



THE TEMPUS FUGITIVES

THE 13TH BLACK CRUSADE

Written by S Mackaness

IMPERIAL EDITION

WARHAMMER
40,000

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.

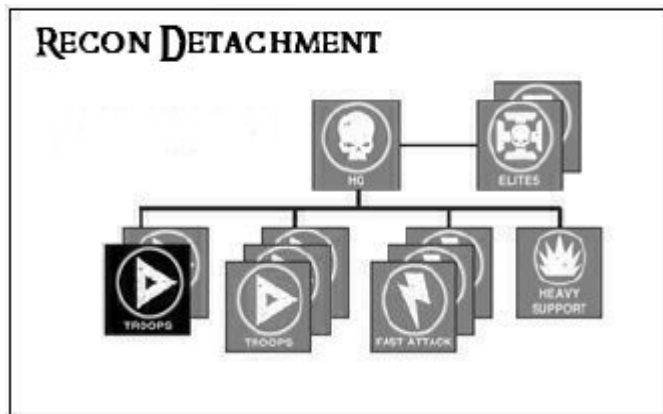
Recon Detachments fight a mission from page 91 of the 5th Edition Warhammer 40,000 rulebook.

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:

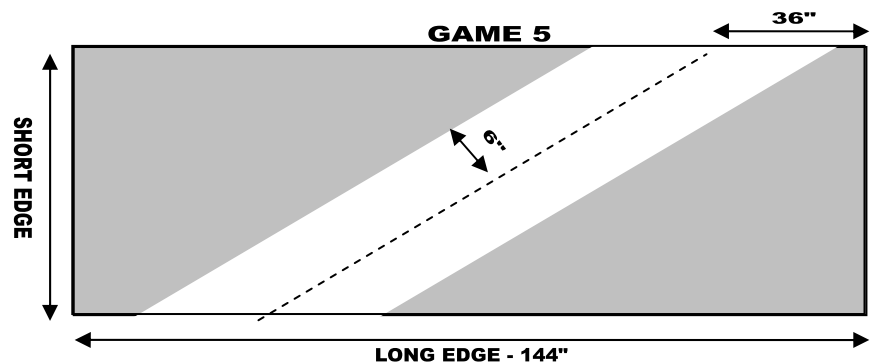
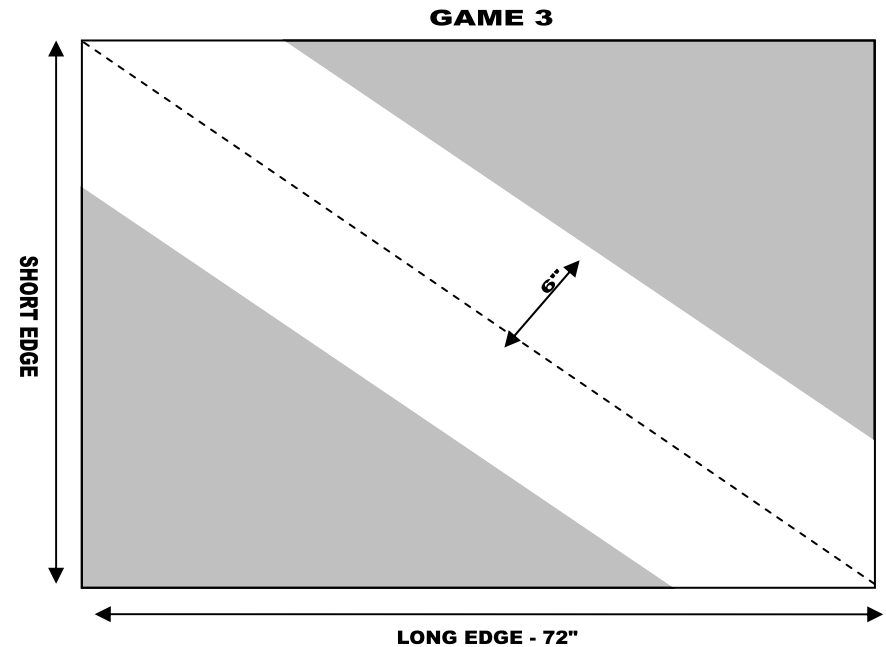
- Main Battlegroups usually (but not always) fight Seize Ground, Capture and Control or Annihilation missions from page 91 of the 5th Edition Warhammer 40,000 rulebook. Remember: Taskforces with the initiative may decide which mission to undertake to achieve their objective. They must inform their opponents.
- 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.
- The Main Battlegroup is selected using the Standard Missions Force Organisation Chart found in the 5th Edition Warhammer 40,000 Rulebook.



