

THE TEMPUS FUGITIVES

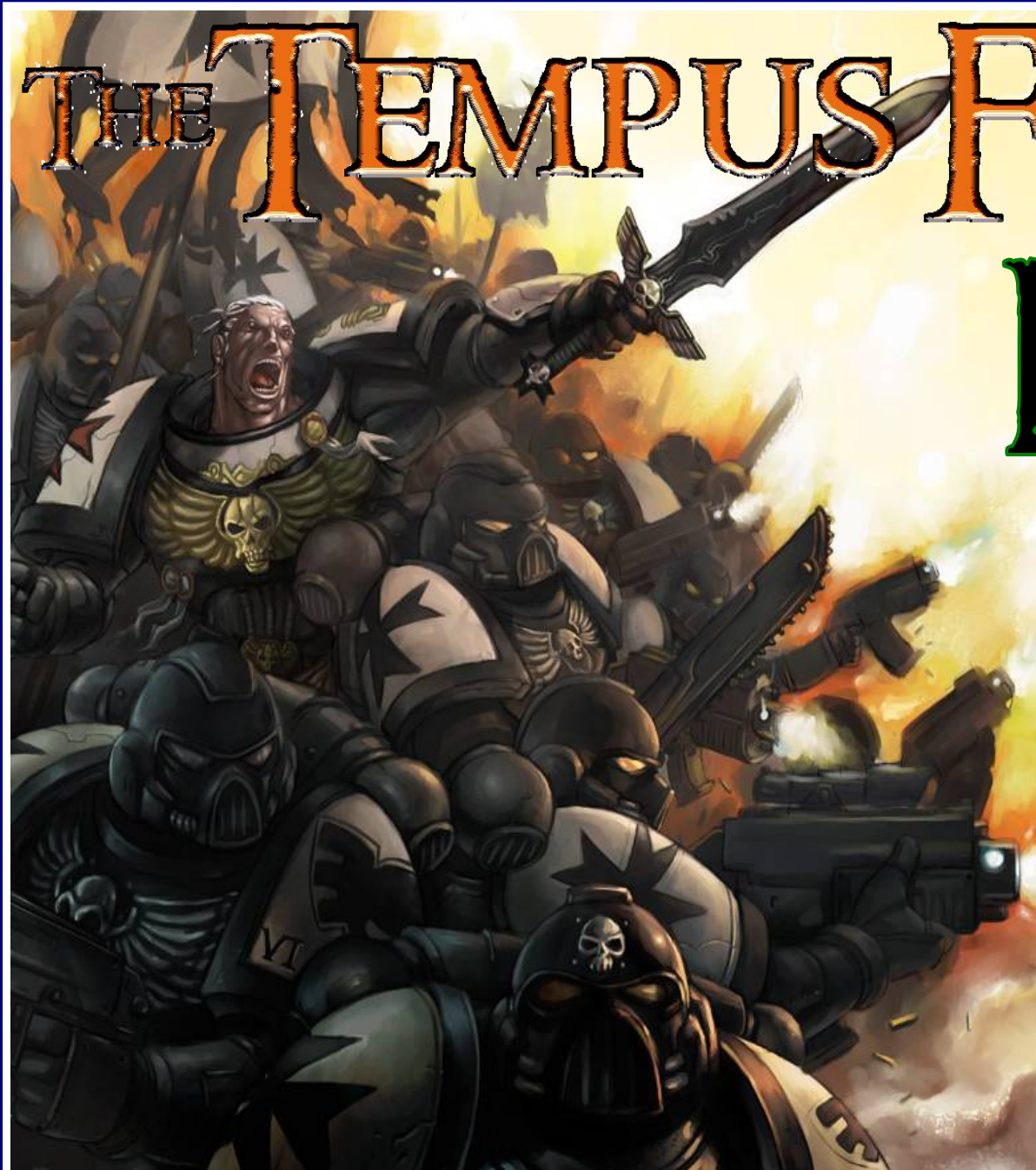
THE DAMOCLES GULF CRUSADE

Written by
S Mackaness

IMPERIAL EDITION

WARHAMMER
40,000

FINAL



HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN "THE DAMOCLES GULF CRUSADE"; A CAMPAIGN WEEKEND THAT CHRONICLES AN APOCALYPTIC 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. **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 Damocles Gulf.

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 Damocles Gulf 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.

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.



ACKNOWLEDGMENTS

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

Most important of all - the Tempus Fugitives would like to thank **Games Workshop** for giving many of us jobs and all of us 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** and **Andy Joyce** has meant that we have had the confidence to try and pull these events off.

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

THE TEMPUS FUGITIVES

WEEKEND SCHEDULE

SATURDAY 17TH MAY 2008

08:45 – 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 – 12:00	Game 1: Recon
12:00 – 13:00	Lunch & Best Army Judging
13:00 – 13:20	Game 2 Briefing
13:20 – 15:20	Game 2: Main Battlegroup
15:20 – 15:40	Break
15:40 – 16:00	Game 3: Briefing
16:00 – 18:30	Game 3: Heavy Assault
18:30 – 19:30	Dinner
19:30 – 23:00	Quiz and relax in Bugmans

SUNDAY 18TH MAY 2008

09:30 – 10:00	Doors Open
10:00 – 10:10	The Story so Far...
10:10 – 10:30	Game 4 Briefing
10:30 – 12:30	Game 4: Recon Doubles
12:30 – 13:30	Sunday Lunch
13:30 – 13:50	Game 5 Briefing
13:50 – 17:15	Game 5: Heavy Assault Doubles
17:15 – 17:30	Break
17:30 – 18:00	Debrief and Award Ceremony



IMPORTANT!

This material is completely unofficial and in no way endorsed by Games Workshop Limited.

Adeptus Astartes, Battlefleet Gothic, Black Templars, Blood Angels, Blood Bowl, Catachan Jungle Fighters, Chaos Space Marines, the Chaos device, Codex, Dark Eldar, Dark Angels, Dark Future, the Double-Headed/Imperial Eagle device, the 40k device, Dwarfs Crossed Hammer logo, Eavy Metal, Epic, Eldar, Eldar symbol devices, Eye of Terror, the Games Workshop logo, Games Workshop, Genestealer, Golden Demon, Gorkamorka, Grey Knight, Hammer of Sigmar, Horned Rat logo, Inquisitor, the Inquisitor device, Khorne, the Khorne device, Kislev, Kroot, Leman Russ, Mordheim, Necron, Necromunda, Nurgle, Nurgle logo, Ork, Ork Skull devices, Skaven, Skaven logos, Slaanesh, Slaanesh logo, Slottabase, Space Hulk, Space Marine, Space Marine chapter logos, Space Wolves, Sisters of Battle, Steel Legion, Talisman, Tau, the Tau caste designations, Tyranid, Tyrannic, Tzeentch, Tzeentch logo, Ultramarines, Vampire Count logo, Von Carstein, Von Carstein logo, Chaos, 40k, GW, Warmaster, Warhammer, White Dwarf, and all associated marks, names, characters, illustrations and images from the Warhammer world and Warhammer 40,000 universe are either (r), TM and/or (c) Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world, used without permission. No challenge to their status intended. All Rights Reserved.

OUTLINE OF PLAY

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

- The Warhammer 40,000 4th Edition rulebook.
You need this because some of the material from the second half of the book will be used throughout the campaign, and the Battle for Macragge rule book does not contain this material.
- 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**, the **Tau Empire** or the **Ork Waagh**. These factions represent the three sides of the conflict as they battle it out to secure the Damocles Gulf.

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 4th 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. 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!**

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 and which scenarios you must play to achieve them.

The Task Force with the Initiative must decide which players will undertake each of the objectives assigned to it and note this upon their Mission Briefing. Each objective will have associated scenarios to be played. 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 each side can then pair up. Players cannot select tables from outside of their Warzone to fight on.

As your games finish you must report the result (Win, Lose or Draw) to your Task Force Commander; the Commander in turn must pass all of the completed mission briefings back to your Faction Marshal. Victory points are not required to be recorded for the campaign but are used in games to determine the result as per the 4th Edition Warhammer 40,000 rules.

Your Task Force's success or failure in a particular Warzone will determine the future objectives available in other Warzones and, as discussed previously, it will also determine your Initiative for the next round. If both sides have the initiative that round then the normal rules of Warhammer 40,000 are used for determining sides and first turn.

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 Damocles Gulf 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, and the points of any upgrades or wargear. 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 and any activities you may want to take part in after the Saturday event finishes.

