



THE TEMPUS FUGITIVES

THE 13TH BLACK CRUSADE

Written by S Mackaness

CHAOS EDITION



FINAL

HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN "THE THIRTEENTH BLACK CRUSADE"; A CAMPAIGN WEEKEND THAT CHRONICLES THE FINAL CONFLICT OF THE 41ST MILLENNIUM...

FIRST THINGS FIRST:

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. IF YOU AND YOUR OPPONENT ENJOYED THE GAME – YOU HAVE WON.

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 clash of empires over the Thirteenth Black.

Games Workshop has a really fantastic 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 Thirteenth Black Crusade campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle with. 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. **After all – it's only toy soldiers!**

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

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

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

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

Stuart M



ACKNOWLEDGMENTS

This weighty tome you hold in your slightly clammy hands is the roadmap for the fourth 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 an old, yet familiar world 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.

The **UK Events team** deserve mention here. The support received over the years from **Brian Aderson, Andy Joyce** and **Kev Beadle**, 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.

THE TEMPUS FUGITIVES

WEEKEND SCHEDULE

Friday 5th Sept 2008

19:00 – 21:00 Pre-Register & Chat in Bugmans

Saturday 6th Sept 2008

08:30 – 09:30 Arrive & Check-In

09:30 – 09:45 Welcome and Introductions

09:45 – 10:00 The Story so Far...

10:00 – 10:20 Game 1 Briefing

10:20 – 12:30 Game 1: Recon Doubles

12:30 – 13:30 Lunch & Army Nominations

13:30 – 13:50 Game 2 Briefing

13:50 – 15:50 Game 2: Main Battlegroup

15:50 – 16:10 Break

16:10 – 16:30 Game 3: Briefing

16:30 – 19:00 Game 3: Heavy Assault

19:00 – 20:00 Dinner

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

Sunday 7th Sept 2008

09:15 – 09:45 Doors Open

09:45 – 10:00 The Story so Far...

10:00 – 10:15 Game 4 Briefing

10:15 – 12:15 Game 4: Main Battlegroup

12:15 – 13:15 Lunch & Army Judging

13:15 – 13:30 Game 5 Briefing

13:30 – 17:15 Game 5: Heavy Assault Doubles

17:15 – 17:30 Break

17:30 – 18:00 Debrief and Award Ceremony

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OUTLINE OF PLAY

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

- The Warhammer 40,000 5th Edition rulebook.
- The Apocalypse expansion
- Dice, Templates and Tape measure
- Superglue
- The appropriate Codex and any Imperial Armour material relating to your army. No photocopies!

Upon arrival each player will be assigned to a team, called a Task Force, containing up to eight players. You and the other players in your Task Force are allied field commanders fighting as part of the **Imperium of Mankind**, their allies, the **Eldar** or the **Legions of Chaos**. These factions represent the two sides of the conflict as they battle it out to determine the fate of the galaxy.

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

The campaign will be fought in five rounds. 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 purchased your ticket you were assigned to a taskforce. Before the first game on Saturday you will be asked to gather at one of the task force muster points and nominate a Task Force

Commander. The role of the Task Force Commander is of crucial importance to the team and it is the Commander's responsibility at the end of each game to collate results and hand those back to your Faction Marshal, who will be represented by a member of the event team. **Do not elect an incompetent Taskforce Commander – you will regret it!**

Initiative

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

At the beginning of each round the Task Force that has the initiative in the Warzone will receive a Mission Briefing which includes a list of mission objectives. The Taskforce Commander (taking advice from the Taskforce) must then decide upon the objective of the turn and which mission you will play to achieve them.

Once they have made their decision the players in Task Force with the Initiative must select the tables on which the games will be played; players on the opposing side then come over to their assigned Warzone and pair up. Players cannot select tables from outside of their Warzone to fight on. Deployment is randomly determined as normal.

Battle Stance

Each round you may set how your taskforce intends to fight – Aggressive, Defensive or Balanced. Aggressive stance awards bonus points for wins but nothing for draws or losses, defensively rewards wins and draws equally. As you must decide your Battle Stance before you play your games each round you have to rely on your judgement as to its outcome. Chose carefully, picking 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.

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

What You Will Need

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

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of painting requires that at least three colours are painted on to the model and that the bases are textured in some manner. **You cannot use a model that does not meet these criteria.**

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

FIGHTING IN THE THIRTEENTH BLACK CRUSADE

The Thirteenth Black Crusade was a conflict fought over the worlds of the Cadian Gate. We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe - doing this will greatly increase everyone's enjoyment of the campaign. There is a fantastic prize earned by the Best Army chosen by the judges. To qualify as the 'Best Army' particular attention will be paid to well themed armies which reflect the brutal conflict during the Thirteenth Black Crusade as humanity battles again the foul Legions of Chaos.

