



# THE TEMPUS FUGITIVES

## THE 13TH BLACK CRUSADE

Written by S Mackaness

### ELDAR 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 41<sup>ST</sup> 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](http://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 5<sup>th</sup> Sept 2008

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

### Saturday 6<sup>th</sup> 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 7<sup>th</sup> 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 5<sup>th</sup> 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 5<sup>th</sup> Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website.
- 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 5<sup>th</sup> Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website. These errata have been specifically updated for 5<sup>th</sup> Edition and are of real importance for players taking part.

There are several significant changes to the way the game plays compared to 4<sup>th</sup> 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 4<sup>th</sup> 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 5<sup>th</sup> 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 5<sup>th</sup> 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.

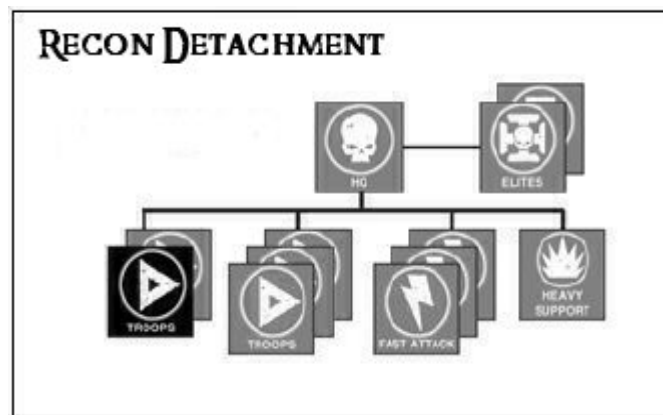
Recon Detachments fight a mission from page 91 of the 5<sup>th</sup> Edition Warhammer 40,000 rulebook.

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 5<sup>th</sup> 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.
- 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).
- 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 5<sup>th</sup> Edition Warhammer 40,000 Rulebook.

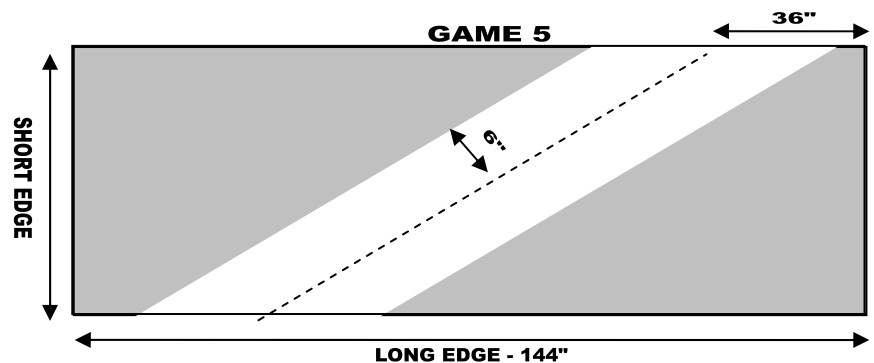
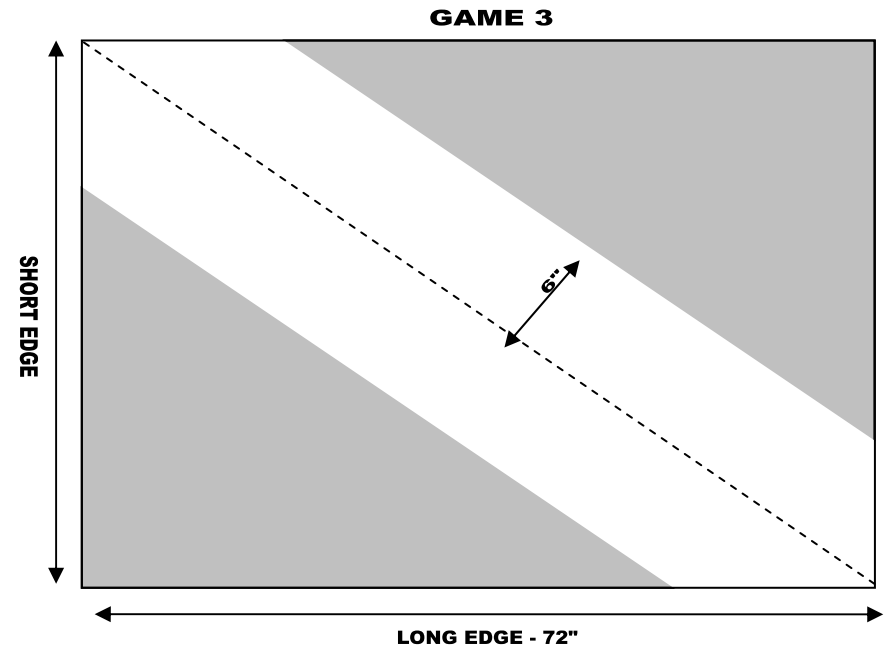




## Game 3 & 5 – Heavy Assault Force

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).