FIGHTING IN THE DAMOCLES GULF CRUSADE

The Damocles Gulf Crusade was a conflict fought over a previously unexplored region of the galaxy. 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 Damocles Gulf Crusade as humanity battles again the expansionist Tau and the Ork hordes.

RULES OF ENGAGEMENT

- The Warhammer 40,000 4th Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website. You need the hardback version of the rulebook because some of the material from the second half will be used throughout the campaign, and the smaller 'Battle for Macragge' rule book does not contain this material.
- Except for the 2500 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 2500 point Heavy Assault force.
- 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, Imperial Armour: Apocalypse, Liber Apocalyptica and the Games Workshop website are permitted in this campaign. Home-made Apocalypse datafaxes 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.
- 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.
- No allies of any kind may be taken (including Kroot Mercenaries, Deathwatch etc). Instead Armies may use the Faction Specific Units instead which are found in this document.

Recon Detachment

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.

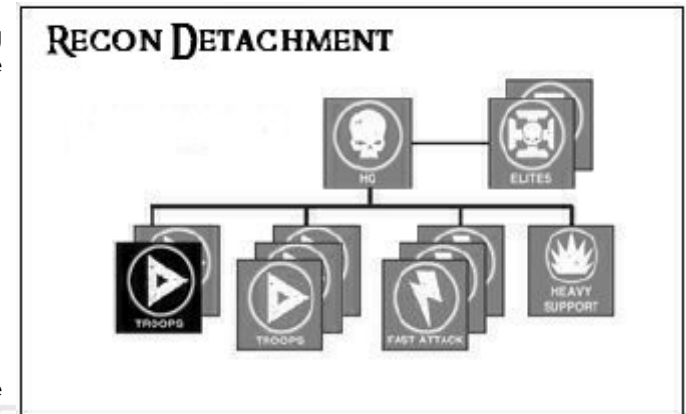
Must be no more than 1000 points.

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.

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.



Main Battlegroup

The Damocles Gulf Crusade is the first conflict between the Tau Empire and the Imperium. To further complicate matters for both sides the brutal Orks have descended on many of the worlds in the Gulf. The army must be fielded as a single detachment subject to the following restrictions:

- 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 on page 78 of the 4th Edition Warhammer 40,000 Rulebook.
- May NOT include units with Structure points 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 Fliers 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.

Heavy Assault Force

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

- Must be no more than 2500 points.
- May include models from the Main Battlegroup and Recon Detachment.
- All rules from the Apocalypse Expansion are used when playing with a Heavy Assault Force except that you do not get a free stratagem, the only stratagems used are those included in formations. Deployment is based on 12" from the diagonal across the centre of the board – it does not scatter.
- Must be chosen from the same faction (so an Imperial player may have Space Marine, Imperial Guard and Witch Hunters, but may not include Tau or Orks).
- 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.

WARZONES OF THE DAMOCLES GULF

The Emperor's Light is cast throughout the galaxy. You benefit from basking in His luminescence, and thus you are a wholesome and obedient servant. (Note: Watch your comrades closely. If any of them show signs of corruption or impurity, do not hesitate to report them to a commissar. Rest assured, you are being watched.)

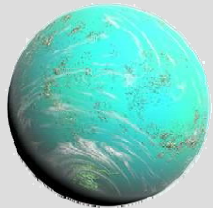
But what of those unfortunates who live far from His light, where the vigorous clamour of the Imperium is but a distant hum and the chastening visitations of the Inquisitors naught but a fading memory? They become surly, wilful and insular, like children left in the wild. And there are wolves in the wild.

Where creation ends and the galaxy tapers off into the terrifying nothingness, uncertainty and the unknown begins. Everything is dark and shadows breed despair and fear. For centuries the far flung colonies and outposts on the Damocles Gulf have gathered dust, looking increasingly inward to avoid seeing the black sky above staring back at them like the empty socket in a dead man's skull.

Half-dead planets orbit pale suns. Humans exist without faith or belief. They have shrugged off the comforting cloak of faith, leaving themselves naked and vulnerable to alien predation. Your duty is to drive the xenos invader howling back into the oblivion he came from.

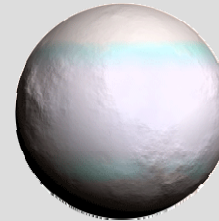
- The Imperial Infantryman's Uplifting Primer

The expansionist actions of the xenos Tau Empire have brought them into conflict with the Glorious Imperium of Mankind. To compound their foulness, the Tau have crossed through domains claimed by the equally contemptible Orks and their savagery has been swept along in this conflict. Now only violence and bloodshed will settle this battle for Imperial supremacy in the uncharted regions of the Damocles Gulf. Little is known of these worlds but contact through Rogue Trader Lucian Gerrit has brought useful information to the Imperial Tactica. The following systems have been designated key objectives for the crusade.



WARZONE DGO03 [XENOS DESIGNATION: VASH'YA]

The capital world of this system is primarily inhabited by members of the weak and frail Xenos Tau known as the Air caste. These creatures live in orbital colonies which ring the planet. DGO03 is an oceanic world with a scattering of small, temperate islands across its equator. This system is strongly held by the Tau Empire and they will have the Initiative against any assault.

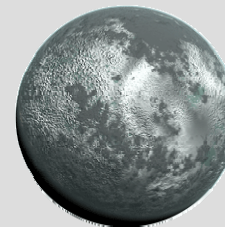
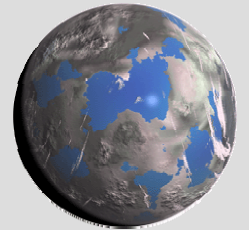


WARZONE DGO09 [XENOS DESIGNATION: N'DRAS]

There are no inhabitable worlds in this system, however, the College of Imperial Cartographers believe the gas giant at the heart of the system is a key staging point for the Xenos Tau fleet. Planetary engagements are to be avoided, however it has been designated as an Alpha strike position for Admiral Jellaqua and Battlefleet Damocles

WARZONE DGO43 [XENOS DESIGNATION: AU'TAAL]

The Xenos Tau considers this system home to one of their most verdant and beautiful cultures, whose citizens are considered easygoing and often lazy by the other planets in the Empire. This weakness will be exploited. Imperial Tactica indicates it is unlikely the Tau will come to the aid of this world once Astartes forces begin the assault; however the Tau will have the Initiative in the opening stage of the conflict.

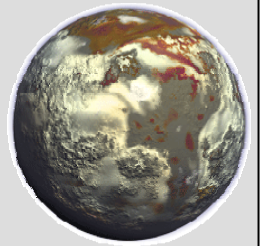


WARZONE DGO72 [XENOS DESIGNATION: KRATH]

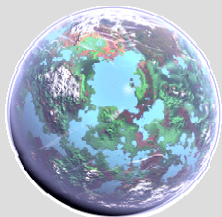
The only world of note in this system appears to be an ash-laden moon orbiting a gas giant. The barbaric Orks and heretical Tau are locked in a struggle for dominance for this worthless ball of rock. At present there is little reason for the crusade to waste resources in this conflict, however, once more information on this system becomes known the tactical value of this planetoid may change. The Tau appears to have the Initiative at this stage.

WARZONE DGO66 [XENOS DESIGNATION: TASH'VAR]

The inhabited desert world in this system is frequently assaulted Orks pirates and is at present already under sustained assault from greenskin forces. The Xenos Tau that have settled on this world are regarded as tenacious, hardy, practical and even courageous by their own low standards. As such Tactica dictates the crusade will allow these two alien cultures to battle for supremacy on this world and then we will purge the planet of the victor. The foul Orks currently have the Initiative on this planet.



WARZONES OF THE DAMOCLES GULF

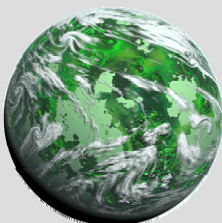
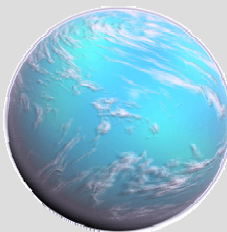


WARZONE DG071 [XENOS DESIGNATION: Y'LETH]

The greenskins have established a significantly broad coalition of tribes who operate from this system raiding the Imperial border. This cannot be tolerated further and the full might of his Imperial Majesty will be brought down on these raiders. It will be a difficult battle as the Orks have the Initiative here.