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.
- Except for the 3000 point Assault force, each player will require an army selected from a single army list - see the section entitled Permitted Armies.
- You must have enough models to field your army as a 3000 point Heavy Assault force (bear in mind that 500 points of this can be spent on Strategic Assets).
- All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.
- Legendary units and Formations from the Apocalypse Expansion, Apocalypse Reload, Imperial Armour: Apocalypse and the Games Workshop website are permitted in this campaign. Home-made Apocalypse datafax are not permitted.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead. Please contact the Tempus Fugitives if in doubt. Chaos forces may use any Imperial vehicle Datafax as per the rules on pg 117 of the Apocalypse rulebook. They may not take Imperial formations that include any infantry.
- No 'VDR' rules are permitted in the campaign.
- The Warhammer 40,000 Cities of Death expansion will not be used in this campaign.
- You may include Special Characters from their army Codex as normal but please rename them where appropriate. So Commissar Gaunt might become Commissar Tanner as Gaunt was not present during the Thirteenth Black Crusade but Abaddon is taken as Abaddon because he most certainly was!
- No allies of any kind may be taken (including Kroot Mercenaries, Grey Knights etc). Instead Armies may use the Faction Specific Units instead which are found in this document.



5TH EDITION AND THE BLACK CRUSADE

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

There are several significant changes to the way the game plays compared to 4th Edition (and on the whole they make for a vastly more enjoyable game!) However as with any change to the rules, there is a period of time for everyone to adjust and get used to the more subtle differences between this edition and its predecessors. On the Tempus Fugitives forums and in various playtesting games several 'interesting' interpretations of the rules came up as well as certain changes to the rules being forgotten and 4th Edition used instead. So here are a few reminders and clarifications to keep in mind as you battle for the Cadian Gate.

Annihilation Kill Points: Each unit is worth one Kill Point. An Imperial Guard Infantry Platoon comprising of two Infantry squads, a command squad and a chimera is therefore worth four Kill points. Units brought back into play after being destroyed (such as sustained assault by daemons) are worth a Kill point each time they are destroyed.

Apocalypse: In Apocalypse battles only infantry Troop choices may capture objectives (as per the 5th Edition rules for scoring units).

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

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

Deep Striking: If a unit suffers a deep-strike mishap and rolls a 3-4 on the mishap chart, their opponent MUST deepstrike the unit in a valid

location (not off the table, into impassable terrain or another unit).

You can run after making a Deep Strike move (but may not assault unless the units rules specifically state otherwise). You can never assault out of a Drop Pod.

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

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

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

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

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

Snipers: No longer hit on a 2+ but now have rending.

Walkers: In each Shooting phase, Walkers cannot fire any other weapons if they fire an Ordnance weapon.

Game 1 - Recon

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

Must be no more than 1000 points.

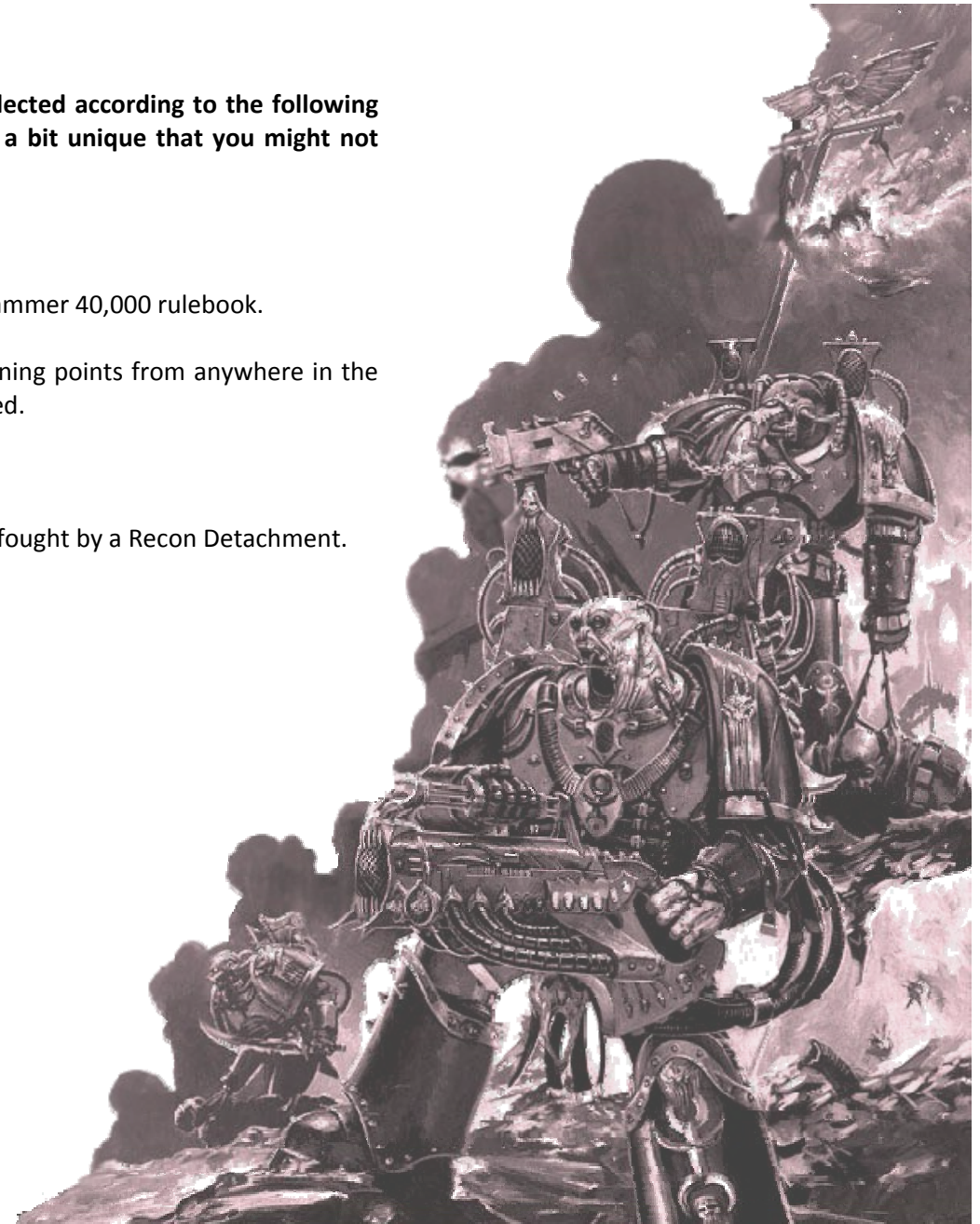
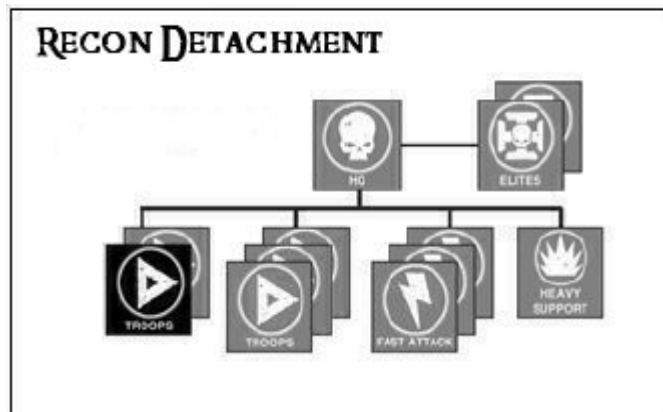
Recon Detachments fight a mission from page 91 of the 5th Edition Warhammer 40,000 rulebook.

