – 1<sup>st</sup> 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**

- Tulwar
- 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.

## CHINGGIS KHAN –LIGHTNING WARLORD

HQ UNIT

WHITE SCARS ONLY

200 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Space Marine Captain)

**Wargear**

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

**Special Rules**

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

**The Art of Lightning War**

Chinggis Khan has studied closely under Jaghatai and has specialised in deploying armoured units at speed into the heart of the enemy. In an army that includes Chinggis Khan you may include 1 – 3 Predators as a vehicle squadron. The squadron takes a single Heavy Support Choice. The Predator squadron may Outflank. Chinggis must be deployed aboard one of the Predators in the squadron.

**Legion Tactics**

If you include **Chinggis 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.

## SHIGI –COMMANDER OF THE SCATTERED STAR

ELITE UNIT

WHITE SCAR LEGION ONLY

155 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Shigi	6	5	4	4	2	5	4	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
- Combat Tactics
- Rites of Battle (C:SM pg 85)
- Independent Character

**Scattered Star Commander**

The only White Scar to refuse the honour of being named a Khan, the warrior known as Shigi prefers to serve the Primarch by commanding Terminators in a precision formation known as the Scattered Star. If you include **Shigi** then White Scar Terminator squads and Terminator Assault squads deploy in the same way as Drop Pods using Drop Pod Assault.





## 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
- Tulwar

**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**

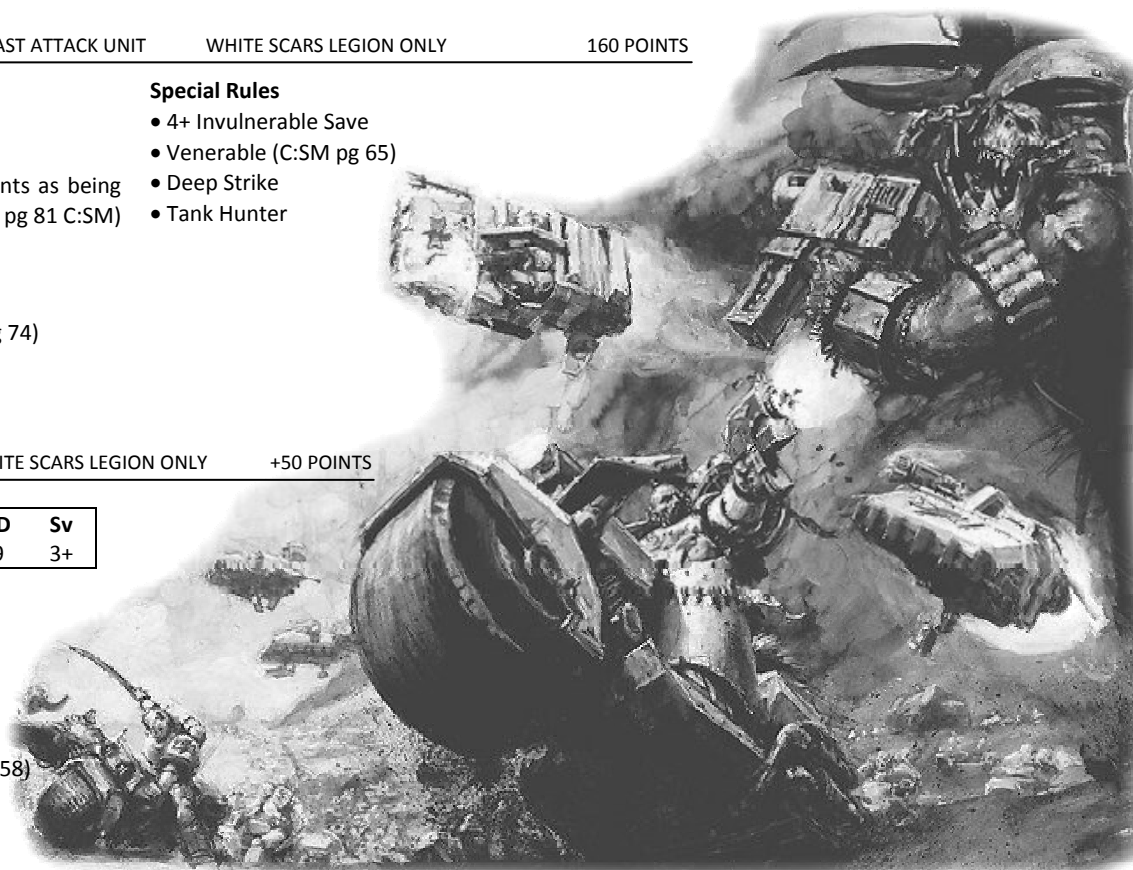
- One Bike Squad in the army may replace its Biker Sergeant with Hunt Sergeant Kumblai. The squad becomes an Elites choice. Once per battle, provided there are no other characters in the unit, the unit may assault after Turbo-boosting.

**Unit Type:** Bike**Wargear**

- Power Armour
- Frag and Melta Bombs
- Relic Blade

**Special Rules**

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





## STORM SEER

ELITE UNIT

WHITE SCARS LEGION ONLY

115 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)

## Wargear

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

## 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 Force weapon for a single lightning claw for free, a power fist for +10 points or a pair of lightning claws for +15 points.

## 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.

**Psyker:** Storm Seers do not have psychic powers as such, instead their abilities are represented by several of their special rules. They count as Psykers however and are able to use Force Weapons.

## 0-1 TANGAHI ATTACK BIKE SQUAD

ELITE UNIT

WHITE SCARS LEGION ONLY

70 POINTS EACH

	WS	BS	S	T	W	I	A	LD	Sv
Tangahi Attack Bike	4	4	4	5(4)	2	4	3	9	3+

## Unit Composition

- 1-3 Tangahi Attack Bikes

## Unit Type

- Bike Infantry

## Wargear

- Power Armour
- Tulwar
- Frag and Krak Grenades
- Space Marine Bike
- Heavy Bolter or Multi-Melta

## Special Rules

- And They Shall Know No Fear
- Combat Tactics



**Tulwar:** A signature weapon of the White Scars Legion. The curved blade is used by both White Scar cavalry and infantry. The grip of the tulwar is cramped in the hands of an Astartes and the prominent disc of the pommel presses into the wrist if attempts are made to use it to cut like a conventional sabre. These features of the tulwar hilt result in the hand having a very secure and rather inflexible hold on the weapon, enforcing the use of variations on the White Scar's very effective 'draw cut'. In game terms all Power Weapons in a White Scars army may be replaced with a Tulwar for no additional points cost. The tulwar armed model may re-roll their failed wound rolls. Tulwars ignore armour saves.



