



Into the Maelstrom

ROAD TO BADAB

The
Tempus
Fugitives

Written by Stuart Mackaness

ULTIMATE

EVENT SCHEDULE

Friday 18th March 2011

- 17:00 Pre-Registration Begins
21:00 Space Hulk Challenge

Saturday 19th March 2011

- 08:30 Doors Open and Registration
10:00 Introductions
10:30 Round 1 Briefing
11:00 Round 1: Spearhead Doubles
13:30 Lunch Buffet
14:30 Round 2 Briefing
15:00 Round 2: Strike Force
17:00 Army Nominations
17:30 Round 3 Briefing
18:00 Round 3: Strike Force
20:00 Dinner & Evening Entertainment

Sunday 20th March 2011

- 10:00 Recap
10:30 Round 4 Briefing
11:00 Round 4: Heavy Assault
13:30 Lunch Buffet
14:30 Round 5 Briefing
15:00 Round 5: Broken Alliance
17:30 Closing Ceremony

IMPORTANT! This material is completely unofficial and in no way endorsed by Games Workshop Limited 2011. Games Workshop, the Games Workshop logo, Warhammer, Warhammer World and all associated marks, logos, names, races and race insignia, vehicles, locations, units, characters, illustrations and images from the Warhammer and Warhammer 40,000 universe are either (R), TM and/or © Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world, used without permission. No challenge to their status intended. All Rights Reserved.

WELCOME TEMPUS FUGITIVES

Greetings fellow Fugitive, I bid you welcome to this the Into the Maelstrom campaign weekend. Following on from our hugely successful Age of the Emperor series I am delighted that you join us for our latest adventure. The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. If you are expecting anything other than to just have fun – turn back now!

THIS IS NOT A TOURNAMENT. YOU WILL GET MORE OUT OF THE WEEKEND IF YOU ENJOY THE EXPERIENCE RATHER THAN FOCUS ON THE OUTCOME OF YOUR GAMES. TRY AND PLAY WITH YOUR OPPONENT RATHER THAN AGAINST THEM.

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

The Into the Maelstrom campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. Tempus Fugitives' campaigns are about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle with. If you and your opponent have a great game, the actual outcome of the battle becomes far less important. Once more (with feeling), you are playing with your opponent – not against them.

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

Games will be driven by the narrative of the campaign. This means that during the course of the event various games may appear quite challenging when viewed from the usual gaming perspective. In any war commanders have to deal with what might appear unfair or 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. Your armies may meet annihilation in the face of an enemy with vastly superior numbers or power, but trying to hold the line in the face of such odds is what legends are all about.

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.



YOU WILL NEED

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

- The English language version of the Warhammer 40,000 5th Edition rulebook
- Dice, Templates, objective counters and Tape measure
- Superglue and poly cement
- The appropriate English language version of your Codex and any Imperial Armour material relating to your army. No photocopies!
- At least two copies of your army roster (one to be handed in during registration)
- A tray to carry your models
- Pen and paper
- Somewhere to sleep overnight. (For details on discounted hotel rooms please contact Maelstrom Games on 01623 629425)
- Money for refreshments. Lunch on both days and dinner on Saturday is included as part of your ticket.

TASKFORCES AND FACTIONS

Into the Maelstrom pits Taskforces of up to eight players in a campaign to seize control of territory around the borders of the unstable region of space known as the Maelstrom. Each taskforce is themed to a particular faction and each faction is pitted against taskforces belonging to one of a number of factions available over the weekend. The factions involved are:

THE IMPERIUM – This powerful empire of mankind stretches across the galaxy and lays claim to all the stars and planets within it. Extremely hostile to all alien races and ever vigilant for signs of witchcraft and daemon worship from within their own people, the Imperium is a dangerous foe indeed.

THE DARK ELДАР – From the wicked city of Commoragh, hidden deep within the labyrinthine realm known as the Webway, the cruel Dark Eldar are physically an immortal race. Their souls wither over the centuries however and must be constantly rejuvenated by inflicting pain and misery on the slaves they capture from their raids in realspace.

THE NECRONS – Terrifying, immortal, soulless warriors have risen from ancient stasis-tombs, their weaponry able to strip a man to atoms. But the true terror of the Necron lies with their divine masters, who gorge themselves on the essence of billions.

THE ORKS – A brutal race who delight in destruction and pillaging, the green skinned Orks are an ever-present menace to the galaxy. Every race has suffered countless rampages by the Orks and only the greenskins animosity for each other prevents the Ork race from unifying as an unstoppable horde.

THE ELДАР – Enigmatic, arrogant and aloof, the Eldar are a dying race. Each passing generation is smaller and less magnificent than those that came before and it cannot be long before younger races such as the humans. Extremely skilful and technologically advanced, the Eldar are formidable adversaries and refuse to fade from the galaxy without a fight.

THE TYRANIDS – Possessed of a hive intelligence which directs them to infest, conquer and absorb the worlds they encounter the Tyranids are known by those who face them as the Great Devourer. The strategies of any resistance encountered is studied by the hive and the genetic material harvested is used to create even more terrifying bio-constructs.

FORCES OF CHAOS – The Dark Gods dwell in the warp and watch the mortal plane with greedy eyes. The Maelstrom is but a doorway into their lair and through it they assail their enemies with hordes of daemons and the corrupting whisper of power lent to those who would worship them. The Legions of the Chaos Space Marines shows how powerful such whispers can be.

THE TASKFORCE COMMANDER

Each Taskforce will have 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 Taskforce Commander. The role of the Taskforce Commander is of crucial importance to the team and it is the Commander's responsibility at the end of each game to collate results on the Declaration of War sheet and hand them to the Event Coordinator. Additionally, throughout the campaign there will be additional information and decisions that will need to be taken on behalf of the Taskforce. Although a good Commander is encouraged to listen to their Taskforce and discuss their decisions fully, it is ultimately the Taskforce Commander who makes the choices that the team will face. It is important that the Taskforce Commander be prepared for all of these challenges and it is not a role that should be taken lightly.

CAMPAIGN POINTS

Your campaign points determine the outcome of the campaign. Players earn Campaign Points depending on how they perform in each round. Players earn 3 Campaign Points for a Win, 1 for a Draw and nothing if you lose. 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.**

STRATEGIES

At the beginning of each round, the taskforce must study the signs and portents to decide on a Strategy to use for the round. Each Strategy can only be used once over the weekend and must be clearly indicated on the Declaration of War sheet held by the Taskforce Commander. As you must decide your Strategy before you play your games each round you have to rely on your judgement as to its outcome. Choose carefully as picking Death or Glory makes your draws worthless, while defensive stance squanders any bonus from winning.

- 1 Rapid Response:** This strategy enables players to gain +1 to all reserve rolls for the duration of the battle.
- 2 Cry Havoc:** This strategy allows a single unit held in reserve (of any type except Independent Character) to enter play from the opponents board edge when it arrives.
- 3 Give No Quarter:** This strategy awards 2 Campaign Points for each Win or Draw but nothing if you lose.
- 4 The Upper Hand:** This strategy enables players to gain +1 to the dice roll to see who gets first turn.
- 5 Death or Glory:** This strategy awards 4 Campaign Points for each Win but nothing if you draw or lose.
- 6 Feint:** At the end of the round, the Task Force Commander may swap this strategy for Death or Glory or Give No Quarter (even if already used).

ROUND 5: THE BROKEN ALLIANCE

Throughout the campaign weekend, respect will be earned, alliances will be formed and mutual enemies defeated. But in the grim darkness of the far future, even battle brothers can find politics and principles stretch their alliance to breaking point. It is known that the Broken Alliance is played using your Strike Force but further details remain shrouded in mystery. What consequences will emerge from such a conflict will be more fully realised in Tyrant of the Maelstrom (see the teaser at the end of this pack for more details).

PAINTING

All models **MUST** be painted and representative of the appropriate type of troop. **You cannot use a model that does not meet these criteria. If you are planning a conversion that you think may need clarification please contact us before the event.** You cannot represent units with models that are smaller than the Citadel equivalent. For example, an Epic scale space marine on a Warhammer 40,000 slottabase is not acceptable. Because we believe that due credit should go to players that have painted their own armies, only players who have painted their armies themselves may be eligible for the coveted award of Best Army. We ask all participants to be honest if shortlisted. A number of armies will be shortlisted on the Saturday lunch break and then will be voted on by the players during the Sunday lunch break. The winner will be announced at the end of the Campaign Weekend.

During the Into the Maelstrom Campaign Weekend we will give an award for the Best Army. This is given to the player who participates in the weekend with a force that, in the opinion of both players and judges, is the best in terms of painting and character. To qualify as the Best Army particular attention will be paid to well themed armies which reflect the theme of the weekend. Only armies which contain at least one campaign unit can be considered for Best Army.

Painting is a key part of the hobby. If you do not paint your models for the weekend to at least a basic standard (undercoated, three colours and based), then models which are painted to at least a basic standard will be filled with an indignant hatred for your lack of effort or poor time management.

Units that are painted gain Preferred Enemy against all units that are not painted to at least a basic standard.

F-FACTION: THE IMPERIUM OF MANKIND



It is the year 756.M41. The **Imperium** remains the galactic empire under which the majority of humanity is united. The founder and ruler of the Imperium is the god-like Emperor, the most powerful human psychic to date. Founding the Imperium ten thousand years ago, he continues, at least nominally, to lead it.

The Imperium is the largest and most powerful political entity in the galaxy, consisting of at least a million worlds, which are dispersed across most of the galaxy. Consequently, an Imperial planet might be separated from its closest neighbour by hundreds or thousands of light years. As a stellar empire, the size of the Imperium can not be measured in terms of continuous territory, but only in the number of planetary systems in its control.

From within, the Imperium is threatened more insidiously by rebellion, mutation, dangerous psykers, and subversive cults. Without the protection of the Imperium, mankind would fall prey to the countless perils that threaten it.

The systems around the Maelstrom represent wild and unclaimed territory for the Imperium and that is something which cannot be allowed to continue. Commander Lugft Huron of the Astral Claws Chapter has taken the Oath of Moment to reclaim this region in the name of the Emperor through whatever means he sees fit. The Astral Claws in turn are able to call upon the vast manpower of the Imperial Guard, the technological wonders of the Cult Mechanicus and the heroism of their brother Space Marine chapters.

When choosing an army to fight for the Imperium, you must use one of the **Imperium Sub-Faction** lists on the following pages. In all cases the most recent edition of the army Codex will be used. These are the only armies permitted in this Faction during the weekend. 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 published Codices used in this campaign for the Imperium are: Codex Blood Angels, Codex Black Templars, Codex Dark Angels, Codex Imperial Guard, Codex Space Marines and Codex Space Wolves. Furthermore the Cult Mechanicus Codex found on the Tempus Fugitives website is used. All supplementary rules to your Codex can be found in this pack.

There are several units which may be taken by the armies of the Imperium during the Into the Maelstrom campaign. 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 Into the Maelstrom campaign weekend. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

THE IMPERIUM - WATCH CAPTAIN MATHIAS

HQ UNIT

185 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Watch-Captain Mathias	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear (see Codex: Space Marines)

- Xenotech Phase Blade (Power Weapon, Ignore Inv Saves)
- Combi-Melta
- Power Armour
- Bolt Pistol
- Iron Halo
- Frag and Krak Grenades

Special Rules

- Deathwatch
- Eternal Warrior
- Independent Character
- Special Issue Ammunition (see Codex: Space Marines)

Deathwatch: Models with this special rule are Fearless and have the Deep Strike, Move through Cover and Counter Attack abilities. Any unit with the Deathwatch special rule always count as scoring.

THE IMPERIUM - THE DEATHWATCH ELITES UNIT

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Deathwatch Marine	4	4	4	4	1	4	2	10	3+

Unit Composition (Unique)

- 5 Deathwatch Marines

Unit Type

- Infantry

Transport: The Squad may take a Drop Pod; Razorback or Rhino as a dedicated transport at the cost indicated in Codex Space Marines.

Wargear (see Codex: Space Marines)

- Bolter
- Power Armour
- Bolt Pistol
- Close Combat Weapon
- Frag and Krak Grenades

Special Rules (see Codex: Space Marines)

- Deathwatch
- Special Issue Ammunition

Deathwatch Options (may be purchased for any model with the Deathwatch special rule including Mathias and Shaidan):

- Any model may replace their bolter with a flamer for free, a combi-weapon for +5 points or a Storm Shield for +20 points. Any model may replace their Close Combat Weapon with a Power Sword for +10 points, a Lightning Claw for +15 points; a Power Fist for +20 points or a pair of Lightning Claws or a Thunder Hammer for +25 points.
- One model in the unit that has not replaced their close combat weapon may replace their bolter with a melta gun for +5 points or a heavy flamer or plasma gun for +10 points.
- One model in the unit that has not replaced their close combat weapon may replace their bolter with a with a melta gun for +5 points or a heavy flamer, multi-melta or a plasma gun for +10 points or an assault cannon, lascannon, or heavy bolter with suspensors for +20 points. A Heavy Bolter with suspensors gives the model the Relentless special rule and may also fire Hellfire Shells (See C:SM).
- Any model may be equipped with Combat Shields for +10 points per model.
- The entire unit may exchange Move through Cover and Deep Strike rules with Skilled Rider and Space Marine Bikes for +20 points per model. The Deathwatch marine's ranged weapon (not bolt pistol) is mounted on the bike. The bike has no other weapons.



Watch Captain Mathias

Third tour seconded from the Ultramarines 7th Company

THE IMPERIUM – WATCH LIBRARIAN SH Aidan

HQ UNIT

175 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Watch Librarian Shaidan	5	4	4	4	2	4	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear (see Codex: Space Marines)

- Valeria - Force Weapon
- Psychic Hood
- Power Armour
- Combi-Melta
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Deathwatch
- Independent Character
- Epistolary
- Psyker
- Eternal Warrior
- Special Issue Ammunition (see Codex: Space Marines)



Deathwatch of the Warders: The Chapters assigned to the Maelstrom region readily give service to the Deathwatch if it will strengthen the Imperium mandate in the region. As a result, if you include Watch Librarian Shaidan in your army, the Deathwatch squad may include up to an additional five Deathwatch marines for +30 points per marine. These additional marines should bear the markings of the Mantis Warriors (like Shaidan) Lamenters, Astral Claws or Charnel Guard.

THE IMPERIUM – DEATHWATCH STORM RAVEN SQUADRON

HEAVY SUPPORT UNIT

225 POINTS

	BS	FRONT	SIDE	REAR
Deathwatch Storm Raven	4	12	12	12

Unit Composition (Unique)

- 1 – 3 Deathwatch Storm Ravens

Vehicle Type

- Fast Skimmer

Transport Capacity: 12 and/or 1 Walker

Wargear

Twin-linked Assault Cannon or Twin-linked Lascannon or Twin-linked Missile Launchers or Twin-linked Plasma Cannon

Twin-Linked Heavy Bolter or Twin-Linked Multi-Melta

Four under-wing Hellstrike Missiles

Hell strike missiles: 72" range Strength 8 AP 3 Ordnance

Usually found in service to the Blood Angels chapter, it was Watch Captain Zedrenael, who brought the first Storm Raven into the service of the Deathwatch. So exceptional was the performance of these craft that Watch Commanders across the Segmentum soon acquired a limited number for wider use. With Deathwatch crew, sometimes the only assistance a Watch Keep can provide is a lone Storm Raven gunship. Usually it is more than enough.

Assault Ramp: Units disembarking from a Storm Raven may assault on the same turn it lands. You cannot assault after deep striking.

Ceramite Shielding: In order to resist the heat of atmospheric entry a Storm Raven has thick ceramite shielding. Melta Bombs and weapons with the 'Melta' special rule never roll an extra dice for armour penetration against a Storm Raven.

Special Rules:

- Ceramite Shielding
- Extra Armour
- Power of the Machine Spirit
- Deep Strike
- Assault Vehicle
- Searchlight
- Locator Beacon

Hurricane of the Deathwatch: Each Storm Raven in the squadron may be equipped with Hurricane Bolter Sponsons for +45 points per Storm Raven. These Hurricane Bolters benefit from Special Issue Ammunition.

IMPERIUM SUB-ACTION: THE IMPERIAL GUARD

It is believed that there must be many billions of Imperial Guardsmen, divided into millions of regiments. This absolute numeracy provides the Guard with its main power; their ability to deploy in numbers that, eventually, result in victory. Attacking in seemingly endless influxes across battle-zones, charging forth under the cover of massive barrages and delivering massed lasgun volleys, in the Guard the individual Human soldier may appear a lost thing, almost forgotten. Yet the actions of these anonymous soldiers daily decide the fate of worlds around the Maelstrom. The Guard forms the very backbone of the Imperium; without it, Mankind would surely perish. Whilst Guardsmen are hardly the equals of Space Marines, fighting neither with the advantages of genetic enhancement or the most powerful personal weaponry, the Guard possesses the courage and the manpower to face and annihilate the enemies of the Emperor across the galaxy.