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

No Formations, Legendary Units or units with Structure points

No flyers. Reconnaissance aircraft do not undertake the type of missions fought by a Recon Detachment.

No ordnance weapons are allowed.



Games 2 & 4 – Main Battlegroup

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

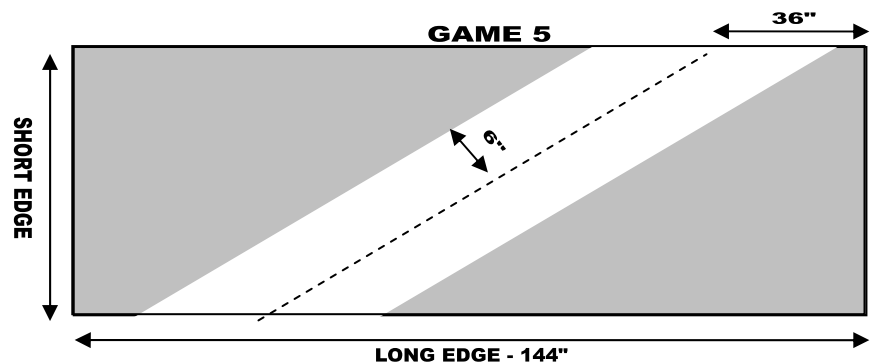
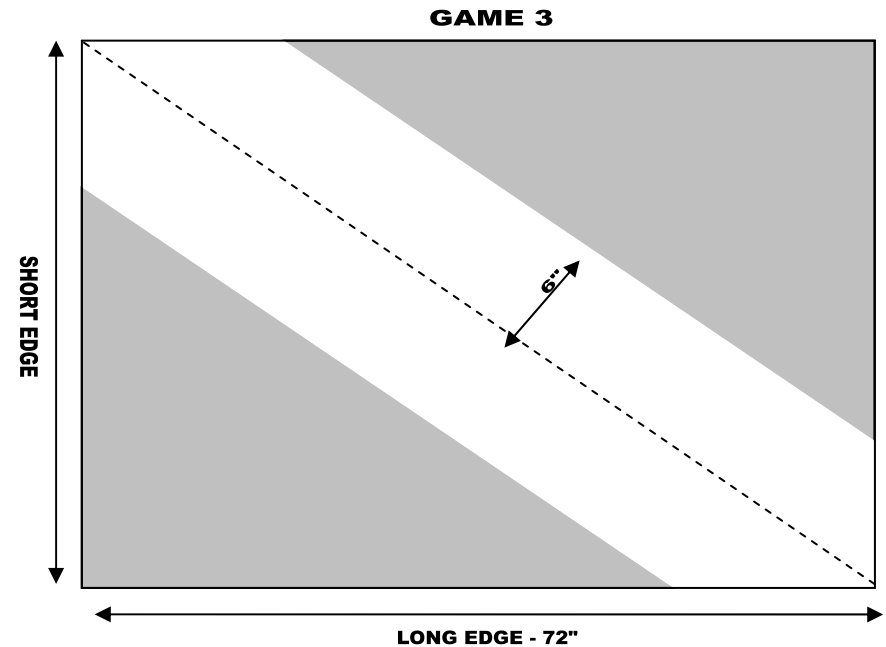
- Main Battlegroups usually (but not always) fight Seize Ground, Capture and Control or Annihilation missions from page 91 of the 5th Edition Warhammer 40,000 rulebook. Remember: Taskforces with the initiative may decide which mission to undertake to achieve their objective. They must inform their opponents.
- Must be no more than 1500 points.
- May include models or units from the Recon Detachment.
- Is selected using the Standard Missions Force Organisation Chart found in the 5th Edition Warhammer 40,000 Rulebook.
- May NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations.
- Models with rules in the Apocalypse rulebook or Imperial Armour: Apocalypse MUST be used over those found in other Imperial Armour books (for example the Valkyrie and Hydra).
- Any Flyers use the rules for aircraft found in the Apocalypse expansion.
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used.
- Models carrying Missile launchers or vehicle mounted Defensive weapons may be upgraded to AA capability for +10 per weapon. These weapons (like all pintle mounted weapons, hit flyers using the model's BS rather than only on 6s).