## 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". 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 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.

**HEROES OF LEGEND:** More than in any other Legion, the heroes of the Space Wolves appeared to be everywhere in the dark days of the Heresy. Space Wolf armies may take two Space Wolf HQ choices for each HQ slot available to them.

Space Wolves units may never use the deep strike special rule unless using a drop pod, even in Planetstrike missions. Terminator squads of six models or less may purchase drop pods for +35 points per unit.

### THE PRIMARCH LEMAN RUSS

HQ UNIT

SPACE WOLVES LEGION ONLY

525 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Leman Russ	10	6	6	6	5	6	5	10	1+
Freki the Fierce	5	0	5	5	2	4	3	10	6+
Geri the Cunning	5	0	4	5	2	4	2	10	6+

#### Unit Composition

- 1 Leman Russ (Unique)
- 1 Freki the Fierce (Unique)
- 1 Geri the Cunning (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

**May Not Deep Strike** (unless transported in a Drop Pod)

#### Special Rules (Russ only)

- Primarch
- Rites of Battle (C:SM pg 85)
- Furious Charge
- Counter Attack

#### Warrior-Born

During the Assault phase, Russ gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase.

#### Dedicated Transport

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

**Freki & Geri:** Armed with teeth and claws (Geri's attacks ignore armour saves). Freki and Geri have the Furious Charge special rule. 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.



## BJORN – THE FELL HANDED, LAST OF THE VARANGI

HQ UNIT

SPACE WOLVES LEGION ONLY

230 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**

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

**Special Rules**

- And They Shall Know No Fear
- Runic Charm (5+ Inv Save)
- Eternal Warrior
- Furious Charge (applies to squad he leads)
- Combat Tactics
- Varangi (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.

## THENGIR: HERO OF THE WOLF GUARD

HQ UNIT

SPACE WOLVES LEGION ONLY

230 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 Captain)

**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
- Stubborn
- Eternal Warrior
- Combat Tactics
- Preferred Enemy
- Independent Character

**Hero of the Wolf Guard**

If you include **Thengir** then either one Space Wolf Terminator squad, one Terminator Assault squad or one Sternguard Veteran squad may be taken as Troop choices instead of 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.

## SKELD: WOLF LORD OF THE MARCHES

HQ UNIT

SPACE WOLVES LEGION ONLY

210 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Cavalry

**Wargear**

- Chainsword
- Power Armour
- *Eygja*
- Frag and Krak Grenades

**Wrath of the Savage:** Instead of his normal number of close combat attacks Skeld may make a number of attacks equal to how many enemy models are in base contact with him at the time.

**Special Rules**

- And They Shall Know No Fear
- Runic Charm (5+ Inv Save)
- Eternal Warrior
- Combat Tactics
- Independent Character
- Preferred Enemy
- Rending

**Eygja**

Though some Fenrisian Wolves can grow to the size of Land Speeders, *Eygja* is relatively small. As big as an astartes Jetbike, *Eygja* makes Skeld's already potent attacks formidable indeed. All Skeld's attacks in close combat have the Rending special rule.

**Legion Tactics**

If you include **Skeld** 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.





## BULVEYE OF THE THIRTEENTH GREAT COMPANY

HQ UNIT

SPACE WOLVES LEGION ONLY

195 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Space Marine Captain)

**Wargear**

- Relic Blade (Gigantic War Axe)
- Artificer Armour
- Bolt Pistol

**Special Rules**

- And They Shall Know No Fear
- Runic Charm (5+ Inv Save)
- Eternal Warrior
- Combat Tactics
- Stubborn
- Independent Character

**In the Company of Wulfen**

The Sorcery on Prospero brings out the feral nature of the Wulfen in Bulveye's warriors more profoundly than in others. If you include **Bulveye** then your compulsory Troop choices must be Space Wolf Wulfen Packs. Further Wulfen packs count as Elite choices as normal. If Bulveye joins a unit of Wulfen, he is affected by Rage.

**Warrior-Born**

During the Assault phase, Bulveye gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase.

**Legion Tactics**

If you include **Bulveye** 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 UNIT

SPACE WOLVES LEGION ONLY

220 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  
Power Armour

**Options**

- The Pack may include up to an additional ten Wulfen for +22 points each.

**Special Rules**

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

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



**Wolf Claw:** A signature weapon of the Space Wolves it was said that in his most bloody moods, the Primarch Leman Russ would don a pair of Wolf Claws and go out into the wilderness of Fenris to taken on the terrible Mica-Dragons and Great Kraken from myth. So terrible was his wrath when wielding the claws that even his wolf brothers avoided his company. Finally, he gifted the claws as a token of respect to the Warmaster. Amongst the Space Wolves the Wolf Claws have become both a badge of favour as well as a potent weapon. In game terms any models armed with Lightning Claws in a Space Wolves army may declare at the start of each close combat that they are re-rolling their failed hits in close combat rather than their failed wound rolls.



## 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



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.

As the Crusade was shattered by Horus' Great Betrayal, Dorn took command of the Imperial forces around Terra and marshalled a response to the Warmaster's treachery. Sending seven Legions to battle the traitors at Isstvan V Dorn began to reinforce the Emperor's Palace for a possible Siege of Terra.

### THE PRIMARCH ROGAL DORN

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	1+

#### 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.

#### Siege Master

All Imperial Fist vehicles may be give Siege Shields for +10 points each.

#### 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. All Imperial Fist vehicles may be give Siege Shields for +10 points each. Imperial Fists have Preferred enemy against Iron Warriors. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

SIGISMUND – 1<sup>st</sup> 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
- He Bruises Easily (can never make cover saves)

**1<sup>st</sup> Captain of the Imperial Fists**

If you include **Sigismund** then either one Imperial Fist Terminator squad, one Terminator Assault squad or one Sternguard Veteran squad may be taken as Troop choices instead of Elites.