WARZONE DG082 [XENOS DESIGNATION: TOLKU]

The centres of learning on this verdant world are reputed for the skill of its Ethereal diplomats. Boltgun rounds will be our negotiators with these capricious heretics. The Tau scum are well defended here but an initial bombardment by Astartes Strike Cruisers should give the Imperium the Initiative here.

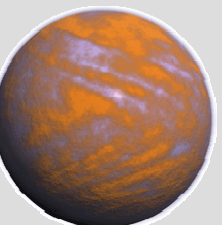
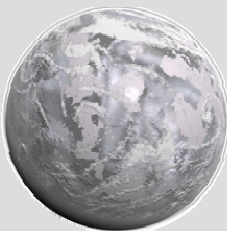


WARZONE DG084 [XENOS DESIGNATION: ELSY'EIR]

The third planet in this system is a verdant sphere known for the poetry and artwork created by the Xenos Tau living on this fledgling colony. Agents from the Venenum Temple of Assassins have contaminated the planets water supplies and with its populace in disarray the Imperial landing forces should have the Initiative here.

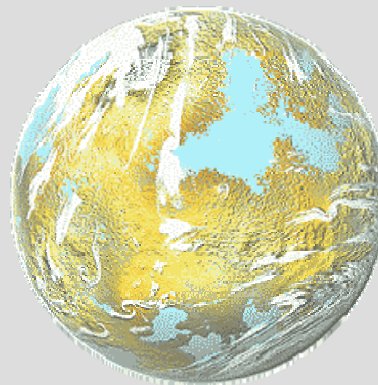
WARZONE DGI00 [XENOS DESIGNATION: SKY'RREL]

Nestled within this frozen realm is believed to be a key Tau command station. We have committed resources to take this globe, but the Ork hordes have begun to assault this world for their own reasons. Their initial landing here is likely to meet heavy opposition from our forces and we will have the Initiative.



WARZONE DGI01 [XENOS DESIGNATION: KE'LSHAN]

This system suffers repeated raids by the savage Orks. The Tau from this system are mistrustful, solemn, taciturn, unfriendly and openly hostile to outsiders. They are currently in retreat from all major population centres and the Ork forces hold the majority of this desert world's landmass. As a result the greenskins are likely to be in a position of strength and will hold the Initiative in any initial engagement.



WARZONE DGI05 XENOS DESIGNATION: DAL'YTH PRIME

The heart of the Tau war effort in the Damocles Gulf. Any hope the Imperium have of crushing the Xenos Tau rests in a massed assault on this planet. DG105 lies too far from the battle lines of the crusade at present to be an initial strike zone, however, successful cleansing of the outer Tau systems in the Damocles Gulf should bring this system within our domain in less than a year.



THE GLORIOUS IMPERIUM OF MANKIND

"Our tanks were useless. As soon as we broke cover, their battlesuits' heavy guns were locked on to us. I swear it was as though they had someone nearby aiming for them before they shot. And when they did shoot...Emperor's mercy! Their guns punched through our armour like it was paper. All I could see were trails of fire where the projectiles had ignited the air."

At the instruction of the High Lord's of Terra all forces in the Damocles Gulf region have been placed on full alert and a Crusade has been mustered to wipe the Tau Empire from the galaxy. But the region is in the grip of not just the expansionist Tau Empire but a massive Ork Waagh is building and threatens both the Imperium and the Tau. Unless the Crusade can drive the aliens back, the Eastern Fringe would become a lawless place rife with alien vice and feral savagery.



The lists on the following pages present the allowed lists for the Armies of the Imperium. 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 Forces of Order: Codex Black Templars, 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
Battlegroup Halcyon	Space Marines, Imperial Guard, Mechanicus Explorator
Damocles XVI	Imperial Guard
Emperor's Shield	Space Marines and Imperial Guard
House Gerrit	Space Marines and Imperial Guard
Legio Victorum	Mechanicus Explorator
Strike Force Jellaqua	Space Marines and Witch Hunters

THE BRAVE SONS AND DAUGHTERS OF HIS IMPERIAL GUARD

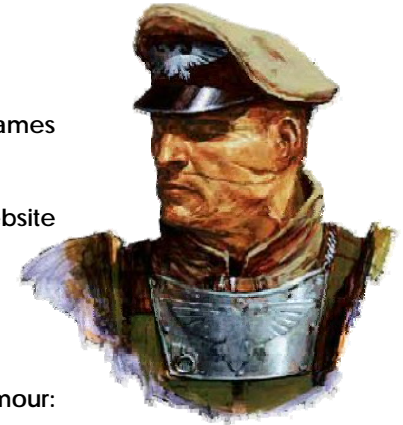


The success of any crusade lies not with the advanced technologies of the Adeptus Mechanicus or the heroism of the Adeptus Astartes. It is the grim determination of a billion guards' men and women that will ensure the Emperor's standard shall be raised across the Damocles Gulf.

USING THE IMPERIAL GUARD IN THE DAMOCLES GULF 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 Tank Companies/Armoured Battle Groups found in Chapter Approved, the Games Workshop Website and 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.



THE LEGIO ASTARTES OF HIS SPACE MARINES

INCLUDING THE ARMIES OF THE DARK ANGELS, BLACK TEMPLARS, SPACE WOLVES AND BLOOD ANGELS

Gods of war, the Adeptus Astartes are engineered to destroy the enemies of mankind. Not a resource to be squandered recklessly by the Crusade in the eradication of the xenos infesting the Gulf, instead they are used in precision strikes to bring the enemy to its knees. On dozens of worlds they battle furiously with the alien and emerge triumphant.

USING SPACE MARINES IN THE IN THE DAMOCLES 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 Forgeworld or converted models must be taken. No paper cups/proxy models please!

HIS GALACTIC EMISSARIES - THE MECHANICUS EXPLORATORS



Explorators form something of a breed apart in the Cult Mechanicus, though any Techpriest is free to join their ranks. Explorators undertake the Quest for Knowledge across the stars, seeking out undiscovered data and uncatalogued phenomena, forgotten archeotech hordes and unknown life forms. Research stations, exploration ships and outposts any distance from a forge world are likely to be manned by Explorators, intrepid (most Techpriests would say foolhardy) adventurers delving in the unexplored reaches of the galaxy. Explorators have found many of the greatest prizes in the Quest for Knowledge, and their role in many other affairs has been key to their success. However, countless Explorators also meet with grisly deaths in the hostile galaxy they discover and, on mercifully rare occasions, their ill-conceived prying has unleashed cataclysmic horrors on Mankind.

In the year 789.M35 the Explorator cruiser *Land's Vision* ventured beyond the Damocles Gulf and made planetfall upon the Tau homeworld. The natives were little more than cave dwellers and, following the standard tests and samples taken the world was threatened by an approaching Warp Storm. Weighing up their options, the Explorator crew of *Land's Vision* departed for the Imperium, deciding that that the world was not meant for sustained life. Six millennia later and starships belonging to the Tau Empire made contact with the Imperium. The Explorators, intrigued at the incredible advance in technology, ensured that significant portions of their fleet were attached to the Crusade.

USING THE MECHANICUS EXPLORATORS IN THE DAMOCLES GULF CRUSADE

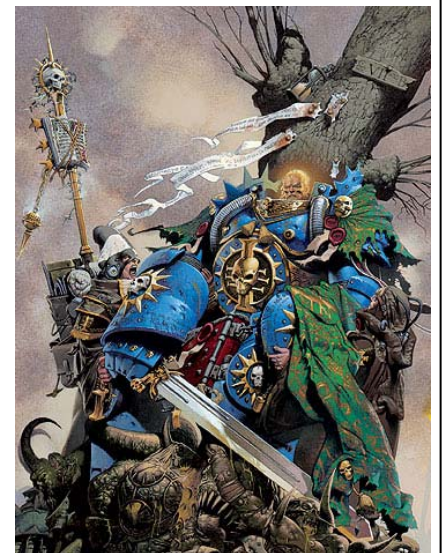
- Armies must be selected using the Tempus Fugitives Codex Cult Mechanicus which is available to download from www.tempusfugitives.co.uk. Please contact us at the Tempus Fugitives if you do not understand this point.

THE WITCH HUNTERS OF HIS MOST HOLY INQUISITION

The heresies and blasphemies of the Tau Empire's contact with humanity activity have caused many Witch Hunter Inquisitors to be dispatched to the Eastern Fringe. Operating from their conclave on Dytalix the witch hunters of the Ordo Hereticus co-ordinate its efforts with the hundreds of Adeptus Sororitas detachments based throughout the region. The alien heresy must be purged by flame and faith if the Imperium is to be saved.