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 Games 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).

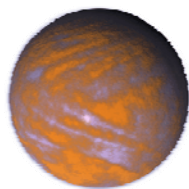


WARZONES OF THE EYE OF TERROR

The first Black Crusade occurred in the middle of the 31st millennium. Utilizing the region of calm known as the Cadian Gate, Abaddon led the combined forces of the Traitor Legions against scores of worlds, and was responsible for millions of deaths in the first week alone. Multiple worlds were lost before the Imperium could fight back effectively, and although the Black Crusade was defeated, the Imperium was forced to heavily fortify the surrounding Cadian sector.

Over the course of the intervening ten thousand years, Abaddon has launched a further twelve Black Crusades, each one meeting in total failure. Millions of other attacks have been made on the worlds of the Cadian Gate by Daemon Princes and lesser Chaos warlords, but the title of Black Crusade is reserved for the times when Abaddon seems to be able to unite 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 Abaddon's attempt to capture the ancient Eldar artefacts known as the Talismans of Vaul, but known to us as the six Blackstone Fortresses. The Eldar allied themselves with the Imperium to defeat the Chaos forces, and were successful, although Abaddon escaped with at least two of the Blackstone Fortresses.

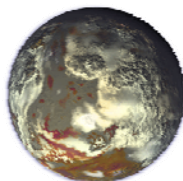


Warzone: Agripinaa

A Forgeworld that supplies the Cadian Gate with munitions and technologies to combat the foul forces of the Archenemy. This world is strongly defended by the Cult Mechanicus. As a result the Imperium has the Initiative here.

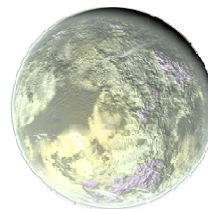
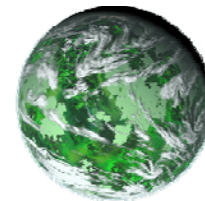
Warzone: Belail IV

Ancient Eldar artefacts dot the surface of this agri world. The Xenos Eldar appear to be actively involved in defending this Imperial world against Chaos depredations. Rumours are also prevalent of an unknown xenos world ship seen as a ghostly image on long range augers. The Eldar have the Initiative here.



Warzone: Belis Corona

The Belis Corona subsector is the heart of the Imperium's naval efforts and its docks are listed in *von Heffman's Glorium Imperialis* as one of the wonders of the Imperium. It is said that the entirety of Battlefleet Obscurus could dock in the vast orbital shipyards in orbit above Belis Corona. Violent uprisings have put this city-world into the hands of the Archenemy. As a result the Chaos Legions have the Initiative here.

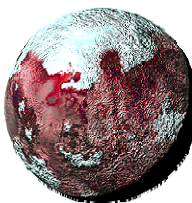
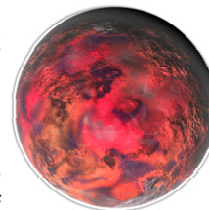


Warzone: Cinchare

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.

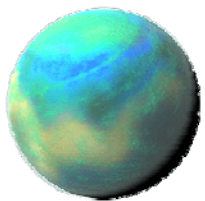
Warzone: Eidolon

The appearance of this daemon world in the material plane heralds destruction and malediction. As the Thirteenth Black Crusade began, Eidolon appeared once more at the edge of the Ocularis Terribus and disgorged hordes of daemoniac creatures. The Eldar appeared to be waiting for such activity 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

Homeworld of the Iron Hands chapter, Medusa is a bastion of Imperial strength in a sea of Chaos. 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 planet's tectonic plates are constantly shifting, creating and destroying oceans and mountains. Massive forces of the lost and the damned have descended on the Astartes Clan-Fortresses that move across the surface but the Iron Hands maintain a fierce defence. As a result the Imperium has the Initiative here.



Warzone: Nemesis Tessera

An ice world, Nemesis Tessera is the Ordo Malleus main base of operations in the region surrounding the Eye of Terror. Exact deployment and locations are highly classified but at least six strike cruisers from the 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 Archenemy has no concept of the wrath they will incur by transgressing on a realm of the Holy Inquisition. They will not live long enough to learn. The Imperium has the Initiative here.