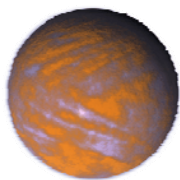


# WARZONES OF THE EYE OF TERROR

Consumed by arrogance and with no need for substantial work or labour, our ancestors began to pursue any curiosity or desire. Rapidly, cults devoted to exotic knowledge, physical pleasure, and ever-more outrageous entertainment sprang up. It did not take long for many of our people to take a darker path, descending into dark study, instant fulfilment and unbridled violence, beginning the Fall.

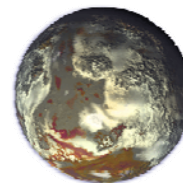
Many of our people grew uneasy with the actions of their comrades, and the wisest of the Seers warned that the path could lead only to evil. While this would have been destructive within any society, it was even more damaging for us. Within the parallel realm of the warp, the psychic emanations of these activities began to gather, strengthened by the souls of departed followers and cultists. As our people's vices grew, this collection did as well, until it eventually came into a life of its own. It finally came to consciousness as Slaanesh, the Archenemy and doom us all, for the psychic scream of its birth tore the souls from all the Eldar within a thousand light years of it. Its awakening was so forceful that it tore a hole between physical space and the Warp, plunging the our homeworlds into a limbo of partial existence. This region is now known as the Eye of Terror, and is now the home of the forces of Chaos.

The recent centuries has already seen the Archenemy make a significant move against the human Imperium. In the region of space the *mon-keigh* refers to as the Gothic sector, the despoiler attempted to capture the powerful Talismans of Vaul. We formed a tenuous alliance with the humans and prevented all but two from falling into the hands of the Dark Gods.



## Warzone: Agripinaa

The superstitious humans of the Cult Mechanicus have a military factory world in this system. They are strongly defending it against the forces of the Dark Powers and are unlikely to require our aid. As a result the Imperium has the Initiative here.

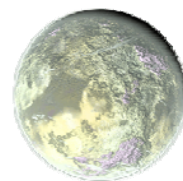
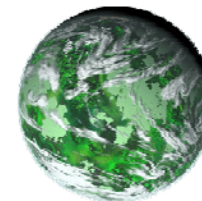


## Warzone: Belail IV

Artefacts from before the Fall dot the surface of this world. We are actively involved in defending this planet against the Great Enemy even though it is habituated by the humans of the Imperium. The *monkeigh* settlers speak of an unknown ship seen as a ghost-like image. Could this be our lost brothers and sisters? We have the Initiative here.

## Warzone: Belis Corona

The Belis Corona subsector is the heart of the Imperium's naval strength, and our Farseers believe it to be their weakness as well. Violent uprisings have put this city-world into the hands of the Archenemy and crippled the human's fleet actions in this area. As a result the Chaos Legions have the Initiative here.

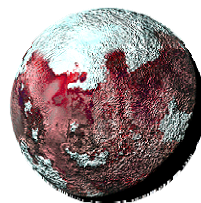
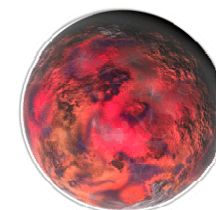


## Warzone: Cinchare

The planet 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.

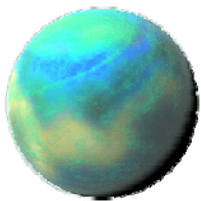
## Warzone: Eidolon

The appearance of this daemon world in the material plane heralds destruction and malediction. As the Thirteenth Black Crusade began, Eidolon appeared once more at the edge of the Crone Worlds and disgorged hordes of daemonic creatures. We have anticipated this re-emergence and a flotilla of wraithships met the daemons in mid-flight and began to assault the daemon world directly. However the Legions of Chaos have the Initiative here.



## Warzone: Medusa

It is a bleak world locked in perpetual gloom. The sun almost never breaks through the dark, polluted sky and the planet is mostly a range of ice capped mountains interspersed with volcanoes and boiling hot geysers. The Imperium has the Initiative here.



### Warzone: Nemesis Tessera

An ice world, Nemesis Tessera is the human Inquisition's main base of operations in the region surrounding the Eye of Terror. The Archenemy would be mistaken to underestimate the fury they will incur by transgressing on a realm of the Inquisition. They will not live long enough to learn. The Imperium has the Initiative here.

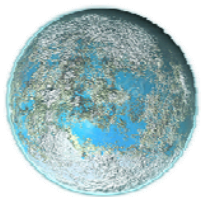
### Warzone: Ruins of Caliban

Caliban was a Death World and the homeworld to the Dark Angels chapter. It was a cursed but beautiful planet, being close to the realm of Chaos. During the final days of the human civil war, 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.