**Legion Tactics**

If you include **Sigismund** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. Imperial Fists have Preferred enemy against Iron Warriors. 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	2+

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Space Marine Captain)

**Wargear**

- Dorn's Arrow (C:SM pg 90)
- Terminator Armour or Artificer 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

**Siege Master**

All Imperial Fist vehicles may be give Siege Shields for +10 points each.

**Legion Tactics**

If you include **Archamus** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. All Imperial Fist vehicles may be give Siege Shields for +10 points each. Imperial Fists have Preferred enemy against Iron Warriors. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply. .

**Master Architect:** Archamus works closely with the Primarch Rogal Dorn in the planning for the assault on Isstvan V and building the fortifications on Terra. As a result he has become as adept at destroying Fortifications as much as he is at building them. An Imperial Fist player who includes Archamus in their army may take the Fortified Stronghold or Planetquake Bomb Stratagems for a reduced cost of 2 Stratagem Points each.





## 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.

**Siege Master**

All Imperial Fist vehicles may be give Siege Shields for +10 points each.

**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. Imperial Fists have Preferred enemy against Iron Warriors. 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**

- Relic Blade
- Auxiliary Grenade Launcher
- Power Armour
- Jump Pack (may be exchanged for Scout)
- 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 two Imperial Fist Vanguard Veterans may be taken as Troops choices 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. Imperial Fists have Preferred enemy against Iron Warriors. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.



## AENEAS RYNN – STORM CAPTAIN OF THE PHALANX

HQ UNIT

IMPERIAL FISTS LEGION ONLY

220 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Space Marine Captain)

**Wargear**

- Master Crafted Power Sword
- Storm Shield
- Terminator Armour

**Fated:** Aeneas Rynn loses the Eternal warrior ability while in combat with Castlemayn Forrix.

**Special Rules**

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

**Co-ordinated Bolter Fire:** Any friendly Imperial Fist squad within 8" of Aeneas Rynn may fire bolt guns as if they were stationary.

**Legion Tactics**

If you include **Aeneas Rynn** then all units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule. Imperial Fists have Preferred enemy against Iron Warriors. 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
- 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. Imperial Fists have Preferred enemy against Iron Warriors. 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

+60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Castor	5	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
- Special Issue Ammunition
- Bolter Drill (see C:SM pg 91)





# 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 Horus Heresy 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.

## THE PRIMARCH SANGUINIUS

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	1+

### Unit Composition

- 1 (Unique)

### Unit Type

- Jump Infantry (Primarch)

### Wargear

- Primarch Armour
- Blood Sword (+1 Str Master Crafted Power weapon)
- Frag Grenades and Melta Bombs
- Wings (counts as Jump Pack)
- Master Crafted Bolt Pistol

### Special Rules

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

### A Red Thirst

Sanguinius has the Furious Charge ability and the Preferred Enemy special rule.

### A Black Rage

If Sanguinius is reduced to 1 Wound he gains +2 Str and +1 Toughness.

### Legion Tactics

If you include Sanguinius then all units in your army keep the **Combat Tactics** special rule. Additionally, 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 may be fired as a Flamestorm Cannon once per game)
- 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 keep the **Combat Tactics** special rule. Additionally, 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 – 8<sup>th</sup> 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 (may be exchanged for Scout)

**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 keep the **Combat Tactics** special rule. Additionally, 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.

## LORATOR AND HIS ANGELS VERMILLION

REPLACES AN ASSAULT SPACE MARINE SERGEANT

BLOOD ANGELS LEGION ONLY

+20 POINTS

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

**Unit Composition**

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

**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)
- Hit and Run (applies to squad)

**Options:** Lorator may exchange his chainsword for a power weapon or a single lightning claw for +15 points or a pair of lightning claws for +25 points.







## CAPTAIN AMARO – THE KNIGHT OF THE RED GRAIL

HQ UNIT

BLOOD ANGELS LEGION ONLY

230 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Captain Amaro	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**

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C:SM pg 52)
- Feel No Pain
- Eternal Warrior
- Combat Tactics
- Rites of Battle (C:SM pg 85)
- Counter Attack
- Independent Character
- Honour or Death (C:SM pg 53)

**Legion Tactics**

If you include **Captain Amaro** then all units in your army keep the **Combat Tactics** special rule. Additionally, 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.

CAPTAIN AMIT – 2<sup>nd</sup> 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

**Bullich 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 keep the **Combat Tactics** special rule. Additionally, 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.

## PERADA AND HIS ANGELS ENCARMINE

REPLACES AN ASSAULT SPACE MARINE SERGEANT

BLOOD ANGELS LEGION ONLY

+20 POINTS

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

**Unit Composition**

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

**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
- Stubborn (applies to squad)
- Counter Charge (applies to squad)

**Options:** Perada may exchange his chainsword for a power fist for +25 points or a thunder hammer or relic blade for +30 points.



## CAPTAIN EUROPAE – THUNDERHAWK COMMANDER

SUPER-HEAVY TRANSPORT

BLOOD ANGELS LEGION ONLY

1000 POINTS

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

	BS	FRONT	SIDE	REAR
Caedes Navalis	4	12	12	10

**Unit Composition**

- 1 Europae Pattern Thunderhawk Gunship
- 1 Captain Europae (Space Marine Captain)

**Vehicle Type:** Super Heavy Flyer**Structure points:** 3 Structure points

**Transport Capacity:** Captain Europae always enters play aboard the Caedes Navalis. The transport may additionally carry 30. Once the Caedes Navalis has entered play, Captain Europae can disembark and act normally.

**Wargear (Captain Europae)**

- Power Armour
- Master Crafted Power Sword
- Plasma Pistol
- Frag and Krak Grenades
- Iron Halo (4+ Invulnerable Save)

**Special Rules:**

- Hover Mode
- Ceramite Shielding

*Captain Europae is Lord of a vast armada of Thunderhawk transports. He successfully demonstrated to Sanguinius that the Legion would be best served by these newer craft and that the Storm Birds the sons of Baal had been using up until that point were poorly equipped to deal with Horus' coup. Europae is often seen at the forefront of an aerial assault aboard his flagship, the Caedes Navalis.*

**Access points:** One access hatch on each side and a nose mounted assault ramp (units disembarking from the Caedes Navalis may assault on the same turn it lands).