OFFICERS OF THE IMPERIAL GUARD

When choosing an Imperial Guard regiment you are free to use any of the regiments listed below or one of your own invention. There are advantages to taking a known regiment as such fighting forces are led by some of the most authoritative commanders ever to set foot on the worlds around the Maelstrom. Below are listed the regiments who were present during the Into the Maelstrom campaign along with any legendary units that fought with them. You may include any unique units or named characters found in Codex Imperial Guard.

17th Brimlock Dragoons
45th Finreht Highlanders Regiment
Asquardian Rangers
Britannican Reknowns
Bromleage Redcaps
Cadlan Xenobane
Catachan 18th "Screaming Devils"
Death Korps of Krieg
Kallistan Rifles "The Lock-Hearts"
Kol-Sec
Narsine Yemonry
Vostroyan 54th
Warhounds of the Red Moon

A Note on Imperial Guard Regiments and Imperial Armour units

Imperial Guard players are free to use any of the alternate regiment lists found in Forgeworld's Imperial Armour series of expansions. You may not use any of the named characters outlined above if you do so.

Imperial Armour vehicles may be included in Spearhead and Strike Force army lists; however the most recently published version of their rules must be used (usually the Imperial Armour Apocalypse series of books).

IMPERIAL GUARD - LIGHT INFANTRY COMMANDER

UNIT UPGRADE

+40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Light Infantry Co.Cmdr	4	4	3	3	3	3	3	9	5+

Unit Composition

One Company Command Squad may replace its Commander with a Light Infantry Commander.

Wargear

- Laspistol
- Close Combat Weapon
- Flak Armour
- Refractor Field

Unit Type

- Infantry

Special Rules

- Senior Officer
- Infiltrate (applies to Command Squad)
- Camo Cloaks (applies to Command Squad)

Light Infantry Company: Any Infantry Platoon Command Squad or Infantry Squad that does not take a dedicated transport or Heavy Weapon team receives Camo Cloaks and the Infiltrate universal special rule. Additionally any Infantry Platoon Infantry Squad may take a further special weapon.

IMPERIAL GUARD - ROUGH RIDER COMMANDER

UNIT UPGRADE

+40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Rough Rider Co.Cmdr	4	4	3	3	3	3	3	9	5+

Unit Composition

Any Company Command Squad may replace its Commander with a Rough Rider Commander.

Wargear

- Laspistol
- Close Combat Weapon
- Hunting Lance
- Flak Armour
- Refractor Field

Unit Type

- Cavalry

Special Rules

- Senior Officer
- Hunting Lance (applies to Command Squad)
- Imperial Steeds (Command Squad counts as Cavalry)

Travel Light: The Rough Rider Command squad cannot carry any Heavy weapons.

Rough Rider Company: Squads of Rough Riders count as Troop Choices in an army led by a Rough Rider Commander.

IMPERIUM SUB-FACTION: THE SPACE MARINES

The Space Marines of the Adeptus Astartes are gods of war. Sacrificing part of their own humanity to become demi-gods, the Astartes fight for the Imperium with courage and honour. In the crusade to reclaim the territory surrounding the Maelstrom, over two dozen chapters have committed battle companies and detachments to secure victory. Each of these chapters has its own colour scheme, insignia and tales of heroism that stretch back, in some cases, to the Age of the Emperor some ten millennia ago. Command the Space Marines in the Emperor's name and strike out across the worlds of the Maelstrom. Only in death does duty end!

COMMANDERS OF THE SPACE MARINES

When choosing a Space Marine chapter you are free to use any of the chapters listed below or one of your own invention. There are advantages to taking a known chapter as such fighting forces are led by some of the most legendary warriors ever to set foot on the worlds around the Maelstrom. Below are listed the chapters who were present during the Into the Maelstrom campaign along with any legendary units that fought with them. You may include any named characters from your army Codex but may not include the Legion of the Damned. You may only include the named characters listed below in an army of their own chapter.



- Astral Claws** – Chapter Master Lugft Huron; Captain Corien Sumatris; Armenneus Valthex
- Black Templars** – Castellan Jacques Draco (Templars do not need to take the Emperor's Champion in their Spearhead)
- Blood Ravens** – Captain Ricardo Tornero
- Carcharodon** – [classified: see Imperial Armour 10]
- Dark Angels** – Master Sammael of the 4th Company; Master Gabriel; Master Gideon
- Executioners** – Chapter Master Arkash Hakkon; High Chaplain Thulsa Kane
- Exorcists** – [classified: see Imperial Armour 10]
- Fire Angels** – Captain Tarnus Vale
- Fire Hawks** – Chapter Master Stibor Lazaerek; Knight-Captain Elam Courbray; Knight Sergeant Centurius
- Howling Griffons** – Commander Esteban Alvaro; Captain Durane Vargas; Chaplain Dreadnought Titus
- Lamenters** – Chapter Master Malakim Phoros; the Sanguinor; Astorath the Grim
- Mantis Warriors** – Chapter Master Sartag; Master Librarian Alhazra Redth
- Marines Errant** – Lieutenant Commander Anton Navaez
- Minotaurs** – Chapter Master Asterion Moloc, Chaplain Enkomi
- Novamarines** – Captain Mordaci Blaylock
- Raptors** – Chapter Master Lias Issodon
- Raven Guard** – Shadow Captain Korvydae
- Red Scorpions** – Lord Commander Verant Ortys; Commander Carab Culln; Magister Sevrin Loth
- Salamanders** – Chief Librarian Vel'Cona; Captain Pellas Mir'san
- Sons of Medusa** – Iron Father Gilag Mesh
- Space Wolves** – Wolf Lord Durfast Spiritwolf
- Star Phantoms** – [classified: see Imperial Armour 10]
- Ultramarines** – Captain Orion Primus

SPACE MARINES - DEVASTATOR COMPANY CAPTAIN

HQ UNIT

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Devastator Captain	5	5	4	4	3	5	3	10	3+

Unit Composition

- 1

Unit Type

- Infantry

Wargear

- Bolt Pistol
- Chainsword
- Power Armour
- Signum
- Iron Halo
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Reserve Company (Devastator) - Devastator Squads may be included as Elite Choices and/or as Heavy Support choices. If the army does not contain any other Space Marine Captains, Devastator Squads count as scoring units.

Options: A Devastator Company Captain has all the options available to a Space Marine Captain with the exception that he cannot take a Jump Pack, Space Marine Bike or Terminator Armour.

SPACE MARINES - ASSAULT COMPANY CAPTAIN

HQ UNIT

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Assault Captain	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1

Unit Type

- Infantry

Wargear

- Bolt Pistol
- Chainsword
- Power Armour
- Iron Halo
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Reserve Company (Assault) - Assault Squads may be included as Elite Choices and/or as Fast Attack choices. If the army does not contain any other Space Marine Captains, Assault Squads count as scoring units.

Options: An Assault Company Captain has all the options available to a Space Marine Captain with the exception that he cannot take a Space Marine Bike or Terminator Armour. Assault Command Squads may take Jump Packs for +50 points.

SPACE MARINES - SCOUT COMPANY CAPTAIN

HQ UNIT

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Scout Captain	6	5	4	4	3	5	3	10	4+

Unit Composition

- 1

Unit Type

- Infantry

Wargear

- Bolt Pistol
- Chainsword
- Scout Armour
- Iron Halo
- Camo Cloak
- Frag and Krak Grenades

Options: A Scout Company Captain has all the options available to a Space Marine Captain with the exception that he cannot take Artificer Armour, Jump Pack or Terminator Armour. Command Squads may replace their power armour for scout armour and infiltrate for no additional cost.

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Infiltrate
- Scout
- Independent Character
- Reserve Company (Scout) – Scout Squads may be upgraded to Valedictorian Scout Squads for +10 points per squad. The Valedictorians count as Elite Choices and gain +1 WS and +1 BS. Two Valedictorian Scouts in each squad may be armed with a plasma pistol or flamer at +10 points per model. If the army does not contain any other Space Marine Captains, Valedictorian Scout Squads count as scoring units.

ASTRAL CLAWS – CHAPTER MASTER LUFT HURON

HQ UNIT

235 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

ASTRAL CLAWS – CAPTAIN CORIEN SUMATRIS

HQ UNIT

165 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

ASTRAL CLAWS – FORGE PATRIARCH ARMENNEUS VALTHEX

HQ UNIT

145 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

BLACK TEMPLARS – CASTELLAN JACQUES DRACO

HQ UNIT

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Jacques Draco	6	5	4	4	2	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- *Chalcedon* (+2 Strength Power Sword)
- *Molay* (Bolter always wounds on 2+)
- Artificer Armour (2+ Save)
- Protection of St Solem (4+ Inv)
- Bionics and Crusader Seals
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Eternal Warrior
- Independent Character
- Rites of Battle

Options: Castellan Draco may take a Command Squad but not a Terminator Command Squad.

Vow to the Emperor: Draco may purchase a Vow in the same manner as the Emperor's Champion. If this is done so, you may not include the Emperor's Champion in the army, Draco counts as the Champion instead.

**BLOOD RAVENS – CAPTAIN RICARDO TORNERO**

HQ UNIT

185 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Ricardo Tornero	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Thunder Hammer
- Power Armour
- Storm Shield
- Bolt Pistol
- Frag and Krak Grenades

Parry: Tornero can use his storm shield to disarm his foes; he counts as being equipped with defensive grenades.

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Rites of Battle (Codex SM pg 85)

Options: As commander of the 4th Company, Captain Tornero may take a Command Squad.

Supernatural Counsel: Blood Ravens makes prodigious use of the chapter's extensive librarium. As a result Librarians may be taken as Elite choices in a Blood Ravens army led by Captain Tornero. Additionally, the Blood Ravens army may choose to re-roll any reserve rolls – even successful ones.



CARCHARADON - BRAY'ARTH ASHMANTLE

HQ UNIT

??? POINTS

SEE: IMPERIAL ARMOUR VOLUME TEN – THE BADAB WAR PART TWO

DARK ANGELS - MASTER SAMMAEL

HQ UNIT

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Master Sammael	6	5	4	4	2	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- *Indignatus* (+1 Strength Power Weapon)
- Storm Bolter
- Power Armour
- Bolt Pistol
- Iron Halo
- Frag and Krak Grenades

Special Rules

- Fearless
- Eternal Warrior
- Independent Character
- Rites of Battle

Options: Master Sammael is a skilled rider, having served in the Ravenwing decades earlier. He may exchange his Storm Bolter for a Space Marine Bike for + 30 points.

Fortified Defence: Sammael ensures those that fight with the 4th Company are protected both spiritually and physically from attacks of the insidious. As a result all Storm Shields confer a 3+ Invulnerable save against both shooting and close combat attacks. Additionally, Dark Angels with And They Shall Know No Fear gain the Stubborn special rule.



DARK ANGELS - MASTER GABRIEL

HQ UNIT

135 POINTS

SEE: CODEX DARK ANGELS – COUNTS AS MASTER BELIAL BUT HAS A STRENGTH OF 5

DARK ANGELS - MASTER GIDEON

HQ UNIT

195 POINTS

SEE: CODEX DARK ANGELS – COUNTS AS SAMMAEL, MASTER OF THE RAVENWING (MUST BE MOUNTED ON LANDSPEEDER)

EXECUTIONERS - CHAPTER MASTER ARKASH HAKKON

HQ UNIT

210 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Arkash Hakkon	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- *Lifetaker* – Relic Blade
- Artificer Armour
- Plasma Pistol
- Frag and Krak Grenades
- Iron Halo

Lifetaker: The true lord of the Executioners wields the mighty black relic blade with a killing blow. All wounds caused by Lifetaker cause instant death to their target.

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Eternal Warrior
- Independent Character
- Honour of the Chapter (Codex SM pg 58)

Options: As Chapter Master, Arkash Hakkon may take an Honour Guard Squad.

Chapter Tactics: True scions of Rogal Dorn, if you include Arkash Hakkon then all units in your army exchange the Combat Tactics special rule for the Stubborn special rule. If more than one character in your army has the Chapter Tactics special rule you must choose which will apply.

EXECUTIONERS - HIGH CHAPLAIN THULSA KANE

HQ UNIT

??? POINTS

SEE: IMPERIAL ARMOUR VOLUME TEN – THE BADAB WAR PART TWO

EXORCISTS - TYBEROS THE RED WAKE

HQ UNIT

??? POINTS

SEE: IMPERIAL ARMOUR VOLUME TEN – THE BADAB WAR PART TWO

FIRE ANGELS - CAPTAIN TARNUS VALE

HQ UNIT

175 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

FIRE HAWKS - CHAPTER MASTER STIBOR LAZAEREK

HQ UNIT

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Stibor Lazaerek	6	5	4	4	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- *Animus Malorum*
- Power Sword
- Terminator Armour
- Iron Halo

Animus Malorum: An ancient relic taking the form of a skull whose eyes blaze with light when its power is unleashed. In addition to counting as a Chapter Banner, the Animus Malorum may be used each Shooting Phase. When used a target unit within 12" must take a leadership test on 3d6. If failed, the unit suffers a number of wounds equal to the amount the test was failed by. No armour saves or cover saves may be taken.

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Liturgies of Battle (Codex SM pg 58)

Options: Stibor Lazaerek is a Chapter Master and may take an Honour Guard.

Chapter Tactics: The Fire Hawks love murderous assaults and purging flame. If you include Stibor Lazaerek then all units in your army lose the Combat Tactics special rule. Instead all flamers and heavy flamers in the army count as twin-linked and Assault Squads and Vanguard veteran squads count as scoring units. If more than one character in your army has the Chapter Tactics special rule you must choose which will apply.

**FIRE HAWKS - KNIGHT CAPTAIN ELAM COURBRAY**

HQ UNIT

185 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

FIRE HAWKS - KNIGHT SERGEANT CENTURIUS

VANGUARD VETERAN SQUAD UPGRADE

	WS	BS	S	T	W	I	A	LD	Sv
Centurius	5	4	4	4	2	4	2	10	3+

Unit Composition

One Vanguard Veteran squad with Jump Packs may replace its Sergeant with Centurius for no additional points cost.

Unit Type

- Jump Infantry

Wargear

- Power Sword
- Storm Shield
- Power Armour
- Jump Pack
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Heroic Intervention
- Firefall (Centurius and his squad have the Counter Attack and Hit and Run special rules)

HOWLING GRIFFONS - LORD COMMANDER ESTEBAN ALVARO

HQ UNIT

205 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Esteban Alvaro	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Gryphon's Talons
- Terminator Armour
- Iron Halo

Gryphon's Talons: Exquisite clawed gauntlets presented by the Mechanicum after the chapter defended their Forge World from Ork predations. The Gryphon's Talons are a pair of Lightning Claws that increase Alvaro's Strength to 5 and incorporate an auxiliary grenade launcher.

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Rites of Battle (Codex SM pg 85)

Options: Esteban Alvaro is a Chapter Master and may take an Honour Guard.

Chapter Tactics: Exemplar of courage and heroism, if you include Esteban Alvaro then all units in your army exchange the Combat Tactics special rule for the Counter Attack special rule. If more than one character in your army has the Chapter Tactics special rule you must choose which will apply.



HOWLING GRIFFONS - CHAPLAIN DREADNOUGHT TITUS

HQ UNIT

205 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

HOWLING GRIFFONS - LORD CAPTAIN DURANE VARGAS

HQ UNIT

160 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Durane Vargas	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Power Fist
- Power Armour
- Iron Halo
- Signum
- Storm Bolter with Auxiliary Grenade Launcher
- Frag Grenades and Melta Bombs

Options: Durane Vargas is Captain of the Ninth Company and may take a Command Squad.

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Tank Hunter (also applies to any squad he joins).
- Reserve Company (Devastator) - Devastator Squads may be included as Elite Choices and/or as Heavy Support choices. If the army does not contain any other Space Marine Captains, Devastator Squads count as scoring units.

Chapter Tactics: Lord Captain of the Howling Griffons Devastator reserve company, if you include Durane Vargas then all units in your army exchange the Combat Tactics special rule for the Counter Attack special rule. If more than one character in your army has the Chapter Tactics special rule you must choose which will apply.

LAMENTERS - CHAPTER MASTER MALAKIM PHOROS

HQ UNIT

175 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

MANTIS WARRIORS - MASTER LIBRARIAN AHAIIRA REDTH

HQ UNIT

??? POINTS

SEE: IMPERIAL ARMOUR VOLUME TEN – THE BADAB WAR PART TWO

MANTIS WARRIORS – CHAPTER MASTER SARTAQ

HQ UNIT

215 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Sartaq	6	5	4	4	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Relic Blade
- Storm Bolter
- Artificer Armour
- Iron Halo
- Frag and Krak Grenades

Options: Sartaq is a Chapter Master and may take an Honour Guard.

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Orbital Bombardment
- Hit and Run & Stealth (applies to squad he leads)

Mantis Lord: Sartaq is masters of the surprise attack in part due to his prodigious use of the chapter's extensive librarium. As a result army may choose to re-roll any reserve rolls – even successful ones. Furthermore Sartaq may re-roll the dice to Seize the Initiative.

Chapter Tactics: Patient and cunning, if you include Sartaq then all units in your army exchange the Combat Tactics special rule for the Infiltrate special rule. If more than one character in your army has the Chapter Tactics special rule you must choose which will apply.