USING WITCH HUNTERS IN THE IN THE DAMOCLES GULF 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.



DAMOCLES GULF CRUSADE SPECIFIC UNITS

There are several units which may be taken by many of the armies during the Damocles Gulf 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 Damocles Gulf Crusade. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

Chaplain Dreadnought	Pg 13	Deathwatch Pursuit Teams	Pg 16	Officio Assassinorum Master	Pg 19
Command Chimera	Pg 13	Deathwatch Terminators	Pg 17	Ordo Xenos Inquisitor	Pg 23
Deathwatch Disruption Team	Pg 14	Genitor Biologis Advisor	Pg 18	Rogue Trader	Pg 24
Deathwatch Kill Team	Pg 15	Librarian Dreadnought	Pg 18	Termite	Pg 25



CHAPLAIN DREADNOUGHT

190 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.

A single Chaplain Dreadnought may be included in a Space Marine army as an HQ choice.

	WS	BS	S	I	A	Front	Side	Rear
Chaplain Dreadnought	4	4	6(10)	4	3	12	12	10

Type: Walker

Crew: One Space Marine Chaplain

Weapons: The Dreadnought's left arm is equipped with a Crozius Arcanum (dreadnought close combat weapon) that includes a built in storm bolter. The Dreadnought's right arm is equipped with an Assault Cannon. Additionally, the Dreadnought is equipped with a rosarius (4+ Inv save taken before rolling on the damage chart), extra armour, smoke launchers and a searchlight.

Options: The Chaplain Dreadnought may replace its storm bolter with a heavy flamer at +5 points. The Dreadnought may replace its assault cannon with a missile launcher, multi-melta or plasma cannon at no additional points cost.

Transport: Chaplain Dreadnoughts may be deployed in a drop pod for +50 points (see Codex Space Marines).

Venerable: The Chaplain Dreadnought is a veteran of countless battlefields. 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 tables. However, you must accept the second result, even if it is worse.

Litanies of Hate: The Chaplain Dreadnought spurs on his brethren to greater deeds of heroism in the heat of battle. Any space marines in the same combat as the Chaplain Dreadnought may re-roll their attacks in the round of combat which the Dreadnought enters assault.

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

CHIMERA COMMAND VARIANTS

130 POINTS

Command squads can be transported in Chimera Command variants which, like all transports, save infantry the hard task of slogging 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.

Chimera Command variants may be included in an Imperial Guard army as a dedicated transport for Command Squads.

	BS	Front	Side	Rear
Command Chimera	3	12	11	10

Type: Tank

Crew: Imperial Guard

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

Chimerax – Armed with two twin-linked auto cannons in the turret, a hull mounted heavy bolter and six hellguns mounted in fixed positions in the crew compartment to be operated by any embarked passengers.

Chimerro – Armed with an Assault Cannon, a Hunter Killer missile and a hull mounted heavy bolter and six hellguns mounted in fixed positions in the crew compartment to be operated by any embarked passengers.

Chimeradon – Armed with a Conqueror Battle Cannon and a hull mounted heavy bolter and six hellguns mounted in fixed positions in the crew compartment to be operated by any embarked passengers.

All variants come equipped with improved comms, extra armour, smoke launchers and a searchlight.

Options: The hull mounted heavy bolter may be replaced with a heavy flamer at no additional cost. May take upgrades from Codex: Imperial Guard.

Chimera: The Command Chimera is based on the standard chimera and as such can carry up to twelve infantry models and is Amphibious.

0-1 DEATHWATCH DISRUPTION TEAM +60 POINTS

The orders of the Deathwatch are not merely the cleansing of xenos cultures. They also include the recovery and study of alien devices and artefacts. Sometimes it is necessary to use a weapon against the enemy who created it, although this is not taken lightly. The Deathwatch are constantly vigilant for sabotage, or to advise if it is truly safe to use a weapon of xenos origin. The Adeptus Mechanicus are always on the lookout for alien technology, and the C'tan Phase Sword, used by the Callidus assassin was recovered from a Necron tomb world and successfully integrated into the arsenal of the Imperium.

The technology used by the Disruption teams is based on one such discovery – a material known as Etherium. When coupled with an Ordo Xenos specialist who has the 'Pariah Gene', it becomes devastating. A minute proportion of the population, perhaps one per planet per generation has this gene. It renders them soulless and such individuals tend to die young as the feelings of hatred and distaste they generate means they have few friends and many enemies.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorators may include a single unit of these superbly trained and equipped infiltrators as an Elites choice.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ordo Xenos Spec	30	3	3	3	3	1	3	1	7	4+
	Pts	Front		Side		Rear				
Etherium Projector	10	10		10		10				

Number/Squad: 1 Ordo Xenos Specialist, 1 Deathwatch Kill-Team wearing scout armour and 3 Etherium projectors.

Equipment: The Ordo Xenos Specialist carries a hell pistol. The Deathwatch Team is armed as described on pg 13.

Disruption Team: The disruption team are purchased as a Deathwatch Kill-Team (see next page for details and points costs). Being equipped with scout armour rather than power armour, they have a 4+ armour save but will always deploy using the rules for infiltrate regardless of the scenario. Because of the presence of the Specialist, the Deathwatch captain in the squad may not be upgraded to a Librarian.

Ordo Xenos Specialist: The Specialist is infiltrated along with the Disruption Team and is considered to be part of the unit for all purposes. At the start of each player's turn a dampening field is emitted from the Specialist with a 2d6" radius. All units (friend or foe) with models within one or more fields (excluding members of Deathwatch but including models which are Fearless) have their leadership value reduced to 7. The field causes waves of depression and angst to well up in the minds of those within the field. No units with members within the field may attempt to regroup until all members are clear of the field's influence. Any psychic test attempted within the field automatically fails. Any psychic power targeted at a unit with the field is immediately dispelled. Should a power be cast on a unit that then enters the area of effect (such as giving them a bonus or deep-striking them, the power is unaffected).

Etherium Projectors: These must be deployed once the Disruption team has been infiltrated. They must be placed within 6" of the Ordo Xenos Specialist or another Projector and may not move once deployed. Each projector emits a dampening field to the same radius as that emitted by the Specialist. If a Projector is out of 6" range of the specialist or another Projector, then it does not emit a field. If the specialist is slain then the projectors go offline and count as destroyed. The Projectors are targeted separately from the squad and are treated like a vehicle squadron. Any glancing or penetrating hit destroys a projector.



DEATHWATCH KILL-TEAM

170 POINTS

Without the Ordo Xenos' famous Deathwatch Kill-Teams, aliens such as the H'rud, Fraal and Genestealer Covens would be able to rampage through whole sectors of the galaxy unchecked and unmonitored. In the Damocles Gulf, their expertise proved invaluable in holding the Tau and Orks at bay.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorators may include units of these superbly trained and equipped warriors as HQ or Troops choices.

	WS	BS	S	T	W	I	A	Ld	Sv
DW Captain	5	5	4	4	2	5	3	10	3+
DW Librarian	5	5	4	4	2	5	3	10	3+
DW Marine	4	4	4	4	1	4	2	9	3+

Number/Squad: 1 Deathwatch Captain and 4 Deathwatch Marines.

Equipment: Bolter, bolt pistol, close combat weapon, Frag grenades and Melta bombs.

Options: Up to five additional Deathwatch marines may be added to the squad at +30 points per marine.

Up to 2 Deathwatch Marines can be armed with a special weapon from the following list in place of their Bolter: Plasma gun at +15 pts; Heavy Bolter with suspensors or Meltagun at +10 points; Flamer at +5 pts.

Any Deathwatch Marine and/or the Captain can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their Close Combat Weapon: Power Weapon +15 pts; Power Fist or Lightning Claw at +25 pts; a pair of Lightning Claws at +30 pts (these replace both the Bolter and Close Combat Weapon).

All models armed with a Bolter may be issued with one of the following special ammo types: Metal Storm or Inferno Bolts or a Targeter with Stalker Silencer rounds at +5 pts. Note that the same ammo must be used throughout the squad.

Character: The Deathwatch Captain may be upgraded to a Deathwatch Librarian for +30 points. He is equipped with a Bolter, bolt pistol, psychic hood, force weapon, Frag grenades and Melta bombs.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Librarian is a psyker.

Fearless: See page 74 of the Warhammer 40,000 rulebook.

Infiltrate: The Deathwatch have many ways of reaching a battlefield by surprise and are often found spearheading an assault deep into enemy territory. They may deploy using the rules for Infiltrate if the mission allows.