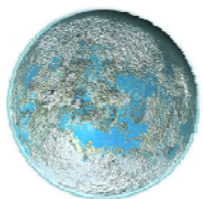
Warzone: Ruins of Caliban

Caliban was a Death World and the homeworld to the Dark Angels Astartes chapter. It was a cursed but beautiful planet, being close to the realm of Chaos. During an unspecified point towards the final days of the Horus Heresy, 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.



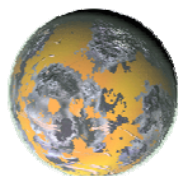
Warzone: Scelus

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. Centuries ago, the world was ruled by the Sons of Malice Space Marine Chapter, but was eventually purged by the inquisition and declared perdita when the Chapter's gruesome traditions were uncovered. The citizens of Scelus, and many neighbouring planets, paid a bitter price as the Inquisition purged the whole sector. To this day, 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.



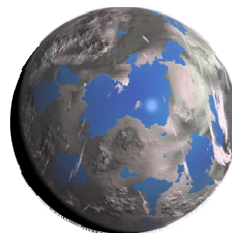
Warzone: St Josmane's Hope

A prison world located near Cadia, the Inquisition has indicated that this region be monitored closely. 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 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.

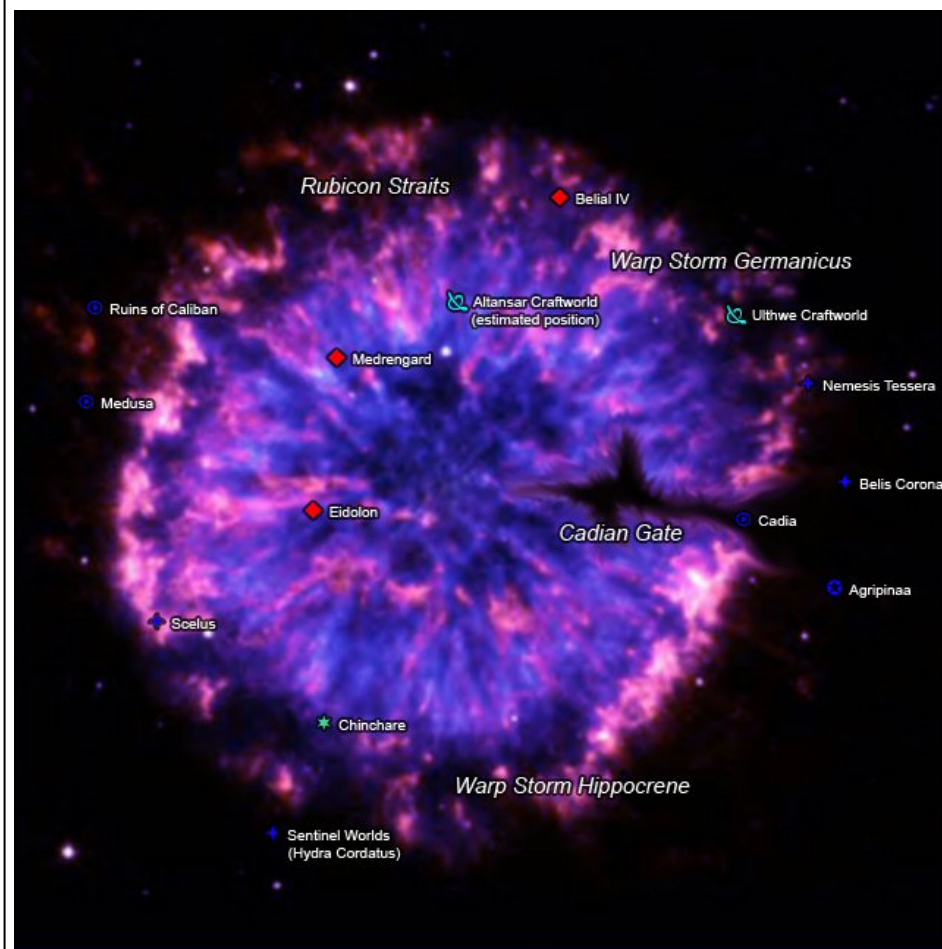
KASR GESH — Shortly before the outbreak of war, the Inquisitor General's Office of Cadia moved here.

KASR HOLN — Key Munitorium Depot.

KASR PARTOX — The Interior Ministry has been moved here.

KASR SONNEN — Primary Ordo Hospitaler halls

KASAR TYROK — Houses the main starport.