MARINES ERRANT – LIEUTENANT COMMANDER ANTON NARVAEZ

HQ UNIT

135 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

MINOTAURS – CHAPTER MASTER ASTERION MOLOC

HQ UNIT

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Asterion Moloc	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Wrath & Judgement
- Terminator Armour
- Iron Halo

Wrath and Judgement: These paired brass blades crackle with terrible energy. It is said that once the blades have been drawn against a foe, the chapter will destroy them without parlay or quarter. The weapons count as two power swords with the rending special rule.

Special Rules

- And They Shall Know No Fear
- Independent Character
- Combat Tactics
- Furious Charge (applies to squad he leads)

Options: Asterion Moloc is a Chapter Master and may take an Honour Guard.

Chapter Tactics: Brutal and determined, if you include Asterion Moloc then all units in your army exchange the Combat Tactics special rule for the Preferred Enemy (Space Marines) special rule. If more than one character in your army has the Chapter Tactics special rule you must choose which will apply. Preferred Enemy (Space Marines) also applies to Chaos Space Marines.



MINOTAURS – CHAPLAIN IVANUS ENKOMI

HQ UNIT

??? POINTS

SEE: IMPERIAL ARMOUR VOLUME TEN – THE BADAB WAR PART TWO

NOVAMARINES – CAPTAIN MORDACI BLAYLOCK

HQ UNIT

195 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

RAPTORS – CHAPTER MASTER LIAS ISSODON

HQ UNIT

140 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

RAVEN GUARD – SHADOW CAPTAIN KORVYDAE

HQ UNIT

155 POINTS

SEE: IMPERIAL ARMOUR VOLUME EIGHT – RAID ON KASTOREL-NOVEM

RED SCORPIONS – LORD COMMANDER VERANT ORTYS

HQ UNIT

215 POINTS

COUNTS AS LORD COMMANDER CARAB CULLN SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

RED SCORPIONS – COMMANDER CARAB CULLN

HQ UNIT

170 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Carab Culln	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Master Crafted Power Sword
- Terminator Armour
- Storm Bolter
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Eternal Warrior
- Independent Character
- Chapter Tactics: See Imperial Armour Volume Nine Page 167.

Options: As Captain of the 1st Company, Carab Culln may take a Command Squad.**RED SCORPIONS – MAGISTER SEVRIN LOTH**

HQ UNIT

205 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

SALAMANDERS – CHIEF LIBRARIAN VEL'CONA

HQ UNIT

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Vel'Cona	5	4	4	4	2	4	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Firewyrn (Master Crafted Force Weapon)
- Combi-Melta
- Terminator Armour
- Psychic Hood
- Mantle of the Salamander (gives Eternal Warrior)

Special Rules

- And They Shall Know No Fear
- Independent Character
- Combat Tactics
- Psyker
- Chief Librarian (Counts as an Epistolary and knows all the Psychic Powers available to Space Marine Librarians see Codex SM pg 57)

Chapter Tactics: If you include Chief Librarian Vel'Cona then all units in your army lose the Combat Tactics special rule. Instead all thunder hammers in your army will count as master crafted, and all flamer, heavy flammers, melta guns and multi-meltas count as twin-linked. If more than one character in your army has the Chapter Tactics special rule then you must choose which version will apply.

**RED SCORPIONS – MAGISTER SEVRIN LOTH**

HQ UNIT

205 POINTS

SEE: IMPERIAL ARMOUR VOLUME NINE – THE BADAB WAR PART ONE

SONS OF MEDUSA – IRON THANE VAYLUND CAL

HQ UNIT

??? POINTS

SEE: IMPERIAL ARMOUR VOLUME TEN – THE BADAB WAR PART TWO

SONS OF MEDUSA - IRON FATHER GILAG MESH

HQ UNIT

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Gilag Mesh	5	5	4	5	2	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- *Axe of the Gorgon* (Relic Blade)
- Master Crafted Combi-Melta
- Artificer Armour (2+ Save)
- Mechanicum Protectivum(4+ Inv)
- Servo Harness
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Feel No Pain
- Independent Character
- Blessing of the Omnissiah (Codex SM pg 71)
- Lord of the Armoury (Codex SM pg 133)

Chapter Tactics: The Sons of Medusa replace damaged flesh with the finest bionics the Iron Fathers can fashion. If you include Iron Father Gilag Mesh then all units in your army exchange the Combat Tactics special rule for the Feel No Pain (6+) special rule. If more than one character in your army has the Chapter Tactics special rule you must choose which will apply.

SPACE WOLVES - WOLF LORD DURFAST SPIRITWOLF

HQ UNIT

175 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Durfast Spiritwolf	6	5	4	4	3	5	4	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- Frost Axe
- Power Armour
- Frag and Krak Grenades
- Storm Shield
- Wolf Tooth Necklace

Special Rules

- And They Shall Know No Fear
- Independent Character
- Acute Senses
- Counter Attack
- Infiltrate (applies to a unit of non-Terminator Wolf Guard he leads)
- Saga of the Hunter



STAR PHANTOMS - CAPTAIN ZHRUKHAL ANDROCLES

HQ UNIT

??? POINTS

SEE: IMPERIAL ARMOUR VOLUME TEN – THE BADAB WAR PART TWO

ULTRAMARINES - CAPTAIN ORION PRIMUS

HQ UNIT

175 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Orion Primus	6	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- *Pax* (+1 Strength Power Axe)
- Artificer Armour
- Storm Bolter
- Bolt Pistol
- Frag and Krak Grenades
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Inspiring Presence (counts as a Chapter Banner)
- Independent Character

Options: As commander of the 5th Company, Captain Primus may take a Command Squad.



IMPERIUM SUB-FACTION: CULT MECHANICUS

The Quest for Knowledge is the driving mission of the Adeptus Mechanicus. The quest consists of research and exploration, but ultimately the focus of the quest is on the recovery of a working Standard Template Construct system. The purpose of the many exploratory missions is the recovery of STC knowledge.



For thousands of years the Tech-priests have pursued all information about the STC. To the Mechanicus, it is their lost bible. Any information on the STC including the scraps of knowledge recorded on hard copy designs are sought out and kept as holy texts. No functional STC systems have ever been recovered. The STC survives only as print-outs, some of which are many thousands of years old. Although considered the most reliable, there are very few first generation print-outs, and these are regarded as the most sacred of texts.

Through the Tech-priests' efforts much has been recovered or reconstructed through comparison of copies, although preserved knowledge of the most advanced technology eludes the Adeptus Mechanicus. Most of the early colonists' needs were simple and very few would have bothered to preserve the more theoretical and advanced technological information the STC contained.

In the Age of the Emperor, during the Horus Heresy, this quest led fully half of the Mechanicum to secede from the rule of Terra. This new, Dark Mechanicum included including the Fabricator General himself and their subsequent diaspora from Mars and the Mechanicum caused many secrets of the Omnissiah to be lost. The Maelstrom, like the Eye of Terror, has proven to be a place of exile for many acolytes of the Dark Mechanicum and where the Maelstrom harbours them it also harbours their secrets...

SERVANTS OF THE OMNISSIAH

When choosing a Cult Mechanicus army you are free to use any of the units, including named characters, found in the Cult Mechanicus Codex available to download from the Tempus Fugitives website.

"The universe is not like a puzzle-box that you can take apart and put back together again and so solve its secrets. It is a shifting uncertain thing which changes as you consider it, which is changed by the very act of observation. A powerful man is not a man who dissects the universe like a puzzle-box, examining it piece by piece and measuring each piece with scientific precision. A powerful man has only to look upon the universe to change it."

- Technomagos Gaelos

FACTION: THE FORCES OF CHAOS



The **Forces of Chaos** are wide ranging but all draw their power and direction from the Warp. Also known as the Immaterium, the Warp is an alternate dimension of purely psychic energy that echoes and underlies the familiar four dimensions of the material universe. It is the source of all psychic powers and known instances of so-called "sorcery" and the home dimension of the Chaos Gods and their myriad daemonic servants

The Forces of Chaos are driven to achieve the myriad schemes and whims of the Dark Gods of Chaos and in doing so corrupt all they encounter. From the towering fallen astartes of the Chaos Legions to the turncoats of the Traitor Guard to the scrofulous hordes of the mutants and degenerates that flock to their banner, the true strength of Chaos is its ability to turn the best of those who oppose it against themselves.

The systems around the Maelstrom represent familiar ground to the Forces of Chaos and the armies loyal to the eight-pointed star are already at an advantage as seemingly loyal worlds or known quantities suddenly boil over into madness and shadow. The Forces of Chaos act seemingly at random but nothing happens by chance and all the skirmishes around the Maelstrom seem to be building towards some as yet unrevealed final act of dread.

When choosing an army to fight for the Forces of Chaos, you must use one of the **Chaos Sub-Faction** lists on the following pages. In all cases the most recent edition of the army Codex will be used. These are the only armies permitted in this Faction during the weekend. 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 published Codices used in this campaign for the Forces of Chaos are: Codex Chaos Daemons, Codex Chaos Space Marines and Codex Imperial Guard. All supplementary rules to your Codex can be found in this pack.

There are several units which may be taken by the Forces of Chaos during the Into the Maelstrom campaign. 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 Into the Maelstrom campaign weekend. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

CHAOS SUB-ACTION: CHAOS DAEMONS

The Dark Gods of Chaos rule supreme throughout the Warp. The Maelstrom, as a major portal between Warpspace and the mortal realm is a constant battleground for the right to rule it. Fuelled by the Maelstrom itself, the Chaos Daemons are in infinite supply, but their very existence becomes intangible beyond the edge of that nexus and as such usually only those worlds unfortunate enough to orbit within are assailable by the Daemons.

A Daemon is an intelligent entity of the Warp and the greatest servants of the Chaos Gods. They are created at the whim of a Chaos God from a fraction of the God's own power and act as an extension of its will. A daemon's appearance and intrinsic character reflect the God's own nature. Being an intelligent entity of the Warp, a daemon cannot exist for long periods of time in real space, any more than a mortal can survive unprotected in Warpspace. There are a few ways a daemon can breach the walls separating the Warp from real space and gain entry into the mortal universe.

In order to enter real space in greater numbers, daemons need to use Warp rifts. These are breaches in the fabric of reality such as the Maelstrom. At times a daemon can possess a mortal and turn him or her into a portal through which whole daemonic hosts can pass. These daemonic incursions can taint real space severely, often twisting and reshaping whole planets until they are lost into the Warp and turned into Daemon Worlds. It is not surprising that the Grey Knights chapter and the Daemonhunters of the Ordo Malleus, are granted unlimited resources and political power by the Imperium to deal with such threats.

LEGIONS OF THE CHAOS DAEMONS

When choosing a Chaos Daemons army you are free to use any of the units, including named characters, found in the Chaos Daemons Codex.

POWER OF THE MAELSTROM

Daemons in all their forms are noticeably more stable in the Maelstrom Zone; such is the multitude of coruscating energy that boils from the tides within. Before the battle begins, place a warp rift marker (the Vortex Grenade marker from Apocalypse is the right size) in the centre of the board. It scatters 3d6" in a random direction. Any Daemon units held in reserve may deploy from the portal exactly as though coming on from a table edge. The portal counts as a daemonic icon, is impassable terrain, cannot be destroyed and is removed from play at the end of the fourth turn. Any enemy model coming into base contact with the portal is instantly destroyed.

"Don't you see? My Master cares not which of the Great Powers of Chaos you serve. In the end, aren't the followers of the Blood God changing valiant warriors into headless corpses? Aren't the worshippers of the Lord of Flies changing strong, healthy bodies into rotting, diseased carcasses? Aren't the disciples of the Dark Prince changing stern, steadfast heroes into slaves to their own sense? Chaos is a struggle to change, you must agree. Change rules all."

- Amon 'Chakai



CHAOS SUB-ACTION: CHAOS SPACE MARINES



Once Chaos Space Marines were loyal warriors of the Imperium who fought for the glory of Mankind. Now though, they are vile traitors who have forsaken their oaths of loyalty and turned against humanity. The Chaos Space Marines are numbered among the most grievous enemies of mankind, loyal only to the Dark Gods of Chaos, and themselves. Relentlessly the Chaos Space Marines attack the Imperium, seeking dark glories and personal gain at every turn. Each of the warbands and Legions around the Maelstrom has its own colour scheme, insignia and tales of treachery that stretch back, in some cases, to the Age of the Emperor some ten millennia ago. Command the Chaos Space Marines and strike out across the worlds of the Maelstrom. Death to the False Emperor!

LORDS OF THE CHAOS SPACE MARINES

When choosing a Chaos Space Marine warband you are free to use any of the Legions listed below or one of your own invention. There are advantages to taking a known Legion as such fighting forces are led by some of the most legendary warriors ever to set foot on the worlds around the Maelstrom. Below are listed the Legions who were present during the Into the Maelstrom campaign along with any legendary units that fought with them. You may only include named characters in an army of their own Legion.

Alpha Legion – “Alpharius”, Operatives Cell

Iron Warriors – Castlemayn Forrix, Thunderstrike Assault Gun

Night Lords – Krieg Acerbus, Screaming Sculpture

Word Bearers – Coryphaus Jarulek, Dark Altar

“If a man dedicates his life to good deeds and the welfare of others, he will die unthanked and unremembered. If he exercises his genius bringing misery and death to billions, his name will echo through the millennia for a hundred lifetimes. Infamy is always more preferable to ignominy.”

CHAOS SPACE MARINES – CHAOS MARAUDER SQUADS

TROOPS UNIT

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Aspiring Champion	4	4	4	4	1	4	2	10	3+
Marauder	4	3	4	3	1	4	1	8	4+

Squad Composition

- 10 Marauders

Unit Type

- Infantry

Wargear

- Marauder Armour (4+ Save)
- Bolt Pistol
- Close Combat Weapon
- Frag and Krak Grenades

Options

- May include up to fifteen additional Marauders at +10 points per model
- One model may be upgraded to an Aspiring Champion for +15 points. The Aspiring Champion wears power armour and may replace his close combat weapon with a power weapon for +15 points or a power fist for +25 points. The Aspiring Champion may replace his bolt pistol with a plasma pistol for +15. He may take melta bombs for +5 points.
- Any of the squad may replace their Bolt Pistol with a Combat Shotgun for free. (Range 18" Str 4 AP 5 Assault 2)

Two Marauders may replace their Bolt Pistol with a Flamer for +5 points; a Melta Gun for +10 pts or a Plasma Pistol +15 pts.

Special Rules

- Scout
- Move Through Cover

Transport: May purchase a Chaos Rhino dedicated transport.

Chaos Marauders represent the beginning of the journey for Chaos Space Marines. Unlike Imperial chapters with their long established traditions of recruitment and training, the Chaos Legions and chapters must rely on an even older tradition – survival of the fittest.

Chaos Marauders are warriors who have been drawn to the service of the Chaos Space Marines (not always by choice). They fight alongside the astartes on countless warzones, receiving precious gifts of geneseed and genetic manipulation for their loyalty. Over the decades they become more like the chaos marines they serve until finally one of their masters falls in battle and then, after slaying anyone else who would lay claim to it, the Marauder dons the armour of the dead marine and takes his place in the ranks of the gods of war.

Icon: One Marauder may carry one of the following Icons:

- Chaos Glory +10 points
- Slaanesh +20 points
- Tzeentch +30 points
- Khorne +40 points
- Nurgle +50 points

CHAOS SPACE MARINES – CHAMPION OF DARK GLORY

UNIT UPGRADE

+60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Champion of Dark Glory	5	4	4	5	2	5	3	10	X

Unit Composition: A single Aspiring Champion, Biker Champion or Terminator Champion may be replaced with the Champion of Dark Glory

Wargear

- As given to existing model. Their armour save remains as before, but the Mark of Tzeentch will either give them a 5+ Invulnerable Save or a 4+ Invulnerable if they were a Terminator Champion.

Special Rules

- Fearless (applies to unit)
- Eternal Warrior
- Blessing of the Dark Gods
- Marks of Khorne, Nurgle, Tzeentch and Slaanesh. (Bonuses already included in profile).

Although Abaddon is the Warmaster of Chaos, there are others within the ranks of the Chaos Space Marines who have been anointed by the four fell powers as a Champion of Dark Glory. It is clear when an individual is touched in such a way as his body swells with tainted potency and his soul radiates its dark glory for all to see.

Unit Type

As existing model

ALPHA LEGION - "ALPHARIUS"

HQ UNIT

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
"Alpharius"	7	5	5	5	4	5	5	10	?

Unit Composition

- 1 (Unique)

Wargear

As base model
Personal Icon

Unit Type

- Infantry

Special Rules

- Fearless
- Eternal Warrior
- Feel No Pain
- Independent Character

I'm Alpharius: Alpharius does not start play like a normal unit. Instead, at the start of any friendly turn, the Alpha Legion player may declare that any friendly Alpha Legion infantry model on the table is in fact Alpharius. This decision does not need to be made beforehand and the model chosen can have suffered wounds and be engaged in assault. Immediately replace the selected model with a model representing Alpharius. Replaced models count as slain. The model now has the exact profile indicated here and even though wounds may have been suffered or other abilities impaired they are immediately restored. Weapons, armour and other wargear are those of the model Alpharius has replaced (so choose carefully!) but all special rules are replaced by the special rules presented here.