**Wargear**

- Hull Mounted Neutron Laser Projector
- Two wing mounted Las Cannons
- Two under wing mounted twin-linked Autocannons
- Two nose mounted Heavy Flamestorm Cannons
- Six under wing Hellstrike Missiles (three missiles under each wing for six missiles in total (72" range Strength 8 AP 3 Ordnance)).

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

**On Time and On Target:** Europae and the Caedes Navalis automatically arrive from reserve on turn 1.

**Heavy Flamestorm Cannon**

**Rng: 12" Str 6 AP 3Type: Heavy 1/Template**

When firing the Heavy Flamestorm Cannon pick a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. All models partially or wholly under the template are hit automatically.





## 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.*

## 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.

## Unit Type

- Infantry

## 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)

## 0-1 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

## Unit Type

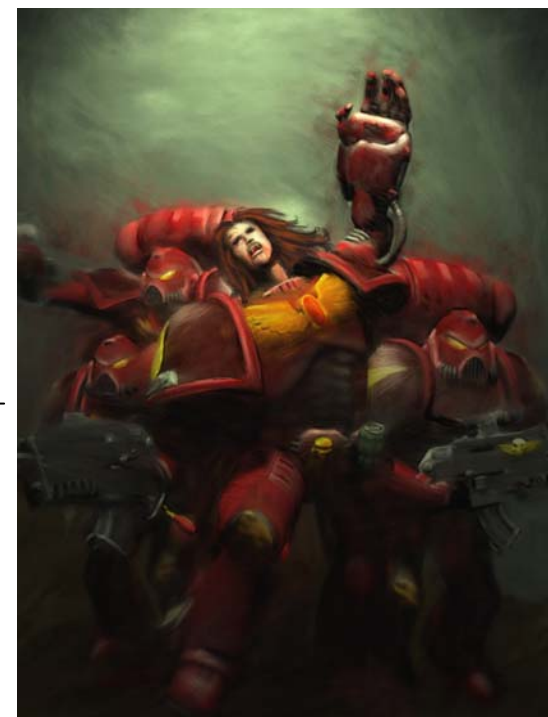
- Bike Infantry Squadron

## 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.

### THE PRIMARCH FERRUS MANUS

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	1+

#### Unit Composition

- 1 (Unique)

#### Unit Type

- Infantry (Primarch)

#### Wargear

- Primarch Armour
- Fireblade (each turn decide if it is wielded two handed in which case it strikes as a Thunder Hammer or one handed as a +1 Str Power Weapon)
- Living Metal hands (his attacks ignore invulnerable saves – cannot be combined with Fireblade)
- Servo Arm
- Master crafted Bolt Pistol
- Frag Grenades and Melta Bombs

**Fated:** Ferrus Manus loses the Eternal Warrior ability in combat with Fulgrim.

#### Special Rules

- Primarch
- Rites of Battle (C:SM pg 85)
- Furious Charge
- Master-crafter – d3 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 a Master of the Forge as an Elite choice. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

**Hatred:** Ferrus Manus has Preferred Enemy against all units in the Armies of the Warmaster.

#### 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

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



GABRIEL SANTAR – 1<sup>st</sup> 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**

- Honour of the Chapter (C:SM pg 58)
- Deep Strike
- Iron Halo (C:SM pg 52)
- Eternal Warrior
- Independent Character
- Combat Tactics
- Master of the Morlocks
- Feel No Pain

**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 a Master of the Forge as an Elite choice. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

YOSEL AXAGORAS – 6<sup>th</sup> CAPTAIN OF THE IRON HANDS

HQ UNIT

IRON HANDS LEGION ONLY

175 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Axagoras	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
- 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 **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 a Master of the Forge as an Elite choice. 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

220 POINTS

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

*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.*

**Unit Composition**

- 1 (Unique)

**Vehicle Type:** Walker**Wargear**

Dreadnought Close Combat Weapon with built in twin-linked bolter or Heavy Flamer  
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.

**Ancient Tactician:** An Iron Hands army which includes Kaargul may re-roll the dice to determine who chooses a table edge first.



## MARTIAN ALLIES

HQ UNIT OR SQUAD UPGRADE

IRON HANDS LEGION ONLY

VARIES POINTS

The Primarch Ferrus Manus has long held an association with the tech-priests of Mars. It is said that before embarking on the Great Crusade he spent months scaling the depths of the Forges and catacombs. As a result, the Iron Hands are held in esteem by the Mechanicum in a way that far outweighs their fellow Astartes. An Iron Hands army taking Martian Allies must include a Hypaspist maniple and one other single unit from the Cult Mechanicus army list.

## LUKAN ZYN— CLAN MARSHAL OF THE FORGE

HQ UNIT

IRON HANDS LEGION ONLY

220 POINTS

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

## Unit Composition

- 1 (Unique)

## Unit Type

- Infantry (Master of the Forge)

## Wargear

- Conversion Beamer (C:SM pg 70)
- Artificer Armour
- 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
- Bolster Defences (C:SM pg 71)
- Orbital Bombardment (C:SM pg 52)
- Independent Character

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

## Legion Tactics

If you include **Lukan Zyn** 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 a Master of the Forge as an Elite choice. If more than one character in your army has the Legion Tactics special rule then you must choose which version will apply.

## TYLUS KORD – FIRE SUPPRESSION CAPTAIN

REPLACES STERNGUARD VETERAN SERGEANT

IRON HANDS ONLY

+60 POINTS

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

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

## Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Heavy Bolter

## Special Rules

- And They Shall Know No Fear
- Stubborn
- Iron Halo (C: SM pg 52)
- Hellfire Shells
- Relentless (applies only to Kord)

## LODE CAFEOOH – HEARTSMITH

ELITE UNIT

IRON HANDS LEGION ONLY

150 POINTS

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

## Unit Composition

- 1 (Unique)

## Unit Type

- Infantry (Space Marine Chaplain)

## Wargear

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

## Special Rules

- Honour of the Chapter (C:SM pg 58)
- Liturgies of Battle
- Rosarius (C:SM pg 58)
- Eternal Warrior
- Furious Charge
- Independent Character
- Heartsmith

## Heartsmith

A skilled orator, Cafeooh is responsible for readying the initiates to undergo their first augmentation. Known as the Heartsmith it is said that after he has roused the fire within the Iron Hand's heart, they can be forged into warriors fit for the Primarch's service. At the start of each Iron Hand turn Cafeooh may invoke the hatred of weakness in an infantry unit of his fellow Iron Hands within 6". The unit's Feel No Pain save increases to 4+. This ability lasts until the start of the next Iron Hands turn.