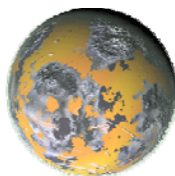
### Warzone: Scelus

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 fierce 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.



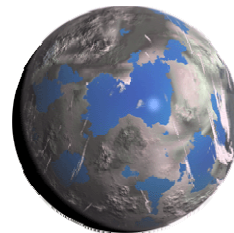
### Warzone: St Josmane's Hope

A prison world located near Cadia. Our Seer's predict that should the forces of the Archenemy seize control, the inmates would become a dangerously corrupted force to do Abaddon's bidding. The Imperium has the Initiative here.



## WARZONE: CADIA

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



**KASR BELLAN** — The Whiteshield Academy is here.

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

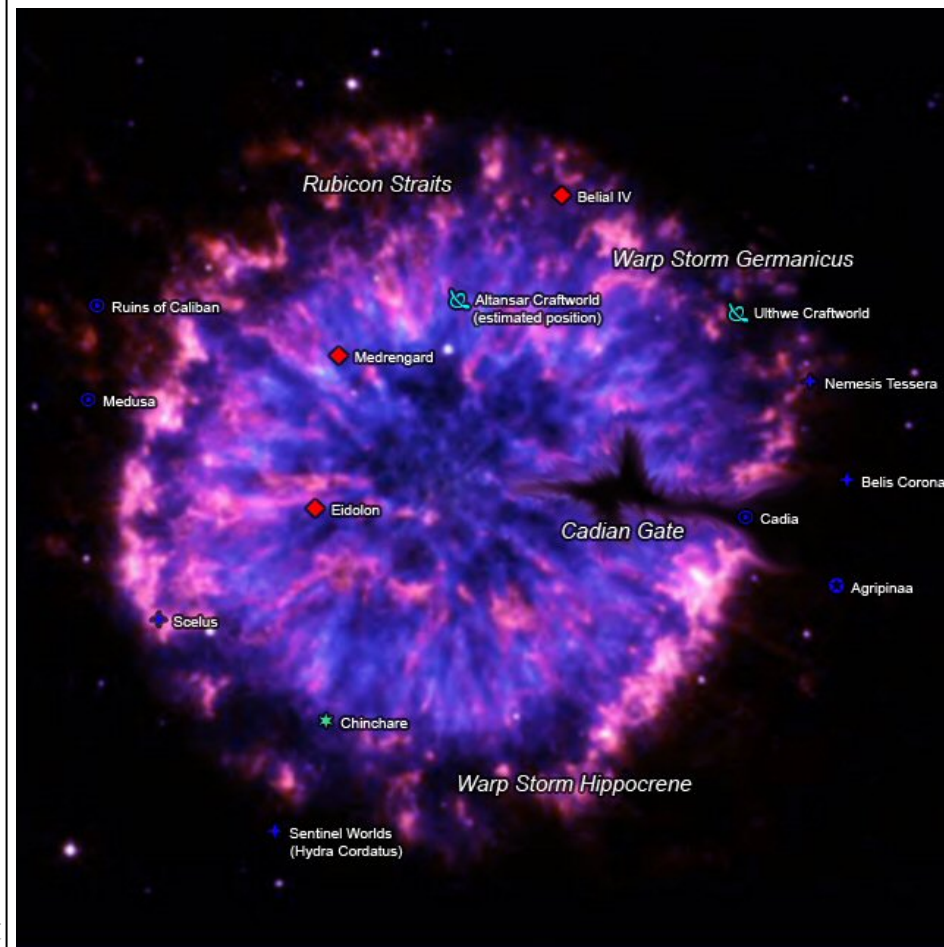
**KASR GESH** — Shortly before the outbreak of war, the Inquisitor General's Office of Cadia moved here.

**KASR HOLN** — Key military Depot.

**KASR PARTOX** — The Interior Ministry has been moved here.

**KASR SONNEN** — Primary healing halls

**KASAR TYROK** — Houses the main starport.





# THE ELDAR

**"All the stars in the sky cannot blot out the hateful glare of the red moon's eye. The birthing place of the Great Enemy pulses with all the malice of a daemon that is dreaming, casting its shadow over all we have ever done and all we ever shall."**

Eldrad Ulthran described the Eye of Terror with these words. The Eye is a dreadful place for the Eldar – far worse than the cradle of daemons that it represents for the humans. Millennia ago the Eye of Terror was a vastly different place. A region of a million maiden worlds each a jewel set against the black velvet of the night. The Eldar called it home.