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:

- Except where noted below, all rules from the Warhammer 40,000 Apocalypse Expansion are used when playing with a Heavy Assault Force (including the free strategic asset). The Strategic Asset cannot be changed between games and must be included on the army list.
- A Heavy Assault Force comprises of the 1500 point Main Battlegroup used in Game 2 and 4 and a Heavy Reinforcement Detachment of 1500 points. As a result of fielding these two armies together, a Heavy Assault Force is 3000 points.
- The Heavy Reinforcement Detachment may include models from the Recon Detachment and may include Gargantuan Creatures and units with Structure Points. Up to 500 points of the Heavy Reinforcement Detachment may be spent on Strategic Assets (at a cost of 250 points per Strategic Asset). Strategic Assets cannot be changed between games and must be included on the army list.
- Units in the Main Battlegroup may be combined with models in the Heavy Reinforcement Detachment to create Formations (such as a Space Marine Battle Company) but the units from the Main Battlegroup cannot be changed in any way in order to do so. It is suggested you plan your Main Battlegroup around your intended Heavy Assault Force and not visa versa.
- Units in the Heavy Reinforcement Detachment may be chosen freely from any armylist in the same faction (so a Space Marine player may have Imperial Guard, Daemon Hunters, Witch Hunters and Cult Mechanicus units but may not include Daemons or Kroot).
- Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead. Please contact the Tempus Fugitives if in doubt.
- Heavy Assault Force games deployment is different depending on whether it is a single player or doubles game. See the chart opposite for deployment. The no mans land is the diagonal across half of board – it does not scatter, unlike in normal games of Apocalypse.
- All of the 1500 point Main Battlegroup must be deployed at the beginning of the game unless they are part of a formation with different deployment rules or come in as reserves as part of an ability (such as Deep Strike).

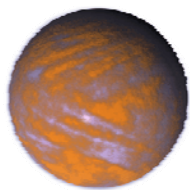


WARZONES OF THE EYE OF TERROR

Our first Black Crusade occurred mere centuries after the corpse-god worshippers had cheated us of our victory on Terra. Utilizing the region of calm known as the Cadian Gate, Warmaster Abaddon led the combined forces of the true inheritors of the galaxy against scores of worlds. We struck without warning and millions of the defenders were culled like cattle before the acursed Imperium and their Primarchs could fight back effectively. Since this time the fool Rogal Dorn and his brothers were forced to heavily fortify the surrounding Cadian sector.

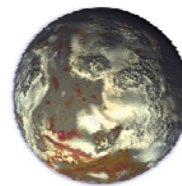
Over the course of the intervening ten thousand years, Warmaster Abaddon has launched a further eleven Black Crusades, each one achieving our goals but denying us total victory. Millions of other attacks have been made on the worlds of the Cadian Gate by Daemon Princes and other warlords, but the glorious title of Black Crusade is reserved for the times when the Warmaster unites all of Chaos in one goal.

The 41st Millennium has already seen a Black Crusade. The Twelfth Black Crusade, also known as the Gothic War, was the Warmaster's attempt to capture the ancient Eldar artefacts known as the Talismans of Vaul, but known to the Imperium as the six Blackstone Fortresses. The Imperium allied with the foul Eldar like mewling grox calf suckling at its mother's diseased teat. Combined they were able to defeat our forces, but our goal was achieved and we took the tools needed to conquer the Imperium in the Thirteenth Crusade - two of the Blackstone Fortresses.



Warzone: Agripinaa

A Forgeworld that supplies the Cadian Gate with munitions and technologies. Our allies, the Dark Mechanicus, wish to sieze this planet to fuel our Crusade. There are strong defences in place with the Cult Mechanicus. As a result the Imperium has the Initiative here.

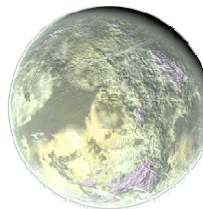
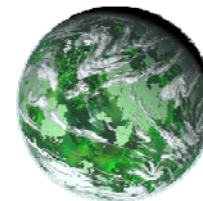


Warzone: Belail IV

Arcane Eldar artefacts dot the surface of this agri world. The Xenos Eldar appear to be actively involved in defending this Imperial world against our assaults. The Eldar have the Initiative here.

Warzone: Belis Corona

The Belis Corona subsector is the heart of the Imperium's naval efforts. It is said that the entirety of Battlefleet Obscurus could dock in the vast orbital shipyards in orbit above Belis Corona. Uprisings have put this city-world into our hands and we have the Initiative here.