## BANNUS – TANK COMMANDER

TANK UPGRADE

IRON HAND LEGION ONLY

+90 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

*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.*

## Unit Composition

- 1 Medusa Gunship

Vehicle Type: Super Heavy Flyer

Structure points: 5 Structure points

Transport Capacity: 30

## Special Rules:

- Hover Mode
- Ceramite Shielding

**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

+25 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

*Due to their close ties to the Martian Mechanicum, the Iron Hands made prodigious use of the new Terminator Armour. Even squad sergeants can be equipped with this new technology, turning a marine into a walking bunker.*

## 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 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.

### THE PRIMARCH ROBOUTE GUILLIMAN

HQ UNIT

ULTRAMARINES LEGION ONLY

450 POINTS

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

#### 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 a Terminator squad or a Terminator Assault squad may be taken as a Troops choice.

**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.



## LUC INGENNUS – FLEET CAPTAIN OF THE ULTRAMARINES

HQ UNIT

ULTRAMARINES LEGION ONLY

190 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Luc Ingennus	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 **Luc Ingennus** 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.

**Unit Type:** Bike**Wargear**

- Power Armour
- Bolt Pistol
- Power Sword
- 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)



## 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.

**Unit Type**

- Infantry

**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 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.

## THE PRIMARCH VULKAN

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	1+

### 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 — d3 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 flamers, 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

225 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 flamers, 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

ELITE UNIT

SALAMANDERS LEGION ONLY

175 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 Aquilium (+1 Str Power Weapon)
- Thunder Hammer

**Special Rules**

- Honour of the Chapter
- Liturgies of Battle
- Deep Strike
- Rosarius
- Eternal Warrior
- Independent Character
- Combat Tactics
- *Vulkan's Sigil*  
(Counts as a Locator Beacon)

**Firedrakes**

Any unit of Firedrake Terminators joined by **Xavier** gain the Counter Attack ability.

**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 flamers, 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

170 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Master of the Forge)

**Wargear**

- Power Armour
- Combi-Melta Gun
- Bolt Pistol
- 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 flamers, 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.





## FIREDRAKE TERMINATOR SQUAD

ELITE UNIT

SALAMANDER LEGION ONLY

215 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Prom. Terminator Sergeant	4	4	4	4	1	4	2	10	2+
Firedrake Terminators	4	4	4	4	1	4	2	10	2+

*Fierce as the fires of Nocturne, the Firedrake Terminators are formidable warriors that have been initiated into the secrets and hidden mysteries of the Promethean Way.*

**Note:** This entry replaces the Terminator and Assault Terminator units in Codex Space Marines.

**Unit Composition**

- 1 Promethean Terminator Sergeant
- 4 Firedrake Terminators

**Wargear**

- Thunder Hammer
- Twin-linked Bolt Gun
- Terminator Armour

**Unit Type**

Infantry

**Dedicated Transport**

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

**Special Rules**

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

**Options**

- May include up to five additional Firedrake Terminators at +43 points per model
- Any Firedrake Terminator may replace their twin-linked Bolt Gun with a Storm Shield for + 5 points or a Lightning Claw for free.
- Any Firedrake Terminator may replace their Thunder Hammer with a Lightning Claw or Power Fist for free or a Chain Fist; for +5 points.
- For every five squad members one Firedrake Terminator may be armed with a Cyclone Missile Launcher for +20 points or may replace their Twin-Linked Bolt Gun with a Heavy Flamer for +5 points or a Twin-Linked Autocannon or a Multi-Melta for +15 points.

## 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.

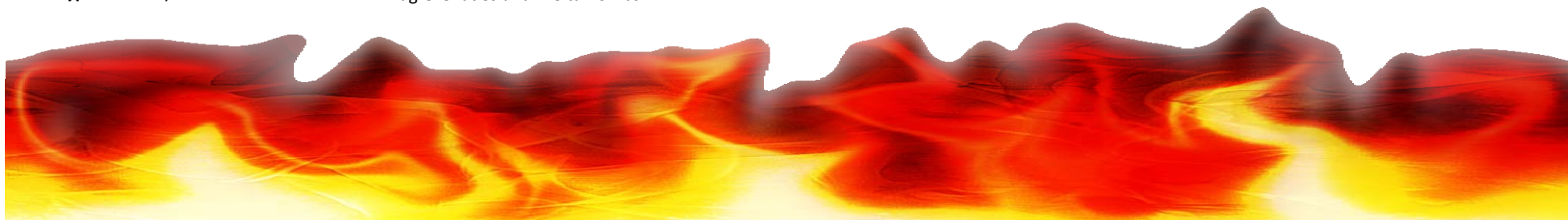
**Wargear**

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

**Unit Type:** Infantry**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 pts or a thunder hammer for +20 pts. May take a jump pack and/or teleport homer for +15 pts each.





## KORUSCAT BLAZE – STERNGUARD OF VULKAN

REPLACES STERNGUARD VETERAN SERGEANT

SALAMANDER LEGION ONLY

+60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Koruscat Blaze	4	4	4	4	2	4	2	10	3+

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

**Suppressive Fire**— Wounds caused by Flamers and Heavy Flamers in **Koruscat Blaze**'s Sternguard Squad gain the Pinning special rule.