THE IMPERIUM OF MANKIND

"Show not your fear, though I know it will gnaw at your soul. Know instead that your fear signifies that you live, and while you live, the enemies of Mankind will tremble, for even in death shall you serve."

With these words Usarker Creed Lord Castellan of Cadia commands his men to battle. At the instruction of the High Lord's of Terra all forces in the region have been placed under his command as have the assets of the Imperial Navy and the Adeptus Astartes. It is a desperate conflict ahead of them, one not seen since the dark days of the Second Tyrannic War...

The call to arms has been issued across the Segmentum Obscurus and beyond, and the warriors of the Adeptus Astartes have been at the forefront of those to answer. As Abaddon's blasphemous hordes smash into the defences of the Cadian Gate, battle barges belonging to at least a score of chapters are even now ploughing through the Immaterium, making best speed for the warzones surrounding the Ocularis Terribus. Amongst these chapters are known to be the Blood Angels, the Imperial Fists, the Salamanders and the Black Templars, each of which is sworn by ancient oaths to defend Humanity against those traitors who foreswore their own vows ten millennia ago. The beleaguered defenders of the Cadian Gate can only pray that these legendary warriors arrive in time to stem the tide of filth.

The lists on the following pages present the allowed lists for the Imperium of Mankind. 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 Imperium of Mankind: Codex Black Templars, Codex Daemon Hunters, Codex Dark Angels, Codex Imperial Guard, Codex Space Marines (including Space Wolves) and Codex Witch Hunters. With the exception of the revised Blood Angels army list and 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
The Interior Guard	Imperial Guard and Witch Hunters
Hammer of the Emperor	Daemon Hunters & Witch Hunters
Legio Victorum	Cult Mechanicus
Force of Destiny	Howling Griffons
Honour Company	Space Marines



SONS & DAUGHTERS - THE IMPERIAL GUARD

The success of any defence lies not with the advanced technologies of the Adeptus Mechanicus or the heroism of the Adeptus Astartes. It is the grim determination of a billion guards' men and women that will ensure the Emperor's standard shall remain high on Cadia. Cadia's planetary defence forces are known as the Interior Guard. It is from this guard that the Imperium draws the famed Cadian Shock Troopers regiments, widely regarded as the best soldiers in the Imperium short of the superhuman Astartes.

Notable regiments: 7th Cadian "The Lucky Sevens"; 8th Cadian "The Lord Castellan's Own", led personally by Ursarkar E. Creed during the Thirteenth Black Crusade; 39th Cadian "Xenobane"; 110th Cadian "Shadow Corps"; 122nd Cadian Distinguished themselves in the Vogen Campaign; 412th Cadian Served with honour in a winter assault on Lorn V; 417th Cadian "Hellbringers"

Using the Imperial 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 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.
- In all types of Imperial Guard army, Infernus Shells taken for Griffon mortars must use the rules contained in Imperial Armour: Volume 5.
- Imperial Guard armies may take Armoured Fist squads as Troops choices in a Recon Detachment without their parent platoon. They are not required to take a Command Section in a Recon Detachment.



THE DAEMON HUNTERS OF HIS HOLY INQUISITION

The daemon shall not live. Riding out from their fortress monastery on Titan, the forces of the Daemon hunters and Grey Knights sweep into the Oculus Terribus. Mortals in thrall to the dark gods, traitor legionnaires and daemonkin alike feel the wrath of the Daemon Hunters. The chaos taint must be purged by flame and sword if the Imperium is to be saved.

Using Daemon Hunters in the in the Thirteenth Black Crusade

- Armies must be selected using the most recent edition of Codex Daemon Hunters with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. Daemon Hunters may not be taken as allies in another army. They may only be taken as an army in their own right.
- The forces of the Daemon Hunters have the universal special rule Preferred Enemy: Daemons. As a result all missed close combat attacks against models with the Daemon, Daemonkin or Daemonic Possession rule may be re-rolled.



THE LEGIO ASTARTES - HIS SPACE MARINES

Including the armies of the Dark Angels, Black Templars, Space Wolves and Blood Angels

Untold thousands of Imperial Guardsmen man the defences of the fortress worlds of the Cadian Gate. Though they stand before the teeming hordes of Chaos with courage and honour, they are but men, and subject to the limitations of a man's flesh. There is however, another force set before the Despoiler, though they number but one warrior for every battalion of Imperial Guard. The superhuman Space Marines of the Adeptus Astartes stand above the rank and file of Humanity, ready to sacrifice all in the name of the immortal God-Emperor of Mankind.

