

AGE OF THE EMPEROR

— THE SIEGE OF TERRA —



THE TEMPUS
FUGITIVES

Eldar

WARHAMMER
40,000

FINAL



IT IS THE 3¹ST MILLENNIUM. THE AGE OF THE EMPEROR HAS SEEN MANKIND ARROGANTLY CONQUER MANY STAR SYSTEMS AND RUTHLESSLY EXTERMINATE ALL LIFE THAT DOES NOT FIT THEIR SMALL NARROW VIEW. WORSE IS YET TO COME FOR THEIR ACTIONS NOW LEAD THEM TO THE GREAT ENEMY AND DOOM US ALL. HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT THE HUMANS CALL "THE SIEGE OF TERRA"; A CAMPAIGN THAT CHRONICLES THE FALL OF HUMANITY TO CHAOS...

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 conflict foretold by the Eldar millennia ago.

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

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

prepared to get into the mindset of the army they have brought to battle with.

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

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

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

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

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

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



ACKNOWLEDGMENTS

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

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

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

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

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

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

WEEKEND SCHEDULE

Friday 14th May 2010

18:00 – 21:00 Pre-Register in Bugmans*
(Non-Compulsory)

Saturday 15th May 2010

08:30 – 10:00 Arrive & Check-In

10:00 – 10:30 Welcome and Introductions

10:30 – 10:45 Game 1 Briefing

10:45 – 12:45 Game 1: Invasion Doubles

12:45 – 13:45 Lunch

13:45 – 14:00 Game 2 Briefing

14:00 – 17:00 Game 2: Cities of Death Doubles

17:00 – 17:15 Afternoon Break

17:15 – 17:30 Game 3: Briefing

17:30 – 20:00 Game 3: Heavy Assault

18:00 – 19:00 Dinner *

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

Sunday 16th May 2010

09:30 – 10:00 Doors Open

10:00 – 10:30 Recap & Briefing

10:30 – 13:00 Game 4: Cities of Death

13:00 – 14:00 Lunch & Army Judging

14:00 – 14:15 Game 5 Briefing

14:15 – 17:15 Game 5: Heavy Assault

17:15 – 17:30 Final Break

17:30 – 18:00 Award Ceremony

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



OUTLINE OF PLAY

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

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

How the Campaign Works

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

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

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

Initiative

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

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

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

Battle Stance

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

Feint

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

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



FIGHTING IN THE AGE OF THE EMPEROR

The Tempus Fugitives

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

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

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

5th Edition Rules of Engagement

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

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

Campaign Rules of Engagement

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

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

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

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

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

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

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

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

A NOTE ON UNIQUE UNITS AND NAMED CHARACTERS

The whole point of playing in a 'historical' setting is to allow you to re-enact some of the fantastic battles you have read about in the books and novels. You should try and include at least one named character in your army. An Eldar army without a Phoenix Lord or Eldrad 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.



Using Cities of Death in the Age of the Emperor: The Siege of Terra

The key principle to bear in mind when you play Cities of Death games is that the rules found in the Warhammer 40,000 take precedence in the event of a conflict. That said, the following clarifications should help keep your games running more smoothly.



Line of Sight

The line of sight rules as presented in the Warhammer 40,000 rulebook are perfectly suited to Cities of Death and mean that the cramped and crowded confines of a city board are deadlier than ever. Players need to take great care when standing models near windows or doorways, and tanks can no longer rumble along behind walls with impunity - you never know who's watching, and what weapon they're aiming at you. On pages 10-11 of the Cities of Death rulebook there is an explanation on Determining Line of Sight. The rules as they are presented here are completely superseded by what follows in the Warhammer 40,000 rulebook.

Organising a Cityfight

The Organising a Cityfight section of Cities of Death (pages 14-16) contains all the information you need to

prepare your Cityfight games. In several places it refers you to the main rulebook. Use the Organising a Battle section (pages 86-95) of the Warhammer 40,000 Rulebook to clarify any points that do arise.

Self-contained Missions

The Cityfighting Missions (Cities of Death, page 42) are entirely self-contained, and don't need any reference to the main rulebook at all with the exception of what counts as a Scoring Unit at the end of a game - basically, only Troops choices under the latest rules. Players must adopt this rule instead of using the Cityfighting Victory Points table (page 46 of Cities of Death) to determine victory. Likewise, the 5th edition rules allow even a single model to contest an objective, something that suits the desperate all-or-nothing nature of cityfight battles.



Intact Buildings

In games of Cities of Death the Warhammer 40,000 rulebook offers rules allowing models to move into, defend and fire at intact buildings. Jump Infantry are free to land on roof tops but take dangerous terrain tests as normal.