Cell Objective: Once the mission has been determined, roll again for the mission on page 91 of the 5th Edition Warhammer 40,000 rulebook. This additional mission is worth an extra campaign point if the Alpha Legion Player completes it by the end of the game. If the mission generated is the same as the main mission, then the Alpha Legion player gains two extra campaign points for completing the main mission.

ALPHA LEGION - OPERATIVES CELL

TROOPS UNIT

80 POINTS

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

Squad Composition

- 1 Operative Sergeant and 4 Operatives

Unit Type: Infantry

Wargear

- Hot Shot Las-gun (Codex: IG pg 46)
- Carapace Armour (4+ Save)
- Frag and Krak Grenades
- Melta Bombs (Sergeant only)

Options

- May include up to five additional Operatives at +16 points per model
- The Operative Sergeant may exchange his Hot-Shot Las-gun for a Hot-Shot Las-pistol and close combat weapon for no extra points or a Bolt Pistol and Power Weapon for +5 points.
- Any of the squad may replace their Hot-Shot Las-gun with a Combat Shotgun (Range 18" Str 4 AP 5 Assault 2) or Sniper Rifle for free.
- Up to two Operatives may replace their Hot-Shot Las-guns with a Flamer or Grenade Launcher for free or Melta Gun for +5 pts or a Plasma Gun +10 pts.

The Alpha Legion makes a habit of recruiting non-Astartes specialists in every theatre and campaign they enter. These operatives often remained in their original position, ready to respond to Alpha Legion commands. Operatives are tattooed with a small hydra symbol.

Special Rules

- Fearless
- Scout
- Move Through Cover

Dedicated Transport: May purchase a Valkyrie (Codex:IG pg 56) or if the squad numbers five models it may take a Landspeeder Storm (Codex: SM pg 75) for +60 points. The Storm is BS 4.

IRON WARRIORS - CASTLEMAYN FORRIX

HQ UNIT

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Castlemayn Forrix	6	5	5	4	3	5	4	10	3+

Unit Composition

- 1 (Unique)

Wargear

- Power Armour
- Power Fist
- Power Axe
- 2 Servo Arms (see Codex Space Marines)

Unit Type

- Infantry

Special Rules

- Fearless
- Independent Character
- Eternal Warrior
- 4+ Invulnerable Save
- Tank Hunter (applies to squad)

Hammer and Shield: Iron Warrior Chaos Terminators may replace their twin-linked bolt guns and power weapons with a Thunder Hammer and a Storm Shield for +15 points per model. Rules can be found in Codex Space Marines.

Siege Master: All Iron Warrior vehicles may be given Siege Shields for +10 points each (see Codex Space Marines).

Iron Within, Iron Without: The army may include up to three Ironclad Dreadnoughts from Codex Space Marines as Heavy Support Choices. The Ironclad Dreadnoughts may be given upgrades from Codex Chaos Space Marines.

IRON WARRIORS – THUNDERSTRIKE ASSAULT GUN

HEAVY SUPPORT UNIT

160 POINTS EACH

	BS	FRONT	SIDE	REAR
Thunderstrike	2	12	12	10

Squadron Composition

1 – 3 Thunderstrike Assault Guns

Vehicle Type: Open Topped**Transport Capacity:** none**Wargear**

Thunderstrike Cannon
Searchlight
Smoke Launchers

Thunderstrike Cannon

A quad barrelled artillery piece commonly mounted on a Rhino chassis, each turn each Thunderstrike Cannon in the squadron may be fired in one of three ways. The reduced BS of the vehicle represents the indiscriminate nature of the weapon.

Conqueror Rounds

Range: 72" Strength: 6 AP: 4 Type: Heavy 12

Infernus Rounds

Range: 72" Strength: 5 AP: 4 Type: Heavy 12, Ignore Cover Saves

Contemptor Rounds

Range: 72" Strength: 8 AP: 1 Type: Heavy 4

Thunderstrike Assault Guns are iconic vehicles from the Iron Warrior's arsenal. Not as accurate as other weapons employed by the siege masters, they are still ideally suited for Perturabo's attitude to warfare.

Options: May take Extra Armour for +15 points



NIGHT LORDS – KRIEG ACERBUS

HQ UNIT

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Krieg Acerbus	6	5	4	5	3	5	4	10	3+

Unit Composition

1 (Unique)

Unit Type

Infantry

Wargear

- Power Armour
- Dread Axe (Rending, Ignores Invulnerable Saves)
- Bolt Pistol
- Frag and Krak Grenades
- Jump Pack

Special Rules

- Fearless
- Independent Character
- 4+ Invulnerable Save
- Furious Charge (applies to squad he leads)

Death From Above: Krieg believes in victory achieved from a swarm of assault troops descending on the enemy, regardless of casualties. Night Lord Raptors count as Troops choices in armies including **Krieg Acerbus**.

Fear the Night: If you include **Krieg Acerbus** then all Night Lord units in your army gain the **Acute Senses** and **Stealth** universal special rules. The first turn is always a Night Fight



NIGHT LORDS – SCREAMING SCULPTURES

HEAVY SUPPORT UNIT

70 POINTS EACH

	BS	FRONT	SIDE	REAR
Screaming Sculpture	0	12	12	12

Unit Composition

1 – 3 Screaming Sculpture Drop Pods

Vehicle Type: Open Topped**Transport Capacity:** none**Wargear**

Chaos Icon
Screaming Sculptures

Special Rules

- Inertial Guidance System (Codex: SM pg 69)
- Immobile (Codex: SM pg 69)
- Drop Pod Assault (Codex: SM pg 69)
- Screaming Sculptures

Screaming Sculptures: Each drop pod is deployed separately and acts as a separate unit in all cases. Once the pod lands its unfortunate occupants begin to scream. All enemy units within 18" suffer a -1 Leadership Penalty. Those within 12" suffer a -2 leadership modifier and those within 6" suffer a -3 modifier. This penalty is not cumulative. A weapon destroyed result destroys all sculptures.

Screaming Sculpture Drop Pods are used by the Night Lords to sow misery and fear amongst their foes. The Night Lords make use of almost all of their prisoners in this fashion. The prisoners find it strange when these terrifying warriors keep them fed and healthy, loading them into the drop pods aboard their strike cruisers. It is only when the pod lands and the razor sharp blades punch through their limbs and intestines that the prisoners finally learn of their true purpose. The Pod doors swing outwards and the impaled prisoners are hoisted up by pneumatic pistons so that their agonising screams are projected by vox casters across the battlefield. Medication and stimulants injected into the prisoners ensure that by the time they finally expire, the battle has long been won by the Night Lords.

WORD BEARERS - CORYPHAUS JARULEK

HQ UNIT

180 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Jarulek	6	5	4	4	3	5	4	10	3+

Unit Composition

1 (Unique)

Wargear

- Dark Crozius (+1 Str Power Weapon)
- Power Armour
- Plasma Pistol
- Frag and Krak Grenades

Unit Type

Infantry

Cultists: A Word Bearers army including Jarulek may include 0-3 units of Conscripts chosen from Codex Imperial Guard at +80 points each. They are Troop choices but do not use any force organisation slots. They never count as Scoring units.

Special Rules

- Fearless
- Blessing of True Faith (4+ Invulnerable Save)
- Word of Lorgar (Jarulek and any unit he joins have Preferred Enemy)
- Independent Character

Coryphaus

As the Coryphaus to Kor Phaeron, Jarulek spreads the word of the power of the Dark Gods alongside his master. At the start of each Word Bearer turn Jarulek may invoke the protection of the Dark Gods on a single friendly unit within 12". The unit receives an invulnerable 5+ save. This ability lasts until the start of the next Word Bearer turn.



WORD BEARERS - DARK ALTAR

HEAVY SUPPORT UNIT

100 POINTS

	BS	FRONT	SIDE	REAR
Dark Altar	4	13	13	10

Unit Composition

1 Dark Altar

Vehicle Type: Open Topped

Transport Capacity: none

Special Rules

Lumbering (may move 6" each turn)
Shrine of the Gods

Wargear

Pintle mounted Twin Linked Boltgun

Dark Altars are erected as instructed in the Book of Lorgar. Dedicated to the Chaos Gods these shrines focus the power of the gods and imbue the faithful with their glorious energy. Some are found to be less worthy than at first appeared and these miserable creatures find that the wrath of the gods is just as sudden and transforming as their favour...

Shrine to the Gods. In the Shooting Phase, the Dark Altar may be called on to grant a small portion of the power of Chaos on a selected infantry unit within 18". The unit cannot be an Independent Character. Choose a unit, roll 2d6 and consult the chart.

Duplicate results or results that cannot be applied are re-rolled. The result of the re-roll must be applied, even if it is worse. The results apply for the duration of the battle.

Appearance: The shrine should be modelled with a few attendant worshippers and sacrifices that fire the weapons and move the altar as needed, though they take no direct part in the game.

2	The Gods Are Displeased! – d6 models immediately transform into mewling spawn-things which quickly perish and are destroyed. <u>May not be re-rolled!</u>
3	Vorpal Blades: Rending close combat attacks
4	Hellish Vigour: +1 Str
5	Warp Speed: +1 Initiative
6	Daemonic Command: Leadership 10
7	The Gods are Busy: No Noticeable Effect
8	Tentacle limbs: +1 Attacks
9	Warp Shield: +1 to the units Invulnerable save
10	Regeneration: Feel No Pain
11	Iron Skin: +1 Toughness
12	The Gods Are Displeased! – d6 models immediately transform into mewling spawn-things which quickly perish and are destroyed. <u>May not be re-rolled!</u>

CHAOS SUB-FACTION: SOUL FORCE

In the Formless wastes of the Realm of Chaos there is a place that is perpetually cloaked in a pall of black, oily fumes, rank with the acrid stench of forbidden metallurgy, dominated by a cacophony of strident grinding and the wailing of uncountable tortured spirits. This accursed place is known as the Forge of Souls, where the blind, ever-mutating Daemon craftsmen of Chaos eternally hammer at their creations in cyclopean smitheries.

The black fires of these cavernous laboratories are fuelled by the souls of the damned and kept roaring by colossal screaming bellows, manned by legions of semi-sentient nightmare creatures. From the dark bowels of the Forge of Souls come all manner of hideous and unholy weapons. By means of the perverse technologies of the artisans of the Dark Mechanicum, daemonic energies are fused with arcane metals to create great jagged blades, weeping swords, barbed steel whips and other potent weapons and talismans, to be used by the Daemons in their eternal warfare. But much more than these are the great Daemon engines and other possessed vehicles, like the mighty Battle Titans of the Legio Mortis, or the rampaging Defilers created for the Traitor Legions.

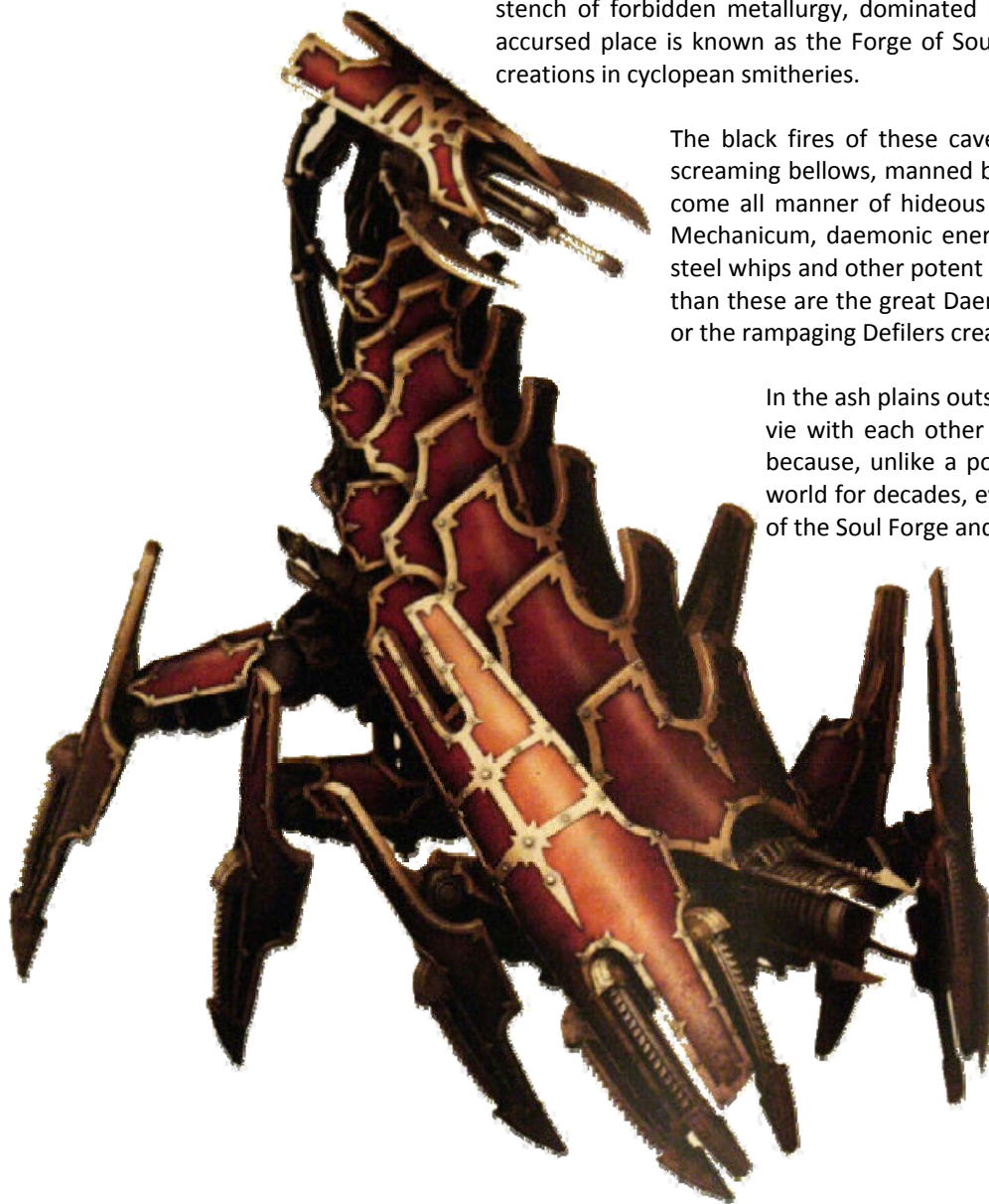
In the ash plains outside the Forge of Souls battle never stops, as many amongst the higher ranks of Daemonhood vie with each other and duel for the chance of being the one to fuse with the mechanical constructs. This is because, unlike a possessed mortal body, these steel and ceramite shells can sustain a Daemon in the mortal world for decades, even centuries. This fusion of the daemonic with the technological is the dark art at the heart of the Soul Forge and all part of the Great Paradigm of the Dark Mechanicum.

MASTERS OF THE SOUL FORCE

When choosing a Soul Forge you are free to use any of the units, including named characters, found in the Soul Forge Codex which is available from the Tempus Fugitives website. The army may also include Brass Scorpions and Greater Brass Scorpions in Super Heavy Spearheads from the Imperial Armour series of expansions.

"The revelation of spirit when encountering the power of Chaos is as freeing for the machine as it is for the mortal mind. It is our duty to create this blessed state of union."

- Teachings of Gaiak Krustellam, Dark Magos



CHAOS SUB-FACTION: TRAITORS & RENEGADES

In order to fulfil their own agendas, Champions of Chaos draw lesser Chaos followers to them. They form personal armies that can vary tremendously in size and strength. Often the Champion is a powerful demagogue, traitor or Arch-Heretic. In some cases it is even an Aspiring Champion - a mighty Chaos Space Marine who has left his Legion or Chapter with his retinue so that he may start his own warband and carve out his dominion in the galaxy. The vast bulk of the Traitors & Renegades stem from the twisted and zealous denizens of the worlds around the Maelstrom. Gross mutants, fierce Beastmen and primitive tribesmen alike seek to fight on faraway worlds for the glory and benevolence of their masters. Among the better armed and slightly saner troops are imperial outlaws: pirates, mercenaries, cultists and traitorous Imperial Guardsmen who have turned from their Emperor and fled from imperial justice. Occasionally entire companies or even regiments of the Imperial Guard turn to Chaos, and take with them their vehicles and armoury. These traitors have not yet lost their skills due to madness, forming a hardened and reliable core amongst the slaving hordes.



SLAVES TO DARKNESS

When choosing an army in this sub-faction, it is important to decide beforehand how much conversion work you are willing to undertake. It is perfectly acceptable to use an 'off the shelf' Imperial Guard army (minus a few unit choices) and declare yourself for Chaos. It is also perfectly acceptable to begin scouring the Warhammer and Warhammer 40,000 ranges for suitable parts to create an eclectic mix of mutants, aliens and Chaos Marines to fight alongside your Basilisks and Infantry Squads. The most themed force for this campaign weekend would be to take a force allied to The Reborn and as such the majority of the additional rules and narrative will focus on them. Below are listed the three main ways to represent the Traitors & Renegades who were present during the Into the Maelstrom campaign. You may only include named characters that are permitted (specifically those available to the Renegades & Heretics and The Reborn).