Heavy Bolters with Suspensors: The Heavy Bolter is potentially a very versatile weapon, especially if equipped with additional suspensor units to provide enough stability to fire on the move. Rather than use the normal profile for a Heavy Bolter, the player can choose to fire it with the following profile: Range 18", S5 Ap4 Assault 3.

M.41 Targeter with Stalker Silenced Rounds: Equipped with advanced targeting systems and loaded with Stalker Silenced Rounds, the M.41 turns a Bolter into a rapid-firing Sniper Rifle. It has a range of 24", always wounds on a 4+, has an AP 5 and becomes Heavy 2.

Metal Storm Ammunition: A Bolter loaded with Metal Storm ammunition may be fired from the hip with remarkable accuracy. The Metal Storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence. A bolter fired with Metal Storm Ammunition has the same profile as a S4 shotgun.

Inferno Bolts: A Bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded Bolter. This is achieved by filling the Bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).

Preferred Enemy: Trained by the Genetor Biologis to slay their alien foes, Deathwatch possess the Preferred Enemy: Orks skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).



DEATHWATCH PURSUIT TEAM

140 POINTS

Deathwatch Pursuit Teams hunt down xenos threats from the saddle of their Astartes bikes. In the Damocles Gulf, their manoeuvrability and tenacity allowed high speed threats such as the infamous Kult of Speed to be kept in check.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorators may include units of these superbly trained and equipped warriors as Fast Attack choices.

	WS	BS	S	T	W	I	A	Ld	Sv
DW Pursuit Captain	5	5	4	4 (5)	2	5	3	10	3+
DW Pursuit Librarian	5	5	4	4 (5)	2	5	3	10	3+
DW Pursuit Bike	4	4	4	4 (5)	1	4	2	9	3+

Number/Squad: 1 Deathwatch Pursuit Captain and 2 Deathwatch Pursuit Bikes.

Equipment: Space Marine Bike, Infernus bolts for the bike bolters, bolt pistol, close combat weapon, Frag grenades and Melta bombs.

Options: Up to two additional Deathwatch pursuit bikes may be added to the squad at +40 points each.

Up to 2 Deathwatch Marines can be armed with a special weapon from the following list: Plasma gun at +15 pts; Meltagun at +10 points; Flamer at +5 pts.

Any Deathwatch Marine and/or the Captain can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their Close Combat Weapon: Power Weapon +15 pts; Power Fist or Lightning Claw at +25 pts.

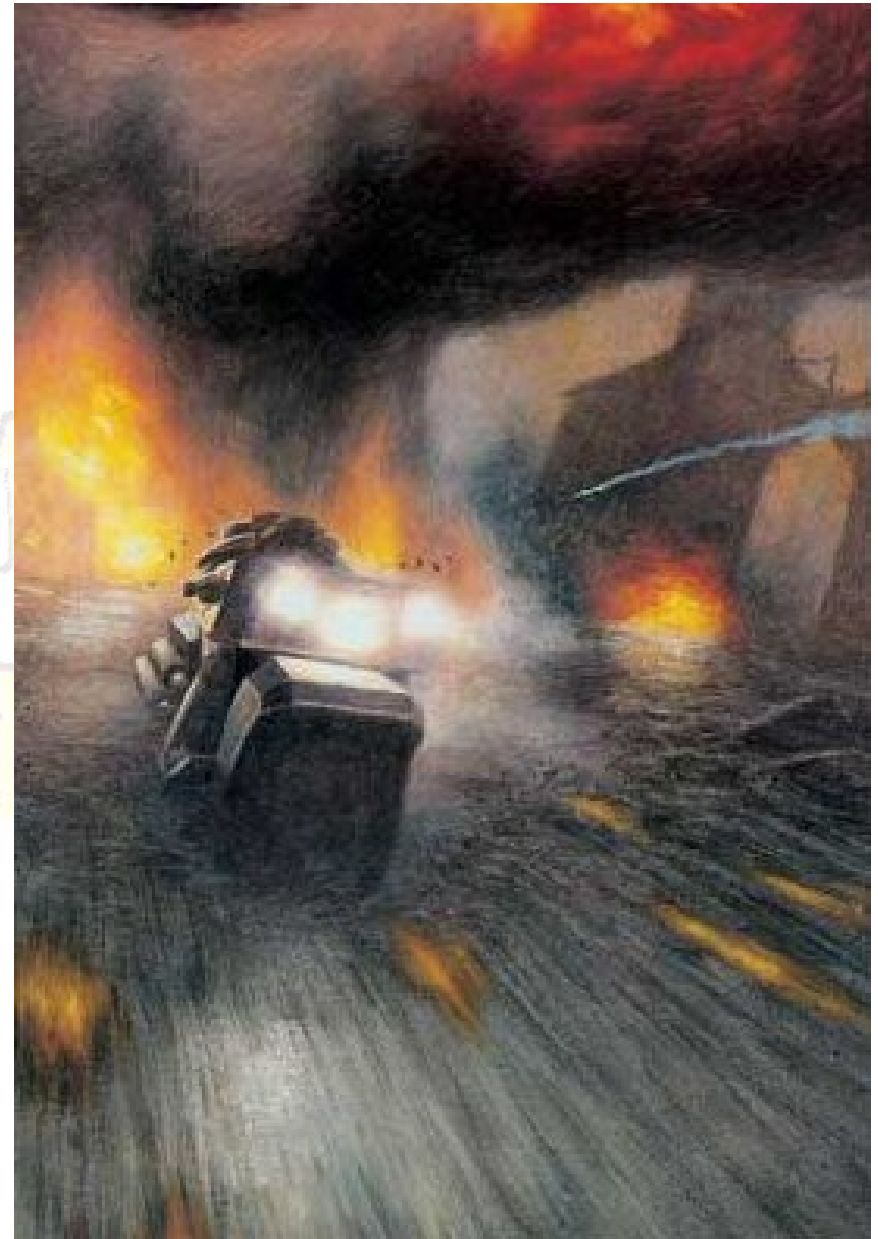
Character: The Deathwatch Pursuit Captain may be upgraded to a Deathwatch Pursuit Librarian for +30 points. He is equipped with a space marine bike, bolt pistol, psychic hood, force weapon, Frag grenades and Melta bombs.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Pursuit Librarian is a psyker.

Fearless: See page 74 of the Warhammer 40,000 rulebook.

Scout: The Deathwatch Pursuit Teams range ahead of the main army as they track down their prey and are often found spearheading an assault deep into enemy territory. They may always deploy using the rules for Scout. They cannot turbo-boost for a scout move.

Preferred Enemy: Trained by the Genitor Biologis to slay their alien foes, Deathwatch possess the Preferred Enemy: Orks skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).



DEATHWATCH TERMINATOR KILL TEAM 250 POINTS

The ultimate sanction against an alien infestation, short of Exterminatus, is the Ordo Xenos' Deathwatch Terminators. Chosen from the best warriors the ranks of the Astartes can provide and equipped with deadly tactical dreadnought armour, Deathwatch Terminators are the bane of aliens everywhere.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorator may include units of these superbly trained and equipped warriors. They may be taken as an HQ or Elites choice.

	WS	BS	S	T	W	I	A	Ld	Sv
DW Term Captain	5	5	4	4	2	5	3	10	2+
DW Librarian	5	5	4	4	2	5	3	10	2+
DW Terminator	4	4	4	4	1	4	2	9	2+

Number/Squad: 1 Deathwatch Terminator Captain and 4 Deathwatch Terminators.

Equipment: The Deathwatch Terminator Captain is armed with a storm bolter and a power weapon. All other Terminators have a storm bolter and a power fist. All members of the squad wear Terminator armour.

Options: Any model (including the Deathwatch Terminator Captain) may replace their weapons with either a pair of lightning claws or a thunder hammer and storm shield. Any combination of these two types may be included in the squad.

One Deathwatch Terminator may replace their storm bolter with a heavy flamer at +5 pts or assault cannon at +30 pts or may add a cyclone missile launcher to their existing weaponry at +20 pts. Any model with a power fist may replace it with a chain fist at +5 pts.

Character: The Deathwatch Terminator Captain may be upgraded to a Terminator Librarian for +40 points. He replaces his close combat weapon with a force weapon and is equipped with a psychic hood.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Librarian is a psyker.