Stratagems

There are two Cityfighting Stratagems that are directly affected by the rules change. Fortunately, both have a simple solution for the alteration. These are as follows:

Command Centre Stratagem

The Command Centre stratagem used to allow units to ignore Target Priority tests and grants the Counter-Attack special rule to a unit within 12". Since Target Priority tests no longer exist, it now only grants Counter-Attack to a unit, although that special rule is undoubtedly better using the new Assault rules.

Preliminary Bombardment Stratagem

Preliminary Bombardments still exist and can now be found tucked away on page 258.

NEW STRATAGEM

WEB LATTICE (ARMOURY)

This crystal matrix may be woven quickly across a solid surface to provide the Eldar with limited access to the fabled Webway and allow them to traverse the impenetrable.

Any infantry unit may be issued with a single Webway Lattice, and the model carrying the item should be indicated in some way. This stratagem allows the unit to move through impassable terrain as if it were difficult and dangerous terrain, so long as the unit can be moved through the terrain piece in a single move. Place a counter at the start and end points of the move - subsequent units may use the 'tunnel' created by the lattice so long as they can roll high enough on their difficult terrain test to move through in one go



Painting and the Best Army Award

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

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

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

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

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

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

Awards Ceremony

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



GAME 1 INVASION DOUBLES

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

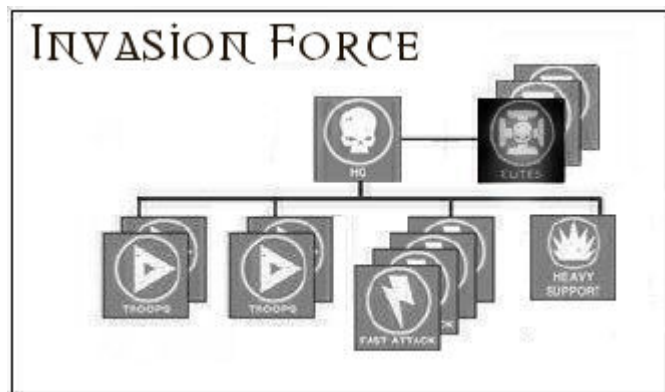
Each player must have no more than 1000 points.

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

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

No Apocalypse Formations, Legendary Units or units with Structure points

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



Farseer Aerial



GAME 2 & 4 - CITIES OF DEATH

In the nightmare confines of the ruins of the mortally wounded Imperium, the fate of the galaxy will be decided. Cities of Death armies are chosen using the following rules:

- A Cities of Death army must be no more than 2000 points.
- Each Player may take up to three Stratagems from the Cities of Death Expansion or from this campaign pack.
- Cities of Death armies fight missions from the Cities of Death expansion for Warhammer 40,000. If sides are tied on Objectives then Kill Points are used to determine the victor. Only non-vehicle Troops choices count as scoring unless stated otherwise.
- Cities of Death armies may include models or units from the Invasion Force
- Your Cities of Death army may NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations.
- 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 Eldar Missile Launchers, Scatter Lasers, 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 or a template. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Players must provide any terrain which they are given via a Stratagem. If these are not used then the terrain benefits are not applied.
- Each table has a set amount of terrain on them. Either player may move any terrain pieces they wish and may arrange them in any way they desire before either side deploys. Players may not add any terrain to the table except for any number of ruins. Each ruined building placed on the table allows the player placing it to give a non-vehicle unit in their army the move through cover, skilled rider or stealth special rule. Additionally the unit counts as scoring. The chosen ability must be clearly recorded by the owning player and their opponent must be informed.
- Cities of Death game 2 is a doubles game played on a 12x4 table. Game 4 is a singles game played on a standard 6x4 table.



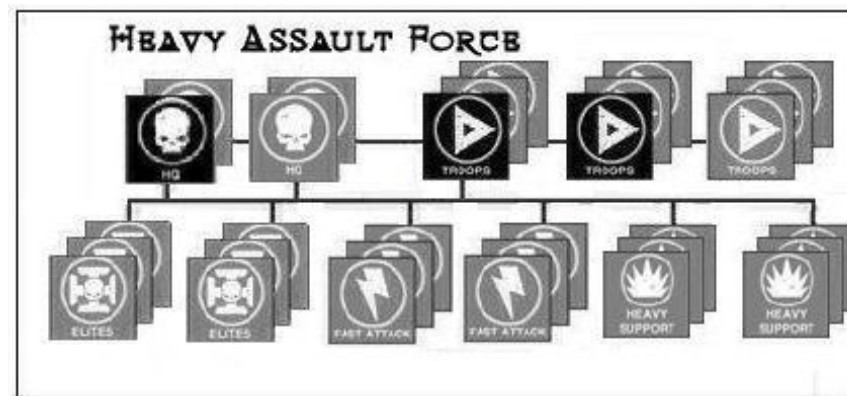
Autarch Elarique Swiftblade



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:

- Must be no more than 3000 points and is selected from the Heavy Assault Force Organisation Chart. They may not include Apocalypse Formations.
- 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 and each Structure Point (or third of wounds lost) counts as a Kill Point.
- **ALLIES:** Up to 1000 points of the Heavy Assault Force may be chosen freely from any allied armylist in the same faction (Eldar, Harlequins, Dark Eldar or Exodites). These allied forces cannot be the compulsory HQ or Troop units in the army. Allies still count as selections on the force organisation chart and each unit counts as two Kill Points (unless they are a Gargantuan Creature or unit with Structure Points).
- A Heavy Assault Force usually (but not always) fights the Annihilation mission from page 91 of the 5th 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.
- Players may not add any terrain to the table except for any number of ruins. Each ruined building placed on the table allows the player placing it to give a unit in their army the move through cover, skilled rider or stealth special rule. The chosen ability must be clearly recorded by the owning player and must be informed to their opponent.
- 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 Eldar Missile Launchers, Scatter Lasers, 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 or a template. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Heavy Assault games are played on a standard 6x4 table.



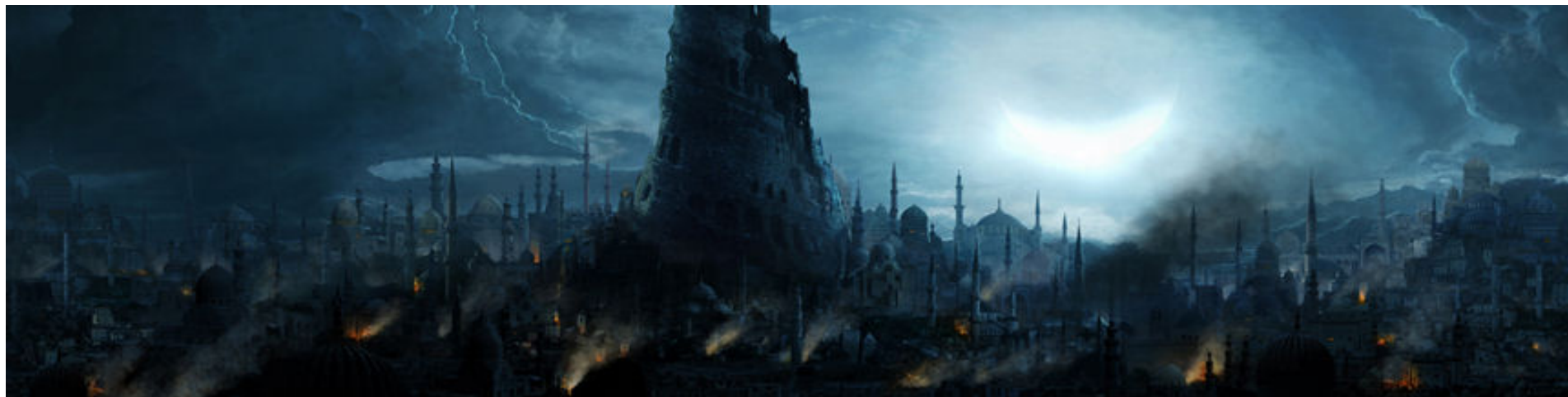


WARZONES OF THE SIEGE OF TERRA

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

CALIBAN

(SEGMENTUM OBSCURUS)



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

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

ARMIES INVOLVED: Dark Angels

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



CHONDAX

(ULTIMA SEGMENTUM)



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

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

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



ES-THEA

(ULTIMA SEGMENTUM)



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

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

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

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

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



MOLECH

(SEGMENTUM TEMPESTUS)



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

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

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



SANGRAAL (SEGMENTUM PACIFICUS)



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

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

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

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

- From the Libre Noctis



YARANT

(ULTIMA SEGMENTUM)



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

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

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



THE FOUR PATHS

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

CRAFTWORLD ELДАР

Throughout the 31st Millennium the Craftworld Eldar live in their gigantic world ships, each surrounded by many hundred smaller craft. These rag-tag fleets are all that remains of the once proud Eldar Empire. But many of the traditions of the Eldar have remained unchanged for millennia and as cataclysmic as the Fall was, the patterns of life on the Craftworlds will continue as they are now until beyond the Forty-First Millennium. The Eldar army presented in Codex Eldar is perfectly usable in the Age of the Emperor: The Siege of Terra. With the exception of Prince Yriel, all of the characters featured in Codex Eldar are active during the Siege of Terra.

EXODITES

In the millennia before the Fall, some of the more powerful Seers among the Eldar predicted the coming of the Great Enemy who would be born of the decadence of the Eldar. These doomsayers preached abstinence from the hedonism engulfing the Eldar worlds.