Space Wolves

When the Governor Primus of Cadia sent out his plea for aid to the sectors surrounding the Cadian Gate, the Space Wolves were amongst the first to answer. Mobilising his entire chapter, Logan Grimnar, the Space Wolves' Chapter Master, recalled every one of his twelve Great Companies from whatever missions they were engaged upon, and set course for the Cadian Gate. It is reported that Grimnar's Rune Priests had forewarned him of the intervention of the legendary, long-lost Space Wolves 13th Great Company at the ground battle for the listening station that preceded the space battle. The Great Wolf himself would not be drawn to comment on the matter, and no trace of the 13th Company has so far been discovered.

Dark Angels and the Unforgiven

All the so-called 'Unforgiven' Chapters are known to be heavily active throughout every warzone around the Eye of Terror, though they are not fighting as part of any coordinated defensive strategy, and do not acknowledge the authority of anyone other than Azrael, the Grand Master of the Dark Angels. The battles in which the Dark Angels and the other Unforgiven Chapters have taken a hand appear unconnected to Imperial Strategies, and unconcerned with the needs of other Imperial forces. Others have pointed out that the Unforgiven are, as they have done many times in their history, pursuing a strategy of their own. The only pattern noted to date is that a large number of actions have been fought in the vicinity of the ruins of Caliban, though the nature of the enemy and the objective is as yet unclear.

Ultramarines

In the aftermath of the Horus Heresy, Roboute Guilliman, the Primarch of the Ultramarines, decreed that his chapter would stand ready to oppose the Traitors that fled to the Eye of Terror should they ever return to plague the Imperium. The solution was to ensure a continuous presence in the vicinity of the Eye of Terror, by maintaining an honour guard made up of individual squads from different companies. In time, the chapter's commitments across the Imperium necessitated that the other Primogenitor chapters - the second founding successors of the Ultramarines, should also provide squads. For the last ten thousand years this guard has maintained a presence at the Cadian Gate, standing firm alongside the other chapters stationed there to challenge any Black Crusade that threatens Cadia's defences.

Using Space Marines in the in the Thirteenth Black Gulf Crusade

- **Armies must be selected using the most recent edition of Codex Space Marines, Codex Black Templars or Codex Dark Angels. For armies of Space Wolves players must use their supplementary Codex with the latest FAQ from Games Workshop's website. Blood Angels' armies are selected using the latest army list as featured in White Dwarf 331. Please contact us at the Tempus Fugitives if you do not understand this point. You may not use Codex Armageddon, Codex Eye of Terror or Codex Blood Angels.**
- **Drop Pods may be used; however appropriate models must be taken. No paper cups/proxy models please!**



SERVANTS OF THE OMNISSIAH: CULT MECHANICUS

The Adeptus Mechanicus covet technology in all its forms and await the arrival of the Omnisiah, a prophesied physical avatar of the Machine God. The Adeptus Mechanicus believe that all technology is inhabited by a Machine spirit, a lesser aspect of their central deity. A reasonable man might suggest that they are mistaking the primitive remnants of Artificial Intelligence found in Imperial technology, for something spiritual. However the Cult Mechanicus are far from reasonable men...

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 Omnisiah. Their techno-blasphemy cannot be allowed to corrupt the sanctity of the Forgeworlds of mankind.

Using the Cult Mechanicus in the Thirteenth Black Crusade

- Armies must be selected using the Thirteenth Black Crusade Edition of the Tempus Fugitives Codex Cult Mechanicus which is available to download from www.tempusfugitives.co.uk. Please contact us at the Tempus Fugitives if you do not understand this point.
- The forces of the Cult Mechanicus have the universal special rule Preferred Enemy: Dark Mechanicus. As a result all missed close combat attacks against models with the Dark Mechanicus special rule may be re-rolled.

THE WITCH HUNTERS OF HIS MOST HOLY INQUISITION

The heresies and blasphemies of those loyal to Abaddon and his Black Crusade have brought scores of Witch Hunter Inquisitors to be dispatched to the Cadian Gate. Operating from their conclave on Nemesis Tessera the witch hunters of the Ordo Hereticus co-ordinate its efforts with the hundreds of Adeptus Sororitas detachments based throughout the region. It is better for the Imperium to be crippled in body than corrupted in mind...

Using Witch Hunters in the in the Thirteenth Black Crusade

- Armies must be selected using the most recent edition of Codex Witch Hunters with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. Witch Hunters may not be taken as allies in another army. They may only be taken as an army in their own right.