Fearless: Sent into the most horrific of alien environments and trained to expect any kind of resistance that they might find there, the powers of the xenos hold no terrors for the Deathwatch. Deathwatch Terminators are Fearless. See page 74 of the Warhammer 40,000 rulebook.

Infernus Bolts: Deathwatch Terminator storm bolters are routinely loaded with Infernus rounds that cause far more horrific wounds than a conventionally loaded Storm Bolter. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).

Rapid Teleport: A Deathwatch Terminator squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played. Because of the superior technology employed, the squad always arrives at the start of the Imperial player's first turn and may re-roll the scatter dice and distance rolled.

Preferred Enemy: Trained by the Genetor Biologis to slay their alien foes, Deathwatch possess the Preferred Enemy: Orks skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).



0-3 GENETOR BIOLOGIS ADVISORS

50 POINTS

Genetor Biologis techpriests can usually be recognised by their clothing, which unless their work requires otherwise will usually be robes of rust-red or black coloration, and by their cyborg nature. The amount of augmentation found in a Biologis is highly dependent on rank within the Cult Mechanicus; a novice may have only one or two augmented systems, if any, while very senior members may have only a few biological organs left in their bodies at all.

These scientists make useful additions to an Imperial Guard or Mechanicus Explorator army. They may not be taken by Space Marine forces as these mighty warriors fight in the very heart of the enemy – too close for a fragile scientist to survive long.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Genetor Biologist	50	3	3	3	3	1	3	1	8	5+

Number/Squad: These do not count as one of your HQ choices and may be taken in addition to your usual allocation of HQ units in a mission. Each Genetor Biologist Advisor must join a separate unit in the army as described below.

Equipment: Genetor Biologist Advisors carry a las pistol, signum (allowing a shooting re-roll each turn for a model in the unit to which he is attached) and a surveyor.

Advisors: A Genetor Biologist must be allocated to any HQ squads (not characters) deployed at the start of the battle. Once each HQ choice has been assigned an Advisor, any remaining Advisors are attached to Elite squads. If all HQ and Elite squads have an Advisor then the remainder are individually assigned to Troop squads. Unattached Advisors may not be used. Any special deployment rules (such as Scout or Infiltrate) may be used by the Advisor.

Efficient Use of Force: A Genetor Biologist has studied Ork physiology for years and knows a few tricks to keep them out of action. A unit including an Advisor may re-roll all wounds against Orks. They are being deployed in the Damocles Gulf in the hope that this expertise will be extended to the newly discovered Kroot and Tau species, but at present they do not confer any ability against xenos species other than Orks.

Precious Knowledge: Each surviving Biologist is worth 100 victory points to the Imperial player, so crucial to the crusade is the data he has collected.

Rival Theologies: The Biologists were ruthlessly purged by the Ecclesiarchy during the Age of Apostasy and as a result a long standing enmity exists between them. As a result, a unit that contains a Priest is not able to be joined by a Genetor Biologis Advisor.

LIBRARIAN DREADNOUGHT

190 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.

A Librarian Dreadnought may be included in a Space Marine army as an HQ choice.

	WS	BS	S	I	A	Front	Side	Rear	Ld
Librarian Dreadnought	4	4	6	4	2	12	12	10	10

Type: Walker

Crew: One Space Marine Librarian

Weapons: The Dreadnought's left arm is equipped with a Force Weapon that as a built in storm bolter. The Dreadnought's right arm is equipped with an Assault Cannon. Additionally, the Librarian Dreadnought is equipped with a psychic hood, extra armour, smoke launchers and a searchlight.

Options: The Librarian Dreadnought may replace its storm bolter with a heavy flamer at +5 points. The Dreadnought may replace its assault cannon with a missile launcher, multi-melta or plasma cannon at no additional points cost.

Transport: Librarian Dreadnoughts may be deployed in a drop pod for +50 points (see Codex Space Marines).

Venerable: The Librarian Dreadnought is a veteran of countless battlefields and as such is considered 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 tables. However, you must accept the second result, even if it is worse.

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. Perils of the warp attacks are resolved against the Dreadnought's rear armour.

Blood Angels: Even the mighty Librarian Dreadnoughts are not immune to the Black Rage. However, so consuming are the visions of Sanguinius that a Librarian succumbing would lose the focus needed to use his psychic powers. As a result a Librarian Dreadnought that in falls to the Black Rage is better represented by a Venerable Dreadnought given the Death Company upgrade rather than modifying this army entry. (see Blood Angels army list update).

OFFICIO ASSASSINORUM MASTER

The Officio Assassinorum is the main Imperial organisation responsible for the recruitment, training, and deployment of elite assassins. The targets can be highly varied: rebellious Imperial governors, incompetent or corrupt Imperial officials, dangerous renegades, heretic prophets, successful Xenos leaders, etc. The Officio is organized in different types of temples, where the different types of Operatives are trained and equipped to the absolutely highest possible standard.

Normally an agent from these temples is dispatched on a mission at the behest of an Inquisitor or the High Lords of Terra. But during the Damocles Gulf Crusade, where Tau propaganda was causing untold damage to Imperial morale, senior temple agents known as Masters were dispatched under the authority of the Ordo Xenos to hunt down and destroy both the Tau leadership as well as defuse the building Ork Waagh.

Space Marine, Imperial Guard and Mechanicus Explorator armies that include an Ordo Xenos Inquisitor may take up to one Officio Assassinorum Master as an Elites choice. You may not have more than one Officio Assassinorum Master in your army under any circumstances.

	WS	BS	S	T	W	I	A	Ld	Sv
Master Assassin	5	5	4	4	3	5	3	10	4+

Number/Squad: 1 Officio Assassinorum Master

Options: An Officio Assassinorum Master must be from one of the following Temples: Callidus, Culexus, Eversor, Vanus, Venenum or Vindicare. The rules for Masters of each of these Temples are shown below.

Point values: A Master's point value is dependent upon the Temple they belong to:

Callidus.....130 points	Culexus.....120 points
Eversor120 points	Vanus110 points
Venenum.....120 points	Vindicare.....130 points

Independent: Officio Assassinorum Masters act independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, Masters cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission. However they are NOT independent characters and may be targeted by shooting like any other unit.

Fearless

Infiltrate: Officio Assassinorum Masters are extremely adept at infiltration work, and may **always** use the Infiltrators scenario special rule.

Invulnerable: Officio Assassinorum Masters are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

CALLIDUS TEMPLE MASTER

Operating covertly, the Callidus teaches its Operatives to get close to their target for the longest time of all the temples. To achieve its exacting tasks, the Temple specialises in the use and development of the shape-altering drug Polymorphine. With this a Callidus can masquerade as any human being they choose, from a beautiful young woman to a crippled old man.

On the battlefield, Callidus Masters are dropped behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army, usually by eliminating individuals and taking their place. Using this technique, the Callidus Master can get close to their targets, influencing their strategy and finally assassinating them when the opportunity arises.

TEMPLE WARGEAR AND RULES

C'tan Phase Sword: The C'tan phase sword can only be used in close combat. No saves are allowed against hits from a phase sword, not even Invulnerable saves!

Neural Shredder: The neural shredder uses the Flame template and is fired just like a flame weapon. Roll to wound as follows: the neural shredder has Strength 8 but, rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. Against vehicles, roll a D3 on the Glancing Hits table. The neural shredder is an assault weapon and has an AP of 1.

Polymorphine: The Callidus Master is always held in reserve, even in missions which do not normally use the Reserves rule. When the Master becomes available, they may be placed anywhere on the battlefield, and can move and fight normally in the turn they arrives.

Poison Blades: If the Callidus Master is still in base contact with an enemy model at the end of the Assault phase, after all combats have been resolved, they may make an extra attack with their poisoned blades. This attack always wounds on a 4+, and normal Armour saves are allowed.

Hit and Run. A Callidus Master may attempt to disengage from a combat at the end of the assault phase. The Callidus Master has the Hit and Run universal rule as detailed in the Warhammer 40,000 rulebook.

A Word in Your Ear... The player with the Callidus Master can move one enemy unit up to 6" after both sides have deployed, but before the first turn starts. The unit's new position must be within the normal deployment zone, and the owning player may choose the facing of the unit after it has been moved.

CULEXUS TEMPLE MASTER

Since the dawn of the Imperium, the Emperor and his servants have made use of those known as pariahs – humans that have, or appear to have, no presence in the Warp, there is just a void. They are, to all intents and purposes, soulless. The Officio Assassinorum make use of these cursed humans in the Culexus Temple.