**Wargear**

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Power Sword
- Combi-Heavy Flamer

**Special Rules**

- And They Shall Know No Fear
- Counter Attack (applies to Squad)

**Legion Tactics**

If you include **Koruscat Blaze** 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 flamers, 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

110 POINTS EACH

	BS	FRONT	SIDE	REAR
Ar Kan Landspeeder	4	11	10	10

**Unit Composition**

- 1 -3 Landspeeders

**Vehicle Type**

- Fast Skimmer

**Wargear**

Astartes Grenade Launcher  
Flamestorm Cannon  
Searchlight

**Special Rules**

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

The Flamestorm Cannon has a limited fuel tank. After firing, roll a D6. On a roll of a 1 or a 2 the Cannon is out of fuel and counts as destroyed. If repaired (refuelled) it may fire again but must continue to test for Limited Ammo.

*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 pilot can have.*

## PREDATOR DEATHFIRE

HEAVY SUPPORT UNIT

SALAMANDERS LEGION ONLY

110 POINTS

	BS	FRONT	SIDE	REAR
Predator Deathfire	4	13	11	10

**Unit Composition**

- 1 Predator Deathfire

**Vehicle Type**

- Tank

**Wargear**

- Searchlight
- Smoke Launchers
- Turret mounted Twin-Linked Melta Cannon

**Options:**

- May take side sponsons with heavy bolters for +25 points or with melta cannons for +60 points.
- May take any of the following:
  - a storm bolter +10 points
  - a hunter killer missile +10 points
  - a dozer blade +5 points
  - extra armour +15 points

**Melta Cannon**

Rng: 24" Str 8 AP 1 Type: Heavy 1, Melta, Blast





## LATHAM SKORCH – VANGUARD OF VULKAN

REPLACES VANGUARD VETERAN SERGEANT

SALAMANDER LEGION ONLY

+60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Latham Skorch	4	4	4	4	2	4	2	10	3+

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

**The Mark of Latham** – Up to two models in Skorch's squad may swap their bolt pistols for Flamers for +5 points or melta guns for +10 points.

**Wargear**

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Thunder Hammer
- Storm Shield
- The entire squad may have Jump Packs or a Drop Pod for free.

**Special Rules**

- And They Shall Know No Fear
- Stubborn (applies to Squad)

**Legion Tactics**

If you include **Latham Skorch** 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 flamers, 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.

## NOCTURNE'S HAMMER

DEDICATED TRANSPORT UNIT

SALAMANDERS LEGION ONLY

+45 POINTS

	BS	FRONT	SIDE	REAR
Nocturne's Hammer	4	12	11	10

**Unit Composition**

- 1 Nocturne's Hammer Rhino (Unique)

**Vehicle Type**

- Tank

**Transport Capacity:** 10

**Fire Points:** 2 Models may fire from the top hatch

**Wargear**

- Searchlight
- Smoke Launchers
- Twin Linked Boltgun
- Ceramite Shielding
- Extra Armour
- Venerable
- Doughty (Repair on a 4+ see C:SM 76)

**Access Points:** Nocturne's Hammer has one access point on each side of the hull and one to the rear.

**Dedicated Transport:** A single Salamander unit which has purchased a Rhino without upgrades may replace it with Nocturne's Hammer for +45 points.

**Ceramite Shielding:** Artificed by Vulkan himself, Nocturne's Hammer is armoured with thick ceramite shielding. Melta Bombs and weapons with the 'Melta' special rule never roll an extra dice for armour penetration against Nocturne's Hammer.

**Venerable:** Nocturne's Hammer is extremely hard to cripple and whenever it 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.

## SERGEANT HARMOKAN

REPLACES DEVASTATOR SERGEANT

SALAMANDERS LEGION ONLY

+95 POINTS

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

**Unit Composition**

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

**Unit Type**

Infantry

**Wargear**

- Power 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.

**Melta Torpedoes:** A Salamander player who includes Sergeant Harmokan may upgrade their Firestorm in Planetstrike games to a Melta Bomb barrage. They still count as a Firestorm.

**Melta Barrage**

**Rng:** N/A **Str** 8 **AP** 1 **Type:** Ordnance 1, Melta, Blast

Like a Firestorm the number of shots fired is equal to the number of objectives being used, however Melta Barrages are smaller than firestorms and so gain +D3 rather than the usual +D6. The Torpedoes always gain the melta 2d6 penetration ability.



## 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.

### THE PRIMARCH CORAX

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	1+

#### 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
- Scout (applies to squad he leads)

Or for +25 points:

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

#### Special Rules

- Primarch
- Hit and Run (applies to squad he leads)
- Rites of Battle (C:SM pg 85)
- Stealth (applies to squad he leads)
- See, But Remain Unseen (C:SM pg 92 applies to squad)

#### Survive Against the Odds

Should Corax be reduced to 1 Wound his Feel No Pain save increases to 2+

#### 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.





YATA GARASU – 1<sup>st</sup> CAPTAIN, REGENT OF LYCAEUS

HQ UNIT

RAVEN GUARD LEGION ONLY

230 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Yata Garasu	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)
- Regent of Lycaeus (May take a Primarch Honour Guard)
- Rites of Battle (C:SM pg 85)
- Combat Tactics
- Independent Character

**Legion Tactics**

If you include **Yata Garasu** 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.

## ABU AAJIR – FATHER OF OMENS

HQ UNIT

RAVEN GUARD LEGION ONLY

200 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Space Marine Librarian)

**Wargear**

- Artificer Armour
- Master Crafted Force Weapon
- Frag and Krak Grenades
- Psychic Hood
- Bolt Pistol

**Special Rules**

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

**Legion Tactics**

If you include **Abu Aajir** 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.

**Librarian**

Abu Aajir may cast up to two psychic powers per turn. He must choose two powers from Codex Space Marines before the battle.

VINCENT BLACKSHADOW – 3<sup>rd</sup> 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.

## KELDOR SOLARI – EQUERRY OF CORAX

REPLACES VANGUARD VETERAN SERGEANT

RAVEN GUARD LEGION ONLY

+60 POINTS

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

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

**Wargear**

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Pair of Lightning Claws

**Special Rules**

- And They Shall Know No Fear
- Hit and Run (applies to Squad)
- Iron Halo (C: SM pg 52)

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



## ARDARIC HART – WARDEN OF DELIVERANCE

HQ UNIT

RAVEN GUARD LEGION ONLY

210 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Jump Infantry (Space Marine Captain)

**Wargear**

- *Shadowlance* (+1 Initiative Power Weapon)
- Storm Shield
- Power Armour
- Frag Grenades and Melta Bombs
- Bolt Pistol
- Jump Pack

**Special Rules**

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

**Legion Tactics:** If you include **Ardaric Hart** 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.

**Deliverance Squads**

The 0-1 restriction on Raven Guard Deliverance squads instead becomes 0-2 to armies including **Ardaric Hart**.