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.

Arbites Pacification Squad	Pg 14	Librarian Dreadnought	Pg 16
Chaplain Dreadnought	Pg 15	Inquisitor Aghastri	Pg 17
Command Chimera	Pg 15	Space Wolves Wulfen	Pg 18
Grandmaster of Sanctity	Pg 16	Termite	Pg 18

ARBITES PACIFICATION SQUAD

FAST ATTACK

IMPERIAL GUARD, WITCH HUNTERS OR DAEMONHUNTERS ONLY

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Arbites	4	4	3	3	1	3	1	8	4+
Proctor	4	4	3	3	1	3	2	9	4+

Special Rules

Stubborn

Close Order Drill

(see Codex Imperial Guard)

In the event of a planetwide collapse of Imperial control, the Arbites can decree martial law and take control until a suitable command can be established, generally under an Imperial Guard force. Even in circumstances that are not as extreme, Arbitrators have power over most people in the Imperium. They are authorized to arrest, interrogate, and execute Planetary, Sub-Sector, or even Sector Governors should the occasion warrant it, and can do the same to officers of the Imperial Guard and the Imperial Navy, although custom dictates that they must seek permission from the Commissariat.

Squad Composition

- 1 Proctor and 7 Arbites

Unit Type

- Infantry

Wargear

- Combat Shotgun (Rng 18" Str 4 Ap 5 Assault 2)
- Shock Maul (Counts as Poisoned 3+)
- Carapace Armour (4+ Save)

Options

- The Squad may be joined by a Cyber Mastiff for +15 points
- Any of the squad may replace their Combat Shotgun with a Suppression Shield or Bolter at +5 points each.
- Up to two Arbites may replace their Combat Shotguns for a Flamer or Grenade Launcher for + 5 points or a Heavy Stubber for +10 points.
- The Proctor may exchange his Shock Maul for a Power weapon and bolt pistol for +5 points.

Cyber Mastiffs Often employed to sniff out any hostiles that might have hidden themselves in the wake of an Arbites advance. No infiltrating units may be deployed within 18" of a unit containing Cyber Mastiffs. Additionally, the Arbites may re-roll their Sweeping Advance test when pursuing a fleeing enemy.

Suppression Shield This large armoured pavise gives the model a 3+ Armour Save in combat. If used in combat the model may not gain +1 attack for an additional hand weapon.

Transport: The Squad may purchase a Repressor for +65 points (see Imperial Armour Vol. 2)

CHAPLAIN DREADNOUGHT

ELITES

SPACE MARINES AND GREY KNIGHTS ONLY

190 POINTS

	WS	BS	S	I	A	Armour		
						F	S	R
Chaplain Dreadnought	5	5	6(10)	4	3	12	12	10

Unit Composition

- 1 Chaplain Dreadnought

Vehicle Type

- Walker

Wargear

Dreadnought CC Weapon
Built in Storm Bolter
Multi-Melta
Rosarius (4+ Inv Save)
Smoke Launchers
Searchlight

Transport: May be deployed in a Drop Pod for +35 points.

Options

- May replace its Storm Bolter with a Heavy Flamer for no additional points.
- May replace its Multi-Melta with a twin-linked Heavy Bolter for free; an Assault Cannon or Plasma Cannon for +10 points; a twin linked lascannon for +20 points.
- May take any of the following: Extra Armour +15 points

Even though mortally wounded in life, Space Marine Chaplains can continue to serve their chapter while entombed in Dreadnought armour. They accompany their battle brothers to war, chanting liturgies and pushing them to further feats of bravery. Ferocious in battle, they enjoy warfare and the slaughter of their enemies, as they believe it to be the best way to honour the Emperor.

Special Rules

Liturgies of Battle - Any friendly space marines in the same combat as the Chaplain Dreadnought may re-roll their attacks in the round of combat which the Dreadnought enters the assault.

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

Blood Angels: Even the mighty Chaplain Dreadnoughts are not immune to the Black Rage. In a Blood Angels army, the Chaplain Dreadnought may be upgraded to a Death Company Chaplain Dreadnought for +20 points (see Blood Angels rules update).

COMMAND CHIMERA

TRANSPORT

IMPERIAL GUARD COMMAND SQUADS ONLY

125 POINTS

	BS	FRONT	SIDE	REAR
Command Chimera	3	12	11	10

Unit Composition

- 1 Command Chimera

Vehicle Type

- Tank

Wargear

Heavy Bolter mounted in hull
Improved Comms
Six Hellguns (for use by passengers)
Smoke Launchers
Searchlight

Turret: The Command Chimera must be deployed as one of the following variants:

Chimerax – Armed with two twin-linked auto cannons in the turret.