Traitor Guard

Imperial Guard regiments that have recently betrayed their oath to the Imperium are known as Traitor Guard. Traitor Guard players may use the standard army list found in Codex Imperial Guard but may not take Commissars or named characters. Traitor Guard armies may not use any of the alternate Imperial Guard army lists found in Forgeworld's Imperial Armour series of expansions. Traitor Guard armies may include any units that may be taken by Imperial Guard that can be found in the Imperial Armour or Apocalypse series of expansions.

Renegades & Heretics

After several years in the service of the Dark Gods, a Traitor Guard army has evolved into a unique fighting force that although at a quick glance could be mistaken for their original form, have now degenerated into something darker. Massive Chaos Astartes stride past drooling plague zombies and braying herds of Beastmen while foul daemon-engines are deployed alongside more familiar tanks and artillery. Renegades & Heretics players may use any of the three army lists found Imperial Armour: The Siege of Vraks trilogy. Named characters and units permitted the Renegades & Heretics lists are fully usable in the Into the Maelstrom campaign weekend.

The Reborn

Many worlds around the Maelstrom (particularly in the Cygnax region) have fallen to the predations of the Chaos warband known as the Reborn. The Reborn have incorporated many planetary defence forces and militias into their growing army and are the preeminent Chaos threat to the Imperium's hold on Maelstrom. To include an army of The Reborn, players use the Tyrant's Legion armylist found in Imperial Armour 9: The Badab War Part One. The Tyrant's Legion armylist makes reference to characters and units that count as Space Marine units and where it does so, players instead use the units found overleaf.

TYRANT OF THE REBORN - LORD DARKMOUNT

HQ UNIT

235 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Straxxus Darkmount	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry

Wargear

- *Ono Reborn*
- *Renewal*
- Terminator Armour
- Aura of the Reborn (3+ Invulnerable Save)

Ono Reborn: *This immense axe is the weapon of choice for the Tyrant of the Reborn. The Ono Reborn is a power weapon that re-rolls failed to wound rolls. Additionally, successful invulnerable saves against its attacks must be re-rolled.*

Renewal: *Spewing gouts of cleansing flame, the Tyrant of the Reborn purges those unworthy of his gift and welcomes those who embrace it. Renewal is a Heavy Flamer that once per game may be fired at Strength 6 AP2.*

Special Rules

- Fearless
- Furious Charge (Applies to unit he joins)
- Independent Character
- Personal Icon
- Eternal Warrior

Options: Straxxus Darkmount is a Chapter Master (albeit master of a traitorous one). As such you may include a unit of Chaos Terminators chosen from Codex Chaos Space Marines. This unit does not count towards your Elite Choices.



Redeemed in Bronze: The Reborn are often accompanied into battle by several Land Raiders which appear to have been heavily modified to suit their beliefs. Any Land Raider in an army including Lord Darkmount may be replaced with a Land Raider Redeemer from Codex Space Marines for no additional points cost. Instead of the Machine Spirit, the Land Raider Redeemer receives the Daemonic Possession upgrade for no additional cost. These vehicles may be given further upgrades from the Chaos Space Marine Codex.

THE REBORN

Many of the units found in the Tyrant's Legion list do not accurately reflect the Chaos Space Marine units of The Reborn that would be present in the army. As such each reference to one of the following units in the Tyrant's Legion list instead refers to the following units in an army of The Reborn.

TYRANT'S LEGION LIST NAME

Lugft Huron
Legion Centurion
Corpse Taker
Legion Retaliator Squad
Legion Space Marine Cohort
Space Marine Rhino
Space Marine Razorback
Legion Iron Hunter Squadron
Legion Sentry Gun Battery
Astral Claws Chapter Support

REBORN NAME

Straxxus Darkmount
Reborn Centurion
Corpse Taker
Chaos Space Marine Chosen
Chaos Space Marine Squad
Chaos Space Marine Rhino
-
Chaos Space Marine Bikes
Reborn Sentry Gun Battery
Reborn Chapter Support

REBORN RULES USED

This page
Imperial Armour Volume 9 pg 178
Imperial Armour Volume 9 pg 180
Codex Chaos Space Marines
Codex Chaos Space Marines
Codex Chaos Space Marines
May not be included in an army of The Reborn
Codex Chaos Space Marines
Imperial Armour Volume 9 pg 188
Any Heavy Support Choices: Chaos Space Marine Codex



F-ACTION: THE DARK ELДАР



The Dark Eldar are pure evil in its most sickening and elemental sense. Sadists and murders all, they infest the hidden city of Commorragh, a hellish realm far from the eyes of mortal men. Their lightning-fast terror attacks upon realspace are legendary, for the act of war gives them literal sustenance, prolonging their lives and filling their slender frames with stolen energies until they can move like quicksilver and shrug off bullet wounds with hollow laughter.

Dark Eldar are steeped in ancient and unnatural evil. They have chosen this path for themselves and revel in their own cruelty, drawing physical sustenance from the infliction of pain. What happens to the captives they bring back to Commorragh is best left undescribed. They are vain, devious and utterly self-serving with no respect for any living creatures, not even themselves.

The systems around the Maelstrom are easy prey for the Great Kabals of the Dark Eldar. The Imperium cannot hope to be focussed everywhere and it only takes for the moment a patrol ship to leave a system for the skies to darken over the worlds and the raiders, ravagers, razorwings and voidravens swoop in.

The Dark Eldar are effectively immortal and as such many of their number made the systems surrounding the Maelstrom their playthings long before mankind even emerged from caves.

When choosing an army to fight for the Dark Eldar the most recent edition of the army Codex will be used. 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 published Codex used in this campaign for the Dark Eldar is: Codex Dark Eldar. All supplementary rules to your Codex can be found in this pack.

There are several units which may be taken by the armies of the Dark Eldar during the Into the Maelstrom campaign. 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 Into the Maelstrom campaign weekend.

DARK ELДАР – WARP HAG

ELITE UNIT

120 POINTS

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

Unit Composition

- 1 Warp Hag
- 9 Slave Psykers

Unit Type

Infantry

Wargear

- Ghostplate Armour (Hag only)
- Splinter Pistol (Hag only)
- Agoniser (Hag only)

Special Rules

- Fearless (what terrors can death hold?)
- Soul Shields
- Psyker
- Night Vision
- Power From Pain

Dedicated Transport

May select a Raider for +60 points.

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

Psyker – May cast one of the following each shooting phase. Each power counts as an Assault weapon:

Mind Lash: Range 24" Str 8 Ap 1 Causes Instant Death

Black Horror: Range 24" Str 6 Ap 4 Large Blast

Despair: All enemy models within 24" -2 Ld

Options

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

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

DARK ELДАР – URENOMOS: FLENSÉ ENGINE

HEAVY SUPPORT UNIT

180 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Urenomos	4	3	7	7	5	4	5	10	3+

Unit Composition

- 1

Unit Type

- Monstrous Creature

Wargear

- Armoured Carapace
- Four Close Combat Weapon (attacks already included in profile)
- Four Flensing Shrouds
- Two Twin-Linked Liquefier Guns

Flensing Shrouds: These razor-sharp nets hang under the arms of the Urenomos slashing at all who come into contact with them. But their true horror lies in their effect on their victims after death. Each shroud acts as a soul-ensnaring web which moans and shrieks with the promise of further torment yet to be inflicted. In battle each Shroud counts as a Casket of Flensing.

Special Rules

- Night Vision
- Power From Pain
- Fearless
- Absorption

Absorption: In combat, the Urenomos can regenerate damage sustained earlier in the battle by absorbing material (both organic and otherwise) from its foes. At the end of each assault phase, roll a D6 for each wound caused by the Urenomos in combat that turn. Each roll of a 6 regenerates it a single wound. The Flense Engine cannot regain more wounds than it started the battle with and cannot attempt to regenerate damage if it has been destroyed in the combat.

A much dreaded Haemonculus warmachine. The Urenomos is only encountered in significant numbers near the Maelstrom Zone. Hovering close to the ground, its four foul bewebbed arms twitch constantly as it scours the battlefield looking for the wounded and the weak to strip of flesh and other materials. In aspect it resembles a mantis-like machine with large writhing sacks protruding under its shell which speak of its grisly purpose.

DARK ELДАР SUB-FACTION: HARLEQUINS

The Harlequins are an Eldar warrior elite that draw no delineation between art and war. Each pinpoint thrust of the blade, each somersault over a fresh kill, each whipcord kick to the throat is an act of worship to their trickster deity, the Laughing God. The Harlequins embody an age-old enigma that has haunted the Eldar since the Fall, for they alone know the secret of how to deny Slaanesh and keep their souls burning bright.

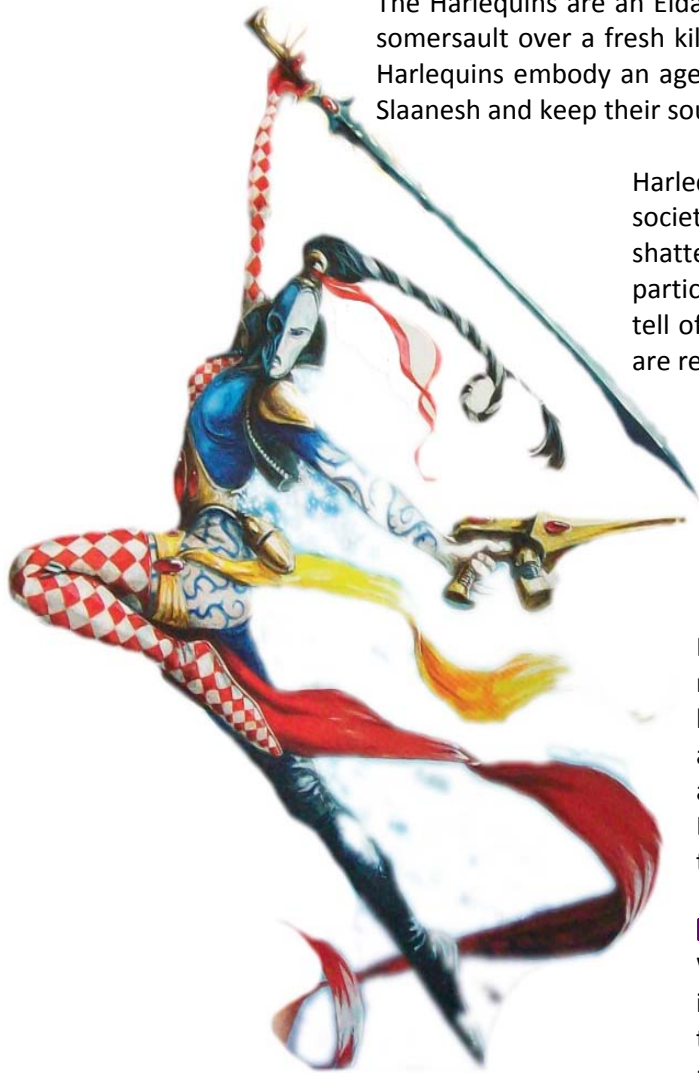
Harlequins are not true Dark Eldar at all. Though they often frequent Commorragh they exist outside of Eldar society altogether, and their motives are shrouded and unclear. The Harlequins primarily dwell within the shattered corners of the Webway, and they usually only deign to treat with other Eldar the night before a particularly auspicious battle. They emerge unbidden from hidden portals, staging dazzling performances that tell of the legends of the Eldar race. The Harlequins' performance is spellbinding; such extremes of emotion are reached in these stunning displays that a troupe can hold an audience of Dark Eldar completely in thrall.

A Harlequin troupe's performance will always culminate with the tale of the Fall, a tale of particular significance to the oldest Archons, many of whom find Act One gratifyingly familiar. Because of their status as outsiders, there have been many reports of Harlequins working as intermediaries between the Eldar Craftworlds and the ruling bodies of Commorragh. If the Harlequins have loyalty to any save the Laughing God, it is to the Eldar race as a whole, and they would see it restored.

Even a handful of these warrior-dancers can turn the tide of a battle with their coruscating assault. They make haste to the front lines, killing or capturing certain individuals for their own mysterious reasons before vanishing into the Webway once more. In contrast to their Dark Eldar kin, the Harlequins move as scintillating blurs of bright colour across the battlefield, their holographic 'domino fields' confounding and distracting the foe. Once the leaping, spinning dance of death begins, even the most cynical Dark Eldar raider finds themselves raising an eyebrow at the skill with which these warrior-artists cut apart their prey.

DANCERS IN THE DARK

When choosing a Harlequin army you are free to use any of the units, including named characters, found in the Harlequin Codex which is available from the Tempus Fugitives website. The Harlequins may be taken as a Spearhead army or as a Strike Force but never as both. If a player chooses to take Harlequins as one of their armies, they must choose their other list from the Dark Eldar Faction.



F-ACTION: TYRANIDS



The Tyranids are an extragalactic alien race, whose sole purpose is the consumption of all forms of genetic and biological material in order to evolve and reproduce. Tyranid technology is based entirely on biological engineering. Every function is carried out by living, engineered creatures, each of which collectively forms the Hive Fleet, directed by a single Hive Mind.

The Maelstrom is far from the only Hive Fleet encountered to date, Hive Fleet Behemoth. Although Imperial Tactica believes that this is the sum total of the species threat to the galaxy, sporadic reports of splinter fleets of Behemoth are reaching the Administratum and Biologis Explorator ships. One of these, codified as Naga, is believed to be of such size that it could even be a Hive Fleet in its own right, although many Imperial experts have scoffed at such theories.

Six months ago, a strike cruiser from the Charnel Guard chapter detected the emergence of a space hulk near the edge of the Maelstrom Zone. Further analysis before contact was lost with the Strike Cruiser indicated that the hulk comprised of the *Legatus Stygies*, an Emperor Class Battleship and an unidentified bio-construct which appeared of equal mass to the derelict battleship and had wrapped dozens of large tendrils around the Imperial vessel like a constrictor serpent. As the *Legatus Stygies* was believed lost after the Battle for Macragge, the bioship has been codified as a Tyranid hiveship and the Black Templar Crusade of Wrath means to eradicate it before it can reach inhabited worlds.

What link the arrival of this conjoined horror has with the recent reports of civil unrest and 'Sky-Father' cults springing up across the Maelstrom Zone has yet to be determined...

When choosing an army to fight for the Tyranids the most recent edition of the army Codex will be used. 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 published Codex used in this campaign for the Tyranids is: Codex Tyranids. Furthermore the Genestealer Coven Codex found on the Tempus Fugitives website is used. All supplementary rules to your Codex can be found in this pack.

There is a different army structure and several units which are a feature of the armies of the Tyranids during the Into the Maelstrom campaign. 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 Into the Maelstrom campaign weekend.

A NOTE ON FLYERS

The Hive Mind has fashioned a unique solution to deal with enemy forces who have a reliance on high-speed aircraft. Gargoyles, like all Tyranid creatures, are merely tools to achieve an end. Often, Imperial pilots are faced with the Hive Mind compelling Gargoyle Broods to fly directly into the aircraft's engines and cockpit. Although this strike instantly kills many of the Gargoyles, it causes horrendous damage to the craft.

Bird-Strike: At the start of any turn when an enemy flyer or fast skimmer has been deployed, the Tyranid player may choose to fly a single Gargoyle brood in play of at least ten models into the deployed unit. This causes 2d6 unsavable wounds on the Gargoyle Brood and causes d6 glancing hits on the flyer or fast skimmer. The unit may benefit from an Obscured cover save. Once this attack has occurred, the Flyer may complete its move as normal (provided it is still in the air). Should the Gargoyle Brood be destroyed it is worth Kill Points as normal. Surviving Gargoyles are placed into reserve and are deployed next turn as normal.

TYRANIDS – TALONED HORROR

ELITE UNIT

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Taloned Horror	5	3	5	4	3	5	3	10	4+

Unit Composition

- 1

Wargear

- Hardened Carapace
- Claws and Teeth
- Bone Sabres
- Rending Claws
- Flesh Hooks

Unit Type

- Beast

Venom Injectors: Once it has caught its prey, the Taloned Horror is able to rapidly inject it with deadly tyrannic phage cells which eat away at physical matter while causing incredible agony to the unfortunate victim. All wounds caused by the Horror in close combat cause Instant Death.

Special Rules

- Acute Senses
- Instinctive Behaviour - Feed
- Move Through Cover
- Bounding Leap
- Scout
- Fleet
- Feel No Pain

Options

May take any of the following:

- Adrenal Glands for +10 points
- Toxin Sacs for + 10 points

It was during the attack on Hamman's World that Lamentor Astartes forces became the first to engage the terrifying beast known by those brave warriors as the Taloned Horror. Evolved along similar lines to the Hormagant strain of Tyranid but much more massive and deadly, the Taloned Horror is impossibly fast and agile for its size. Augers have recorded creatures of this type scaling the walls of a ravine to then leap backwards onto a departing transport. The beasts in question were only slain after they had breached the hull of the transport ship and brought it crashing down in a fiery conflagration.