## 0-1 DELIVERANCE SQUAD

HEAVY SUPPORT CHOICE

RAVEN GUARD LEGION ONLY

220 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 assault on the turn they land. So specialised is their assault method, Deliverance Squads may not be joined by any character except Ardaric Hart.

**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 –CAPTAIN OF THE RAVEN GUARD 5<sup>th</sup> ASSAULT 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 (may be exchanged for Scout)

### Special Rules

- See, But Remain Unseen (C:SM pg 92 applies to squad)
- 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**.

## 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)





# THE IMPERIAL ARMY

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



## Using the Imperial Army in the Horus Heresy

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

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

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

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

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

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

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

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

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

Veteran squads or Storm Trooper squads may take jump packs at +50 points per squad. You may not include Priests.





## CONJECTUS – ULTRAMARINES ARTILLERY COMMANDER

HQ UNIT

IMPERIAL ARMY ONLY

185 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Space Marine Captain)

**Wargear**

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

**Special Rules**

- And They Shall Know No Fear
- Iron Halo (C: SM pg 52)
- Combat Tactics
- Independent Character
- Tank Commander (C:SM pg 89)
- Fire on My Target! (order applies to his squadron each turn)

**Artillery Commander**

When required, Commander Conjectus of the Ultramarines Legion can bring his formidable expertise to the forces of the Imperial Army. In an army that includes Conjectus you may include 1–5 Whirlwinds or Vindicators in an Ordnance Battery. The tanks in the squadron must be of the same type and count as a single Heavy Support Choice. Conjectus must command one of the tanks (including Basilisks, Colossus, Medusa or Griffon) in the squadron.

ANDREI ORNATOV – COLONEL OF THE URSLAVIK 12<sup>TH</sup>

REPLACES COMPANY COMMANDER

IMPERIAL ARMY ONLY

+70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Andrei Ornatov	5	4	3	3	3	4	3	9	4+

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Company Commander)

**Wargear**

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

**Special Rules**

- Eternal Warrior
- Forward you Dogs! (C:IG pg 65)
- Send in the Next Wave (C:IG pg 65)

**Urslovak 12<sup>th</sup> Infantry**

Your compulsory Troop choices must be Conscript squads taken as Troop Choices without the rest of the Infantry Platoon in an army including Andrei Ornatov.

**Company Commander**

An Imperial Army led by Andrei Ornatov does not require a Space Marine character to lead it. He may issue the same orders as a Company Commander. The army cannot contain Jubac Starsight.

## DESCUNE – BAJOLUR CAPTAIN OF THE LUCIFER BLACKS

REPLACES LUCIFER BLACK CAPTAIN

IMPERIAL ARMY ONLY

+50 POINTS

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

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Company Commander)

**Wargear**

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

**Special Rules**

- Eternal Warrior
- Independent Character
- Stubborn

**Bajolur Captain of the Lucifer Blacks**

Lucifer Black squads are no longer 0-2 and may be taken as Troop Choices. The Lucifer Black squad he leads counts as an HQ choice

**Company Commander**

An Imperial Army led by Descune does not require a Space Marine character to lead it. He may issue the same orders as a Company Commander. The army cannot contain Jubac Starsight.

JUBAC STARSIGHT – CALTH 5<sup>TH</sup> INFANTRY

HQ UNIT

IMPERIAL ARMY ONLY

110 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Jubac Starsight	4	4	3	3	2	3	4	10	4+

**Unit Composition**

- 1 (Unique)

**Unit Type**

- Infantry (Primaris Psyker)

**Wargear**

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

**Special Rules**

- Eternal Warrior
- Independent Character
- Psyker
- Calth 5<sup>th</sup> Infantry

**Psyker**

Jubac Starsight may cast the Lightning Arc and Nightshroud psychic powers exactly like a Primaris Psyker.

**Calth 5<sup>th</sup> Infantry**

Trained under the watchful gaze of the sons of Macragge, the Calth 5<sup>th</sup> Infantry have the same tactical philosophy of Roboute Guilliman and his Astartes. All Company Command Squads, Infantry Platoons, Veterans and Rough Riders in the army gain the Combat Tactics special rule. They may never exchange this rule. The army cannot contain Penal or Conscript units.

## OLLANIUS PIUS – SOLDIER OF THE IMPERIAL ARMY

REPLACES A GUARDSMAN

IMPERIAL ARMY ONLY

+40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ollanius Pius	3	3	3	3	1	3	1	10	5+

**Unit Composition**

- One Imperial Guard Infantry Squad in the army may replace a Guardsman with Ollanius Pius

**Wargear**

- Las Pistol
- Flak Armour
- Lasgun
- Frag and Krak Grenades

**Special Rules**

- Independent Character
- Inspirational Hero (C:IG pg 63)
- Iron Will (C:IG pg 63)

*The common soldier of the Imperium is called upon for many things for the good of humanity. They are called upon to fight and, usually, to die while the gods of war, the Emperor's Astartes, stride amongst them seemingly oblivious to their frailty. True heroism is something of a rarer commodity on the battlefields of the 31<sup>st</sup> Millennium and is found in the most unlikely of places. Some actions will echo throughout history. One man can save an Empire...*

**Unit Type**

- Infantry

## 0- 2 LUCIFER BLACK SQUAD

ELITE CHOICE

IMPERIAL ARMY ONLY

90 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Lucifer Black Captain	4	4	3	3	2	3	2	9	4+
Lucifer Black	4	4	3	3	1	3	1	8	4+

**Squad Composition**

- 1 Lucifer Black Captain and 4 Lucifer Blacks

**Unit Type**

- Infantry

**Wargear**

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

**Special Rules**

- Stubborn
- Counter Attack

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

**Options**

- May include up to seven additional Lucifer Blacks at +17 points per model
- The Lucifer Black Captain may exchange his Hot-Shot Las-gun for a Hot-Shot Las-pistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +5 points.
- Any of the squad may replace their Hot-Shot Las-gun with a Combat Shotgun (Range 18" Str 4 AP 5 Assault 2) or Sniper Rifle for free.
- Up to two Lucifer Blacks may replace their Hot-Shot Las-guns with a Flamer or Grenade Launcher for free or Melta Gun for +5 pts or a Plasma Gun +10 pts.