Now the Eldar must return to their former birthplace and battle the Great Enemy, for it has been foretold that the humans will face their greatest challenge yet in this Time of Ending. Without the aid of the Eldar they will surely perish and the delicate balance the Eldar have cultivated for millennia will be lost and the galaxy will burn.

The lists on the following page present the allowed army lists for the Eldar. 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](http://www.tempusfugitives.co.uk).

The Codices used in this campaign for the Eldar: Codex Eldar. 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
Tears of Isha	Eldar, Harlequins
The Stormriders	Eldar, Harlequins





## CHILDREN OF ISHA – THE ELDAR

The Eldar are a race of elf-like humanoids. Once they dominated the Milky Way galaxy but these days they are a dwindling race. With the Fall of the Eldar they lost their main homeworlds and are currently scattered among the stars. This region is now known as the Eye of Terror, and is now the home of the forces of Chaos. Many Eldar survived the Fall and remain trapped within the Eye on the homeworlds of the Eldar, the Crone Worlds, and are enslaved to Slaanesh.

### Using the Eldar in the Thirteenth Black Crusade

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

## DANCERS IN THE LIGHT – THE HARLEQUINS

The Harlequins (*Rillietann*) are a faction of the Eldar, and the most enigmatic of that mysterious race. They roam the Webway, fighting Chaos and its influence. Their purpose is to battle the forces of Chaos, and Harlequins are even known to temporarily ally with other races battling their common enemy. Harlequins have no allegiance to any one Craftworld, travelling from world to world, and between Eldar and even non-Eldar societies. They are a unique case of wandering warrior-troubadours, fighting in troupes, formed of Harlequin troupers.

### Using Harlequins in the Thirteenth Black Crusade

- Armies must be selected using the Thirteenth Black Crusade Edition of the Tempus Fugitives Codex Harlequins which is available to download from [www.tempusfugitives.co.uk](http://www.tempusfugitives.co.uk). 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.

Altansar Strike Force

Pg 12

Solitaire

Pg 13

Black Library Wardens

Pg 12

Wraithseer

Pg 13



## 0-1 ALTANSAR STRIKE FORCE TROOPS

ELDAR OR HARLEQUINS ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Altansar Warrior	4	3	3	3	1	4	1+1	9	5+

**Unit Composition**

- 10 Altansar Warriors

**Unit Type**

Infantry

**Wargear**

- Shuriken Pistol
- Mesh Armour (5+ Armour Save)
- Close combat weapon
- Krak and Plasma Grenades

**Webway Assault:** The Altansar Warriors 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.

**Special Rules**

- Stubborn
- Fleet
- Preferred Enemy: Chaos (Soul Forge, Chaos Daemons, Chaos Space Marines, Traitor Guard)

**Options**

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

*Maugan Ra guided the remnants of his Craftworld out of the Eye and against Abaddon's forces to try and deny him ultimate victory. However, there was no celebration or welcome from the other Craftworlds. Altansar is regarded with open suspicion and hostility, for how could any Eldar remain untouched by the predations of Chaos for so many millennia?*



## 0-1 BLACK LIBRARY WARDENS ELITES

ELDAR OR HARLEQUINS ONLY

200 POINTS

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

**Unit Composition**

- 5 Black Library Warden

**Unit Type**

Infantry

**Wargear**

- Two Wraithswords

**Webway Assault:** The Black Library 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. The Solitaires guarding the library know of Ahriman's plans and may always deep strike the Wardens up to six inches from him without scattering.

**Special Rules**

- Fearless
- Fleet
- Wraithbone Construct (3+ Armour Save)

**Dread Adversaries:** Units in close combat with the Wardens are at -2 Leadership for the duration of the Assault. This does not extend to vehicles, fearless models or any other model without a Leadership characteristic.

**Options**

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

*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.*

## 0-1 SOLITAIRE

HQ

ELDAR ONLY

115 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Solitaire	9	5	3	3	2	8	4+1	10	-

**Unit Composition**

- 1 Solitaire

**Unit Type**

Infantry

**Wargear**

- Shuriken Pistol
- Domino Field (4+ Invulnerable Save)
- Close combat weapon
- Haywire and Plasma Grenades
- Flip Belt (ignores difficult terrain)

**Special Rules**

- Fearless
- Fleet
- Independent Character
- Infiltrate
- Dance of Death

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.

**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.

## 0-1 WRAITHSEER

HQ

ELDAR ONLY

120 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Wraithseer	4	4	10	8	3	4	1	10	3+

**Unit Composition**

- 1 Wraithseer

**Unit Type**

- Monstrous Creature

**Wargear**

Two Shuriken Catapults  
Wraithsword

**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** – A Wraithseer may attempt to cast two different psychic powers each per turn. They must be on the same target if they are shooting attacks.

# **THIRTEENTH BLACK CRUSADE REGISTRATION FORM**

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