TYRANIDS – TANKERFEX

HEAVY SUPPORT UNIT

160 POINTS EACH

	WS	BS	S	T	W	I	A	LD	Sv
Tankerfex	3	3	6	6	4	1	4	7	3+

Unit Composition

- 1-3 Tankerfex

Wargear

- Bonded Exoskeleton
- Claws and Teeth
- Scything Talons
- Acid Spray

Unit Type

- Monstrous Creature

Flawed Design: After each failed saving throw by Tankerfex, roll a d6. On the score of a 1, the acid sacs rupture slaying the Tankerfex outright. The ruptured sac explodes so violently that any model within 2d6 inches suffers a S6 AP4 hit on a 4+.

Special Rules

- Fearless
- Instinctive Behaviour – Lurk
- Flawed Design
- Deep Strike
- Regenerate

Options

Each may take any of the following:

- Adrenal Glands for +10 points
- Toxin Sacs for + 10 points
- Bio-Plasma for +20 points

Nothing filled the defenders of Dumansca with a greater sense of foreboding than the low level vibrations emitted by a Tankerfex just before unleashing its incendiary attack. A specialised form of burrowing Carnifex, the Tankerfex has given over much of its body to the storage of vast reservoirs of bio-acid which it sprays in devastating gouts covering a wide area and causing horrific burns to all encompassed. Fortunately, this evolution appears to be in its early stages as a well placed shot to the engorged acid sacs causes them to rupture, slaying the beast outright. After the disastrous liquidation of B Platoon, the Imperial defenders learned not to exploit this weakness while the creature was engaged in combat with allied units.

TYRANID SUB-FACTION: GENESTEALER COVEN



A Genestealer Coven is a community of Genestealers, Genestealer-hybrids, as well as the completely human convert-hosts, infected victims and genetic relatives known as Brood Brothers, existing within another society. Such a cult forms if a Genestealer infects members of another species with its genotype. The resultant changes in the genome of the host cause a fanatical loyalty to the Genestealers as well as a drastic change to their reproduction system; their firstborn children will be Hybrids, a grotesque mixture of the host's race and Genestealers. These hybrids infect further victims, and the infection spreads exponentially. Fourth generation hybrids produce Purestrain Genestealers, and the cycle starts once again. This brood of Purestrains, hybrids and Brood Brothers is held together by strong psychic and genetic bonds, and assembles around the original Genestealer which becomes the Patriarch.

Because this community is often hidden behind the facade of a religion or political movement, it is called a Genestealer Coven or Cult by the Imperium.

Genestealers are effectively the heralds of Tyranid invasion, because the psychic power of the Patriarch shines like a beacon in the Warp and is perceived by the Hive Fleets of the Tyranids. As the coven's power grows over the world, the beacon becomes stronger, signalling to the Tyranids the location of a biologically rich world. By the time the Hive Fleets arrive, the world may already be completely in the hands of the Genestealer cult, or torn apart by civil war between the cult and the remaining free society, or at least weakened and rife with traitors. However, after the planet comes to the Hive Fleet's notice, the destiny of the cult is sealed, because all surviving members are absorbed like the rest of the planet.

BROODFATHERS OF THE COVEN

The Genestealer Coven is selected using the latest edition of **Codex Imperial Guard** and **Codex Tyranids** with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. A Genestealer Coven may include the units listed overleaf (those marked with an asterisk may be found in this campaign document). The army may also include a suitably converted Banekblade or Hellhammer in a Super Heavy Spearhead the rules for which can be found in the Apocalypse expansion.

ARMY SELECTION

HQ	Coven Magus*; Patriarch*
ELITES	Genestealers, Sanctioned Psykers, Ogryns and Ymgarl Genestealers (do not count as unique)
TROOPS	Brood Brothers*
FAST ATTACK	Coven Limousine*; Genestealer Hybrids*
HEAVY SUPPORT	Imperial Guard Fast Attack or Heavy Support choice from Codex Imperial Guard or Imperial Armour (Requires a unit of Brood Brothers for each unit).

COVEN MAGUS

HQ UNIT

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Coven Magus	5	3	3	3	2	6	2	10	6+
Hybrid Bodyguard	6	3	4	4	1	5	2	8	4+

The Magus is a Genestealer Hybrid that appears almost entirely human, except it is always bald and has a pronounced bone structure. The Magus, unlike other Hybrids, is highly intelligent and a powerful psyker - absolutely dedicated to serving the Patriarch of the Coven. It uses its human appearance to act as the face of the brood, and relays the orders of the Patriarch to the Brood Brothers. Unlike the Patriarch, the Magus knows nothing of its role in the Tyranid invasion it is aiding.

Squad Composition

- 1 Coven Magus

Unit Type: Infantry

Wargear

- Las Pistol and close combat weapon

Options: The Coven Magus may be joined by up to 5 Hybrids at +20 points each. The Hybrid Bodyguard are armed with rending claws and hotshot las-pistols.

Special Rules

- Brood Telepathy
- Feel No Pain
- Furious Charge
- Move Through Cover
- Psyker (Magus only) May cast up to three powers each turn. Knows the powers Catalyst, Onslaught, Aura of Despair, Hypnotic Gaze; The Horror.

PATRIARCH

HQ UNIT

185 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Patriarch	6	0	6	5	4	6	4	10	3+
Hybrid Bodyguard	6	3	4	4	1	5	2	8	4+

The Patriarch is a bloated, brooding figure in the Coven. Rarely seen by any except the Purestrain and the Magus, the Patriarch is aware of the Coven's role in the Tyranid invasion that must necessarily follow the completion of their plans.

Squad Composition

- 1 Patriarch

Unit Type: Infantry

Wargear

- Rending Claws
- Scything Talons

Options: The Patriarch may be joined by up to 5 Hybrids at +20 points each. The Hybrid Bodyguard are armed with rending claws and hotshot las-pistols.

Special Rules

- Brood Telepathy
- Feel No Pain
- Furious Charge
- Move Through Cover
- Psyker (Patriarch only) May cast up to three powers each turn. Knows the powers Catalyst, Onslaught, Aura of Despair, Hypnotic Gaze; The Horror.

BROOD BROTHERS

HQ UNIT

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Brood Brother	3	3	3	3	1	3	1	7	6+
Hybrid	6	3	4	4	1	5	2	8	4+

Infected by Genestealers, the Brood Brothers fanatically defend their new family. Many of the have been parents to foul human-stealer hybrids and are utterly loyal to the Coven's cause. The Genestealers select members of planetary defence forces or local Imperial Guard regiments to turn to their cause. These bring with them much needed firepower and vehicles to compensate for the Coven's otherwise short range.

Squad Composition

- Hybrid and 9 Brood Brothers

Unit Type:

- Infantry

Wargear

- Hybrid with Las Pistol and rending claws
- Brood Brother with Lasgun

Options: The Brood Brothers may be joined by up to and additional 5 Brood Brothers at +7 points each. Up to two models in the unit may be armed with one of the following weapons each; plasma gun or melta gun at +15 pts; heavy stubber at +10 pts; flamer or grenade launcher at +5 pts. The unit may be equipped with bomb harnesses for +30 points.

Traitors to Humanity: Clearly in league with the xenos, Brood Brothers are the worst kind of heretic. Imperial units gain Preferred Enemy against them.

Not a Tyranid: Brood Brothers are human and so gains none of the special rules benefiting Tyranids. Similarly Brood Brothers are not affected by Hellfire ammunition.

Bomb Harnesses: Brood Brothers will go to any lengths to protect their four armed family, even sacrificing themselves. A unit equipped with bomb harnesses may be detonated by the Coven player at any time during the shooting phase. Centre a large blast template under each model in the unit. Any model (friend or foe) caught in the blast takes a S3 AP5 hit. Any model in base contact takes a S6 AP3 hit with armour penetration of 2d6. After detonation the unit is destroyed.

F-ACTION: THE NECRONS



The **Necrons** are a mysterious race of skeletal warriors that have lain dormant in their stasis-tombs for millions of years. They are ancient beyond reckoning, predating even the Eldar. At long last, however, they are beginning to awaken, for the galaxy is ripe for the greatest harvest.

The Maelstrom contains at least one world believed to have originally operated as a Tomb World. The planet, Nahkara, contains a small human settlement and was for a time frequently preyed on by Dark Eldar raiders. However, the shadowy corsairs have not been seen in recent seasons and there is talk in the communities of nomads disappearing between settlements.

The presence of the Maelstrom itself poses a difficulty for the Necrons as the warp is in itself anathema to their technology and purpose. Some way of shielding worlds closest to the rift must surely be found by the Necrons if their harvest of mortal flesh is to achieve any sense of totality in the region. Ironically, it would appear that the worlds closest to the daemons are safest from the Necrons.

Actual sightings of the Necrons in the region is limited to rumour and apocrypha. Imperial Commanders have noted that Eldar and Tyranid movements in the area seem to judiciously avoid certain planets and systems. What correlation to the Necrons is unclear as rather than dead worlds, many of these planets have thriving human populations on them.

When choosing an army to fight for the Necrons the most recent edition of the army Codex will be used. 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 published Codex used in this campaign for the Necrons is: Codex Necrons. All supplementary rules to your Codex can be found in this pack.

There is a different army structure and several units which are a feature of the armies of the Necrons during the Into the Maelstrom campaign. 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 Into the Maelstrom campaign weekend.

REVISED RULES

GAUSS WEAPONS: Weapons with the Gauss special rule are Rending.

DISRUPTION FIELD: Any hit inflicted on the target by a model with a disruption field will benefit from the *Rending* special rule. Scarab Swarms buy Disruption Fields for +8 points per model rather than the points cost as listed in the Codex.

WRAITH FORM: Any Necron Lord may exchange his Destroyer Body for a Wraith Form. He gains the Infantry type: Jetbike special rule and his Strength and Initiative is increased to 6. Furthermore he gains a 3+ Invulnerable Save.

ARMOUR: Necron Warriors and Flayed Ones have a revised Armour save of 4+. Scarab Swarms have a revised Armour save of 6+.

PHASE OUT: The Necron army ignores the Phase Out rule as found in Codex Necrons.

PHYLACTERY: 25 points

This inconspicuous charm is a powerful self-repair device, filled with tiny, spider-like creatures that swarm all over a wounded Necron Lord, re-knitting his body so that he may continue to fight. The Necron Lord gains +1 wound.

NECRON SPECIAL RULE All non-vehicle and non-swarm units in a Necron army have the Necron special rule (including those units which would not normally have the Necron rule, such as Tomb Spyders). The Necron rule in Codex Necrons is replaced with the following revised Necron rule:

WE'LL BE BACK: The model has the Feel No Pain universal special rule. Ignore references to the Monolith's ability to allow units to re-roll failed self repair tests.

MARCH OF THE DAMNED: All Necron Infantry models gain the Slow and Purposeful special rule. This does not apply to non-infantry models such as Destroyers, Wraiths and Monstrous Creatures. Independent Characters and Flayed Ones may test on 3d6 as per Move through Cover.

SOULLESS: Necrons are Fearless and have a 2+ Invulnerable save against wounds caused by psychic attacks.

SENSE CLUSTER: Necrons have the Night Vision universal special rule.

TOMB GUARDIANS

HQ OR ELITE UNIT

180 POINTS

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

Powerful warriors wielding wickedly sharp Warscythes, the Tomb Guardians protect the Necron Lords and can be found in the vanguard of the fighting, instilling in the legions of the Necrons the unshakable will to carry out their dreadful plan with eerie precision.

Squad Composition

- 5 Tomb Guardian

Unit Type

- Infantry

Wargear

- Warscythe with built-in gauss blaster

Options

- The unit may be joined by up to 5 additional Tomb Guardians at +36 points each.

Special Rules

- Necron
- Deep Strike
- Phalanx Commanders – May be taken as HQ choice unless army includes a Necron Lord.

NECRONS - FINGERBONES

ELITE UNIT

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Fingerbones	5	4	6	4	3	6	4	10	4+

Unit Composition

- 1 Fingerbones (Unique)

Unit Type

- Jump Infantry (Jet Pack)

Wargear

- Warscythe with built-in gauss blaster
- Assault Grenades
- Phase Shifter

Special Rules

- Necron
- Infiltrate
- Fleet
- Hit and Run
- Scout
- Stealth
- Move Through Cover

The ghoulish practice of this hunting machine has given it the name Fingerbones. Stalking its prey through the warzones around the Maelstrom, Fingerbones is an unrelenting and inventive killer. Stalking its prey for days, rumour of its presence on a battlefield shatters morale and confines senior officers to their bunkers. But when their mutilated corpses are found they are always missing the token that gives the machine its name.

“What’s that sound my lord? It’s like wind chimes?” The trooper swung his bolter around, unable to pinpoint the direction of the soft tinkling.

The general took a long draw on his cigar and put a calming hand on the young man’s shoulder. “Steady lad. Nothing you can do.”

“But those chimes... like dry wood tapping...” There was mounting fear in the young man’s voice.

The general’s reply was weary and resigned. “Not wood, those chimes are bones... rattling in the winds of hell. He’s come for me.”

Designated Target: After deployment, nominate a single enemy unit. Fingerbones gains Preferred Enemy against that unit. Additionally, so unnerved are they by the realisation that they are its prey, the targeted unit reduces its leadership value by D3 for the duration of the battle.

Cloak of Shadows: Enemy units targeting Fingerbones must use the Night Fighting rules.

Phase Out: At the end of any Assault phase, Fingerbones may be removed from play and placed into reserve. It may then re-enter play as a reserve using the Deep Strike rules once it is available again. If the game ends before Fingerbones re-enters play it counts as destroyed.

NECRONS - THE ITCH MAN

UNIT UPGRADE

+59 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
The Itch Man	5	4	6	4	3	6	4	10	3+

Unit Composition (Unique)

- One Wraith in the army may be replaced with The Itch Man.

Unit Type

- Jetbike

Wargear

- Claws and Injector Tail

Special Rules

- Necron
- Phase Shift (3+ Invulnerable save and equipped with Assault Grenades)
- Wraithflight (See Codex Necrons pg 19)

I’ve Got You Under My Skin

Every model slain by the Itch Man must take a Toughness test. For each test failed roll a D3. At the end of the assault phase place a Scarab swarm unit with the number of bases equal to the total number generated by failed Toughness tests that turn. The new Scarab Swarm must be placed within 6” of the Itch Man but cannot be within 1” of an enemy unit. Models unable to be placed are lost. The Scarab Swarm counts as having Disruption Fields as long as The Itch Man is still present on the battlefield.

The Imperial forces around the Maelstrom began to report suffering from the ‘itch’ after the Lycanthos Drift campaign. Survivors began to exhibit strange lesions across their back and neck. Within a day the victim was left a hollowed out husk and the barracks were swarming with scarab-like creatures. Standing orders are now to isolate those infected with extreme prejudice.

NECRONS – HEAVY DESTROYER

HEAVY SUPPORT UNIT - REPLACES ENTRY IN CODEX

90 POINTS EACH

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

Special Rules

- Necron

Like their lighter brethren, Heavy Destroyers are a fusion of an Immortal and a flying skimmer craft. As standard, these mount the heavy gauss cannon and home in on the enemy armour, fixing them with their baleful multi-lensed targeters before raking them with devastating heavy gauss fire.

Squad Composition

- 1 Heavy Destroyer

Wargear

Heavy Gauss Cannon

Unit Type

- Jetbike

Options:

- The unit may be joined by up to 4 additional Heavy Destroyers at +65 points each.

NECRONS – HARVESTER

HEAVY SUPPORT UNIT

180 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Harvester	4	5	10	7	4	2	4	10	3+

Shaped like a barge of the dead straight out of Old Earth mythology, the Harvester is steered into battle by a solitary cowed figure whose sweeping blade drags the souls of its enemies wailing from their bodies and draws them into its heart.

Unit Composition

- 1

Wargear

- Heavy Gauss Cannon
- Crypt Scythe

Vehicle Type

- Monstrous Creature

Special Rules

- Necron
- Deep Strike

Touch of Death: If a model suffers any unsaved wounds from the Harvester's close combat attacks, it must immediately take a Toughness test if one or more wounds are suffered. If the test is failed, the model is removed from play.

War Construct: The Harvester is a huge slab of metal, with little vulnerability except to the massive use of force. Sniper weapons, attacks with the Poisoned ability and the like, only wound the Harvester on a 6 (as opposed to a 4+, 2+ etc, as would normally be the case).

NECRONS – TOMB STALKER

HEAVY SUPPORT UNIT

200 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Tomb Stalker	4	4	6	7	4	4	4	10	3+

Patterned in the shape of ancient and alien beasts of prey, Necron Tomb Stalkers are huge unliving machines; swift, tireless and relentless engines of murder that know neither pity nor remorse. Tomb Stalkers can detect the pulse of life through hundreds of metres of solid rock and use this ability to home in unerringly on their victims, employing a form of phase field to pass through inert matter as if it were water, striking without warning and leaving nothing but blood and dust in their wake.

Unit Composition

- 1

Wargear

Two Gauss Flayers

Vehicle Type

- Monstrous Creature

Special Rules

- Necron
- Fleet
- Deep Strike
- Hit and Run

Brutal Assault: The Tomb Stalker itself is a weapon; a mass of bladed limbs and razor-sharp armour plates. It gains +2 attacks on a turn in which it assaults as opposed to the usual +1.