TEMPLE WARGEAR AND RULES

Etherium: Any unit wishing to shoot at or charge the Culexus Master must first pass a Leadership test. If the test is failed they may not target the Master, but may attack another target instead. The Culexus cannot be affected or targeted by psychic powers (force weapons count as power weapons).

Animus Speculum: The animus speculum has the following profile. For every psyker within 12" of the Culexus Master, add +1 to the animus speculum's Assault value (ie, Assault 2 becomes Assault 3 if there is one psyker within 12").

Psyk-Out Grenades: Instead of firing the animus speculum, the Culexus Master may throw a psyk-out grenade. This is only useful against psykers. Psyk-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test by, he loses 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7, due to the Soulless rule, below) rolls 9, and so loses 2 Wounds.

Soulless: Any psyker within 6" of the Culexus Master at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back. Any unit (friend or foe) with a model within 12" of the Culexus Master counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Master can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, etc. The Culexus Master may ignore other models when charging into an assault if this will allow it to get into contact with a psyker.

Life Drain: The Culexus Master may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule above). If the Culexus Master scores higher, the psyker loses 1 Wound, with no saving throws of any type allowed. This is worked out at the start of every round of close combat and wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal. This power can only be used to affect one psyker per turn.

EVERSOR TEMPLE MASTER

Specialising in shock and terror tactics, and instilling fear of his retribution into the hearts and minds of all who hold positions of power, the assassins of Eversor can often reach those that even the Astartes cannot reach. The Eversor is capable of literally ripping the heart out of any rebellion, leaving havoc and destruction in its wake. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over as the enemy are utterly destroyed forever by the Eversor's unstoppable attack.

TEMPLE WARGEAR AND RULES

Executioner Pistol: The executioner pistol is a bolt pistol/needler combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an Armour Penetration of D6 against vehicles.

Bolt Pistol:	Range: 12"	Strength: 4	AP: 5	Pistol
Needler:	Range: 12"	Strength: X	AP: 6	Pistol

Power weapon, Frag grenades and melta bombs: These follow the standard rules in the Warhammer 40,000 rulebook.

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

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

Fast Shot: The Eversor's heightened metabolism allows it to act with incredible speed. The Eversor never counts as moving when firing its executioner pistol (so it may always fire twice).

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

VANUS TEMPLE MASTER

There are many foes to the Imperium, and for them, the galaxy is a dangerous place. A lift may plummet, their vehicle may crash, and they may stumble across a long forgotten minefield, or be vaporised in the overload of a ship's Plasma Reactor. Often such accidents are caused by the unseen terror that is the Vanus.

Vanus Masters favour espionage, sabotage and other covert activities. They are master sappers and engineers, able to rig almost any object into a fatal booby trap. For those hunted by the Vanus, nothing is safe, and even if some trap does not snare them, a silent Bolt-shell will...

TEMPLE WARGEAR AND RULES

Bolter Carbine: Equipped with advanced targeting systems and loaded with Stalker Silenced Rounds, the Bolter Carbine becomes into a quick-firing Sniper Rifle. It has a range of 18", Strength X, AP 6 and becomes Assault 2.

Silenced Bolt Pistol: The Silenced Bolt Pistol is designed to minimise firing noise, allowing for stealthy attacks. In a scenario where sentries are used, the Silenced Bolt Pistol will only be detected on a D6 roll of 6.

Saboteur: Vanus Masters specialise in unseen dangers, laying mines and booby traps to take out their foes. An army including a Vanus causes disruption to an enemy army which is represented by the Preliminary Bombardment scenario rule. If the scenario being played uses Preliminary Bombardment anyway, roll for each unit twice. All Reserve rolls made by the opposing player are at a -1 Modifier

VENENUM TEMPLE MASTER

Many Assassins favour poison to dispatch a foe, and there are many poisons available to a would-be assassin. However, they are pale in comparison with the sheer destructive force of the Venenum, master of poison and biological warfare. Armed with complex bioweapons, containing the most deadly poisons the Imperium can create, Venenum Masters are walking death. They can kill with a touch, their bodies filled with toxins that only they are immune to, and more than one victim has died to the kiss of a beautiful stranger...

On the battlefield, the Venenum make use of their less subtle equipment. Virus Bombs spread viral death through the enemy, while the Venenum's deadly Venom Blade drips with nano-virals capable of corroding bulkheads, and Needlers that spit ranged death, turning mighty warriors into bloated, rotting corpses.

TEMPLE WARGEAR AND RULES

Needle Pistol: A compact weapon that delivers a lethal flight of poisoned darts into the Venenum's target. The Needle Pistol has a range of 12" and an AP of 5. It counts as a pistol and any hit always wounds on 3+ regardless of the target's toughness.

Venom Blade: Dripping with corrosive fluids, this trademark weapon of the Venenum Master is a one-handed power weapon that always wounds on 3+ regardless of the target's toughness.

Virus Grenades: Count as Frag Grenades. Additionally, before any attacks are resolved, all models within 6" of the Venenum Master takes an automatic hit that wounds on a D6 roll of 6. Saves are not affected.



VINDICARE TEMPLE MASTER

Cold, unfeeling and distant - the Vindicare Masters specialise in vengeance and revenge killings. They make use of a specially designed, long range Sniper Rifle called the Exitus Rifle. The Vindicare Master brings inglorious death to the Emperor's enemies with a Sniper's bullet. Masters have been known to wait in a position for as long as two weeks before taking a shot. Many rebellions and cults have been ended with one, perfect shot from a Vindicare's rifle.

TEMPLE WARGEAR AND RULES

Exitus Rifle: The exitus rifle is treated as a sniper rifle (range 36", hits on a 2) except that the rifle will always wound on a 3+ with an AP value of 1. In addition, the Vindicare has one of each of the following special rounds, which may be fired instead of a normal shot (keep a note of which special rounds have been fired). The special rounds are used one at a time and you must declare that you are using one of the special shots before you roll the dice to hit.

Shield-Breaker: The shot ignores any invulnerable saves.

Turbo-Penetrator: This inflicts 2 wounds on any model wounded. If fired at a vehicle, the shot has an Armour Penetration of 3D6.

Hellfire: The shot automatically wounds.

Exitus Pistol: The Exitus pistol is a compact version of the Exitus Rifle and makes a useful back-up weapon should the target unexpectedly come within close range: It is a pistol with a range of 12" and an AP of 1. Like its larger companion, any hit always wounds on 3+ regardless of the target's toughness.

Spy Mask: The Vindicare's spy mask reduces the Cover save of his target by 1 (a 6+ save is negated, a 5+ Cover save becomes a 6+ save, and so on). In addition, the spy mask means the Vindicare ignores the rules for Night Fighting.

Stealth Suit: Any unit wishing to shoot at the Vindicare Master must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook. If the Night Fighting rules are being used, the Master can only be seen if he is within half the normal range of the unit's vision (i.e., if they score an 18, they can only see the Master if he is within 9").

Marksman: You may nominate the model targeted by the Vindicare Master when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as taking a leadership test to shoot at a unit other than the closest one).



ORDO XENOS INQUISITOR

While the Ordo Hereticus gave their support to the Adeptus Sororitas and the Ordo Malleus remained largely uninvolved in the Damocles Gulf Crusade, Inquisitor Grand and the others of the Ordo Xenos realised their expertise was best spent spread throughout the forces. Inquisitors made extensive use of Deathwatch Kill-Teams and even the dreaded Deathwatch Terminators. Some radicals even made use of various xenos mercenaries - whatever it took to bring about victory for the Imperium. The end justifies the means.

An Ordo Xenos Inquisitor is an HQ choice for the Imperial Guard, Mechanicus Explorator, Witch Hunters or Space Marines. If the Inquisitor is accompanied by a retinue of alien henchmen he may NOT be taken by Space Marines, Witch Hunters or armies including Deathwatch units. The Inquisitor may replace the Command Platoon as the compulsory HQ choice in an Imperial Guard army.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ordo Xenos Inq	55	4	4	3	3	3	4	3	10	3+
Demiurg Trader	30	3	3	3	4	1	2	1	9	4+
Eldar Mystic	30	3	3	3	3	1	5	1	8	5+
Hrud Fusilier	40	4	3	3	3	1	4	1	6	5+
Ork Noble	35	4	2	4	4	2	3	3	7	6+

Number/Squad: An Ordo Xenos Inquisitor and either 3 to 6 alien Henchmen; 3-6 Henchmen chosen from Codex Witch Hunters or a Deathwatch Kill-Team.