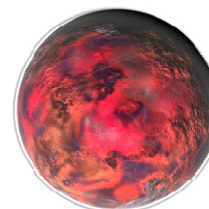


Warzone: Cinchare

Cinchare is a mineral rich rock orbiting a rogue star wandering through in the Halo Zone outside Segmentum Obscurus. Cinchare itself follows an almost figure eight orbit around its sun. This strange orbital pattern creates extremely unpredictable gravitational fluxes and as a consequence, the formation of extremely rare minerals. The Imperium has the Initiative here.

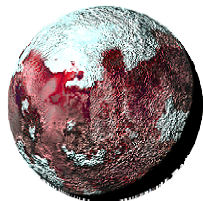
Warzone: Eidolon

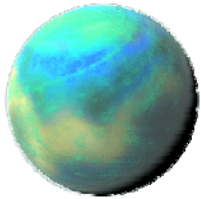
The appearance of this daemon world in the material plane heralds our triumphant return. As the Thirteenth Black Crusade began, Eidolon appeared once more at the edge of the Oculus Terribus and disgorged hordes of daemon entities. The Eldar appeared to be waiting for such activity and began to assault the daemon world directly. However such is the power of Chaos that we have the Initiative here.



Warzone: Medusa

Homeworld of the stubborn Iron Hands chapter. The planet is unstable and the tectonics plates are constantly shifting, creating and destroying oceans and mountains. Led by the Emperor's Children, our forces have descended on the Iron Hands and their peons. The Iron Hands refuse to give in to the inevitable and maintain a fierce defence. As a result the Imperium has the Initiative here.





Warzone: Nemesis Tessera

An ice world, Nemesis Tessera is believed to be the Ordo Malleus main base of operations in the region surrounding the Eye of Terror. Exact deployment and locations are still hidden from our scrying but the arrogant Grey Knights chapter are known to use the planet as a resupply point in addition to further forces that may be called upon from Titan. The Imperium has the Initiative here.

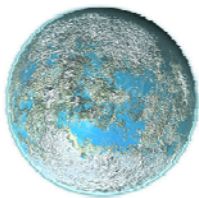
Warzone: Ruins of Caliban

Caliban was a Death World and the homeworld to the Dark Angels chapter. It was a noble planet, being close to the realm of Chaos. During an unspecified point towards the final days of Horus's campaign, the planet was reduced to rubble. A swirling vortex of warp power was created around Caliban and it eventually broke up, being pulled into the warp. A few scattered chunks of planetary debris are now all that remains. The Dark Angels are vigilant for any activity near this region and as such hold the Initiative here.



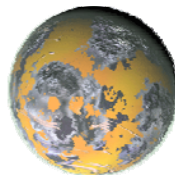
Warzone: Scelus

Scelus is a lonely, isolated planetoid on the Western edge of the Eye of Terror. A bleak, windswept, mountainous world, Scelus has little atmospheric moisture and existence is largely confined to the flanks of the mountain ranges. A justifiable hatred of the Imperium is harboured in the whole sector, although fear prevents these sentiments from being frequently manifested in word or action. The Legions of Chaos have the Initiative here.



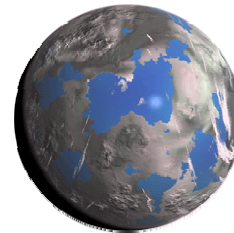
Warzone: St Josmane's Hope

A prison world located near Cadia, once our forces seize control, the inmates would become a fanatically loyal force to do the Despoiler's bidding. The Imperium has the Initiative here.



WARZONE: CADIA

The fortress world of Cadia is a key warzone at the heart of the Imperium's defence of the Eye of Terror. It comprises of seven key regions:



KASR BELLAN — The Whiteshield Academy is here.

KASR DERTH — The largest castellum and host to the regional government of Cadia.