Chimerro – Armed with a turret mounted Assault Cannon and a Hunter Killer missile.

Chimeradon – Armed with a turret mounted Conqueror Battle Cannon.

Special Rules

- Amphibious
- Fire Points (1)

Transport Capacity: May carry up to 12 models.

Access Points - 1: The Chimera has a rear hatch which is used as an access point by the passengers.

Options

- May replace its Heavy Bolter with a Heavy Flamer for no additional cost.
- May take one of the following on a Pintle Mount: Heavy Stubber or twin-linked bolter +10 points.
- May take any of the following: Extra Armour +15 points, Track Guards +10 points, Rough Terrain Modification +5.

Command squads can be transported in Chimera Command variants which, like all transports, save infantry the hard task of sloggng across the battlefield. It also carries med-kits and vox equipment allowing the squad to patch up and relay new orders rapidly. Command Chimeras are noted for heavier side armour and uprated turret weapons.

0-1 GRANDMASTER OF SANCTITY – MARIM CARADETH HQ

DAEMON HUNTERS ONLY

235 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Marim Caradeth	6	5	4	4	3	5	4	10	2+
Enri	4	4	3	4	1	2	2	10	4+

Unique

There can only be one Grandmaster of Sanctity.

Unit Composition

- Grandmaster of Sanctity and Enri

Retinue

Caradeth must be accompanied by a Grey Knight Hero's Retinue for an additional points cost.

Unit Type

Infantry

Wargear

- Storm Bolter with psy-bolts (Caradeth)
- Terminator Armour (Caradeth)
- Nemesis Force Weapon (Caradeth is a Grandmaster)
- Bolter (Enri)

Liturgies of Battle – On any player turn in which he charges, Caradeth and his unit may re-roll failed rolls to hit.

Special Rules

- Grey Knight
- Relentless
- Rosarius (Invulnerable 4+)
- Enri
- Litanies of Hate
- Rapid Teleport

A legend even in his own order, Marim Caradeth is the guardian of the spiritual might of the Grey Knight's Chapter. In this solemn duty he was instrumental in the defeat of Angron the Daemon Primarch on Armageddon. Since the Ordo Malleus mission to Golgotha, Caradeth has been accompanied by an abhuman ally known only as Enri. Though this creature would not normally be tolerated by the Grey Knights, as Caradeth has vouched for him, he is accepted without question. Enri has a degree of technical expertise that Caradeth and his men have relied upon on a number of missions to overcome the forces of Chaos.

Rapid Teleport: Caradeth is known for taking the fight directly to the heart of the enemy's battle line. Caradeth, Enri, his command squad and up to three squads of Grey Knight Terminators 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 additional modifications to the teleporter made by Enri, the squads always arrive at the start of the Imperial player's first turn and may re-roll the scatter dice and distance rolled.

Enri: While Caradeth is still alive his 4+ invulnerable save is also used by Enri. While Enri is alive, Caradeth and his retinue may re-roll their shooting attacks

LIBRARIAN DREADNOUGHT

ELITES

SPACE MARINES AND GREY KNIGHTS ONLY

190 POINTS

	WS	BS	S	I	A	Armour		
						F	S	R
Librarian Dreadnought	5	5	6	4	2	12	12	10

Unit Composition

- 1 Librarian Dreadnought

Vehicle Type

- Walker

Wargear

Force Weapon and built in Storm Bolter Multi-Melta
Smoke Launchers
Searchlight

Transport: May be deployed in a Drop Pod for +35 points.

Options

- May replace its Storm Bolter with a Heavy Flamer for no additional points.
- May replace its Multi-Melta with a twin-linked Heavy Bolter for free; an Assault Cannon or Plasma Cannon for +10 points or a twin linked lascannon for +20 points.
- May take any of the following: Extra Armour +15 points

The path to becoming a Librarian is a difficult one, as they must not only be strong enough to survive their training, but possess enough mental discipline to fend off the daemons and entities of the Warp. This mental fortitude often sees the Librarian clinging to life when his body lays in ruin. It is not uncommon to see such a hero continue to serve his chapter as a Dreadnought.