Phase Tunnelling: The Tomb Stalker is extraordinarily fast, and carries inbuilt phase field projectors allowing it to pass easily through inert matter, boring its way through rock and stone, and effortlessly passing through debris and rough terrain as it moves. As a result it has the Fleet, Deep Strike and Hit and Run universal special rules.

War Construct: The Tomb Stalker is a huge mass of shifting pseudo-metal, with little vulnerability except to the massive use of force. Sniper weapons, attacks with the Poisoned ability and the like, only wound the Tomb Stalker on a 6 (as opposed to a 4+, 2+ etc, as would normally be the case).

FACTION: THE ELДАР



In the time leading up to the cataclysm the Eldar refer to as the Fall, not all the Eldar that remained on the homeworlds fell into the lure of Slaanesh. Many remained, struggling to turn their species from its doomed path. Unable to do so, several of the greatest Seers caught glimpses of the darkness to come, and undertook a titanic effort to save their people. For each Eldar homeworld a gigantic ship was created, sung from Wraithbone and so massive to be nearly a planetoid itself. The last uncorrupted people from each world were loaded onto these ships, along with works of art, plant life and animals, all that could be saved. In these Craftworlds (as they came to be known) the final Eldar Exodus began, and only barely in time. The psychic shockwave caught some of the Craftworlds and destroyed them, while others were pulled into orbit around what became the Eye of Terror. The rest drift through the galaxy, their exact number uncertain, as contact became difficult and intermittent.

The Eldar are an aloof and unpredictable presence in the Maelstrom region. They attack without apparent provocation to achieve their own enigmatic goals. There are reports of Imperial convoys being defended from Ork raids by nimble Eldar wraithships only to later be destroyed by their would-be saviours after sheltering in a nearby system.

Why the Eldar operate near the Maelstrom at all is a mystery. ..

When choosing an army to fight for the Eldar the most recent edition of the army Codex will be used. 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 published Codex used in this campaign for the Eldar is: Codex Eldar. Furthermore the Exodite Codex and Harlequin Codex found on the Tempus Fugitives website are used. All supplementary rules to your Codex can be found in this pack.

There are several units which may be taken by the armies of the Eldar during the Into the Maelstrom campaign. 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 Into the Maelstrom campaign weekend.

ELDAR - ASERIES LIGHTBLADE

HQ UNIT

205 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Aseries Lightblade	6	5	3	3	3	7	4	10	3+

Unit Composition

- 1 Corsair Captain (Unique)

Unit Type

- Infantry

Wargear

- Executioner (2 Hands, +2 Str Power Weapon)
- Avenger Shuriken Catapult
- Sun Shield
- Webway Portal

Sun Shield: Wrist mounted projector. 4+ Invulnerable Save and counts as Assault and Defensive Grenades in combat.

Special Rules

- Independent Character
- Fleet
- Orbital Bombardment

"You just watch yourself. I'm a wanted man. I have the death sentence on twelve systems."

Webway Portal: This is a portable form of the portals used to link together places via the Webway. Once per game, in your Shooting phase, Aseries may choose to activate it instead of firing. Place a spare small blast marker or a similarly sized counter in base contact with Aseries when he activates the portal. He may not activate the portal whilst inside a vehicle. From then on, any of your units arriving from reserve may move onto the board from the portal marker's edge instead of entering as normal (it does not matter whether these units were intending to deep strike, outflank, simply move on from their own table edge, and so on). The portal counts as impassable terrain and cannot be destroyed. After activation, Aseries may freely move away, leaving the portal in place. If you have Aseries in your army, you may keep units in reserve, regardless of mission being played. Except for Vyper Jetbikes and Warwalkers, Vehicles may not enter play via a Webway portal.

Orbital Bombardment: Able to call on firepower from his ship, *Eternal Hawk*, Lightblade may make the following attack once per game. If he does not move, he may use his BS to reduce the scatter of the shot.

Range: Line of Sight**Str** 10**AP** 1**Assault** 2 **Blast** **Lance** **Pinning**

ELDAR - THE TEARS OF ISHA

ELITE UNIT

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Tears of Isha	4	3	3	3	1	4	1	8	4+

Unit Composition

- 10 Tears of Isha

Unit Type

Infantry

Wargear

- Shuriken Pistol
- Rune Armour
- Close combat weapon
- Plasma Grenades

Special Rules

- Webway Assault
- Fleet

Options

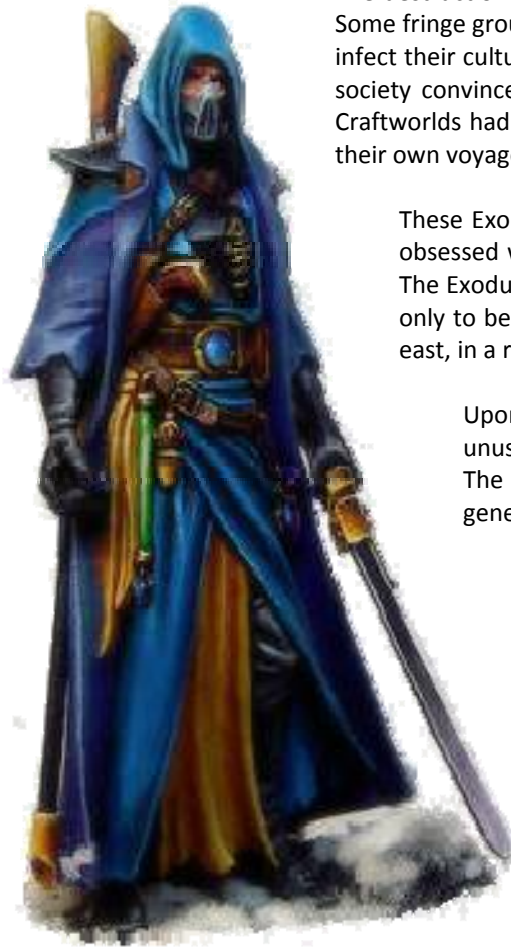
- The Squad may include up to ten additional Tears for +11 points per model.
- Up to three Tears may replace their close combat weapon with a power weapon for +10 points each.
- Up to three Tears may replace both their shuriken pistol and close combat weapon for a fusion gun for +10 points each or flamer for + 5 points each.

It is said that the goddess Isha wept both for the great pain that had been inflicted on the Eldar during the Fall and also for the greater pain that was yet to come. The Craftworld of Iyanden is the largest and most powerful of all of the world ships. Its vast population is home to many students of the college of seers. These brave Eldar with the gift of foresight may come from many of the paths the Eldar tread but it is acolytes from the college of seers that most originate. A great doom is foretold which will come to Iyanden in the closing centuries of the 41st Millennium. Across the galaxy, bands of seer acolytes emerge from the Webway, slaying the foes of the Asur and hoping that their efforts will prevent their terrible destiny...

Webway Assault: The Tears of Isha appear without warning in the heart of the enemy's battle line. They must always start the game in Reserve and arrive through a Webway Portal. However, unlike those which are placed, this portal is opened from within the Webway itself and as such is slightly less predictable. Once the unit become available to be deployed, place a spare small blast marker or a similarly sized counter at the point where you wish the portal to emerge. The portal then scatters 2d6" in a random direction but cannot scatter within 1" of another unit, off the table or in impassable terrain. If it does so, reduce the scatter distance until a valid point is reached. From then on, the Tears of Isha and any of your other units arriving from reserve may move onto the board from the portal marker's edge instead of entering as normal (it does not matter whether these units were intending to deep strike, outflank, simply move on from their own table edge, and so on). The portal counts as impassable terrain and cannot be destroyed. Except for Vyper Jetbikes and Warwalkers, Vehicles may not enter play via a Webway portal.



ELDAR SUB-FACTION: EXODITES



The destruction of the Eldar over ten millennia ago was not complete, for many Eldar resisted the temptations of the darker aspects of the hearts. Some fringe groups began to openly criticise the decadence of their race and warn against the insidiousness of the cults of pleasure that had begun to infect their culture. These critics were mostly ignored or else treated as narrow minded self-righteous fools. However, the rapid collapse of the Eldar society convinced even the most resolute amongst them that there would be no end to the spiral of depravity and self-destruction. Before the Craftworlds had even begun their famed escape from the collapse of the Eldar homeworlds, those who would come to be known as Exodites made their own voyage to settle new planets free of the creeping corruption.

These Exodites were uniquely farsighted. Amongst a race naturally indulgent and hedonistic they were reviled as dour self righteous fanatics obsessed with misery and self-denial. The Exodites are genuine survivalists who bravely chose exile over gradual degradation and destruction. The Exodus was not without its own perils however and many of the rag-tag fleet of craft which left the Eldar Homeworlds reached new worlds only to be slain by marauding Orks or natural predators. Some did survive however and most of the Exodites came to settle in the far galactic east, in a region that humanity would later call the Eastern Fringe.

Upon these fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work. When the final cataclysm erupted, most of the Exodite worlds were far from the psychic epicentre and survived. The resultant psychic implosion wiped out the rest of the Eldar race and left a gaping hole in the fabric of space, known to later generations as the Eye of Terror. But out on the fringes of the galaxy the Exodites were relatively safe.

This safety soon became isolation as it was quickly clear that very few of their race had survived the Fall. Those other groups that had survived included the savage and cruel Dark Eldar, who the Exodites soon began to hate almost as much as they despised the Orks and humans. The other notable group of survivors were the Craftworld Eldar, who escaped the Fall on their gigantic world-ships. These Craftworld-dwellers retained much of the arrogance of their ancestors and regarded the Exodites as rustic and rather simple folk. But some of the Craftworlds, like those of Biel-Tan, saw in the Exodites a vigorous and wild people in a way that is quite unlike their own introverted societies. Where the Craftworlds cling to the past and preserve all they can of their fallen civilisation, the Exodites have turned their backs upon ancient traditions in favour of a simpler and harder way of life. Their minds are tougher and more straightforward but not so subtle than their Craftworld Eldar cousins.

WILD AND UNTAMED

When choosing an Exodite army you are free to use any of the units, including named characters, found in the Exodite Codex which is available from the Tempus Fugitives website. The Exodites may be taken as a Spearhead army or as a Strike Force but never as both. If a player chooses to take Exodites as one of their armies, they must choose their other list from the Eldar Faction.

F-FACTION: THE ORKS



Orks are a warlike, crude and highly aggressive green-skinned alien race. Orks are the dominant subspecies of the Orkoids, which includes the smaller Gretchin and Snotlings. Although their society is entirely primitive and brutal, the Ork race is also the most successful species in the whole galaxy, spread throughout the galaxy and outnumbering possibly every other race. However, due to this aggressive and warlike nature, the massive race is split into hundreds of tiny empires, warring as much between themselves as against other races. In the purely theoretical event all the Orks were to unite, they would undoubtedly crush all opposition.

The basic Ork is a muscle-bound, hulking monster capable of ripping a man apart with its bare hands. Their battle scarred green skin is tough and highly resistant to pain. In combat they can transform even the most common object into a lethal killing instrument. Orks aren't the brightest creatures in the galaxy, but they do possess a certain low cunning that can catch an overconfident commander off guard. In a word, the Orks are built for war.

Dozens of worlds near the Maelstrom are threatened by Ork invasion from the neighbouring Ork Empire of the Overfiend of Octarius. The Astral Claws and their brothers in the Maelstrom Warders could commit all their resources and still only be able to hold back the horde from the more civilised systems. The presence of a Black Templar Crusade of Wrath and the influx of forces into the region in the wake of the Fourth Quadrant Rebellion has sorely pressed the Overfiend's Empire. But like a cornered animal, the Orks of Octarius are to prove to be at their most dangerous...

When choosing an army to fight for the Orks the most recent edition of the army Codex will be used. 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 published Codex used in this campaign for the Orks is: Codex Orks. All supplementary rules to your Codex can be found in this pack.

There are several units which may be taken by the armies of the Orks during the Into the Maelstrom campaign. 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 Into the Maelstrom campaign weekend.

BLACKTOOF - THE OVERFIEND OF OCTARIUS

HQ UNIT

150 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Overfiend Blaktoof	6	2	5	5	3	4	4	9	4+

Unit Composition

- 1 (Unique)

Unit Type

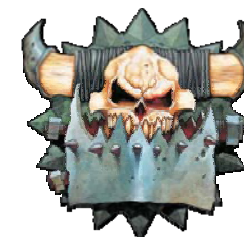
- Infantry

Wargear

- Evy Armour
- Tank Hamma
- Slugga
- Cybork Body

Special Rules

- Independent Character
- Infiltrate
- Mob Rule
- Furious Charge
- Waaagh!
- 5+ Invulnerable save
- Eternal Warrior



Blood Axe Warlord: Renowned for their kunnin and sneakiness, Blood Axe armies may take Kommando mobs as a Troops choice. A Blood Axe Warlord may re-roll any of their reserve rolls.

CYBOAR MOB

HQ UNIT

80 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Cyboar Boy	4	2	3	5	1	2	2(3)	7	4+
Cyboar Boss	4	2	4	5	2	3	3(4)	7	4+

Squad Composition

- 1 Cyboar Boss & 2 Cyboar Boys

Unit Type

- Beasts

Special Rules

Furious Charge
Mob Rule
Fleet
Rage

Wargear

- Slugga or Shoota
- Hunting Spear
- Stikk Bombz
- Cyboar

Options

- The Mob may be joined by up to 9 additional Cyboar Boyz at +24 points each.
- The Cyboar Boss may replace his hunting spear with a Power Klaw at +15 points or a big choppa for +5 points. The Cyboar Boss may take a Boss pole for +5 points.
- One Cyboar Boy may be upgraded to a Pig Dok for +30 points. Pig Dok's are equipped with an 'urty syringe, stikk bombs and Dok's Tools.

Some Ork warbands such as those belonging to the Snake Bite clan have a rite of passage that every young Ork must undertake. If an Ork is particularly skilled at hunting during his trials then he may be fortunate enough to catch a wild boar. If the Ork is brave enough he may be able to beat the boar into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of his mount, whilst the boar, for his part in the bargain, is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick. As time goes by the Boar is upgraded by the warbands Pigdok and Mekboy to become a ferocious Cyboar. Then the real fun begins.

Cyboar: A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants. Because of the toughness of the Cyboar and its value as cover, the rider gets 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon and the rider counts as being armed with an additional close combat weapon. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain take an automatic wound (saves allowed), as the Cyboar has a tendency to butt rocks and trees.

Hunting Spear: The Cyboar boyz are armed with long spears tipped with an explosive. They automatically use the spear on the first turn they charge in the game. After use it is discarded. A hunting spear counts as a +1 Strength power weapon and the user strikes with an Initiative of 6. The Ork still gets the benefit of Furious charge with the Hunting Spear and so the total strength bonus is +2.

FREEBOOTER MOB

TROOPS UNIT

140 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Freebooter	4	2	3	4	1	2	2	7	5+
Freebooter Kaptin	4	2	4	4	2	3	3	7	5+

Squad Composition

- 1 Kaptin and 9 Freebooterz

Unit Type

- Infantry

Wargear

- Snazzgun
- A Pair of Kutlass (two close combat weapons)
- Stikk Bombz

Options

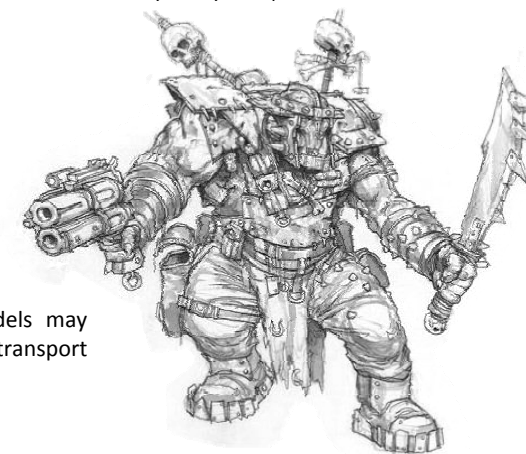
- The Mob may be joined by up to 10 additional Freebooterz at +13 points each.
- The Kaptin may replace one of his Kutlass with a Power Klaw at +25 points. The Kaptin may take a Boss pole for +5 points and a Squig-Parrot for +10 points (counts as an attack squig).
- The unit may take either Shootier, More Dakka or Blasta for +5 points per model.

Special Rules

- **Furious Charge**
- **Waaagh!**
- **Mob Rule**
- **Untrustworthy Gitz**
May not be joined by anyone!

Transport

Mobs of 12 or fewer models may take a Trukk as a dedicated transport for +35 points.



The most common Freebooterz of all are the Mobz of Pirates or Banditz which roam from settlement to settlement in search of a good scrap and plenty of loot. They are led by an especially roguish Kaptin who affects a colourful and distinctive style of dress often featuring a large Kaptin's hat with the Jolly Ork symbol painted on it.

MADBOY MOB

ELITES UNIT

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Madboy	4	2	3	4	1	2	2	7	6+

Squad Composition

- 10 Madboyz

Unit Type

- Infantry

Wargear (would you trust them with anything bigger?)

- Slugga
- Choppa

Transport

Mobs of 20 or fewer models may take a Weirdboy Battlewagon as a dedicated transport for +145 points.