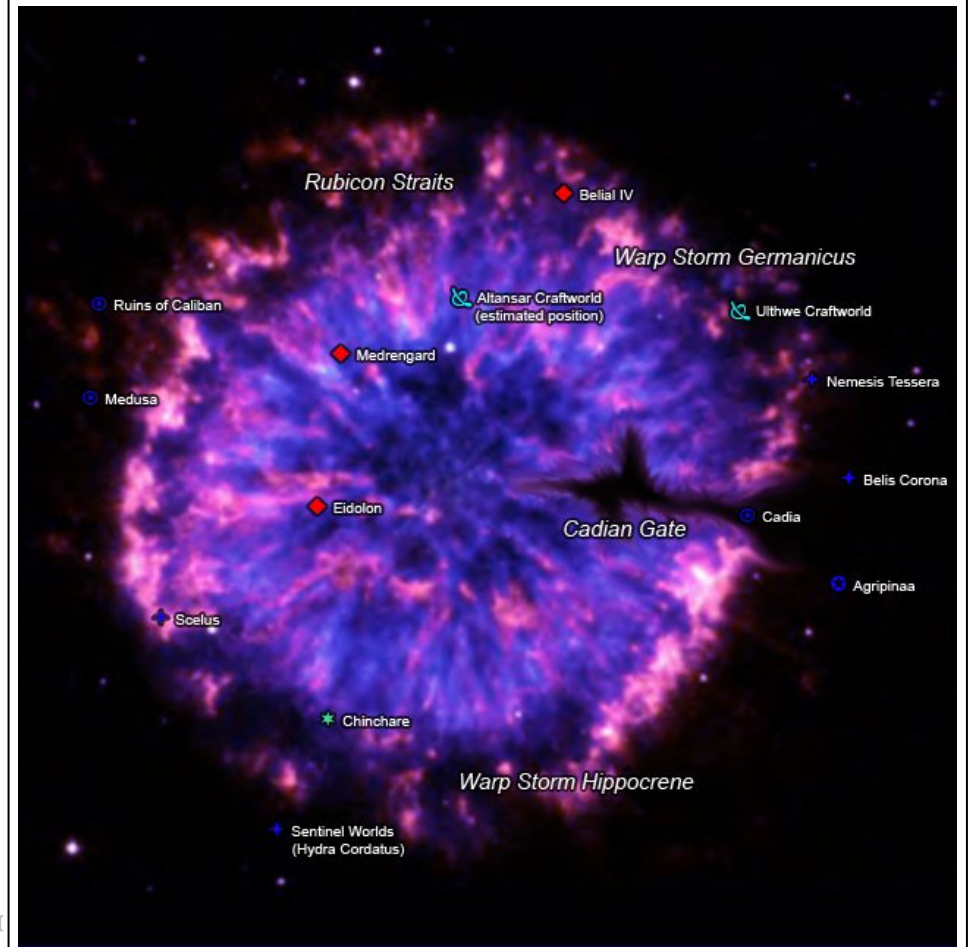
KASR GESH — Shortly before the outbreak of war, the Inquisitor General's Office of Cadia moved here.

KASR HOLN — Key Munitorium Depot.

KASR PARTOX — The Interior Ministry has been moved here.

KASR SONNEN — Primary Ordo Hospitaler halls

KASR TYROK — Houses the main starport.



THE LEGIONS OF CHAOS

"Horus was weak. Horus was a fool. He had the whole galaxy within his grasp and he let it slip away."

Ezekyle Abaddon is Warmaster to the largest assembled Chaos to threaten the Imperium since the dark days of the Horus Heresy. His goal is the destruction of the Cadian Gate which will allow his forces to sweep unchallenged from the Eye of Terror and conquer the Imperium. But the forces of the Corpse-God are heavily fortified and well equipped. The battle ahead will be long and costly, but this is the Thirteenth Black Crusade the Despoiler has led against the Imperium and the patience of the Dark Gods is wearing thin...

The lists on the following pages present the allowed lists for the Legions of Chaos. 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 and if you cannot find your army listed, in all likelihood it is not permitted. If you have any further questions regarding army selection, please contact the event organisers before the weekend and check the forums at www.tempusfugitives.co.uk.

The Codices used in this campaign for the Legions of Chaos: Codex Chaos Space Marines; Codex Chaos Daemons and Codex Imperial Guard. With the exception of the Armoured Company list, articles from Chapter Approved or other sources are not to be used in this campaign. All supplementary rules to your Codex can be found in this pack.



Taskforce Name	Permitted Armies
Cult of the Voice	Chaos Space Marines, Lost and the Damned, Traitor Guard, Chaos Daemons
Legio Mortis	Dark Mechanicus and Traitor Guard
Red Corsairs	Chaos Space Marines

Taskforce Name	Permitted Armies
Sinister Company	Chaos Space Marines, Lost and the Damned, Traitor Guard, Chaos Daemons
Scions of Adramalech	Chaos Space Marines, Lost and the Damned, Chaos Daemons
The Anointed	Traitor Guard and The Lost and the Damned



THE TRUE BELIEVERS - THE TRAITOR GUARD

Imperial guardsman and citizen alike turned to heed to command of the Voice, an orator of great charisma claiming to be the voice of the Emperor. His rousing speeches led to rebellion all over the planet of Lelithar, soon there after his influence spread to the rest of the Agrippa sector. These rebelling guard regiments were joined by other regiments of Imperial Guard who had forsaken their oaths to the Imperium and now joined the Warmaster to burn the galaxy.

Using the Traitor Guard in the Thirteenth Black Crusade

- Armies must be selected using the most recent edition of 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.
- You may use the Armoured Company rules found on the Games Workshop website. You may use the rules for Armoured Battle Groups found in Imperial Armour Volume 1.
- You may take an army using the Drop Troop Regiment using rules from Imperial Armour: Volume 1 or the D-99 rules from Imperial Armour: Volume 4. You may take a Siege Regiment army using rules from Imperial Armour: Volume 5.
- You may take a Vraksian Renegades army using rules from Imperial Armour: Volume 5.
- In all types of Imperial Guard army, Infernus Shells taken for Griffon mortars must use the rules contained in Imperial Armour: Volume 5.
- Traitor Guard armies using Codex Imperial Guard rather than army lists from Imperial Armour may take doctrines. Commissars, Sanctioned Psykers and Priests may be taken but it is assumed that these are heretical corruptions of the original units (preaching the Word of Lorgar rather than the Imperial Creed for example).
- You may take troop choices from Codex Chaos Space Marines as Elites choices. The Chaos Space Marine units have the options available to them from their Codex including Rhinos.
- You may take Daemon Princes from Codex Chaos Space Marines as HQ choices. These may be your compulsory HQ choice.
- You may take Defilers from Codex Chaos Space Marines as Heavy Support Choices.
- Traitor Guard vehicles receive their upgrades from either Codex Chaos Space Marines or Codex Imperial Guard.
- Traitor Guard may NOT take campaign units from the Imperium Edition of the campaign pack!