Over the centuries, they gradually gained followers who referred to themselves as members of the Cult of the Exodus, a body dedicated to persuading the Eldar to change their lifestyle and flee the empire. Seen as deluded puritans by most, their cries for restraint were ignored. Once it became clear that their pleas were going unheard amidst the depravity, the cult's leaders ordered the Exodus to begin, launching their ships to known worlds as far from the empire as possible. For many, it wasn't far enough. The Exodite army presented in the Tempus Fugitives Exodite Armylist is perfectly usable in the Age of the Emperor: The Siege of Terra. **In Cities of Death games, Exodites gain an additional Stratagem for every two ruins taken.**

THE DARK ELДАР

The remaining Eldar were forced to decide a way to survive after the Fall. The Eldar split into two factions: The Eldar of the Craftworlds fortunate enough to escape the Fall decided to resist Slaanesh, and follow a path of restraint and balance. The few young survivors in the core Eldar worlds refused to surrender their lives of hedonism. The survivors rallied around those ruthless enough to rule their kin. The newly-formed Kabals escaped to within the Webway itself and founded the city of Commorragh, escaping the predations of Slaanesh through the protection of the Webway and the suffering of their victims. To differentiate these Eldar from their more benign kin, they are called the 'Dark Eldar'.

The Dark Eldar army presented in Codex Dark Eldar is perfectly usable in the Age of the Emperor: Siege of Terra, but with the following amendments:

- **Dark Eldar Warrior Squads are limited to one Dark Lance/Splinter Cannon and 1 Blaster/Shredder in the unit.**
- **Grotesques replace Feel No Pain with the Feel No Pain universal special rule.**
- **Incubi have 2 attacks on their base profile.**
- **Mandrakes exchange their Hidden Deployment rules for Infiltrate and Scout universal special rules. The unit has Poisoned attacks.**
- **Models armed with Splinter rifles count as being equipped with an additional close combat weapon.**
- **Scourge have the Relentless universal special rule.**
- **Splinter Cannons gain the Rending special rule.**
- **The Dark Lance has a range of 24".**

THE HARLEQUIN

The Harlequins are a faction of the Eldar, and the most enigmatic of that mysterious race. They roam the Webway, fighting Chaos and its influence. Their main purpose is to seek out their most hated enemy, Chaos, and destroy it wherever they can while protecting the craftworlds. As a corollary to this mission, they also compile all knowledge about Chaos, the source of its power, and how to defeat it. This knowledge is kept in the Black Library. The Harlequin army presented in the Tempus Fugitives Harlequin Armylist is perfectly usable in the Age of the Emperor: The Siege of Terra.



ARMIES OF THE ELДАР

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

0-1 TEARS OF ISHA ELITE UNIT

CRAFTWORLD ELДАР, EXODITES OR HARLEQUINS

120 POINTS

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

Special Rules

- Fearless
- Fleet
- Preferred Enemy: Humans

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

Unit Composition

- 10 Tears of Isha

Unit Type

Infantry

Wargear

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

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

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

Options

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





WRAITH WARDENS

ELITE UNIT

DARK ELДАР, CRAFTWORLD ELДАР, EXODITES OR HARLEQUINS ONLY

120 POINTS

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

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

Unit Composition

- 3 Wraith Warden

Unit Type

Infantry

Wargear

- Wraithsword

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

Special Rules

- Fearless
- Acute Senses

Options

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

Guiding Hand: Wraith Wardens suffer the effects of Wraithsight on a 4+. Units within 12" of a Solitaire ignore the effects of Wraithsight.

0-1 SOLITAIRE

HQ UNIT

DARK ELДАР, CRAFTWORLD ELДАР OR EXODITES ONLY

130 POINTS

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

Special Rules

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

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

Unit Composition

- 1 Solitaire

Unit Type

Infantry

Wargear

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

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

Merciless

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

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

Options

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



WARP HAG ELITE UNIT

DARK ELDAR ONLY

120 POINTS

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

Unit Composition

- 1 Warp Hag
- 9 Slave Psykers

Unit Type

Infantry

Wargear

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

Special Rules

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

Dedicated Transport

May select a Raider for +50 points.

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

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

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

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

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

Options

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

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

BEL'ANNO - THE WRAITHSEER

HQ UNIT

CRAFTWORLD ELDAR ONLY

125 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Bel'Anno The Wraithseer	4	4	10	8	3	4	1	10	4+

Unit Composition (Unique)

- 1 Wraithseer

Unit Type

- Monstrous Creature

Wargear

Two Shuriken Catapults
Wraithsword
Runes of Warding
Runes of Witnessing
Ghosthelm

Options

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

Special Rules

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

In times of great need, such as the threat posed by humanity, that ancient rituals are used to awaken the spiritual leader of the Craftworld who first guided them from the destruction of the fall. The spirit of this powerful psyker is channelled into a specially crafted wraithbone construct. Now, with their entire civilisation struggling to avoid the damnation of humanity, it is the spirit of this hero of legend who fights once more for the Eldar.