## 0-2 CLONE TROOPER SQUAD

TROOP UNIT

IMPERIAL ARMY ONLY

100 POINTS

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

*Imperial Army regiments on Biotech-Worlds make use of cloning facilities to give them a near limitless supply of manpower. Not all Imperial worlds have access to this technology and there are many in the Imperium who 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. Clone Trooper squads brought back into play do not award further Kill Points and no longer count as scoring. They arrive with as many models and exactly the same armaments as its full strength predecessor.

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

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

## 0-2 GENE TROOPER SQUAD

TROOP UNIT

IMPERIAL ARMY ONLY

85 POINTS

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

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

**Squad Composition**

- 1 Gene Sergeant and 9 Gene Troopers

**Unit Type**

- Infantry

**Wargear**

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

**Options**

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

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

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

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

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



## 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

*To combat the growing mass of defections and heresy spreading through the Emperor's armies, the Army Commissariat can decree martial law and take control until a suitable command can be re-established. 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 loyalty is ensured...*

**Squad Composition**

- 1 Proctor and 7 Arbites

**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 Arbitrators 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.

**Cyber Mastiffs** Often employed to sniff out any fugitives fleeing the Emperor's Will. 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 pavaise 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.

## IMPERIAL ARMY LANDSPEEDER SQUADRON

FAST ATTACK UNIT

IMPERIAL ARMY ONLY

65 POINTS EACH

	BS	FRONT	SIDE	REAR
Army Landspeeder	3	10	10	10

**Crew:** Two Imperial Pilots

**Special Rules**  
Deep Strike

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

**Unit Composition**

- 1 -3 Landspeeders

**Vehicle Type**

Fast Skimmer Open topped

**Wargear**

Plasma Cannon  
Heavy Bolter  
Searchlight

## GRAV ATTACK STORM

FAST ATTACK UNIT

IMPERIAL ARMY ONLY

100 POINTS

	BS	FRONT	SIDE	REAR
Grav Attack	3	12	12	10

**Unit Composition**

- 1 Grav Attack Tank

**Vehicle Type**

- Fast Skimmer Tank

**Transport Capacity**

None.

**Wargear**

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

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

**Options**

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

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





# 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 Horus Heresy

Armies must be selected using the Horus Heresy edition of Codex Cult Mechanicus found on the Tempus Fugitive's website. Please contact us at the Tempus Fugitives if you do not understand this point.

Martian Mechanicum forces use their units and weapons as exactly stated in the Codex Cult Mechanicus and are not altered for this campaign (so assault cannons really do count as assault cannons!)

### KANE – FABRICATOR GENERAL-ELECT

HQ UNIT

MARTIAN MECHANICUM ONLY

170 POINTS

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

#### Unit Composition

- 1 (Unique)

#### Unit Type

- Infantry

#### Reluctant Leader:

Kane is the Fabricator General by default. As a consequence he feels unprepared for the enormity of the role and has difficulty stepping out of the shadow of Kelbor Hal. An army containing Kane may not attempt to Seize the Initiative.

#### Wargear

- Master Crafted Power Axe
- Power Armour
- Servo Harness
- Frag and Krak Grenades
- Eternal Warrior
- Heavy Bionics

#### Special Rules

- Skitarii
- Blessings of the Omnissiah
- Independent Character
- Icon of the Machine God
- Mechanicus Protectivium (4+ Inv)

#### Fabricator General

As Fabricator General Elect, Kane may call upon many of the Divisios of the Mechanicum:

**Biologis** – Land Crawlers are no longer 0-1.

**Explorator** – Warden Landspeeders and Warden Sentinels are no longer 0-1.

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

**Myrmidon** – Velites and Assault Engines are no longer 0-1. You may take a single Velites maniple as a Troops choice.

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

**Technicus** – A Hypaspist maniple gains Heavy Bionics.





## PROTECTOR CHARIOT SQUAD

FAST ATTACK UNIT

MARTIAN MECHANICUM ONLY

85 POINTS EACH

	WS	BS	S	T	W	I	A	LD	Sv
Protector Chariot	4	4	3	4	2	3	2	8	3+

**Unit Composition (Unique)**

- 1-3 Chariots

**Unit Type**

- Bike Squadron

**Wargear**

- Power Armour
- Frag and Krak Grenades
- Jetbike
- Conversion Beamer
- Power Weapon

**Special Rules**

- Skitarii
- Fearless
- Heavy Bionics

The Maniple may include up to an additional two Protector Chariots for +60 pts each.



## MINERVA, SISTER OF CYDONIA

ELITE UNIT

MARTIAN MECHANICUM ONLY

120 POINTS

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

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

**Coven Composition**

- 1 Minerva (Unique)

**Unit Type**

- Infantry

**Wargear**

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

**Special Rules**

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

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

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

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

## THE LUMINEN OF XERSES

FAST ATTACK UNIT

MARTIAN MECHANICUM ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Electro Priest	4	3	4	4	1	3	3	10	4+

**Unit Composition (Unique)**

- 3 Electro Priests

**Unit Type**

- Infantry

**Options:** The Luminen of Xerxes may be joined by up to three Electro Priests for +40 pts each.

**Shocking Company:** The unit may not be transported in a vehicle or joined by an independent character.

**Special Rules**

- Skitarii
- Touch of the Luminen
- Furious Charge
- Heavy Bionics
- Fearless
- Fleet
- Scout





**THE HORUS HERESY REGISTRATION FORM**

<b>Player Name</b>	
<b>Postal Address</b>	
<b>Contact Number</b>	
<b>E-Mail Address</b>	
<b>Army Name</b>	
<b>Codex Used</b>	
<b>Any Special Requirements:</b>	
<b>Requests/Notes:</b>	