BRETHREN OF THE DESPOILER - CHAOS MARINES



Imperial guardsman and citizen alike turned to heed to command of the Voice, an orator of great charisma claiming to be the voice of the Emperor. His rousing speeches led to rebellion all over the planet of Lelithar, soon there after his influence spread to the rest of the Agrippa sector. These rebelling guard regiments were joined by other regiments of Imperial Guard who had forsaken their oaths to the Imperium and now joined the Warmaster to burn the galaxy.

Using the Chaos Space Marines in the Thirteenth Black Crusade

- Armies must be selected using the most recent edition of Codex Chaos Space Marines with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.

HORDES OF CHAOS THE LOST AND THE DAMNED

An army of the Lost and the Damned represents a combined force of Chaos featuring all of these elements. Such forces will be commanded by powerful Chaos Space Marines, Daemon princes or some other great Demagogue, Traitor or Arch Heretic who's caught the eye of the Chaos powers. Their armies are often insane personal creations pursuing a path of strategy and tactics which defies rational military explanation. Their followers may be disciplined and well armed, backed with prodigious amounts of armour and firepower or a teeming horde of primitively armed mutants, monsters and daemons. The seemingly insane, unpredictable assaults of such Chaos forces are a nightmare for strategic planners and lowly troopers alike.

Using the Lost and the Damned in the Thirteenth Black Crusade

- Armies must be selected using the Thirteenth Black Crusade Edition of the Tempus Fugitives Codex Lost and the Damned with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.





SCULPTORS FROM THE FORGE: THE DARK MECHANICUS

With the Legions of Chaos threatening many Forgeworlds that lie within the grasp of the Cadian Gate, the Cult Mechanicus has mobilised its forces in support of the Imperial defences. But the Chaotic hordes are supported by the foul Dark Mechanicus, a twisted parody of the servants of the Omnissiah. Their techno-blasphemy cannot be allowed to corrupt the sanctity of the Forgeworlds of mankind.

Using the Soul Forge in the Thirteenth Black Crusade

- Armies must be selected using the Thirteenth Black Crusade Edition of the Tempus Fugitives Codex Soul Forge which is available to download from www.tempusfugitives.co.uk. Please contact us at the Tempus Fugitives if you do not understand this point.



DWELLERS IN THE WARP - THE CHAOS DAEMONS

The Chaos Daemons are vicious creatures spawned from the nightmare dimensions of the warp. Feeding upon the emotions of mortals, hordes of Daemons mount cataclysmic invasions according to the whim of the Chaos Gods, annihilating entire star systems in their wake.

Using Chaos Daemons in the Thirteenth Black Crusade

- Armies must be selected using the most recent edition of Codex Chaos Daemons with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.

THIRTEENTH BLACK CRUSADE UNITS

There are several units which may be taken by many of the armies during the Thirteenth Black Crusade. They are detailed on the following pages and are considered fully usable for this campaign weekend. However, they are not to be considered official in any way outside of the Thirteenth Black Crusade. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

Abaddon's Chosen	Pg 14	Tzeentch Terminator Cabal	Pg 16
Berzerker Terminators	Pg 15	The Coven	Pg 17
Plague Marine Terminators	Pg 15	Plague Zombies	Pg 17
Noise Marine Terminators	Pg 16		

0-1 ABADDON'S CHOSEN HQ OR ELITES

CHAOS SPACE MARINES ONLY

250 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Abaddon's Chosen	5	4	4	4	1	4	3	10	2+

Unit Composition

- 5 Abaddon's Chosen

Unit Type

- Infantry

Vanguard of the Despoiler

The 0-1 restriction on Abaddon's Chosen is removed if the army includes Abaddon the Despoiler.

Wargear

- Combi-Bolter
- Terminator Armour
- Power Weapon

Rapid Teleport: Abaddon's Chosen may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may 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. Because of the superior technology employed, the squad always arrives at the start of the Chaos player's first turn and may re-roll the scatter dice and distance rolled.

Special Rules

- Fearless
- Relentless
- Invulnerable 5+ Save
- Icon of Chaos Glory

Options

- The Squad may include up to five additional Abaddon's Chosen for +50 points per model.
- Any of Abaddon's Chosen may replace its power weapon with a power fist or a single lightning claw for +10 points, a chain fist for +25 points.
- Any of Abaddon's Chosen may replace its power weapon and combi-bolter with a pair of lightning claws for +10 points.



CHAOS KHORNE BERSERKER SQUAD ELITES

CHAOS SPACE MARINES ONLY

340 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Terminator Skull Champion	5	4	4	4	1	4	4	10	2+
Terminator Berserker	5	4	4	4	1	4	3	10	2+

Unit Composition

- 1 Terminator Skull Champion
- 7 Berserker Terminators

Wargear

- Combi-Bolter
- Terminator Armour
- Power Weapon

Unit Type

- Infantry

Special Rules

- Fearless
- Relentless
- Invulnerable 5+ Save
- Furious Charge
- Icon of Khorne
- Rage

Options

- The Squad may include an additional eight Terminators for +300 points.
- Any Terminator may replace its power weapon with a power fist or a single lightning claw for +10 points, a chain fist for +25 points.
- Any Terminator may replace its power weapon and combi-bolter with a pair of lightning claws for +10 points.