Options

- The Mob may be joined by up to 20 additional Madboyz at +10 points each.

Special Rules

- **Fearless**
- **Furious Charge**
- **Waaagh!**
- **Nutty Gitz** (May only be joined by Weirdboy!)

Madboy

At the beginning of each Ork turn, the Ork player rolls a dice for each mob of Madboyz and consults the table below. The result applies until the roll is made at the start of the next Ork turn. Weirdboys in the unit allow the result to be re-rolled. The Madboy abilities apply to Weirdboys in the unit:

- 1 We iz dead! The unit is pinned for the turn (even though normally immune).**
- 2 Right Ladz! The unit gains +1 Attack.**
- 3 Oooh, So Strong! The unit gains +1 Strength.**
- 4 I Knows Fung Koo! The Unit gains +1 WS**
- 5 Dats Nuffink! The Unit gains Feel No Pain.**
- 6 Soopa Ork! The unit gains all of the above bonuses (except We iz Dead!)**

Ork Kultur can sometimes cause self-respecting boyz to look at the orky-know-wots of the world and go a bit... well... mad. The Ork finds his mind full of distractions and contradictions. Wild ideas about the universe buzz round his brain. Curious bits of unconnected knowledge keep intruding upon his consciousness. These disturbed Orks are called Madboyz. While some Madboyz are just plain crazy, others are inspired geniuses whose ideas are immensely valuable to the Orks (and quickly stolen by any Mek worth his teef). All Madboyz are unpredictable and somewhat anarchic, so they live together and on the battlefield they fight as a single mob. Other Orks have the utmost respect for Madboyz, whose crazed notions are seen as a sign of favour from Gork (or possibly Mork).

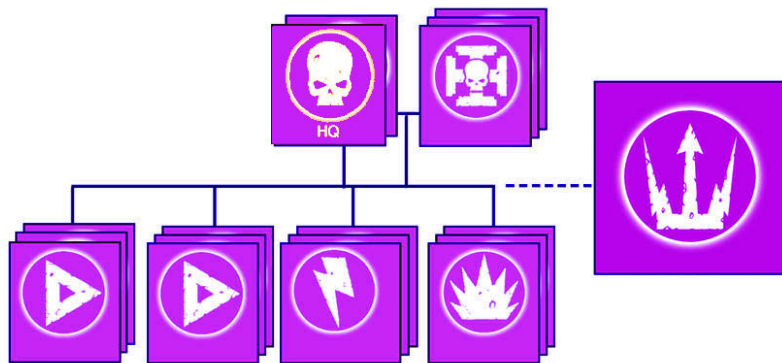


ARMY LIST ONE: SPEARHEAD

When huge tank formations clash on the battlefield, additional assets are often made available; elite spearhead units that lead the armoured column to battle. These are represented in the Into the Maelstrom campaign by spearhead formations which can be found both online at www.games-workshop.com and in this campaign pack. A spearhead formation represents powerful, specially trained or veteran units that have been made available for the battle. How these units are selected is explained in the spearhead formation rules that can be found in White Dwarf 366 or online at www.games-workshop.com

Spearhead formations allow you to get more tanks in your army than Heavy Support alone; in fact, you can take a force solely of spearhead formations if you so wish. Not only is this possible, it's desirable as well, because you don't have to worry about taking Troops to claim those all important objectives as spearheads, and indeed any tank or walker units, count as scoring units in a Spearhead mission. The other notable advantage that vehicles in a spearhead gain is the ability to fire one more weapon than normally permitted when moving at up to cruising speed. They can even shoot this at a different target.

The tactical options this opens up are tremendous, as spearheads can be used both offensively and defensively. You can have your tanks guarding and claiming objectives, or even go on the counter-offensive. In an offensive role, your spearhead formations can be extremely aggressive; again, using the ability to fire an additional weapon you can swoop in and claim the objective. Of course, you have to bear in mind that in Spearhead your opponent will also be aiming to achieve the same goals across the Maelstrom, and using their spearhead formations to capture or protect the objectives. To gain an edge you'll have to choose the right type of spearhead formation that plays to the strength of your army and will highlight your opponent's weaknesses.



TIPS ON FORCE ORGANISATION

- Must be no more than 1000 points.
- Unlike standard missions you do not have to include HQ or Troop choices.
- May Include up to one of each type of Spearhead Formation.
- Play either the Breakthrough or Lightning War Mission
- Use the Escalation deployment method.
- Anticipate you will be facing a super-heavy unit when planning your army.
- Practice playing Spearhead. Get half a dozen games under your belt.
- Have fun with it.

STAR HAMMER SPEARHEAD

POINTS: 100 + UNITS

Orbiting craft often have to wait for precise targeting information to be supplied by ground forces before committing their vast arsenal to bear in support of the ongoing battle.



SPEARHEAD

Up to three units (of any type) with the Scouts universal special rule.

SPECIAL RULES: Star Hammer

For each stationary unit in the Spearhead, roll a D6 in each friendly shooting phase. On a roll of a 6 place a small blast template on the battlefield. Roll for scatter. Models hit by the template suffer a Strength 10 AP1 hit. The model under the centre hole suffers a Destroyer Hit.

TANK RIDER SPEARHEAD

POINTS: 50 + UNITS

Either through attrition, or a preference for firepower over mobility, some forces lack mechanised infantry. This Spearhead is made up of the courageous or the deranged souls that cling to hand-holds or rails on their forces' battle tanks, in order to close with the enemy.



SPEARHEAD

Up to three Tank units without a transport capacity. For each vehicle taken, you must also take one infantry unit from the same army list to be deployed as riding on the vehicle.

SPECIAL RULES: Tank Rider

Each vehicle in the Spearhead gains a Troop Capacity equal to its rear armour value. Units carried in this way cannot assault when they disembark. Should the vehicle be hit, D6 passengers suffer a wound resolved at the AP of the weapon.

ORBITAL DROP SPEARHEAD

POINTS: 75 + UNITS

In a fast moving tank engagement reinforcements are often immediately required to help bolster crumbling flanks or push into enemy territory. In these situations vehicles are often deployed by arcane sorcery, orbital landers, or even glider wings or crude rockets. .



SPEARHEAD

Up to three non-skimmer or flyer vehicles or monstrous creatures.

SPECIAL RULES: Orbital Drop

Each unit in the Spearhead must enter play at the start of the second turn using the Deep Strike Rule. Once the first unit has arrived by Deep Strike, the remaining units are deployed within 6" without needing to roll for scatter. A mishap result applies to all units, not just the first.

DESTROYER SPEARHEAD

POINTS: 75 + UNITS

Used to crush the enemy through sheer weight of fire, this Spearhead is made up of the units that have the most devastating weaponry. As the rest of the assault force advances to engage the foe, these units will cover the attack by laying down a storm of heavy weapon fire.



SPEARHEAD

Up to three units (of any type) chosen from the Heavy Support section of the army list.

SPECIAL RULES: Preparatory Barrage

After deployment (including Scouts/Infiltrators) all the units in the Spearhead may fire all of their weaponry exactly as in a normal Shooting Phase. If both sides have a Destroyer Spearhead, the player who has the first turn may fire first.

SKYSTORM SPEARHEAD

POINTS: 45 + UNITS

Skimmer transport vehicles can use their flight capabilities to launch a lightning fast assault. Their velocity hurls them swiftly across the battlefield and deep into enemy lines, where the troops carried onboard can swiftly disembark and launch a murderous assault.



SPEARHEAD

Up to three skimmer units with a transport capacity. For each vehicle taken, you must also take one unit of any type that is from the same army list and can be transported in the vehicle.

SPECIAL RULES: Skystorm Assault
All units in the Spearhead must be mounted in their transports and placed in reserve. On the turn they arrive they may move up to 36" but may only fire one weapon. At the end of the movement, the units must disembark and may launch an assault.

SLUMBERING SECRET SPEARHEAD

POINTS: 25 + UNITS

Many battlefields in the have been fought over time and again, each battle leaving hidden secrets behind. From Carnifexes frozen in ice to ancient Necron war machines awaiting reactivation, such things survive the passage of ages and resurface when most needed.



SPEARHEAD

Up to three Walker or Monstrous Creature units OR a single Gargantuan Creature

SPECIAL RULES: Slumbering Secret
The Slumbering Secret Spearhead is always held in reserve regardless of the mission. As the unit has been inactive for possibly centuries, it suffers a -2 to its reserve roll (to a minimum of a natural 6). Once available it arrives via Deep Strike.

HEADSTRONG SPEARHEAD

POINTS: 70 + UNITS

Charging forwards with no regard to harm and unimpeded by the drag of enemy combatants, a Headstrong Spearhead is ideal for pushing deep into an enemy's battle line. Indeed such a Spearhead is usually one of the first to reach an objective.



SPEARHEAD

Up to three Monstrous Creature units.

SPECIAL RULES: Headstrong
The units in a Headstrong Spearhead gain the Eternal Warrior and Hit and Run universal special rules.

PURSUIT SPEARHEAD

POINTS: 45 + UNITS

Famously used by the Red Scorpions chapter on Angstrom to hunt and then neutralise the enemy formations, the Pursuit Spearhead is a precision tool. If used correctly it can track its quarry and destroy it. But should it fail, its valuable firepower will be sorely missed by its allies.



SPEARHEAD

A unit of any type chosen from the Fast Attack section of the army list (including any dedicated transport if purchased for the unit).

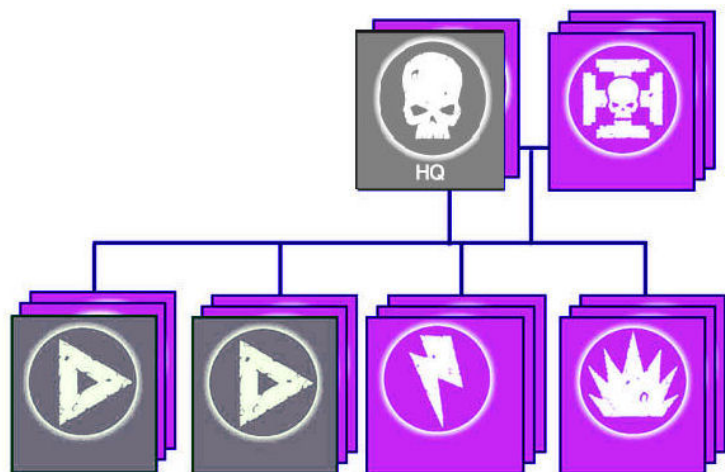
SPECIAL RULES: Spearhead Pursuit
The Spearhead is always held in reserve. Before the game begins nominate one of your opponent's reserve units. Once it has arrived, you must place the Pursuit Spearhead within 6" of it. If there are no reserve enemy units the Pursuit Spearhead deploys as reserves.



LIST TWO: STRIKE FORCE

A Strike Force is the primary tool by which a battlefield commander delivers victory in the 41st Millennium. The savage warzones around the Maelstrom are where Mankind must battle for survival in a region riven by bloodshed and destruction. Dozens of human colonies teeter on the brink of annihilation, assailed on all sides by aliens, traitors and Daemons, and only the superhuman strength of the Space Marines and the uncountable numbers of the Imperial Guard stand between the slaving alien hordes and total annihilation. Of course, depending on your perspective the human race is either an unwelcome intruder into a realm that does not belong to them, a self-deluded and feeble species or quite simply lunch.

Such is the diverse range of species and empires at war with each other in the Maelstrom that optimising your Strike Force to take on a specific enemy is risky at best. Weapons with high armour penetration and powerful anti-tank abilities are, of course, essential. But optimising to shred space marines will likely leave you vulnerable to the massed infantry of the Imperial Guard, Orks and Tyranids. Alternatively, spending all your resources on massed firepower exposes your forces to outflanking Genestealers, infiltrating chaos marines or drop-pod borne Sternguard. Like all things, it is a matter of balance which will see the experienced commander take charge of the battle. Knowing what forces to hold in reserve and how to make the most of the forces you have already committed is the key to victory. Even the endless tides of the hive mind can be defeated if they are swarming on a distant flank while the objective lies firmly in their opponent's grasp.

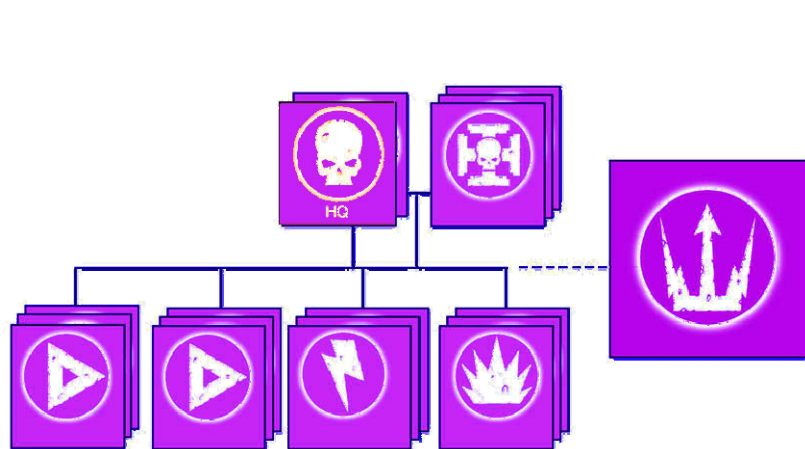


TIPS ON FORCE ORGANISATION

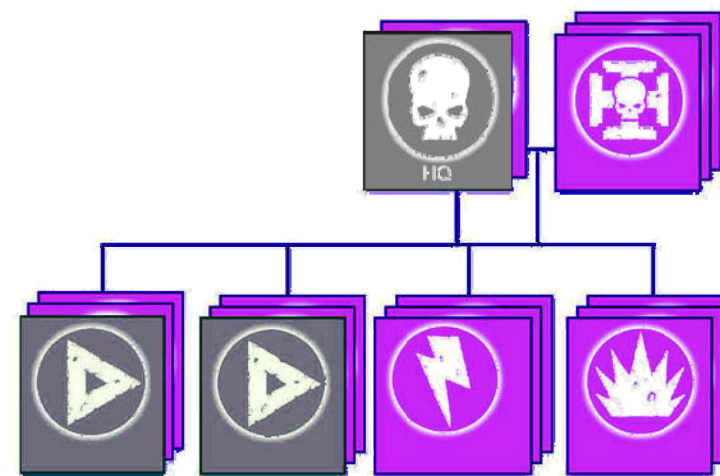
- Must be no more than 1500 points.
- May be selected from a different Sub-Faction to your Spearhead.
- Cannot include models used in your Spearhead Army List.
- Uses the Standard Missions organisation Chart.
- May not include any Spearhead or Apocalypse Formations.
- May not include Gigantic Creatures or units with Structure Points.
- May include flyers but if your army does so, all your opponents pintle mounted and defensive weapons count as being on AA mounts. Other weapons can be given the upgrade for +10 points per weapon.
- Play a standard mission randomly determined at the beginning of the battle.
- Use a deployment method randomly determined at the beginning of the battle.
- Remember that this forms the heart of the majority of your battles so take the units you really feel will make the weekend enjoyable.

COMBINED ARMY LIST: HEAVY ASSAULT

Commanding a Heavy Assault allows you to take your games of Warhammer 40,000 to a whole new level. You combine the ferocity of your spearhead formations with the tenacity of your strike force. You may command hundreds of men or squadron after squadron of vehicles but whatever path you have chosen, your Heavy Assault will leave your opponent in no uncertainty that you mean to reduce their forces to a bloody mess. Take command of screaming aircraft and burn a great gash through the sky as orbiting spacecraft unleash weapons of planet-shattering power and super-heavy vehicles grind infantry beneath them.



1000 POINT SPEARHEAD



1500 POINT STRIKE FORCE

Your Heavy Assault force combines your Spearhead with your Strike Force. As your Spearhead and your Strike Force can be chosen from different sub-factions (but not different factions) it can make for really interesting combined forces. Remember, if your army includes flyers, all your opponents pintle mounted and defensive weapons count as being on AA mounts. The battle is played as an Annihilation mission using the Dawn of War deployment. Spearheads with the Infiltrate or Preparatory Barrage rule may always be deployed in addition to the two Troop units and an HQ unit that are permitted in the Dawn of War rules. Remember that units in a Spearhead formation still count as normal for the purposes of Kill Points. Furthermore, an additional Kill Point is awarded for destroying the entire Spearhead. This does mean that in the case of a Super-Heavy spearhead destroying the Super-Heavy vehicle is worth two Kill Points.

FORTUNE FAVOURS THE BOLD, COMMANDER!

The background of the entire image is a dramatic Warhammer 40,000 scene. In the upper left, a massive, dark red, cratered planet or moon looms over a dark, stormy sky. Several sleek, dark spacecraft with glowing orange engines are streaking across the sky. On the right, a towering, dark, gothic-style city with many spires is visible, with a bright green lightning bolt striking one of its peaks. The foreground is a dark, jagged, and rocky landscape.

WARHAMMER
40,000

May 14th & 15th 2011

Tyrant of the Maelstrom

THE BADAB WAR

The
Tempus
Fugitives



**“Bring me men to match my mountains: Bring me men to match my plains:
Men with empires in their purpose and new eras in their brains.”**

Stuart M