Special Rules

Psychic Powers: The Librarian Dreadnought knows the psychic powers Storm of the Emperor's Wrath and Might of Heroes (see Codex Space Marines). The Librarian Dreadnought may replace either of those powers with Force Barrier (see Codex Dark Angels). The Librarian Dreadnought may cast one power each turn and make a psychic test to use its force weapon special rule. Perils of the warp attacks are resolved as an automatic glancing hit. For psychic tests the Librarian Dreadnought has a Leadership of 10.

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

THE ORDO SEPULTURUM

One of the smallest and most specialised organisations within the Inquisition, the Ordo Sepulchrum operates around the Eye of Terror and is dedicated to investigating a specific threat – the Zombie Plague. Although occurrences of Plague Zombies have been recorded across the Imperium for many millennia, it is in the wake of the Plague Fleets of the Chaos Champion Typhus that they have grown in number to the point where they present a threat to the Imperium in their own right. Before Abaddon's 13th Black Crusade, the incidents of Zombie Plague around the Cadian system dramatically increased. This was noticed by several agents of the Inquisition who were soon in communication, and within a few years several more Inquisitors, most notably Inquisitor Aghastri, were investigating the Zombie Plague and the Ordo Sepulchrum was formed.

**0-1 INQUISITOR CLAIRVIUS AGHAstri** HQ

IMPERIAL GUARD, WITCH HUNTERS OR DAEMON HUNTERS ONLY

70 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Inquisitor Aghastri	5	4	4	3	2	4	2	8	4+

Unique

There can only be one Inquisitor Aghastri

Unit Composition

- Inquisitor Aghastri

Unit Type

Infantry

Special Rules

- Iron Will
- Marshalled Might
- Shoot them in the Head!

Wargear

- Combat Shotgun (Rng 18" Str 4 Ap 5 Assault 2)
- Carapace Armour (4+ Save)
- Eviscerator (count as powerfist with 2d6 armour pen)
- Frag and Krak grenades
- Refractor Field (Invulnerable 5+ save)

Originally serving in the Adeptus Arbites on Cadia, fate took him away from his birth planet and into the service of the Inquisition. Over many decades he fought the agents of Chaos on countless worlds until his investigations brought him once again to the Cadian Gate. Working with like-minded Inquisitors he formed the Ordo Sepulchrum and began to hunt down outbreaks of the Plague Zombie virus. He believes that the outbreaks are reaching a pandemic and that if steps are not taken to eradicate the problem the Gate will fall without a single shot needing to be fired.

Iron Will

Inquisitor Aghastri and any unit he joins may choose to pass or fail any leadership based tests they are called on to make.

Marshalled Might

Using his Inquisitorial Mandate, Aghastri often makes use of local Arbites forces to track down and destroy outbreaks of the Plague Zombie virus. Arbites Pacification Squads may be taken as Troop choices in an army including Inquisitor Aghastri.

Shoot them in the Head

Wounds caused by Inquisitor Aghastri and any unit he joins cannot be ignored by Plague Zombie units Feel No Pain ability.

SPACE WOLVES WULFEN

ELITES

SPACE WOLVES ONLY

240 POINTS

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

Special Rules

Fearless
Rending
Rage
Fleet

Options

- The Pack may include up to an additional ten Wulfen for +24 points each.

The Wulfen are the most drastic departure from a normal Space Wolf. The Space Marines who mutate into Wulfen bear resemblance to werewolves in the same way as Blood Angels suffering the Red Thirst resemble vampires. Any marine to suffer as a Wulfen becomes a half man, half wolf creature with a feral mind..

**Pack Composition**

- 10 Wulfen

Unit Type

- Infantry

Wargear

- Two close combat weapons

TERMITE

FAST ATTACK

IMPERIALS (EXCEPT CULT MECHANICUS) ONLY

50 POINTS

	BS	FRONT	SIDE	REAR
Termite	3	12	12	-

Unit Composition

- 1 Termite

Unit Type

- Vehicle (Tank)

Special Rules

- Fire Points** (0)

- Access Points - 2:** The Termite has two side hatches which are used as access points by the passengers.

- Buried:** The Termite has no rear armour value as it is underground, instead resolve a rear attack onto a side facing.

Crew: Servitors**Transport Capacity:** May carry up to 12 models.**Wargear**

Twin-Linked Meltagun mounted in hull
Drill mounted in the hull
Machine Spirit
Smoke Launchers
Searchlight

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

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

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

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

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



THIRTEENTH BLACK CRUSADE REGISTRATION FORM

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