Note: Khorne Berserker Terminators may be taken in place of Berserker squads in the maelstrom of Gore Apocalypse Formation.



CHAOS PLAGUEMARINE TERMINATOR SQUAD ELITES

CHAOS SPACE MARINES ONLY

340 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Terminator Plague Champion	4	4	4	4(5)	1	4	3	10	2+
Terminator Plaguemarine	4	4	4	4(5)	1	4	2	10	2+

Unit Composition

- 1 Terminator Plague Champion
- 6 Plaguemarine Terminators

Wargear

- Combi-Bolter
- Terminator Armour
- Power Weapon

Unit Type

- Infantry

Special Rules

- Fearless
- Slow and Purposeful
- Feel No Pain
- Invulnerable 5+ Save
- Icon of Nurgle

Options

- The Squad may include an additional seven Terminators for +300 points.
- Any Terminator may replace its power weapon with a power fist or a single lightning claw for +10 points, a chain fist for +25 points.
- Any Terminator may replace its power weapon and combi-bolter with a pair of lightning claws for +10 points.
- One Terminator may replace its combi-bolter with a reaper autocannon for +20 points or a heavy flamer for +5 points.



CHAOS NOISE MARINE TERMINATOR SQUAD ELITES

CHAOS SPACE MARINES ONLY

275 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Terminator Sonic Master	4	4	4	4	1	5	3	10	2+
Terminator Noise Marine	4	4	4	4	1	5	2	10	2+

Special Rules

- Fearless
- Relentless
- Invulnerable 5+ Save
- Icon of Slaanesh

Options

- The Squad may include an additional six Terminators for +230 points.
- Any Terminator may replace its power weapon with a power fist or a single lightning claw for +10 points, a chain fist for +25 points.
- Any Terminator may replace its power weapon and sonic blaster with a pair of lightning claws for +10 points.
- One Terminator may replace its sonic blaster with a blast master for +20 points or a doom siren and a sonic blaster +15 points.

**Unit Composition**

- 1 Terminator Sonic Master
- 5 Terminator Noise Marines

Unit Type

- Infantry

Wargear

- Sonic Blaster
- Doom Siren (Master)
- Terminator Armour
- Power Weapon

CHAOS TZEENTCH TERMINATOR CABAL

HQ OR ELITES

CHAOS SPACE MARINES ONLY

425 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Terminator Sorcerer	4	4	4	4	1	4	2	10	2+
Thousand Sons Terminator	4	4	4	4	1	2	2	10	2+

Special Rules

- Fearless
- Slow and Purposeful
- Invulnerable 4+ Save
- Icon of Tzeentch

Options

- The Squad may include an additional nine Terminators for +375 points.
- Any Terminator may replace its power weapon with a power fist or a single lightning claw for +10 points, a chain fist for +25 points.

**Unit Composition**

- 1 Terminator Sorcerer
- 8 Terminators

Unit Type

- Infantry

Wargear

- Inferno Bolts (AP 3)
- Combi-Bolter
- Terminator Armour
- Power Weapon
- Force Weapon (Sorcerer)
- Psychic Power: Doom Bolt (Sorcerer)
- Psychic Power: Bolt of Change (Sorcerer)

THE COVEN HQ

CHAOS SPACE MARINES ONLY

250 POINTS PLUS CHARACTER

	WS	BS	S	T	W	I	A	LD	Sv
Coven Sorcerer	4	4	4	4	1	4	2	10	3+

Unit Composition

- Sorcerer Lord or Ahriman (see Codex Chaos Space Marines for points cost)
- 5 Coven Sorcerers

Unit Type

- Infantry

Unique

You may only have one Coven in your army.

Wargear

- Bolt Pistol
- Power Armour
- Force Weapon

Options

- The Coven may include an additional five Sorcerers for +50 points each.

Special Rules

- Fearless
- Invulnerable 5+ Save

Focused Casting: In addition to providing a re-roll for failed psychic tests by the character leading the unit, the Coven may also cast a single Coven power once per turn on a friendly unit within 18". These powers are cast in the Movement phase and do not require a psychic test but the unit may only cast one per turn. The character leading the Coven may target other units with any Shooting attacks.

Foul Sorcerers like Ahriman, Zaraphiston and Ygethmor surround themselves with various acolytes and minions to amplify their own power and assist in the conjuration of even grander magiks.

Coven Powers

Hellish Vigour – the unit gains the *fleet* universal special rule until the start of the next Chaos turn.

Daemonshroud – the unit gains a 5+ invulnerable save from shooting until the start of the next Chaos turn.

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

PLAGUE ZOMBIES

ELITES

CHAOS SPACE MARINES ONLY

160 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Plague Zombie	2	0	2	4	1	1	1	2	-

Unit Composition

- 20 Plague Zombies

Unit Type

- Infantry

Wargear

- None

Options

- The horde may include up to an additional ten Zombies for +8 points each.

Special Rules

Fearless
Feel No Pain
Slow and Purposeful

Nnnngh.... Brains.....

Braindead: Zombies may never sweeping advance.



THIRTEENTH BLACK CRUSADE REGISTRATION FORM

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