Equipment: The Ordo Xenos Inquisitor wears powered armour and is armed with a needle pistol and power weapon.

Retinue: The Inquisitor must be accompanied by a retinue of Henchmen as detailed below or a Deathwatch Kill-Team (in which case both he and the squad count as the same HQ choice and may infiltrate if desired). If the Inquisitor has a retinue then he and the retinue are treated as a single unit during the battle.

Independent Character: An Ordo Xenos Inquisitor is an Independent Character. Unless attached to a Deathwatch Kill Team, he must lead a retinue of 3 to 6 Henchmen, selected either from Codex Witch Hunters **OR** from the options below. The Ordo Xenos Inquisitor may not leave his retinue or squad or join another unit. If the retinue or squad is destroyed he becomes an independent character and is then free to join other units.

Needle Pistol: This is a compact weapon of unknown origin that delivers a lethal flight of poisoned darts into the Inquisitor's target. The Needle Pistol has

a range of 12" and an AP of 5. It counts as a pistol and any hit always wounds on 4+ regardless of the target's toughness. A roll of a 6 to wound increases the power of the shot to AP 1.

Alien Retinue: An Ordo Xenos Inquisitor deals with all manner of alien species in his travels through the galaxy and it is not uncommon for temporary alliances to be formed in the interests of using one alien race against another. Servants and Mercenaries that have proven useful to an Inquisitor may find themselves called upon in times of need.

Demiurg Trader: The Demiurg are not thought to be native to the Damocles Gulf but they are found there some numbers and readily offer their services to the Imperium – for a fee. Each Demiurg Trader maintains the equipment in the allied force and allows one friendly unit within 6" of him to re-roll misses each shooting phase. The Demiurg counts as being armed with a storm bolter.

Eldar Mystic: The powers of foresight inherent in the Eldar provide insight not otherwise available to the Inquisitor. The controlling player may re-roll the dice when determining who gets first turn and may always set up a unit of infiltrators before the enemy does. The Mystic carries a close combat weapon. Each Mystic included permits you to take a unit of Eldar Rangers as a non-compulsory Troop choice or an Elites Choice (see Codex Eldar). They may be upgraded to Pathfinders as normal. Eldar Mystics are not Fleet.

Hrud Fusiliers: A secretive race, the Hrud have adapted a form of warp-plasma to make a highly effective weapon. In the service of a radical Ordo Xenos Inquisitor they provide much needed fire support. They are armed with a Hrud Fusil, which can fire each turn as either a plasma gun (ignoring the rule for overheating) or a plasma cannon (do not ignore the rule for overheating!) Using a form of cloaking technology, the Hrud and the unit it is joined to always counts as having a 5+ cover save. You may only have one Hrud in the retinue.

Ork Nobles: The Blood Axe Clan of Orks has proved to be vaguely useful to the Imperium on occasion. Ork Nobles in the retinue are armed with a power fist and a bolt pistol. Ork Nobles do not have Furious Charge. Each Noble included permits you to take a unit of Ork Kommandos as a non-compulsory Troop choice or an Elites Choice (see Codex Orks). Ork Kommandos may not call a Waagh!

Transport: At the start of each battle the Ordo Xenos Inquisitor and his Retinue may commandeer the use of any other unit's transport in the army provided that it has the capacity to fit the unit (so a unit of 8 Deathwatch and the Inquisitor could not commandeer a Space Marine tactical squad's Razorback but they could commandeer the Space Marine command squad's Rhino. The unit from which the transport is taken may not make use of that transport for the duration of game. Transports must, of course, be paid for as normal.

ROGUE TRADER

50 POINTS

Rogue Traders are Imperial explorers and traders. They are allowed to trade with xenos races, and even explore and trade beyond the borders of the Imperium. Many times Rogue Traders find isolated planets with a Human population which will be incorporated into the Imperium. Other times they find empty planets ripe for colonization. Many travel largely within the Imperium, carrying cargo along established trade routes.

The most valuable possession of a Rogue Trader family is its Charter of Trade; a legal document which describes the accepted limits of its operations. These charters are of vital importance and are usually hereditary thus creating a Rogue Trader dynasty. Certain powerful lords of the Adeptus Terra offer charters of trade as a bribe to their rivals. In exchange the rival simply walks away into a life of adventure and, hopefully, great wealth. Some Rogue Trader families have powerful allies inside the Adeptus Terra. Some of the more ancient ones are dated from the very beginnings of the Imperium, and some were even signed by the Emperor himself. Others were signed by Primarchs or other leaders of the Great Crusade. These charters are very valuable and give

its owner great leeway. They are tailor-made and unique. They cannot be re-appealed as according to Imperial law and Imperial religious dogma no-one is empowered to overrule these persons.

Letters of Marque are similar documents issued more recently. The Letters of Marque are rather restricted in some aspects and controlled more effectively by Imperial authorities. The more recent ones are not hereditary at all, forcing the hopeful heir to return and re-apply for a new charter. A Charter of Trade or a Letter of Marque may contain peculiar restrictions. This may be of geographical nature (e.g.: restrict the Rogue Trader into a single sector) or something similar. Some Rogue Traders are relatively poor, possessing a single ancient and dilapidated ship. Others are incredibly wealthy and powerful and have whole fleets and entire private armies at their disposal. Certain favoured individuals may even call upon detachments of Space Marines having entered pacts with individual Chapters. Some Rogue Traders operate as mercenaries, renting the service of their ship(s).

A Rogue Trader is an HQ choice for the Imperial Guard or the Mechanicus Explorators.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Trader	50	4	4	3	3	3	4	3	9	4+

Number/Squad: A Rogue Trader

Equipment: Carapace Armour; Power field (4+ Inv), master crafted bolt pistol, digi laser, power sword and plasma grenades (see Codex Eldar).

Options: The Rogue Trader may purchase EMP grenades for +5 points (see Codex Tau Empire) and additional digi-lasers for +7 points per weapon (to a maximum of six). Taking more than one digi-laser makes the weapon twin-linked.

Independent Character

Digi-laser: This is a compact weapon worn as an ornate ring. It emits a powerful pulse of energy into the Trader's target. The Digi-laser is an assault weapon that has a range of 6" a Strength of 3 and an AP of 6. The weapon does suffer from the 'Gets Hot' special rule. Each additional digi-laser worn adds +1 to the Strength and AP. So a particularly 'bling' Rogue Trader with the maximum of six digi-lasers is blasting their opponent with a Strength 8 AP 1 hit.

Inspiring: Units within 12" may use the Rogue Trader's leadership value.

Chartered Forces: The Rogue Trader's force is comprised of elements of the Adeptus Astartes, the Imperial Guard and the Adeptus Mechanicus. Though the Imperial Guard usually makes up the majority of the Rogue Trader's force, it is not uncommon to find units from other branches of the Imperium in his employ. Having a Rogue Trader in an Imperial Guard army allows the player to include Tactical, Assault and Devastator squads as Elite or Heavy Support choices. These squads may be replaced with their equivalent type from Codex Black Templars, Codex Dark Angels, Codex Space Wolves or the Blood Angel army list. Furthermore a player is free to include a Black Templar Crusader squad, a Dark Angels Devastator Squad and a Space Wolf Blood Claws pack all in the same army.

TERMITE

50 POINTS

If the commander has enough influence, Imperial units can be requisitioned the use of Termite subterranean transports. Though the construction of these burrowing vehicles is a closely guarded secret, the Mechanicus decided the secrets of the Damocles Gulf were worth the expense and they provided several hundred Termite transports to the crusade.

An Imperial Termite is a transport choice for Imperial Guard, Witch Hunters and Space Marine forces. Any unit which has the ability to purchase a transport in its army list entry may instead choose to purchase an Imperial Termite at the points cost indicated. Such units are held in reserve even if the mission does not allow it. Only the unit assigned the Termite may be transported in it. Independent characters may join a unit with a Termite before the game so that they may also travel in it. The Imperial Termite may not be given any upgrades.

	BS	Front	Side	Rear
Termite Capsule	3	12	12	n/a

Crew: Adeptus Mechanicus Cataphracti

Weapons: Drill and a forward facing twin-linked melta-gun.

Transport: The Termite can carry up to twelve infantry models. The Termite has no rear armour value as it is underground, instead resolve a rear attack onto a side facing.

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 an additional movement or assault that turn. They may shoot but count as moving.

Movement: Once emerged, the Termite capsule becomes permanently immobile and as such automatically awards your opponent 25vps.

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

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

